

CHARACTER NAME	Corporal Dralla
SPECIES	Toydarian
CAREER	Smuggler
SPECIALIZATIONS	Scoundrel/Medic

SOAK VALUE	
3	
WOUNDS	
10	
THRESHOLD	CURRENT

DEFENSES	
0	0
MELEE	RANGED
STRAIN	
15	
THRESHOLD	CURRENT

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

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

WEAPONS				
WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Heavy Blaster Pistol	Ranged (Light)	Medium	8	◆◆
-Inflict Critical Injury on ☹☹☹ or ☹				
Anesthetic	Melee or Ranged (Light)	Engaged or Short	5 strain with failed Resilience check	◆ or ◆◆
-Can be introduced to target as an aerosol, food ingestion, or injection (injection or dart). -Single Dose: ◆◆ Resilience check to resist. -Two Doses: ◆◆◆ Resilience check to resist. Can spend ☹ to have target give up free maneuver during next turn. Can spend ☹☹☹ to stagger target (cannot take actions) for 1 round. Can spend ☹ to force the target to test against Anesthetic the next round.				
Unarmed	Brawl	Unarmed	Brawl	◆
-Inflict Critical Injury on ☹☹☹☹☹ or ☹				
-Spend ☹☹ to Disorient foes for 1 round (adding setback to all checks) -Spend ☹☹ to knock target prone (+☹ per silhouette)				

SPECIES ABILITIES & TALENTS

Bacta Specialist 1	Patient heals 1 additional Wound when they heal wounds from bacta tanks or long term care.
Convincing Demeanor 1	Remove ■ from Deceit or Skulduggery checks.
Hoverer	Has wings that allow slight hovering off the ground. While hovering, ignores difficult terrain.
Quick Draw 1	Once per round, draw or holster a weapon or accessible item as an incidental.
Quick Strike 1	Add ■ to combat checks against targets that have not acted yet this encounter.
Rapid Reaction 1	Suffer 1 Strain to add ✨ to initiative checks.
Stimpack Specialization 2	Stimpacks heal 2 additional wounds when used by Dralla.
Surgeon 1	When making a Medicine check to help a character heal wounds, the target heals +1 wound.

EQUIPMENT

Encumbrance Threshold: 6 (10)

Current Encumbrance: 10

BlaTech DL-7H Heavy Blaster Pistol (Enc. 2)	Combat Webbing (+3 Enc.)	Chance Cubes
Medpac (Enc. 2)	Utility Belt (+1 Enc.)	Padded Armor (Enc. 2)
Glow Rod (Enc. 1)	Comlink (Handheld)	Extra Reload (Enc. 1)
Standard Anesthetic (10 doses)	Respirator (Enc. 1)	Dart Shooter (Enc. 1)
Stimpacks (6) – Heals 5 Wounds with diminishing results with repeated use. Second heals 4, third 3, etc.	Field Ration Pack	Darts (5)

DUTY MOTIVATION

Resource Acquisition - 10
 Connection (Underworld)
 XP AVAILABLE 0
 XP SPENT 130

GENDER AGE HEIGHT

Female
 41
 1.2 Meters

WEIGHT

13 KG

HOMEWORLD HAIR EYES

Nar Shaddaa
 None (Red Skin)
 Yellow

NOTABLE FEATURES

BACKGROUND

"This has all been some kind of misunderstanding. I'm not *really* a Rebel," has been a phrase uttered by Dralla on at least a dozen occasions.

The Toydarian con artist ran the streets of the seedy cityscape of Nar Shaddaa for years scamming anyone she could. When the Hutts took notice of her and made her an operative for them Dralla saw it as a great opportunity. She'd get to travel the galaxy, meet new people, and rob them blind.

That changed when Trebeshwarral the wookiee called in a favor. Having worked as a mercenary for years, Dralla's hutt lord owed him a debt, a debt which he then passed on to Dralla when the conversation turned to needing medical personnel.

Dralla is not a licensed doctor, but she has posed as one on several occasions and knows her way inside and outside a medpac, mostly for the knowledge she gained when using poisons. Now she serves as Chimera Squad's medic, hoping desperately that she can stay alive and pay off her debt, although there are times when she feels a particular attachment to her team and the cause.

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



Ability Die



Proficiency Die



Difficulty Die



Challenge Die



Boost Die



Setback Die



Force Die

THE PLAYER'S TURN

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

An **Action** may include:

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

A **Maneuver** 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 **Maneuver**.
 You cannot perform more than 2 **Maneuvers** on your turn.
 You can also perform any number of **Incidental** actions.