

CHARACTER NAME: *Daro Madell*

**SPECIES:** *Human*

CAREER: *Diplomat*


**SPECIALIZATIONS:** *Agitator*

SOAK	DEFENSE		WOUND		STRAIN	
4	0	0	12		13	
	RANGED	MELEE	THRESHOLD	CURRENT	THRESHOLD	CURRENT

Three circular icons representing stats: Cunning (4), Willpower (3), and Presence (4).









SKILLS			
GENERAL SKILLS	CAREER	RANK	DICE POOL
Charm (Pr)	✓	2	🎲🎲🎲🎲
Coercion (Wil)	✓	1	🎲🎲🎲🎲🎲🎲
Cool (Pr)		-	🎲🎲🎲🎲🎲🎲
Deception (Cun)	✓	2	🎲🎲🎲🎲🎲🎲
Negotiation (Pr)	✓	1	🎲🎲🎲🎲🎲🎲
Perception (Cun)		-	🎲🎲🎲🎲🎲🎲
Stealth (Ag)		-	🎲🎲🎲🎲🎲🎲
Streetwise (Cun)	✓	-	🎲🎲🎲🎲🎲🎲
Underworld (Int)	✓	-	🎲🎲🎲🎲🎲🎲
Vigilance (Wil)		-	🎲🎲🎲🎲🎲🎲
Xenology (Int)	✓	1	🎲🎲🎲🎲
COMBAT SKILLS	CAREER	RANK	DICE POOL
Ranged - Heavy (Ag)		1	🎲🎲
Ranged - Light (Ag)		1	🎲🎲

TALENTS		
TALENT	RANK	DESCRIPTION
<b>Dedication</b>	1	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. <b>Bonus Characteristic:</b> Cunning +1
<b>Nobody's Fool</b>	2	May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.
<b>Plausible Deniability</b>	2	Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks.
<b>Street Smarts</b>	1	Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.




The diagram consists of two octagonal shapes. The top octagon contains the number 500. The bottom octagon is divided into two equal halves. The left half contains the number 6, and the right half contains the number 7. Below the left half is the label 'VALUE' and below the right half is the label 'THRESHOLD'.


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


EQUIPMENT				
WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
CS14 "Ghost" Light Blaster Pistol	Ranged - Light	5	Short	 
<b>Critical:</b>  <b>Qualities:</b> Stun Setting <b>Features:</b> Finding a CS14 on an individual requires a <b>Daunting</b> (  ) <b>Perception</b> check. A character must make a <b>Daunting</b> (  ) <b>Computers</b> check to find the CS14 with a weapon scanner. The difficulty of the latter check can be reduced by one or two levels at the Game Master's discretion, depending on the type of scanner being used and the attentiveness of the operator.				
E-11D Blaster Carbine	Ranged - Heavy	9	Medium	 
<b>Critical:</b>  <b>Qualities:</b> Stun Setting <b>Features:</b> Upgrade the ability of combat checks made when using this weapon at short range once.				


## ARMOR AND OTHER GEAR


<b>Laminate</b>	<b>Soak:</b> 2 <b>Attachments:</b> <i>Reflec Shadowskin</i> (Add automatic  to Stealth checks)
<b>Marked Sabacc Deck</b>	<b>Features:</b> Gain  to Deception checks when gambling.


**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
Average	2
Hard	3
Daunting	4
Formidable	5