

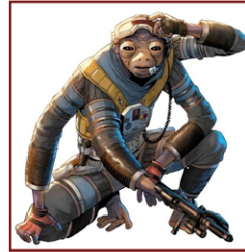
CHARACTER NAME: *I-Ardennian*SPECIES: *Ardennian*CAREER: *Colonist*SPECIALIZATIONS: *Entrepreneur*SOAK
2DEFENSE
0 0
RANGED MELEEWOUND
11
THRESHOLD CURRENTSTRAIN
13
THRESHOLD CURRENT2
BRAWN3
AGILITY2
INTELLECT2
CUNNING2
WILLPOWER3
PRESENCE

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Athletics (Br)		1	1 yellow die
Charm (Pr)	✓	1	1 green die
Coercion (Wil)		-	1 green die, 1 red die
Cool (Pr)		-	1 green die
Coordination (Ag)		1	1 yellow die
Deception (Cun)	✓	2	2 yellow dice
Negotiation (Pr)	✓	2	2 green dice
Perception (Cun)		-	1 green die
Streetwise (Cun)	✓	1	1 yellow die
Underworld (Int)	✓	1	1 yellow die
Vigilance (Wil)		-	1 green die

TALENTS

TALENT	RANK	DESCRIPTION
Grit	1	Gain +1 strain threshold
Plausible Deniability	1	Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks.
Sound Investments	1	At the start of each session, gain 100 credits for each rank of Sound Investments.



500

0 7
VALUE THRESHOLD

CRITICAL INJURIES

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EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
NX-14 Needler	Ranged - Light	5	Short	3 green dice

Critical: -- **Qualities:** Pierce 3 **Features:** Removes all ■ added by a personal deflector shield., Adds ■ to Perception checks to find a concealed needler on an individual.

Unarmed	Brawl	2	Engaged	2 green dice
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Critical: ○○○○○○ **Qualities:** Disorient 1, Knockdown, Stun Setting

SYMBOLS AND DICE



Success



Advantage



Triumph



Failure



Threat



Despair



Proficiency



Ability



Boost



Challenge



Difficulty



Setback



Force



Removes a setback die from a check for each icon displayed

Standard Difficulties

Simple	—
Easy	1 purple die
Average	2 purple dice
Hard	3 purple dice
Daunting	4 purple dice
Formidable	5 purple dice