

CHARACTER SHEET

CHARACTER NAME : **Iq** ("Cresh")

SPECIES Twi'lek

CAREER Hired Gun (Mercenary Soldier)



CHARACTERISTICS

1 BRAWN	4 AGILITY	2 INTELLECT
2 CUNNING	2 WILLPOWER	3 PRESENCE

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)			◆◆
Athletics (Br)	●		◆
Charm (Pr)		1	◆◆◆
Coerce (Will)			◆◆
Computers (Int)			◆◆
Cool (Pr)			◆◆◆
Coordination (Ag)			◆◆◆◆
Deceit (Cun)			◆◆
Discipline (Will)	●	2	◆◆◆
Leadership (Pr)	●		◆◆◆
Mechanics (Int)			◆◆
Medicine (Int)			◆◆
Negotiation (Pr)			◆◆◆
Perception (Cun)			◆◆
Pilot - Planet (Ag)	●	1	◆◆◆◆
Pilot - Space (Ag)			◆◆◆◆
Resilience (Br)	●	1	◆◆◆
Skulduggery (Cun)			◆◆
Stealth (Ag)			◆◆◆◆
Streetwise (Cun)			◆◆
Survival (Cun)			◆◆
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
3

WOUNDS
11
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)	●	2	◆◆◆◆
Ranged - Heavy (Ag)	●		◆◆◆◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Hvy Blst Pistol	Ranged (Light)	Medium	7	◆◆◆◆◆
<ul style="list-style-type: none"> - Deal +2 Damage when at Short range or when Engaged - 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) 				
Hvy Blst Pistol	Ranged (Light)	Medium	7	◆◆◆◆◆
<ul style="list-style-type: none"> - You can choose to attack with both pistols as 1 Action by increasing the check difficulty by 1 (◆). If you then roll ☹☹ or ☹, you can spend it to hit with the second pistol. 				
Vibroknife	Ranged (Light)	Medium	4 (Point Blank)	◆◆◆◆
<ul style="list-style-type: none"> - Inflict a Critical Injury on a hit for ☹☹ or ☹, and add 10% to your critical injury roll - The target treats their Soak as 2 points lower for attacks from this weapon - Limited Ammo 4: You only have 4 vibroknives 				
AMMUNITION AND OTHER COMBAT GEAR				
	Heavy Mesh Weave Bodysuit (Provides +2 Soak)			
1	Stimpack			
2	Extra Reload			
4	Vibroknives (balanced for throwing)			

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 #
Heat Resistance	52
- When making any skill check, you can remove ■ imposed due to acid or hot environmental conditions.	

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 #
Point Blank	2	141
- Add +2 damage to any successful Ranged (Light) or Ranged (Heavy) attack you make at short range or while engaged.		
Side Step	1	142
- Once per round, as a Maneuver , you can suffer 1 Strain to upgrade the difficulty of all ranged attacks that target you until the start of your next turn.		
Strong Arm	-	
- You treat thrown weapons as if they had 1 greater range.		

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

130 Credits

AVAILABLE XP

Act 2

TOTAL XP

115