

CHARACTER NAME: *Brian*SPECIES: *Sullustan*CAREER: *Engineer*SPECIALIZATIONS: *Sapper*

SOAK 2	DEFENSE 1 1 RANGED MELEE	WOUND 14 THRESHOLD CURRENT	STRAIN 13 THRESHOLD CURRENT
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2 BRAWN	3 AGILITY	3 INTELLECT
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2 CUNNING	2 WILLPOWER	2 PRESENCE
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500

16	7
VALUE	THRESHOLD

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)		1	1d6
Athletics (Br)	✓	1	1d6
Cool (Pr)		-	0d6
Coordination (Ag)		1	1d6
Mechanics (Int)	✓	2	2d6
Perception (Cun)	✓	1	1d6
Piloting - Planetary (Ag)		1	1d6
Piloting - Space (Ag)	✓	1	1d6
Vigilance (Wil)	✓	1	1d6
Warfare (Int)	✓	1	1d6

COMBAT SKILLS	CAREER	RANK	DICE POOL
Gunnery (Ag)		2	2d6
Ranged - Light (Ag)	✓	1	1d6

TALENTS

TALENT	RANK	DESCRIPTION
Construction Specialist	2	Remove ■ equal to ranks in Construction Specialist from checks to construct defenses, positions, fortifications, and similar projects.
Durable	1	May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
Grit	1	Gain +1 strain threshold
Improvised Defenses	--	May make an Average (◆◆) Survival check to fashion small defenses. It providing cover for up to 4 characters for the rest of encounter.
Improvised Detonation	--	Once per session, make a Hard (◆◆◆) Mechanics check to perform the Improvised Detonation action and build an explosive device, dealing damage equal to ranks in Intellect + ranks in Mechanics + ✨.
Known Schematic	--	Once per session, may perform the Known Schematic maneuver; make a Hard (◆◆◆) Knowledge (Education) check. Success grants familiarity with a building or ship's design.
Master Grenadier	--	Decrease the ⚡ cost to activate the Blast quality on any weapon used by 1 to a minimum of 1.
Powerful Blast	2	Increase Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.
Skilled Jockey	1	Remove ■ per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.
Toughened	1	Gain +2 wound threshold.

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

EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Z50 Grenade Launcher	Gunnery	8	Medium	1d6
Proton Grenade	Mechanics	12+20	Short	1d6

Critical: 0000 Qualities: Blast 8, Cumbersome 3, Limited Ammo 6

Quantity: 10 Critical: -- Features: Variable damage for additional grenades: +20, +30, +40, +50 (150 max). After 5, blast radius increased by one band per grenade.

ARMOR AND OTHER GEAR

TX-3 Combat Flight Suit	Defense: 1 Features: May survive up to 24 hours in a vacuum
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SYMBOLS AND DICE																									
Success	Advantage	Triumph	Failure	Threat	Despair	Proficiency	Ability	Boost	Challenge	Difficulty	Setback	Force													
<div> Removes a setback die from a check for each icon displayed </div>																									
<table border="1"> <tr> <th colspan="2">Standard Difficulties</th> </tr> <tr> <td>Simple</td> <td>--</td> </tr> <tr> <td>Easy</td> <td>◆</td> </tr> <tr> <td>Average</td> <td>◆◆</td> </tr> <tr> <td>Hard</td> <td>◆◆◆</td> </tr> <tr> <td>Daunting</td> <td>◆◆◆◆</td> </tr> <tr> <td>Formidable</td> <td>◆◆◆◆◆</td> </tr> </table>												Standard Difficulties		Simple	--	Easy	◆	Average	◆◆	Hard	◆◆◆	Daunting	◆◆◆◆	Formidable	◆◆◆◆◆
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