CHARACTER SHEET

CHARACTER NAME : Quinn Brentioch

SPECIES Human

CAREER Smuggler (Thief)

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	3	2

CUNNING	WILLPOWER	PRESENCE
3	2	2

SOAK VALUE	WOUNDS	
3	12	
	THRESHOLD	CURRENT

DEFENSE		STRAIN	
0	0	12	
RANGED	MELEE	THRESHOLD	CURRENT

CRITICAL INJURIES

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)			◆◆
Athletics (Br)			◆◆
Charm (Pr)			◆◆
Coerce (Will)			◆◆
Computers (Int)	●	2	⬢⬢◆
Cool (Pr)		1	⬢◆
Coordination (Ag)	●	1	⬢◆◆
Deceit (Cun)	●		◆◆◆
Discipline (Will)			◆◆
Leadership (Pr)			◆◆
Mechanics (Int)			◆◆
Medicine (Int)			◆◆
Negotiation (Pr)			◆◆
Perception (Cun)	●		◆◆◆
Pilot - Planet (Ag)			◆◆◆
Pilot - Space (Ag)	●		◆◆◆
Resilience (Br)			◆◆
Skulduggery (Cun)	●	1	⬢◆◆
Stealth (Ag)	●	1	⬢◆◆
Streetwise (Cun)	●	1	⬢◆◆
Survival (Cun)			◆◆◆
Vigilance (Will)	●	1	⬢◆
KNOWLEDGE SKILLS	**CAREER**	**RANK**	**DICE POOL**
Core Worlds (Int)			◆◆
Education (Int)			◆◆
Lore (Int)			◆◆
Outer Rim (Int)			◆◆
Underworld (Int)	●	1	⬢◆
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
Blaster Pistol	Ranged (Light)	Medium	**6**	⬢◆◆

- 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)

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 #
Street Smarts	1	144
- Remove up to ■ from any Streetwise or Knowledge (Underworld) checks you make.		
Bypass Security	1	133
- Remove up to ■ from any Skulduggery or Computers checks made to disable a security device or open a locked door.		

MOTIVATIONS

TYPE Ambition - Status

Your criminal ambitions are for prestige and success – more than simple wealth.

TYPE

OBLIGATIONS

TYPE Favor

MAGNITUDE 10

COMPLICATIONS

You owe a Black Sun boss a favor for a past transgression – one that may likely be called in against your friends and crew.

TYPE

MAGNITUDE

COMPLICATIONS

OTHER GEAR

NAME	DESCRIPTION
Comlink	(Hand-held)

MONEY 50 Credits

AVAILABLE XP 0

TOTAL XP 115