

CHARACTER SHEET

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

SPECIES Twi'lek

CAREER Hired Gun (Mercenary Soldier)



CHARACTERISTICS

<b>1</b> BRAUN	<b>4</b> AGILITY	<b>2</b> INTELLECT
<b>2</b> CUNNING	<b>2</b> WILLPOWER	<b>3</b> 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
<b>Hvy Blst Pistol</b>	Ranged (Light)	Medium	<b>7</b>	◆◆◆◆◆
<ul style="list-style-type: none"> <li>- Deal +2 Damage when at Short range or when Engaged</li> <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>Hvy Blst Pistol</b>	Ranged (Light)	Medium	<b>7</b>	◆◆◆◆◆
<ul style="list-style-type: none"> <li>- You can choose to attack with both pistols as 1 <b>Action</b> by increasing the check difficulty by 1 (◆). If you then roll ☹☹ or ☹, you can spend it to hit with the second pistol.</li> </ul>				
<b>Vibroknife</b>	Ranged (Light)	Medium	<b>4 (Point Blank)</b>	◆◆◆◆
<ul style="list-style-type: none"> <li>- Inflict a Critical Injury on a hit for ☹☹ or ☹, and add 10% to your critical injury roll</li> <li>- The target treats their Soak as 2 points lower for attacks from this weapon</li> <li>- Limited Ammo 4: You only have 4 vibroknives</li> </ul>				

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 #
<b>Heat Resistance</b>	52
- When making any skill check, you can remove <span style="color: black;">■</span> imposed due to acid or hot environmental conditions.	

### MOTIVATIONS

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

### OBLIGATIONS

TYPE	??? _____	TYPE	_____
<b>MAGNITUDE</b>	?? _____	<b>MAGNITUDE</b>	_____
<b>COMPLICATIONS</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>Point Blank</b>	2	141
- Add +2 damage to any successful Ranged (Light) or Ranged (Heavy) attack you make at short range or while engaged.		
<b>Side Step</b>	1	142
- Once per round, as a <b>Maneuver</b> , you can suffer 1 Strain to upgrade the difficulty of all ranged attacks that target you until the start of your next turn.		
<b>Strong Arm</b>	-	144
- You treat thrown weapons as if they had one step greater range (to a maximum of Medium range).		
<b>Natural Marksman</b>	-	139
- Once per session, you may reroll any one Ranged (Light) or Ranged (Heavy) check you make.		

### 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 3

#### TOTAL XP

130