

CHARACTER NAME	Private Gand
SPECIES	Gand
CAREER	Bounty Hunter
SPECIALIZATIONS	Gadgteer/Force-Sensitive Emergent

SOAK VALUE	
6	
WOUNDS	
18	
THRESHOLD	CURRENT

DEFENSES	
1	1
MELEE	RANGED
STRAIN	
13	
THRESHOLD	CURRENT

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

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

WEAPONS				
WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Vibro-axe	Melee	Engaged	7	◆◆◆◆◆
-Inflict Critical Injury on a hit for ☹☹ or ☹. -Pierce 2: Ignores 2 points of target's soak. -Sunder: For ☹ choose one item wielded by target and damage. Undamaged → Minor → Moderate → Major → Destroyed -Vicious 3: Add +30 to Critical Injury rolls.				
Blaster Carbine	Ranged (Heavy)	Medium	9	◆◆◆◆
-Inflict Critical Injury on a hit for ☹☹☹ or ☹. -Stun setting: Lowers range to Short, deals Strain damage instead.				
Unarmed	Brawl	Engaged	4	◆◆◆◆◆
-Inflict Critical Injury on a hit for ☹☹☹☹☹ or ☹. -Spend ☹☹ to Disorient foes for 1 round (adding setback to all checks) -Spend ☹☹ to knock target prone (+☹ per silhouette)				

SPECIES ABILITIES & TALENTS

Defensive Stance 1	Once per round, may perform Defensive Stance maneuver and suffer 1 strain to upgrade difficulty of all incoming melee attacks by 1 (◆ → ◆).
Disorient	After hitting with a combat check, may spend ☹☹ to disorient target (■ on checks) for 1 round.
Force Power: Enhance	When making Athletics check, roll Force die. Spend ○ to gain ✨ or ☹ (user's choice) on check. May take a Force Leap action. May spend ○ to jump horizontally to any location in short range.
Force Power: Move	May telekinetically move small objects via the Force. Spend ○ to move one object of Silhouette 0 that is within Medium range up to Medium range.
Lungless	Gand do not respire and gain all necessary metabolic substances through food. Gand cannot suffocate, but can still be damaged by exposure to vacuum.
Stunning Blow	When making Melee checks, may inflict damage as Strain instead of Wounds. This does not ignore soak.
Toughened 2	Gain +4 Wound Threshold (Added in).
Uncanny Senses 1	Add ■ to all Perception checks (Added in).

EQUIPMENT

Encumbrance Threshold: 9 (19)		Current Encumbrance: 15
Vibroaxe (Enc. 4)	Combat Webbing and Utility Belt (+4 Enc.)	
Blaster Carbine (Enc. 3)	Military Backpack (+6. Enc., Cumbersome 2)	
Protector 1 Combat Armor (Enc. 4) -Integrated Handheld Comlink	Binders	
Shockhold Hardened Comlink (Long-Range) (Enc. 3)	Glow Rod (Enc. 1)	
Stimpacks (2) – Heals 5 Wounds with diminishing results with repeated use. Second heals 4, third 3, etc.	Field Ration Pack	

DUTY MOTIVATION	Combat Victory - 5 Religion (Gand Findsman)
XP AVAILABLE	0
XP SPENT	130

GENDER	Genderless
AGE	21
HEIGHT	1.85 Meters
WEIGHT	134.7 KG

HOMEWORLD	Gand
HAIR	None (Green Skin)
EYES	Grey
NOTABLE FEATURES	Serrated exoskeleton parts

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BACKGROUND

Gand are an unusual insectoid species from the planet of the same name. Gand are genderless, often lungless beings who have to achieve victory in order to earn the right to a name. This particular Gand set out from Gand's homeworld to prove Gand's worth as a Findsman, one of the species' religious hunters.

Gand was not a very good Findsman. While perceptive on Gand's own, Gand's connection to the enshrouding mists of the homeworld (The Force to non-Gands) could make Gand stronger, more agile, and able to lift objects with Gand's mind. Completely worthless as far as Gand's people were concerned.

Gand is perhaps less devoted to the Rebel Alliance's cause than the others on Chimera Squad, but Gand's eagerness to prove Gand's worth in battle cannot be doubted.

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 **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.