CHARACTER SHEET

CHARACTER NAME : Tasia Beralan

SPECIES Human

CAREER Bounty Hunter (Assassin)

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	3	2

CUNNING	WILLPOWER	PRESENCE
3	2	2

SOAK VALUE	WOUNDS THRESHOLD	WOUNDS CURRENT
4	12	

DEFENSE RANGED	DEFENSE MELEE	STRAIN THRESHOLD	STRAIN CURRENT
0	0	12	

CRITICAL INJURIES

SKILLS

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

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)			◆◆◆
Ranged - Heavy (Ag)	●	2	⬢⬢◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blstr. Carbine	Ranged (Heavy)	Medium	**9**	⬢⬢◆

- Inflict a Critical Injury on a hit for ✪✪✪, and add +10% to your Critical Injury percentage roll.
- 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	
	Padded Armor (Provides +2 Soak)
2	Stimpacks

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 #

TALENTS

NAME	RANK	PAGE #
Lethal Blows	1	138
- You add +10% to any Critical Injury rolls inflicted on opponents.		
Stalker	1	143
- Add ■ to any Coordination or Stealth check you make.		
Quick Strike	1	141
- Add ■ to any combat check against a target that has not yet acted in the encounter.		

MOTIVATIONS

TYPE	Ambition - Expertise	TYPE

You know you're the best – but that's not enough. Everyone in the galaxy needs to know it, too.

OBLIGATIONS

TYPE	Dutybound	TYPE
MAGNITUDE	10	MAGNITUDE
COMPLICATIONS		COMPLICATIONS

You are willing to both live and die by the Bounty Hunter's Creed. It's all that matters, no matter what.

OTHER GEAR

NAME	DESCRIPTION
Comlink	(Hand-held)
Macrobinoculars	

MONEY	AVAILABLE XP	TOTAL XP
150 Credits	0	120