



PRESENCE

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)	

WOUNDS	
THRESHOLD	CURRENT

STRAIN	

THRESHOLD CURRENT

SOAK

DEFENSE	

TALENTS

ATTACKS						
RANGE	SKILL	WEAPON	CRIT	DAMAGE	SPECIAL	