

CHARACTER NAME: *Jessica*
 SPECIES: *Chiss*
 CAREER: *Bounty Hunter*
 SPECIALIZATIONS: *Martial Artist, Doctor*

5 **BRAWN**

3 **AGILITY**

3 **INTELLECT**

SOAK **7**

DEFENSE **0** **0**
RANGED MELEE

WOUND **18**
THRESHOLD CURRENT

STRAIN **16**
THRESHOLD CURRENT

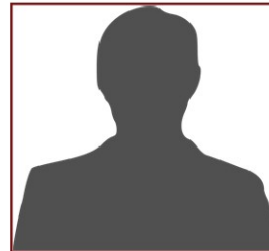
2 **CUNNING**

2 **WILLPOWER**

1 **PRESENCE**

SIGHT *Infravision*

Chiss have adapted to be able to see in both the infrared and normal visual spectra. This enables Chiss characters to remove up to ■ added to checks by lighting conditions.



500

4 **10**
VALUE THRESHOLD

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Athletics (Br)	✓	2	●●●●●●■
Cool (Pr)	✓	1	●●●●●
Coordination (Ag)	✓	1	●●●●●■
Medicine (Int)	✓	1	●●●●●
Perception (Cun)	✓	-	●●●●●
Resilience (Br)	✓	-	●●●●●■
Stealth (Ag)	✓	-	●●●●●■
Vigilance (Wil)	✓	1	●●●●●

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	4	●●●●●●●●
Ranged - Heavy (Ag)	✓	1	●●●●●

TALENTS

TALENT	RANK	DESCRIPTION
Dedication	1	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. Bonus Characteristic: Brawn +1
Parry	2	When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
Precision Strike (Improved)	--	Once per round, when inflicting a Critical Injury with a Brawl or Melee weapon, may suffer 2 strain to change the result to any Average (●●) Critical injury.
Precision Strike (Supreme)	--	When this character inflicts a Critical Injury with a Brawl, Melee, or Lightsaber weapon, may suffer 3 strain to change the result to any Hard (●●●) Critical Injury.
Pressure Point	--	When making a Brawl check against an opponent, instead of dealing damage, may deal equivalent strain plus additional strain equal to ranks of Medicine (this ignores soak).
Resolve	1	When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve to a minimum of 1.
Surgeon	1	When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.
Unarmed Parry	--	May Parry while unarmed. Reduce strain cost to Parry while unarmed by 1 (to a minimum of 1).

CRITICAL INJURIES

◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Kyuzo Petars	Brawl	7	Engaged	●●●●●●●●
Critical: ●●●● Hands: Two-Handed Qualities: Defensive 1, Pierce 3, Sunder, Vicious 2, Disorient 1, Knockdown, Stun Setting				
Heavy Blaster Pistol	Ranged - Light	7	Medium	◆◆◆◆◆
Critical: ●●●● Qualities: Stun Setting Features: GM may spend ● or ● to make heavy blaster pistol run out of ammo				
Unarmed	Brawl	5	Engaged	●●●●●●●
Critical: ●●●● Hands: One- or Two-Handed Qualities: Disorient 1, Knockdown, Stun Setting				

ARMOR AND OTHER GEAR

Laminate	Soak: 2 Attachments: <i>Custom Fit</i> (Removes ■ from Athletics and Stealth checks., Remove an additional ■ from Athletics and Stealth checks), <i>Reflec Shadowskin</i> (Add automatic ● to Stealth checks)
Earbud Comlink	Features: Noticing an individual is wearing an earbud comlink requires a Hard (●●●) Perception check.

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	◆◆◆◆◆