CHARACTER SHEET

CHARACTER NAME : Terek Val

SPECIES Twi'lek

CAREER Technician (Mechanic)

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
1	2	4
CUNNING	**WILLPOWER**	**PRESENCE**
2	2	3

SOAK VALUE	WOUNDS	
2	15	
	THRESHOLD	CURRENT

DEFENSE		STRAIN	
0	0	11	
RANGED	MELEE	THRESHOLD	CURRENT

CRITICAL INJURIES

SKILLS

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

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

SKILLS

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

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Hvy Blst Pistol	Ranged (Light)	Medium	**7**	

- Inflict a Critical Injury on a hit for ⦿⦿⦿
- Stun Setting: as a free action, this weapon can be set to Stun, dealing Strain instead of Wounds (Short range only)

AMMUNITION AND OTHER COMBAT GEAR	
	Heavy Clothing (Provides +1 Soak)
1	Stimpack
2	Emergency Repair Patch

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 #
Twi'lek Hardiness	52
- All Twi'leks may remove ■ imposed on any check due to arid or hot environmental conditions.	

TALENTS

NAME	RANK	PAGE #
Gearhead	1	136
- Remove up to ■ from any Mechanics check you make. Additionally, the credit cost to add mods to attachments decreases by 50%.		
Toughened	1	145
- Gain +2 to your Wound Threshold.		
Redundant Systems		141
- With an Easy (◆) Mechanics check, you can harvest components from a functioning device to repair a broken one (while still leaving it functional).		

MOTIVATIONS

TYPE	Relationship - Family	TYPE	
You are committed to keeping your cousin, Jaastra, safe – however obsessed she may be.			

OBLIGATIONS

TYPE	Debt	TYPE	
MAGNITUDE	10	MAGNITUDE	
COMPLICATIONS		COMPLICATIONS	
You owe Black Sun big for the money they fronted you for the purchase of your starship.			

OTHER GEAR

NAME	DESCRIPTION
Comlink	(Hand-held)
Tool Kit	(Various tools which let you perform most Mechanics
	checks without penalty)
Crash Survival Kit	(Multi-purpose bug-out kit. Includes: thermal cloak, a
	multi-tool/knife, distress beacon, 2 emergency comlinks,
	wire spool, ration bars, basic medpac, 2 respirators, etc.)

MONEY	AVAILABLE XP	TOTAL XP
0 Credits	0	100