

CHARACTER SHEET

CHARACTER NAME : Flyx Byx

SPECIES Sullustan

CAREER Technician (Politico)



CHARACTERISTICS

|              |                |                |
|--------------|----------------|----------------|
| 2<br>BRAWN   | 2<br>AGILITY   | 4<br>INTELLECT |
| 2<br>CUNNING | 2<br>WILLPOWER | 2<br>PRESENCE  |

SKILLS

| GENERAL SKILLS      | CAREER | RANK | DICE POOL |
|---------------------|--------|------|-----------|
| Astrogation (Int)   | ●      | 1    | ⬢⬢⬢⬢      |
| Athletics (Br)      |        |      | ⬢⬢        |
| Charm (Pr)          |        |      | ⬢⬢        |
| Coerce (Will)       |        |      | ⬢⬢        |
| Computers (Int)     | ●      | 2    | ⬢⬢⬢⬢      |
| Cool (Pr)           |        |      | ⬢⬢        |
| Coordination (Ag)   | ●      |      | ⬢⬢        |
| Deceit (Cun)        |        |      | ⬢⬢        |
| Discipline (Will)   | ●      | 1    | ⬢⬢        |
| Leadership (Pr)     |        |      | ⬢⬢        |
| Mechanics (Int)     | ●      | 2    | ⬢⬢⬢⬢      |
| Medicine (Int)      |        |      | ⬢⬢⬢⬢      |
| Negotiation (Pr)    |        |      | ⬢⬢        |
| Perception (Cun)    | ●      | 1    | ⬢⬢        |
| Pilot - Planet (Ag) | ●      |      | ⬢⬢        |
| Pilot - Space (Ag)  | ●      |      | ⬢⬢        |
| Resilience (Br)     |        |      | ⬢⬢        |
| Skulduggery (Cun)   | ●      | 1    | ⬢⬢        |
| Stealth (Ag)        |        |      | ⬢⬢        |
| Streetwise (Cun)    |        |      | ⬢⬢        |
| 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  
4

WOUNDS  
14  
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) |        |      | ⬢⬢        |
| Ranged - Heavy (Ag) |        | 1    | ⬢⬢        |

WEAPONS & EQUIPMENT

| WEAPON  | SKILL          | RANGE  | DAMAGE | DICE POOL |
|---|----------------|--------|--------|-----------|
| <b>"Bombad"</b>   | Ranged (Hvy)   | Medium | 9      | ⬢⬢        |
| - Flyx's Favorite Toy (Custom Blaster Rifle with Spread Barrel Attachment & Blast +1 Mod)<br>- Inflict a Critical Injury on a hit for ☹☹☹ or ☹<br>- Spend ☹☹ on a hit to deal damage to everyone engaged with the target (and ☹☹☹ on a miss to deal 5 Wounds to the target & engaged parties) |                |        |        |           |
| <b>Flash Grenade</b>  | Ranged (Light) | Short  | -      | ⬢⬢        |
| - On a hit, target is Disoriented (■ to all his checks) for 1 round<br>- Spend ☹☹ on a hit to Disorient anyone engaged with the target for 1 round (or ☹☹☹ on a miss to Disorient the target & all engaged parties for 1 round)<br>- Limited Ammo: 1 (Once you throw it – it's gone.)         |                |        |        |           |

| AMMUNITION AND OTHER COMBAT GEAR |                                 |
|----------------------------------|---------------------------------|
|                                  | Padded Armor (Provides +2 Soak) |
| 3                                | Stimpacks                       |
| 4                                | Flash Grenades                  |
| 1                                | Extra Reload                    |

### 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>Skilled Jockey</b>  | 1    | 142    |
| - Remove up to <span style="color: black;">■</span> from all Piloting (Planetary) and Piloting (Space) checks you make.  |      |        |
| <b>Toughened</b>   | 1    | 145    |
| - You have gained +2 to your Wound Threshold.  |      |        |
| <b>Fine Tuning</b>   | 1    | 135    |
| - Whenever you reduce the amount of System Strain a starship/vehicle suffers, you reduce 1 additional System Strain.   |      |        |
| <b>Gearhead</b>  | 2    | 136    |
| - Remove up to <span style="color: black;">■</span> <span style="color: black;">■</span> from any Mechanics checks you make. Additionally, the credit cost to add Mods to Attachments decreases by 50%   |      |        |
| <b>Bad Motivator</b>   | -    | 132    |
| - Once per session, as an Action, you can attempt a Hard ( <span style="color: purple;">◆◆◆</span> ) Mechanics check. If successful, one device (per the GMs approval) spontaneously fails due to your involvement, or because it was about to fail anyway (and you noticed it). |      |        |
|  |      |        |
|  |      |        |

### MOTIVATIONS

**TYPE** Ambition - Expertise

**TYPE**

Flyx relishes his skills and refuses to fail at them (in part, this led to his addiction).

### OBLIGATIONS

**TYPE** Addiction

**TYPE**

**MAGNITUDE** 10

**MAGNITUDE**

**COMPLICATIONS**

**COMPLICATIONS**

Flyx has long suffered from an addiction to Booster Blue. He's trying to manage it, but his dependency is increasing.

### OTHER GEAR

| NAME                   | DESCRIPTION  |
|------------------------|--|
| Comlink                | (short range)  |
| Tool Kit               |  |
| Custom Datapad         | (built-in scomlinks and ports for data transfer)   |
| Booster Blue (3 Doses) | (After you dose, you can upgrade 1 Agility, Intellect, or Cunning-related skill check that encounter; but you then cannot recover Strain through Resilience checks for the rest of the session.) |

### MONEY

100 Credits

### AVAILABLE XP

0

### TOTAL XP

130