

SKILLS

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|--------------------------|--|--|
| Cool (Pr) | | |
| Discipline (Will) | | |
| Negotiation (Pr) | | |
| Perception (Cun) | | |
| Vigilance (Will) | | |
| Brawl (Br) | | |
| Melee (Br) | | |
| Ranged: Light (Ag) | | |
| Ranged: Heavy (Ag) | | |
| Gunnery (Ag) | | |
| Astrogration (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 | MELÉE |
|--------|-------|

TALENTS

BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER

PRESENCE

ATTACKS

| RANGE | SKILL | WEAPON | CRIT | DAMAGE | SPECIAL |
|-------|-------|--------|------|--------|---------|
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GEAR

NOTES