

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

DEFENSE

RANGED MELEE

TALENTS

ATTACKS

RANGE	SKILL	WEAPON	DAM	CRIT	SPECIAL

GEAR

NOTES

SPEED

SILHOUETTE

HANDLING