

Last Modified: Never

CHARACTER NAME: **Test Person**

PLAYER NAME:

SPECIES: Human

CAREER: Smuggler

SPECIALIZATIONS: Gunslinger

CHARACTERISTICS

Characteristics section showing six stats, each with a value of 2 in a circular icon:

- BRAWN**: 2
- AGILITY**: 2
- INTELLECT**: 2
- CUNNING**: 2
- WILLPOWER**: 2
- PRESENCE**: 2

ATTRIBUTES

Attributes section including Wound, Strain, Soak, Defense, and Critical Injuries:

- WOUND**: 12
- STRAIN**: 12
- SOAK**: 2
- DEFENSE**: 0 (RANGED) / 0 (MELEE)
- CRITICAL INJURIES**: Table with 4 columns (RESULT, SEVERITY) and 4 rows of diamond markers.

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	-	-	2
Athletics (Br)	-	-	2
Charm (Pr)	-	-	2
Coercion (Wil)	✓	-	2
Computers (Int)	-	-	2
Cool (Pr)	✓	-	2
Coordination (Ag)	✓	-	2
Cybernetics (Int)	-	-	2
Deception (Cun)	✓	-	2
Discipline (Wil)	-	-	2
Leadership (Pr)	-	-	2
Mechanics (Int)	-	-	2
Medicine (Int)	-	-	2
Negotiation (Pr)	-	-	2
Perception (Cun)	✓	-	2
Piloting - Planetary (Ag)	-	-	2
Piloting - Space (Ag)	✓	-	2
Resilience (Br)	-	-	2
Skulduggery (Cun)	✓	-	2
Stealth (Ag)	-	-	2

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Streetwise (Cun)	✓	-	2
Survival (Cun)	-	-	2
Vigilance (Wil)	✓	-	2

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	-	-	2
Gunnery (Ag)	-	-	2
Lightsaber (Br)	-	-	2
Melee (Br)	-	-	2
Ranged - Heavy (Ag)	-	-	2
Ranged - Light (Ag)	✓	-	2

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)	-	-	2
Education (Int)	-	-	2
Lore (Int)	-	-	2
Outer Rim (Int)	✓	-	2
Underworld (Int)	✓	-	2
Warfare (Int)	-	-	2
Xenology (Int)	-	-	2

NOTES

Large empty rectangular box for notes.

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DESCRIPTION

GENDER: *Male*

AGE:

HEIGHT:

BUILD:

HAIR:

EYES:



NOTABLE FEATURES

MOTIVATIONS

PURSUIT

JUSTICE

test test

OBLIGATIONS

5

PHILANDERER

DUTIES

5

TESTING

BACKGROUND

BEGINNINGS

The Down and Out

ATTITUDE TOWARD FORCE

An Ancient Religion

REASON FOR ADVENTURE

Opportunity Knocks

NOTES

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EXPERIENCE

TOTAL XP

110

EARNED XP

0

USED XP

0

UNUSED XP

110

ACQUIRED XP

SPECIES FEATURES

Skills

Additional Non-Career Skills

Humans start the game with one rank in two different non-career skills of their choice.

NOTES

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GUNSLINGER TALENT TREE

GRIT
Gain +1 strain threshold
Cost: 5

QUICK STRIKE
Add per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
Cost: 5

RAPID REACTION
Suffer a number of strain to add an equal number of ✨ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
Cost: 5

QUICK DRAW
Once per round, draw or holster a weapon or accessible item as an incidental.
Cost: 5

LETHAL BLOWS
Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.
Cost: 10

GRIT
Gain +1 strain threshold
Cost: 10

QUICK STRIKE
Add per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
Cost: 10

QUICK DRAW (IMPROVED)
May use Quick Draw twice per round.
Cost: 10

TOUGHENED
Gain +2 wound threshold.
Cost: 15

CALL 'EM
Do not add to combat checks due to the use of the Aim maneuver.
Cost: 15

ODDGE
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
Cost: 15

SORRY ABOUT THE MESS
Decrease the Critical Rating of a weapon by 1 (to a minimum of 1) against targets that have not yet acted this encounter.
Cost: 15

CONFIDENCE
May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
Cost: 20

LETHAL BLOWS
Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.
Cost: 20

GUNS BLAZING
As an incidental, suffer 2 Strain to avoid increasing the difficulty of a Ranged (Light) check to attack with two weapons.
Cost: 20

RAPID REACTION
Suffer a number of strain to add an equal number of ✨ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
Cost: 20

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
Cost: 25

SPITFIRE
After a successful combined check with two Ranged (Light) weapons, additional hits can be allocated to other targets within range of the weapon.
Cost: 25

NATURAL MARKSMAN
Once per session, may reroll any 1 Ranged (Light) or Ranged (Heavy) check.
Cost: 25

DEADLY ACCURACY
When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attack made using that skill.
Cost: 25

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ENCUMBRANCE

ENCUMBRANCE	
0	7
VALUE	THRESHOLD

- You are unencumbered.

MONEY

CREDITS
500

ACQUIRED CREDITS

NOTES