

CHARACTER SHEET

CHARACTER NAME : **7** ("Dorn")

SPECIES Wookiee

CAREER Technician (Mechanic)



CHARACTERISTICS

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

SOAK VALUE
5

WOUNDS
18
THRESHOLD CURRENT

DEFENSE
0 0
RANGED MELEE

STRAIN
9
THRESHOLD CURRENT

CRITICAL INJURIES

SKILLS

SKILLS

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

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

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Brass Knuckles	Brawl	Engaged	5	◆◆◆◆
<ul style="list-style-type: none"> - Inflict a Critical Injury on a hit for ☹☹☹☹ or ☹ - Spend ☹☹ to knock the target prone (+1 ☹ per silhouette beyond 1) - Spend ☹☹ to Disorient the target for 3 rounds (adding ■ to all checks) 				
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) 				

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

AMMUNITION AND OTHER COMBAT GEAR	
	Heavy Clothing (Provides +1 Soak)
1	Stimpack
(Empty)	Box of detonator fuses (used for explosive charges)

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 #
Wookiee Rage	53
- When you have suffered any Wounds, you deal +1 damage to your Brawl and Melee attacks. When you are Critically Injured, you deal +2 damage with your Brawl and Melee attacks.	

MOTIVATIONS

TYPE	??? <input type="text"/>	TYPE	<input type="text"/>
	Your memory is lost...		

OBLIGATIONS

TYPE	??? <input type="text"/>	TYPE	<input type="text"/>
MAGNITUDE	?? <input type="text"/>	MAGNITUDE	<input type="text"/>
COMPLICATIONS	<input type="text"/>	COMPLICATIONS	<input type="text"/>
	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 #
Gearhead	2	136
- Remove up to ■ ■ from any Mechanics check you make. (You also decrease the credit cost to add mods to attachments by 50%.)		
Fine Tuning	1	135
- Whenever you reduce the amount of System Strain a starship or vehicle suffers, reduce 1 additional Strain.		

OTHER GEAR

NAME	DESCRIPTION
Comlink	(Hands-free)
Tool Kit	
Lock Breaking Kit	Electronic suite and tools for cracking electronic locks
Custom Datapad	(Built-in wireless communication and holo-projector)
Service Medal	(Award for distinguished service in the Clone Wars, with the elite Rargarr Battalion)

MONEY

120 Credits

AVAILABLE XP

Act 2

TOTAL XP

105