

CHARACTER SHEET

CHARACTER NAME : Brek Corsen

SPECIES Human

CAREER Smuggler (Scoundrel)



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)	●	1	◆◆◆
Coerce (Will)			◆◆
Computers (Int)		1	◆◆◆
Cool (Pr)	●	1	◆◆◆
Coordination (Ag)	●		◆◆◆
Deceit (Cun)	●	2	◆◆◆◆
Discipline (Will)			◆◆
Leadership (Pr)			◆◆
Mechanics (Int)			◆◆
Medicine (Int)			◆◆
Negotiation (Pr)		1	◆◆◆
Perception (Cun)	●		◆◆◆
Pilot - Planet (Ag)			◆◆◆
Pilot - Space (Ag)	●		◆◆◆
Resilience (Br)			◆◆
Skulduggery (Cun)	●	2	◆◆◆◆
Stealth (Ag)			◆◆◆
Streetwise (Cun)	●	1	◆◆◆
Survival (Cun)			◆◆◆
Vigilance (Will)	●	2	◆◆◆◆
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

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)	●	2	◆◆◆◆
Ranged - Heavy (Ag)			◆◆◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Hvy Blst Pistol	Ranged (Light)	Medium	7	◆◆◆◆◆
- Inflict a Critical Injury on a hit for ☹☹☹ or ☹ - Stun Setting: as a free action, set weapon to deal Strain (Short range only)				
Hvy Blst Pistol	Ranged (Light)	Medium	7	◆◆◆◆◆
- Can fire both Heavy Blaster Pistols as one Action by increasing your difficulty by ◆ before the roll (If targeting 2 separate foes, use the higher difficulty) - If you then generate ☹☹ on a successful roll, the 2 nd pistol hits (deals the same damage as the 1 st pistol)				
Frag Grenade	Ranged (Light)	Short	8	◆◆◆◆◆
- Inflict a Critical Injury on a hit for ☹☹☹☹ or ☹ - Spend ☹☹ on a hit to deal damage to everyone engaged with the target (and ☹☹☹ on a miss to deal 6 Wounds to the target & engaged parties) - Limited Ammo: 1 (Once you throw it – it's gone.)				
AMMUNITION AND OTHER COMBAT GEAR				
	Heavy Clothing (Provides +1 Soak)			
2	Frag Grenades			
3	Stimpacks			
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 #

MOTIVATIONS

TYPE	TYPE
Ambition - Love	
Brek is secretly in love with Vor'la. He's not even admitted it to himself.	

OBLIGATIONS

TYPE	TYPE
Debt	
MAGNITUDE 20	MAGNITUDE
COMPLICATIONS	COMPLICATIONS
Brek owes the Triumvirate 20,000 credits (or a very large favor) for erasing his debt to crime lord.	

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 #
Rapid Reaction	1	141
- You can choose to suffer 1 Strain to add 1 ★ to any initiative check you make.		
Convincing Demeanor	1	133
- Remove up to ■ from any Deception or Skulduggery checks you make.		
Quick Strike	1	141
- Add ■ to any combat check you make that targets a foe who hasn't acted yet in that encounter.		
Side Step	1	142
- Once per round, you can spend a Maneuver suffer 1 Strain, upgrading the difficulty of all ranged attacks that target you until the start of your next turn.		

OTHER GEAR

NAME	DESCRIPTION
Comlink	(Short Range)
Datapad	(Basic)
Glow rod	(Extends a tunnel of light at Short range)
Disguise Kit	(With enough time to prepare a proper disguise, it provides ■ on any Deception check made to create a false appearance)

MONEY

150 Credits

AVAILABLE XP

0

TOTAL XP

140