

CHARACTER SHEET

CHARACTER NAME :  ("Aurek")

SPECIES Human

CAREER Explorer (Fringer)



CHARACTERISTICS

2 BRAWN	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
<b>Blaster Pistol</b>	Ranged (Light)	Medium	6	◆◆◆
<ul style="list-style-type: none"> <li>- Inflict a Critical Injury on a hit for  or </li> <li>- Stun Setting: as a free action, this weapon can be set to Stun, dealing Strain instead of Wounds (Short range only)</li> </ul>				
<b>Flame Projector</b>	Ranged (Hvy)	Short	8	◆◆◆
<ul style="list-style-type: none"> <li>- Crit. Injury on a hit for  or </li> <li>- On a hit, primary target catches fire, taking 8 damage each round until he extinguishes the flames.</li> <li>- 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)</li> </ul>				
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	???
Your memory is lost...	

### OBLIGATIONS

TYPE	???
<b>MAGNITUDE</b>	??
<b>COMPLICATIONS</b>	
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 #
<b>Street Smarts</b>	2	144
- Remove up to <span style="color: black;">■</span> <span style="color: black;">■</span> from all Streetwise and Knowledge (Underworld) checks you make.		
<b>Rapid Recovery</b>	2	141
- When healing Strain after an encounter (with a Cool or Discipline check), you heal 2 additional Strain.		
<b>Toughened</b>	1	145
- You have gained a +2 to your Wound Threshold.		
<b>Grit</b>	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 3

#### TOTAL XP

140