

CHARACTER NAME: *I-Falcor*
 SPECIES: *Tenaven (Falcor)*
 CAREER: *Commander*
 SPECIALIZATIONS: *Commodore*

SOAK 3	DEFENSE 0 0 RANGED MELEE	WOUND 10 THRESHOLD CURRENT	STRAIN 13 THRESHOLD CURRENT
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1 BRAWN	4 AGILITY	2 INTELLECT
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2 CUNNING	2 WILLPOWER	2 PRESENCE
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SKILLS			
GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	✓	-	◆◆◆◆
Computers (Int)	✓	1	◆◆◆◆
Cool (Pr)	✓	-	◆◆◆◆
Discipline (Wil)	✓	1	◆◆◆◆
Education (Int)	✓	1	◆◆◆◆
Leadership (Pr)	✓	2	◆◆◆◆
Perception (Cun)	✓	-	◆◆◆◆
Piloting - Planetary (Ag)		1	◆◆◆◆
Piloting - Space (Ag)		2	◆◆◆◆
Vigilance (Wil)	✓	1	◆◆◆◆
Warfare (Int)	✓	1	◆◆◆◆

TALENTS		
TALENT	RANK	DESCRIPTION
Command	2	Add ◆ per rank of Command when making Leadership checks. Affected targets add ◆ to Discipline checks for next 24 hours.
Commanding Presence	1	Remove ◆ per rank of Commanding Presence from Leadership and Cool checks.
Galaxy Mapper	1	Remove ◆ per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.



500

2 **6**
VALUE THRESHOLD

CRITICAL INJURIES	
◆◆◆◆	◆◆◆◆
◆◆◆◆	◆◆◆◆

EQUIPMENT				
WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Unarmed	Brawl	1	Engaged	◆
Critical: ○○○○○○ Qualities: Disorient 1, Knockdown, Stun Setting				

ARMOR AND OTHER GEAR	
N-57 Armor	Soak: 2 Features: As a maneuver, may recharge energy weapon that has run out of ammo.
Tenaven Cybernetic Implant	Features: 1 Skill (Piloting - Planetary) Mod, 1 Skill (Piloting - Space) Mod

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	◆
Average	◆◆
Hard	◆◆◆
Daunting	◆◆◆◆
Formidable	◆◆◆◆◆