
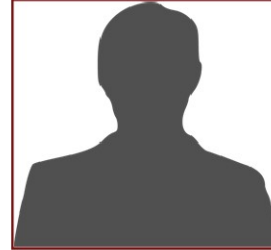


















CHARACTER NAME: *Melee*SPECIES: *Human*CAREER: *Soldier*SPECIALIZATIONS: *Commando*SOAK
6DEFENSE
RANGED **0** MELEE **0**WOUND
THRESHOLD **18** CURRENTSTRAIN
THRESHOLD **12** CURRENT**4**
BRAWN**3**
AGILITY**2**
INTELLECT**2**
CUNNING**2**
WILLPOWER**2**
PRESENCE

SKILLS			
GENERAL SKILLS	CAREER	RANK	DICE POOL
Athletics (Br)	✓	2	4
Cool (Pr)		-	2
Discipline (Wil)		1	3
Perception (Cun)		2	4
Piloting - Space (Ag)		2	4
Resilience (Br)	✓	-	3
Stealth (Ag)		1	3
Vigilance (Wil)		1	3




COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	2	4
Melee (Br)	✓	4	8
Ranged - Heavy (Ag)	✓	2	4
Ranged - Light (Ag)	✓	2	4

TALENTS		
TALENT	RANK	DESCRIPTION
Physical Training	1	Add  per rank of Physical Training to Athletics and Resilience checks.
Point Blank	1	Add 1 damage per rank of Point Blank to damage of one hit of successful attack while using Ranged (Heavy) or Ranged (Light) skills at short range or engaged.
Toughened	2	Gain +2 wound threshold.

**500****14** **9**
VALUE THRESHOLD




CRITICAL INJURIES	
   	   
   	   

EQUIPMENT				
WEAPON	SKILL	DAMAGE	RANGE	DICE POOL

E-11D Blaster Carbine Ranged - Heavy **9** Medium   

Critical:    **Qualities:** Stun Setting **Features:** Upgrade the ability of combat checks made when using this weapon at short range once.

Electrostaff Melee **10** Engaged    

Critical:    **Qualities:** Cortosis, Cumbersome 3, Linked 1, Stun Setting, Unwieldy 3 **Attachments:** *Weighted Head* (1 Damage +2 Mod)

Unarmed Brawl **4** Engaged    

















Critical:      **Qualities:** Disorient 1, Knockdown, Stun Setting











ARMOR AND OTHER GEAR	
----------------------	--

Laminate Soak: 2 **Attachments:** *Reflec Shadowskin* (Add automatic  to Stealth checks)

Corellian Whiskey (Bottle)

Gunjack Spice (1 dose) **5** **Features:** +1 Brawn until end of encounter. Upgrades difficulty of Agility-, Intellect-, and Cunning-related skills until end of session.

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	