

## SKILLS

Cool (Pr)		
Discipline (Will)		
Negotiation (Pr)		
Perception (Cun)		
Vigilance (Will)		
Brawl (Br)		
Melee (Br)		
Ranged: Light (Ag)		
Ranged: Heavy (Ag)		
Gunnery (Ag)		
Astrogation (Int)		
Athletics (Br)		
Charm (Pr)		
Coercion (Will)		
Computers (Int)		
Coordination (Ag)		
Deception (Cun)		
Leadership (Pr)		
Mechanics (Int)		
Medicine (Int)		
Piloting: Planetary (Ag)		
Piloting: Space (Ag)		
Resilience (Br)		
Skulduggery (Cun)		
Stealth (Ag)		
Streetwise (Cun)		
Survival (Cun)		

## OPPOSING SKILLS

Acting Skill	Opposing Skill
Coercion, Deception, Leadership	Discipline
Charm	Cool
Negotiation	Negotiation or Cool

## WOUNDS

THRESHOLD	CURRENT

## STRAIN

THRESHOLD	CURRENT

## SOAK

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## DEFENSE

RANGED	MELEE

## TALENTS

BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER

PRESENCE

## ATTACKS

RANGE	SKILL	WEAPON	DAM	CRIT	SPECIAL

## GEAR

## NOTES