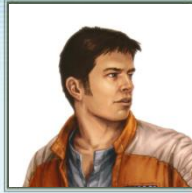


CHARACTER SHEET

CHARACTER NAME :  ("Besh")

SPECIES Human

CAREER Colonist (Politico)



CHARACTERISTICS

2 BRAWN	3 AGILITY	2 INTELLECT
3 CUNNING	2 WILLPOWER	3 PRESENCE

SKILLS

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

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)	●		◆◆
Education (Int)	●		◆◆
Lore (Int)	●		◆◆
Outer Rim (Int)			◆◆
Underworld (Int)			◆◆
Xenology (Int)			◆◆

SOAK VALUE  
3

WOUNDS  
12  
THRESHOLD CURRENT

DEFENSE  
0 0  
RANGED MELEE



STRAIN  
12  
THRESHOLD CURRENT


CRITICAL INJURIES

SKILLS

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

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
<b>Blaster Pistol</b>	Ranged (Light)	Medium	6	◆◆◆
- 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)				
<b>Dart Gun</b>	Ranged (Light)	Short	-	◆◆◆
- Near silent operation - Used to fire Neuroparalytic Darts - Limited Ammo 3				

AMMUNITION AND OTHER COMBAT GEAR	
	Heavy Clothing (Provides +1 Soak)
1	Stimpack
3	Neuroparalytic Darts (target must make a Hard [◆◆◆]) Resilience check or be Immobilized for 3 rounds; additionally, each  on the target's check inflicts 1 Strain)



### 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 #
<b>Plausible Deniability</b>	1	141
- Remove up to <span style="color: black;">■</span> from all Coercion and Deception checks you make.		
<b>Kill With Kindness</b>	1	138
- Remove up to <span style="color: black;">■</span> from all Charm and Leadership checks you make.		
<b>Inspiring Rhetoric</b>	-	137
- As an <b>Action</b> , you can attempt an Average ( <span style="color: purple;">◆◆</span> ) Leadership check. Each  causes 1 ally in short range to recover 1 Strain. You can spend  to cause 1 affected ally to recover 1 additional Strain.		
<b>Dodge</b>	1	135
- When you are targeted by a combat check, you may immediately suffer 1 Strain to upgrade the difficulty of the incoming check by 1.		

### MOTIVATIONS

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

### OBLIGATIONS

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

### OTHER GEAR

NAME	DESCRIPTION
Comlink	(Hands-free)
Datapad	
Half-Locket	(Half of a Sorla Charm – also called a “lover’s locket” – a traditional Twi’lek promise of committed love between two lovers on Ryloth. One partner typically wears one half, the other partner wears the other half.)

#### MONEY

300 Credits

#### AVAILABLE XP

Act 2

#### TOTAL XP

125