

CHARACTER NAME: *Melee*
 SPECIES: *Human*
 CAREER: *Soldier*
 SPECIALIZATIONS: *Commando*

4 BRAWN 3 AGILITY 2 INTELLECT

SOAK 6 DEFENSE 0 0 WOUND 18 STRAIN 12 CUNNING 2 WILLPOWER 2 PRESENCE 2

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SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Athletics (Br)	✓	2	4 dice
Cool (Pr)		-	0 dice
Discipline (Wil)		1	1 die
Perception (Cun)		2	2 dice
Piloting - Space (Ag)		2	2 dice
Resilience (Br)	✓	-	0 dice
Stealth (Ag)		1	1 die
Vigilance (Wil)		1	1 die

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



500
 14 9
 VALUE THRESHOLD

CRITICAL INJURIES

4 diamonds
 4 diamonds

TALENTS

TALENT	RANK	DESCRIPTION
Physical Training	1	Add 1 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.

EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
E-11D Blaster Carbine	Ranged - Heavy	9	Medium	4 dice
Critical: 3 icons Qualities: Stun Setting Features: Upgrade the ability of combat checks made when using this weapon at short range once.				
Electrostaff	Melee	10	Engaged	6 dice
Critical: 3 icons Qualities: Cortosis, Cumbersome 3, Linked 1, Stun Setting, Unwieldy 3 Attachments: Weighted Head (1 Damage +2 Mod)				
Unarmed	Brawl	4	Engaged	4 dice
Critical: 5 icons Qualities: Disorient 1, Knockdown, Stun Setting				

ARMOR AND OTHER GEAR

Laminate	Soak: 2 Attachments: <i>Reflec Shadowskin</i> (Add automatic 1 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	Icons
Simple	1 die
Easy	2 dice
Average	3 dice
Hard	4 dice
Daunting	5 dice
Formidable	6 dice