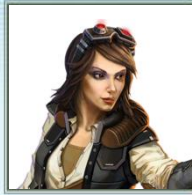


CHARACTER SHEET

CHARACTER NAME : **VI** ("Esk")

SPECIES Human

CAREER Smuggler (Pilot)



CHARACTERISTICS

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

SKILLS

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

| KNOWLEDGE SKILLS | CAREER | RANK | DICE POOL |
|-------------------|--------|------|-----------|
| Core Worlds (Int) | | | ◆◆◆ |
| Education (Int) | | | ◆◆◆ |
| Lore (Int) | | | ◆◆◆ |
| Outer Rim (Int) | | | ◆◆◆ |
| Underworld (Int) | ● | 1 | ◆◆◆ |
| Xenology (Int) | | | ◆◆◆ |

SOAK VALUE
3

WOUNDS
12
THRESHOLD CURRENT

DEFENSE
1 1
RANGED MELEE

STRAIN
12
THRESHOLD CURRENT

CRITICAL INJURIES

SKILLS

| COMBAT SKILLS | CAREER | RANK | DICE POOL |
|---------------------|--------|------|-----------|
| Brawl (Br) | | | ◆◆ |
| Gunnery (Ag) | ● | 2 | ◆◆◆◆ |
| Melee (Br) | | | ◆◆ |
| Ranged - Light (Ag) | | 1 | ◆◆◆ |
| Ranged - Heavy (Ag) | | | ◆◆◆ |

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) | | | | |
| Stun Grenade | Ranged (Light) | Short | 8 (Stun) | ◆◆◆ |
| <ul style="list-style-type: none"> - Spend ☹☹ to Disorient the target (■ to all checks) for 3 rounds - Spend ☹☹ (or ☹☹☹ if the attack misses) to deal the full attack damage to all those engaged with the target (only 8 Stun if the attack misses) - Limited Ammo 1: Once you use a stun grenade, it's gone | | | | |

| AMMUNITION AND OTHER COMBAT GEAR | |
|----------------------------------|---|
| | Armored Clothing (Provides +1 Soak, +1 Defense) |
| 1 | Stimpack |
| 3 | Stun Grenades |

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 | ??? |
|------------------------|-----|
| | |
| Your memory is lost... | |

OBLIGATIONS

| TYPE | ??? |
|------------------------|-----|
| | |
| MAGNITUDE | ?? |
| | |
| 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 # |
|--|------|--------|
| Let's Ride | - | 138 |
| - Once per round, you can mount/dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an Incidental . | | |
| Skilled Jockey | 1 | 142 |
| - Remove up to ■ from all Piloting (Planet) and Piloting (Space) you make. | | |
| Full Throttle | - | 135 |
| - As an Action , you can attempt a Hard (◆◆◆) Piloting check to increase a vehicle's top speed by 1 for 2 rounds. | | |
| Dead to Rights | - | 134 |
| - You can spend 1 Destiny Point to add 2 points of damage to a successful attack you have made with ship or vehicle-mounted weaponry. | | |
| Rapid Recovery | 1 | 141 |
| - When healing Strain after an encounter (with a Cool or Discipline check), you heal 1 additional Strain. | | |
| | | |
| | | |

OTHER GEAR

| NAME | DESCRIPTION |
|----------------|---|
| Comlink | (Hands-free) |
| Datapad | |
| Pilot's Gloves | (Clearly custom-fitted and made of rich Naboo leather, the interior of the right wrist has a hastily scrawled code password written on the interior: "0573334") |
| | |

MONEY

100 Credits

AVAILABLE XP

Act 2

TOTAL XP

125