

SKILLS

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

GEAR

NOTES