



BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER

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) | |

| OPPOSING SKILLS | |
|---------------------------------|---------------------|
| Acting Skill | Opposing Skill |
| Coercion, Deception, Leadership | Discipline |
| Charm | Cool |
| Negotiation | Negotiation or Cool |

WOUNDS

THRESHOLDCURRENT

STRAIN

THRESHOLDCURRENT

SOAK

DEFENSE

RANGEDMELEE

TALENTS

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

GEAR

NOTES