

CHARACTER SHEET

CHARACTER NAME :  ("Forn")

SPECIES Rodian

CAREER Bounty Hunter (Assassin)



CHARACTERISTICS

2 BRAUN	4 AGILITY	2 INTELLECT
2 CUNNING	2 WILLPOWER	2 PRESENCE

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)			◆◆
Athletics (Br)	●		◆◆
Charm (Pr)			◆◆
Coerce (Will)			◆◆
Computers (Int)			◆◆
Cool (Pr)			◆◆
Coordination (Ag)			◆◆◆◆
Deceit (Cun)			◆◆
Discipline (Will)			◆◆
Leadership (Pr)			◆◆
Mechanics (Int)			◆◆
Medicine (Int)			◆◆
Negotiation (Pr)			◆◆
Perception (Cun)	●	1	◆◆◆
Pilot - Planet (Ag)	●		◆◆◆◆
Pilot - Space (Ag)	●	1	◆◆◆◆
Resilience (Br)			◆◆
Skulduggery (Cun)	●	1	◆◆◆
Stealth (Ag)	●	1	◆◆◆◆
Streetwise (Cun)	●		◆◆
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  
12  
THRESHOLD CURRENT

DEFENSE  
0 0  
RANGED MELEE







STRAIN  
13  
THRESHOLD CURRENT

CRITICAL INJURIES

SKILLS

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	●		◆◆
Gunnery (Ag)			◆◆◆◆
Melee (Br)	●		◆◆
Ranged - Light (Ag)			◆◆◆◆
Ranged - Heavy (Ag)	●	3	◆◆◆◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
<b>Blstr. Carbine</b>	Ranged (Hvy)	Medium	9	◆◆◆◆◆
- Inflict a Critical Injury on a hit for  or  and add +20% to your critical percentage roll - Stun Setting: as a free action, this weapon can be set to Stun, dealing Strain instead of Wounds (Short range only)				
<b>Blaster Pistol</b>	Ranged (Light)	Medium	6	◆◆◆◆
- Inflict a Critical Injury on a hit for  or  and add +20% to your critical percentage roll - Stun Setting: as a free action, this weapon can be set to Stun, dealing Strain instead of Wounds (Short range only)				
<b>Combat Knife</b>	Melee	Engaged	3	◆◆
- Inflict a Critical Injury on a hit for  or  and add +20% to your critical percentage roll				
AMMUNITION AND OTHER COMBAT GEAR				
	Padded Armor (Provides +2 Soak)			
1	Stimpack			
2	Extra Reloads			

### 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 #
<b>Expert Tracker</b>	1	135
- Remove up to ■ from any check you make to find or follow tracks. Survival checks made to track also take 50% less time than normal.		
<b>Grit</b>	1	136
- Gain +1 to your Strain Threshold.		
<b>Lethal Blows</b>	2	138
- When you inflict a critical injury, automatically add +20% to any critical injury percentage rolls you make.		
<b>Stalker</b>	1	143
- Add ■ to all Coordination and Stealth checks you make.		
<b>Jump Up</b>	1	138
- Once per round, you may stand up from seated or prone as an <b>Incidental</b> (instead of a <b>Maneuver</b> ).		
<b>Quick Strike</b>	1	141
- Add ■ to any combat check you make against a foe that hasn't acted yet during an encounter.		

### OTHER GEAR

NAME	DESCRIPTION
Comlink	(Hands-free)
Datapad	
Shot Glass	(Scratched up, engraved with the logo for Grobola's Casino)

### 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...		

### MONEY

130 Credits

### AVAILABLE XP

Act 3

### TOTAL XP

130