

CHARACTER SHEET

CHARACTER NAME :  ("Aurek")

SPECIES Human

CAREER Explorer (Fringer)



CHARACTERISTICS

2 BRAUN	3 AGILITY	2 INTELLECT
3 CUNNING	2 WILLPOWER	2 PRESENCE

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	●		◆◆
Athletics (Br)			◆◆
Charm (Pr)			◆◆
Coerce (Will)			◆◆
Computers (Int)			◆◆
Cool (Pr)	●	2	◆◆
Coordination (Ag)	●		◆◆◆
Deceit (Cun)			◆◆◆
Discipline (Will)			◆◆
Leadership (Pr)			◆◆
Mechanics (Int)			◆◆
Medicine (Int)			◆◆
Negotiation (Pr)	●	1	◆◆
Perception (Cun)	●	1	◆◆◆
Pilot - Planet (Ag)			◆◆◆
Pilot - Space (Ag)	●	1	◆◆◆
Resilience (Br)			◆◆
Skulduggery (Cun)			◆◆◆
Stealth (Ag)			◆◆◆
Streetwise (Cun)	●	2	◆◆◆
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
14
THRESHOLD CURRENT

DEFENSE
0 0
RANGED MELEE

STRAIN
13
THRESHOLD CURRENT

CRITICAL INJURIES

SKILLS

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)			◆◆
Gunnery (Ag)		1	◆◆◆
Melee (Br)			◆◆
Ranged - Light (Ag)			◆◆◆
Ranged - Heavy (Ag)		1	◆◆◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Pistol	Ranged (Light)	Medium	6	◆◆◆
<ul style="list-style-type: none"> - Inflict a Critical Injury on a hit for ☹☹☹ or ☹ - Stun Setting: as a free action, this weapon can be set to Stun, dealing Strain instead of Wounds (Short range only) 				
Flame Projector	Ranged (Hvy)	Short	8	◆◆◆
<ul style="list-style-type: none"> - Crit. Injury on a hit for ☹☹ or ☹ - On a hit, primary target catches fire, taking 8 damage each round until he extinguishes the flames. - Spend ☹☹ (or ☹☹☹ if the attack misses) to deal the full attack damage to all those engaged with the target (only 8 if the attack misses) 				
AMMUNITION AND OTHER COMBAT GEAR				
	Padded Armor (Provides +2 Soak)			
1	Stimpack			

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 #

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

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

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 #
Street Smarts	2	144
- Remove up to ■ ■ from all Streetwise and Knowledge (Underworld) checks you make.		
Rapid Recovery	1	141
- When healing Strain after an encounter (with a Cool or Discipline check), you heal 1 additional Strain.		
Toughened	1	145
- You have gained a +2 to your Wound Threshold.		
Grit	1	136
- You have gained a +1 to your Strain Threshold.		

OTHER GEAR

NAME	DESCRIPTION
Comlink	(Hands-free)
Datapad	
Holo-image	(This worn and pitted single-use holo-projector is the size of a small coin, and projects the happy image of a young girl, maybe 6 or 7 years old)

MONEY

150 Credits

AVAILABLE XP

Act 2

TOTAL XP

125