

CHARACTER SHEET

CHARACTER NAME : Soril Darkrider

SPECIES Human

CAREER Hired Gun (Mercenary Soldier)



CHARACTERISTICS

3 BRAUN	3 AGILITY	2 INTELLECT
2 CUNNING	2 WILLPOWER	2 PRESENCE

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)			◆◆
Athletics (Br)	●	1	◆◆◆
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)	●		◆◆◆
Pilot - Space (Ag)			◆◆◆
Resilience (Br)	●	2	◆◆◆
Skulduggery (Cun)			◆◆
Stealth (Ag)			◆◆
Streetwise (Cun)			◆◆
Survival (Cun)			◆◆
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  
13  
THRESHOLD CURRENT

DEFENSE  
1 1  
RANGED MELEE

STRAIN  
12  
THRESHOLD CURRENT

CRITICAL INJURIES

SKILLS

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	●	1	◆◆◆
Gunnery (Ag)	●		◆◆◆
Melee (Br)	●		◆◆◆
Ranged - Light (Ag)	●	1	◆◆◆
Ranged - Heavy (Ag)	●	3	◆◆◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
"Vanessa"	Ranged (Hvy)	Long	9	◆◆◆◆◆
(Custom Blaster Rifle: Multi-Optic Sight; Forearm Grip & Accurate +1 Mod) - Ignores up to ■■ due to smoke, darkness, or other environmental factors - Inflict a Critical Injury on a hit for 3 or 4 - Attacking while engaged only increases difficulty by ◆ (instead of ◆◆)				
"Caroline"	Ranged (Light)	Medium	6	◆◆◆
(Custom Blaster Pistol: Filed Front Sight & Concealment Decrease 1 Mod) - Concealment difficulty reduced by ◆ - Can be drawn as an Incidental - Inflict a Critical Injury on a hit for 3 or 4 - Attacking past Short range increases difficulty by ◆				
"Jill & Jenny"	Brawl	Engaged	4	◆◆◆
(Silver Plated set of Brass Knuckles) - Spend 2 to knock the target prone (+1 per silhouette beyond 1) - Inflict a Critical Injury on a hit for 4 or 4 - Spend 2 to Disorient the target for 3 rounds (adding ■ to all checks)				

AMMUNITION AND OTHER COMBAT GEAR

	Combat Armor (Provides +1 Defense, +1 Soak)
3	Stimpacks
4	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** Relationship – Mentor

Soril continuously seeks the approval of mercenary who trained him, Race Bantam.

**TYPE**

### OBLIGATIONS

**TYPE** Addiction

**MAGNITUDE** 10

**COMPLICATIONS**

Soril is addicted to women. Seeking out sexual gratification has ruined jobs, friendships, and most of his free time.

**TYPE**

**MAGNITUDE**

**COMPLICATIONS**

### 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>Second Wind</b>	2	142
- Once per encounter, as an Incidental, you can recover 1 Strain.		
<b>Confidence</b>	1	133
- Whenever you make a Discipline check to avoid fear, you automatically decrease the difficulty of the check by 1.		
<b>Side Step</b>	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)

### MONEY

210 Credits

### AVAILABLE XP

0

### TOTAL XP

140