CHARACTER SHEET

CHARACTER NAME : Karssk

SPECIES Trandoshan

CAREER Colonist (Doctor)

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
3	1	3

CUNNING	WILLPOWER	PRESENCE
2	2	2

SOAK VALUE	WOUNDS THRESHOLD	WOUNDS CURRENT
5	15	

DEFENSE RANGED	DEFENSE MELEE	STRAIN THRESHOLD	STRAIN CURRENT
0	0	12	

CRITICAL INJURIES

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)			◆◆◆
Athletics (Br)			◆◆◆
Charm (Pr)	●		◆◆
Coerce (Will)			◆◆
Computers (Int)			◆◆◆
Cool (Pr)	●		◆◆
Coordination (Ag)			◆
Deceit (Cun)	●		◆◆
Discipline (Will)			◆◆
Leadership (Pr)	●	1	⬢◆
Mechanics (Int)			◆◆◆
Medicine (Int)	●	2	⬢⬢◆
Negotiation (Pr)	●	1	⬢◆
Perception (Cun)		1	⬢◆
Pilot - Planet (Ag)			◆
Pilot - Space (Ag)			◆
Resilience (Br)	●		◆◆◆
Skulduggery (Cun)			◆◆
Stealth (Ag)			◆
Streetwise (Cun)	●		◆◆
Survival (Cun)			◆◆
Vigilance (Will)			◆◆

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)	●		◆◆◆
Education (Int)	●	1	⬢◆◆
Lore (Int)	●	1	⬢◆◆
Outer Rim (Int)			◆◆◆
Underworld (Int)			◆◆◆
Xenology (Int)			◆◆◆

SKILLS

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)		1	⬢◆◆
Gunnery (Ag)			◆
Melee (Br)			◆◆◆
Ranged - Light (Ag)			◆
Ranged - Heavy (Ag)			◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Claws	Brawl	Engaged	**4**	⬢◆◆

- Inflict a Critical Injury on a hit for ⦿⦿⦿
- Spend ⦿⦿ to knock the target prone (+1 ⦿ per silhouette beyond 1)
- Spend ⦿⦿ to Disorient the target for 1 round (adding ■ to all checks)
- A hit can deal damage +2 as Strain, which ignores the target's Soak

AMMUNITION AND OTHER COMBAT GEAR	
	Padded Armor (Provides +2 Soak)
4	Stimpacks
2	Synthskin Applications
1	Neuroparalytic (administered via injection, the target makes a Hard [◆◆◆] Resilience check or is Stunned for 3 rounds)

DICE

Ability Die ◆ | Proficiency Die ● | Difficulty Die ◆ | Challenge Die ● | Boost Die ■ | Setback Die ■ | Force Die ●

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Manuever**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Manuever** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second **Maneuver**.
You cannot perform more than 2 **Maneuvers** on your turn.
You can also perform any number of **Incidental** actions.

DICE SYMBOLS

SUCCESS

Success symbols are canceled by Failure symbols; if there are any Success symbols left, the check succeeds.

TRIUMPH

Triumph symbols count as Success symbols and may also be spent to trigger a powerful positive consequence.

ADVANTAGE

Advantage symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat symbols.

FAILURE

Failure symbols cancel Success symbols. If there are enough Failure symbols to cancel all the Success symbols, the check is a failure.

DESPAIR

Despair symbols count as Failure symbols (they cancel Success symbols) and may also be spent to trigger a powerful negative consequence.

THREAT

Threat symbols inidcate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage symbols.

SPECIAL ABILITIES

NAME	PAGE #
Regeneration	51
- When you recover wounds naturally (or in a Bacta tank), you heal 1 additional wound (not when receiving first-aid, medical treatment, or a Stimpack). You can also regenerate lost limbs, though this can take at least a month.	
Claws	51
- You have natural claws that enhance any Brawl checks you make.	

TALENTS

NAME	RANK	PAGE #
Grit	1	136
- You gain +1 to your Strain Threshold		
Surgeon	1	144
- When you make a Medicine check to help a character heal Wounds, the target heals 1 additional Wound..		
Resolve	1	142
- When you involuntarily suffer Strain, you suffer 1 less Strain than normal (to a minimum of 1).		
Pressure Point		141
- When making a Brawl check against a living foe, you can forgo dealing damage as Wounds, instead dealing the equivalent damage +2 as Strain, ignoring any Soak the target has.		

MOTIVATIONS

TYPE	Relationship - Comrades	TYPE	
Where your companions go, chaos and injury follow, giving your cause to earn *jagannath*.			

OBLIGATIONS

TYPE	Oath	TYPE	
MAGNITUDE	10	MAGNITUDE	
COMPLICATIONS		COMPLICATIONS	
You are sworn not to fight foes on the battlefield, but instead to fend off death itself to earn your *jagannath* for the Scorekeeper.			

OTHER GEAR

NAME	DESCRIPTION
Comlink	(Hand-held)
Medpac	(Perform Medicine checks in the field without penalty,
	gaining ■ on all attempts. Internal stim storage also
	allows the use of 1 Stimpack per scene.)

MONEY	AVAILABLE XP	TOTAL XP
205 Credits	0	90