

CHARACTER NAME	Sergeant Hesmit Eerin
SPECIES	Mon Calamari
CAREER	Engineer
SPECIALIZATIONS	Saboteur/Demolitionist

SOAK VALUE	
3	
WOUNDS	
12	
THRESHOLD	CURRENT

DEFENSES	
0	0
MELEE	RANGED
STRAIN	
15	
THRESHOLD	CURRENT

CHARACTERISTICS					
BRAWN	2	AGILITY	3	INTELLECT	4
CUNNING	1	WILLPOWER	3	PRESENCE	2

SKILLS			
SKILL	CAREER?	RANK	DICE POOL
ASTROGATION (INT)			◆◆◆◆
ATHLETICS (BR)	●	1	◆◆◆◆
CHARM (PR)			◆◆◆◆
COERCE (WILL)			◆◆◆◆
COMPUTERS (INT)	●	1	◆◆◆◆
COOL (PR)	●		◆◆◆◆
COORDINATION (AG)	●	1	◆◆◆◆
DECEPTION (CUN)			◆◆◆◆
DISCIPLINE (WILL)			◆◆◆◆
KNOW. (EDUCATION) (INT)	●	2	◆◆◆◆
LEADERSHIP (PR)			◆◆◆◆
MECHANICS (INT)	●	3	◆◆◆◆
MEDICINE (INT)			◆◆◆◆
NEGOTIATION (PR)			◆◆◆◆
PERCEPTION (CUN)	●		◆◆◆◆
PILOTING – PLANETARY (AG)			◆◆◆◆
PILOTING – SPACE (AG)	●	1	◆◆◆◆
RESILIENCE (BR)			◆◆◆◆
SKULDUGGERY (CUN)	●	1	◆◆◆◆
STEALTH (AG)	●	1	◆◆◆◆
STREETWISE (CUN)			◆◆◆◆
SURVIVAL (CUN)			◆◆◆◆
VIGILANCE (WILL)	●	1	◆◆◆◆
COMBAT SKILLS			
BRAWL (BR)			◆◆◆◆
GUNNERY (AG)			◆◆◆◆
MELEE (BR)			◆◆◆◆
RANGED – LIGHT (AG)	●	2	◆◆◆◆
RANGED – HEAVY (AG)			◆◆◆◆

WEAPONS				
WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Pistol	Ranged (Light)	Medium	6	◆◆◆◆
-Inflict Critical Injury on a hit for 6 or 7. -Stun setting: Lowers range to Short, deal Strain damage instead.				
Frag Grenades (2 Grenades)	Ranged (Light)	Short	8	◆◆◆◆
-Inflict Critical Injury on a hit for 6 or 7. -Blast 6: On hit 6 to deal 6 damage to anyone Engaged with target. On miss: 6 to deal 6 damage to target and anyone Engaged with them.				
Stun Grenades (2 Grenades)	Ranged (Light)	Short	8 Strain	◆◆◆◆
-Spend 2 to Disorient foes for 3 rounds (adds ■ to all checks) -Blast 8: On hit 8 to deal 8 damage to anyone Engaged with target. On miss: 8 to deal 8 damage to target and anyone Engaged with them.				
Concussion Grenade (1)	Ranged (Light)	Short	10	◆◆◆◆
-Inflict Critical Injury on a hit for 6 or 7. -Blast 8: On hit 8 to deal 8 damage to anyone Engaged with target. On miss: 8 to deal 8 damage to target and anyone Engaged with them.				
-Concussive 2: 2, target cannot perform actions for 2 rounds. -Spend 2 to Disorient foes for 5 rounds (adds ■ to all checks)				
Unarmed	Brawl	Engaged	4	◆◆◆◆
-Inflict Critical Injury on a hit for 6 or 7. -Spend 2 to Disorient foes for 1 round (adding setback to all checks) -Spend 2 to knock target prone (+2 per silhouette)				

SPECIES ABILITIES & TALENTS

Amphibious	Can breathe underwater without penalty and never suffers movement penalties for traveling through water.
Grit 2	Gain +2 Strain Threshold (Added in).
Powerful Blast 2	Increase Blast damage dealt by explosives, explosive weapons, and grenades by +2.
Resolve 1	When involuntarily suffering Strain, suffer 1 less Strain to a minimum of 1.
Selective Detonation 1	When using a weapon with a Blast quality, spend 1 to exclude 1 target that would be affected by the explosion.
Time to Go 1	May spend 1 Destiny Point to perform a move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.

EQUIPMENT

Encumbrance Threshold:		Current Encumbrance:	
Blaster Pistol (Enc.) 1	Comlink (Handheld)	Stun Grenades (2) (Enc. 2)	Restraining Bolt
Mechanics' Coveralls - +1 Soak (Enc. 1)	Field Ration Pack	Frag Grenades (2) (Enc. 2)	Scanner Goggles
Tool Kit (Enc. 4)	Respirator (Enc. 1)	Concussion Grenade (1) (Enc. 1)	
Emergency Repair Patch (2)	Modular Backpack (+6 Enc.)	Proton Grenades (3) (Enc. 3) – Damage: 10, Short Blast Radius, Magnetic Clamps, +20 Damage for 2 Grenades, +30 for 3.	
Stimpacks (2) – Heals 5 Wounds with diminishing results with repeated use. Second heals 4, third 3, etc.	Combat Webbing and Utility Belt (+4 Enc.)	Detonite w/ Timer (Enc. 2) – Damage: 15, Additional Damage: +10, Short Blast Radius	

DUTY MOTIVATION	Sabotage - 15 Quest (Vengeance)
XP AVAILABLE	0
XP SPENT	130

GENDER	Female
AGE	29
HEIGHT	1.3 Meters
WEIGHT	25.9 KG

HOMELAND	Mon Calamari
HAIR	None (Silver Skin)
EYES	Yellow
NOTABLE FEATURES	Scars

GENDER	Female
AGE	29
HEIGHT	1.3 Meters
WEIGHT	25.9 KG

BACKGROUND

At a young age Hesmit was taken from her homeworld to the tightly controlled Imperial world of Bacrana. Serving as the slave aide to an Imperial Captain for years, Hesmit grew more and more resentful of her captors. Putting her knowledge of both Imperial machines and bits of information she gathered from within she began a resistance cell, engaging in guerilla warfare and sabotage.

Many, many explosions and millions of credits worth of damage later her cell became compromised. Word had gotten out to the Rebel Alliance which organized a retrieval mission for Hesmit's cell. She was one of the only ones to make it.

Now serving as the demolitions expert for Chimera Squad, Hesmit is looking to pay the Imps back for her people, for her former comrades, and for herself.

DICE SYMBOLS

SUCCESS	Success ✨ symbols are canceled by Failure ▼ symbols; if there are any Success ✨ symbols left, the check succeeds.
TRIUMPH	Triumph ⊕ symbols count as Success symbols ✨ and may also be spent to trigger a powerful positive consequence.
ADVANTAGE	Advantage ⊕ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ☹ symbols.
FAILURE	Failure ▼ symbols cancel Success ✨ symbols. If there are enough Failure ▼ symbols to cancel all the Success ✨ symbols, the check is a failure.
DESPAIR	Despair ▼ symbols count as Failure ▼ symbols (they cancel Success ✨ symbols) and may also be spent to trigger a powerful negative consequence.
THREAT	Threat ☹ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ⊕ symbols.

DICE



THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Manuever**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Manuever**

A **Manuever** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second **Manuever**.
You cannot perform more than 2 **Manuevers** on your turn.
You can also perform any number of **Incidental** actions.