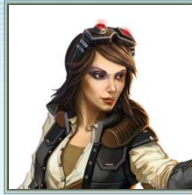


CHARACTER SHEET

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)		2	◆◆◆◆
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 #

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")

MOTIVATIONS

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

OBLIGATIONS

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

MONEY

100 Credits

AVAILABLE XP

Act 3

TOTAL XP

140