CHARACTER SHEET

CHARACTER NAME : Jaastra Val

SPECIES Twi'lek

CAREER Colonist (Politico)

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
1	2	2

CUNNING	WILLPOWER	PRESENCE
3	3	3

SOAK VALUE	WOUNDS THRESHOLD	WOUNDS CURRENT
2	11	

DEFENSE RANGED	DEFENSE MELEE	STRAIN THRESHOLD	STRAIN CURRENT
0	0	15	

CRITICAL INJURIES

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)			◆◆
Athletics (Br)			◆
Charm (Pr)	●	2	⬢⬢◆
Coerce (Will)	●	2	⬢⬢◆
Computers (Int)			◆◆
Cool (Pr)			◆◆◆
Coordination (Ag)			◆◆
Deceit (Cun)	●	2	⬢⬢◆
Discipline (Will)			◆◆◆
Leadership (Pr)	●	1	⬢◆◆
Mechanics (Int)			◆◆
Medicine (Int)			◆◆
Negotiation (Pr)	●	1	⬢◆◆
Perception (Cun)			◆◆◆
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)	●		◆◆
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)			◆◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Lt. Blst. Pistol	Ranged (Light)	Medium	**5**	◆◆

- 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

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 #
Grit	1	136
- Gain +1 to your Strain Threshold.		
Kill With Kindness	1	138
- Remove up to ■ from all Charm and Leadership checks you attempt.		
Plausible Deniability	1	141
- Remove up to ■ from all Coerce and Deceit checks you attempt.		
Scathing Tirade		142
- As an **Action,** make an average (◆◆) Coerce check. If successful, each causes 1 enemy in close range to suffer 1 Strain. Spend to cause 1 affected enemy to suffer 1 additional Strain.		
Inspiring Rhetoric		137
- As an **Action,** make an average (◆◆) Leadership check. If successful, each causes 1 ally in close range to recover 1 Strain. Spend to cause 1 affected ally to recover 1 additional Strain.		

MOTIVATIONS

TYPE	Ambition - Love	TYPE	
You want nothing more than to find your missing fiancé.			

OBLIGATIONS

TYPE	Obsession	TYPE	
MAGNITUDE	10	MAGNITUDE	
COMPLICATIONS		COMPLICATIONS	
Your search for your fiancé, Tovil, is all-consuming – and a potential risk to yourself, your cousin, and your crewmates.			

OTHER GEAR

NAME	DESCRIPTION
Comlink	(Handheld)

MONEY	AVAILABLE XP	TOTAL XP
100 Credits	0	105