

CHARACTER SHEET

CHARACTER NAME : Mella Myson

SPECIES Human

CAREER Explorer (Scout, Force Sensitive Exile)



CHARACTERISTICS

2 BRAWN	3 AGILITY	2 INTELLECT
2 CUNNING	3 WILLPOWER	2 PRESENCE

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	●		◆◆
Athletics (Br)	●		◆◆
Charm (Pr)			◆◆
Coerce (Will)			◆◆◆◆
Computers (Int)			◆◆◆◆
Cool (Pr)	●	1	◆◆◆
Coordination (Ag)			◆◆◆◆
Deceit (Cun)			◆◆
Discipline (Will)	●	2	◆◆◆◆
Leadership (Pr)			◆◆
Mechanics (Int)			◆◆
Medicine (Int)	●		◆◆
Negotiation (Pr)			◆◆
Perception (Cun)	●	1	◆◆◆
Pilot - Planet (Ag)	●	1	◆◆◆
Pilot - Space (Ag)	●	1	◆◆◆
Resilience (Br)			◆◆
Skulduggery (Cun)			◆◆
Stealth (Ag)			◆◆◆◆
Streetwise (Cun)			◆◆
Survival (Cun)	●	2	◆◆◆◆
Vigilance (Will)			◆◆◆◆
KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)			◆◆
Education (Int)			◆◆
Lore (Int)	●		◆◆
Outer Rim (Int)	●		◆◆
Underworld (Int)			◆◆
Xenology (Int)	●		◆◆

SOAK VALUE
3

WOUNDS
12
THRESHOLD CURRENT

DEFENSE
1 1
RANGED MELEE

STRAIN
13
THRESHOLD CURRENT

CRITICAL INJURIES

SKILLS

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)			◆◆
Gunnery (Ag)			◆◆◆◆
Melee (Br)			◆◆
Ranged - Light (Ag)		1	◆◆◆
Ranged - Heavy (Ag)			◆◆◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Hvy Blst Pistol	Ranged (Light)	Medium	7	◆◆◆
<ul style="list-style-type: none"> - Inflict a Critical Injury on a hit for ☹☹☹ or ☹ - Stun Setting: as a free action, set weapon to deal Strain (Short range only) 				
Move Power	Discipline	Short	Varies	◆◆◆◆
<ul style="list-style-type: none"> - Inflict a Critical Injury on a hit for ☹☹☹☹☹ or ☹ - Must generate appropriate ○ for activation of power & silhouette of object - Silhouette 0 deals 5 damage, Silhouette 1 deals 10 damage 				
Frag Grenade	Ranged (Light)	Short	8	◆◆◆
<ul style="list-style-type: none"> - 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.) 				
Flash Grenade	Ranged (Light)	Short	-	◆◆◆
<ul style="list-style-type: none"> - On a hit, target is Disoriented (■ to all his checks) for 1 round - 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) - Limited Ammo: 1 (Once you throw it – it's gone.) 				
AMMUNITION AND OTHER COMBAT GEAR				
	Armored Clothing (Provides +1 Soak, +1 Defense)			
2	Stimpacks			
1	Frag Grenade			
2	Flash 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 #
Force Rating – 1	277
- You are Force Sensitive, granting you a one Force Die ○ that can be used to activate Force Powers you have purchased.	
Move – Basic (Strength 1, Range 1)	284
- Spend ○ to move 1 unsecured object of silhouette 0 within Short range of you up to Short range from you	
- You can spend an extra ○ to move an object of silhouette 1	
- You can spend an extra ○ to move an object at Medium range	
Move – Attack (Control 1)	184
- You can move object with enough force to damage others. You must generate the appropriate ○ and make a Discipline check (equal to the silhouette of the throw object) to hit the target	
- Silhouette 0 objects deal 5 damage; silhouette 1 deals 10 damage	

MOTIVATIONS

TYPE	TYPE
Cause - Jedi	
Mella's greatest desire is to unlock her potential and "become" a fabled Jedi.	

OBLIGATIONS

TYPE	TYPE
Criminal	
MAGNITUDE 10	MAGNITUDE
COMPLICATIONS	COMPLICATIONS
Mella is a known Force Sensitive whose identity information was sold to the Empire.	

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 #
Insight	-	137
- Perception and Discipline have become permanent career skills for you.		
Uncanny Reactions	1	145
- Add ■ to any Vigilance checks you make.		
Uncanny Senses	1	145
- Add ■ to any Perception checks you make.		

OTHER GEAR

NAME	DESCRIPTION
Comlink	(short range)
Datapad	(basic)
Glow Rod	(Extends a tunnel of light at Short range)

MONEY

30 Credits

AVAILABLE XP

0

TOTAL XP

140