

CHARACTER SHEET

CHARACTER NAME :  ("Forn")

SPECIES Rodian

CAREER Bounty Hunter (Assassin)



CHARACTERISTICS

2 BRAUN	4 AGILITY	2 INTELLECT
2 CUNNING	2 WILLPOWER	2 PRESENCE

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)			◆◆
Athletics (Br)	●		◆◆
Charm (Pr)			◆◆
Coerce (Will)			◆◆
Computers (Int)			◆◆
Cool (Pr)			◆◆
Coordination (Ag)			◆◆◆◆
Deceit (Cun)			◆◆
Discipline (Will)			◆◆
Leadership (Pr)			◆◆
Mechanics (Int)			◆◆
Medicine (Int)			◆◆
Negotiation (Pr)			◆◆
Perception (Cun)	●	1	◆◆◆◆
Pilot - Planet (Ag)	●		◆◆◆◆
Pilot - Space (Ag)	●	1	◆◆◆◆
Resilience (Br)			◆◆
Skulduggery (Cun)	●	1	◆◆◆◆
Stealth (Ag)	●	1	◆◆◆◆
Streetwise (Cun)	●		◆◆
Survival (Cun)		1	◆◆◆◆
Vigilance (Will)	●	1	◆◆◆◆
KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)			◆◆
Education (Int)			◆◆
Lore (Int)			◆◆
Outer Rim (Int)			◆◆
Underworld (Int)			◆◆
Xenology (Int)			◆◆

SOAK VALUE
4

WOUNDS
12
THRESHOLD CURRENT

DEFENSE
0 0
RANGED MELEE







STRAIN
13
THRESHOLD CURRENT

CRITICAL INJURIES

SKILLS

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	●		◆◆
Gunnery (Ag)			◆◆◆◆
Melee (Br)	●		◆◆
Ranged - Light (Ag)			◆◆◆◆
Ranged - Heavy (Ag)	●	2	◆◆◆◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blstr. Carbine	Ranged (Hvy)	Medium	9	◆◆◆◆◆
- Inflict a Critical Injury on a hit for  or  and add +10% to your critical percentage roll - Stun Setting: as a free action, this weapon can be set to Stun, dealing Strain instead of Wounds (Short range only)				
Blaster Pistol	Ranged (Light)	Medium	6	◆◆◆◆◆
- Inflict a Critical Injury on a hit for  or  and add +10% to your critical percentage roll - Stun Setting: as a free action, this weapon can be set to Stun, dealing Strain instead of Wounds (Short range only)				
Combat Knife	Melee	Engaged	3	◆◆
- Inflict a Critical Injury on a hit for  or  and add +10% to your critical percentage roll				
AMMUNITION AND OTHER COMBAT GEAR				
	Padded Armor (Provides +2 Soak)			
1	Stimpack			
2	Extra Reloads			

DICE



Ability Die ◆ Proficiency Die ◆ Difficulty Die ◆ Challenge Die ◆ Boost Die ◆ Setback Die ◆ Force Die ◆

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second **Maneuver**.
You cannot perform more than 2 **Maneuvers** on your turn.
You can also perform any number of **Incidental** actions.

SPECIAL ABILITIES

NAME	PAGE #

DICE SYMBOLS

SUCCESS



Success ★ symbols are canceled by Failure ▼ symbols; if there are any Success ★ symbols left, the check succeeds.

TRIUMPH



Triumph ★ symbols count as Success symbols ★ and may also be spent to trigger a powerful positive consequence.

ADVANTAGE



Advantage ★ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ▼ symbols.

FAILURE



Failure ▼ symbols cancel Success ★ symbols. If there are enough Failure ▼ symbols to cancel all the Success ★ symbols, the check is a failure.

DESPAIR



Despair ▼ symbols count as Failure ▼ symbols (they cancel Success ★ symbols) and may also be spent to trigger a powerful negative consequence.

THREAT



Threat ▼ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ★ symbols.

TALENTS

NAME	RANK	PAGE #
Expert Tracker	1	135
- Remove up to ■ from any check you make to find or follow tracks. Survival checks made to track also take 50% less time than normal.		
Grit	1	136
- Gain +1 to your Strain Threshold.		
Lethal Blows	1	138
- When you inflict a critical injury, automatically add +10% to any critical injury percentage rolls you make.		
Stalker	1	143
- Add ■ to all Coordination and Stealth checks you make.		
Jump Up	1	138
- Once per round, you may stand up from seated or prone as an Incidental (instead of a Maneuver).		
Quick Strike	1	141
- Add ■ to any combat check you make against a foe that hasn't acted yet during an encounter.		

OTHER GEAR

NAME	DESCRIPTION
Comlink	(Hands-free)
Datapad	
Shot Glass	(Scratched up, engraved with the logo for Grobola's Casino)

MOTIVATIONS

TYPE	TYPE
???	
Your memory is lost...	

OBLIGATIONS

TYPE	TYPE
???	
MAGNITUDE ??	MAGNITUDE
COMPLICATIONS	COMPLICATIONS
Your memory is lost...	

MONEY

130 Credits

AVAILABLE XP

Act 1

TOTAL XP

100