
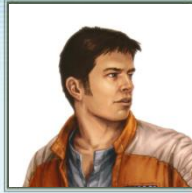


CHARACTER SHEET

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
Blaster Pistol	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)				
Dart Gun	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 #
Plausible Deniability	1	141
- Remove up to ■ from all Coercion and Deception checks you make.		
Kill With Kindness	1	138
- Remove up to ■ from all Charm and Leadership checks you make.		
Inspiring Rhetoric	-	137
- As an Action , you can attempt an Average (◆◆) 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.		
Dodge	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.		
Improved Inspiring Rhetoric	-	137
- When you succeed in using Inspiring Rhetoric, each affected ally also gains ■ on all checks they make for 1 round.		

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.)

MOTIVATIONS

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

OBLIGATIONS

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

MONEY

300 Credits

AVAILABLE XP

Act 3

TOTAL XP

140