

CHARACTER NAME: *I-Selonian*SPECIES: *Selonian*CAREER: *Explorer*SPECIALIZATIONS: *Big-Game Hunter*SOAK
2DEFENSE
0 0
RANGED MELEEWOUND
13
THRESHOLD CURRENTSTRAIN
14
THRESHOLD CURRENT2
BRAWN4
AGILITY2
INTELLECT2
CUNNING3
WILLPOWER1
PRESENCE

SPECIES

Sight

Sees in Darkness

Selonians see in almost total darkness. Remove all ■ added due to darkness.

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Cool (Pr)	✓	-	◆◆◆◆◆
Coordination (Ag)		1	◆◆◆◆◆◆◆
Lore (Int)	✓	1	◆◆◆◆◆◆◆
Perception (Cun)	✓	1	◆◆◆◆◆◆◆
Stealth (Ag)	✓	2	◆◆◆◆◆◆◆◆
Survival (Cun)	✓	1	◆◆◆◆◆◆◆
Vigilance (Wil)		-	◆◆◆◆◆◆◆
Xenology (Int)	✓	1	◆◆◆◆◆◆◆

COMBAT SKILLS	CAREER	RANK	DICE POOL
Ranged - Heavy (Ag)	✓	1	◆◆◆◆◆◆◆

TALENTS

TALENT	RANK	DESCRIPTION
Forager	--	Remove up to ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.
Grit	1	Gain +1 strain threshold
Outdoorsman	1	Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.
Stalker	1	Add ◆ per rank of Stalker to all Stealth and Coordination checks.



500

5 7
VALUE THRESHOLD

CRITICAL INJURIES

◆◆◆◆◆

◆◆◆◆◆

◆◆◆◆◆

◆◆◆◆◆

EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Model 57 "Homesteader" Hunting Rifle	Ranged - Heavy	7	Long	◆◆◆◆◆◆◆◆
Critical: ○○○○○○ Qualities: Accurate 1, Cumbersome 2				
Tail	Brawl	3	Engaged	◆◆
Critical: ○○○○○○ Qualities: Disorient 2, Knockdown				
Unarmed	Brawl	2	Engaged	◆◆
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

Standard Difficulties	
Simple	—
Easy	◆
Average	◆◆
Hard	◆◆◆
Daunting	◆◆◆◆
Formidable	◆◆◆◆◆