

Character Name: Risha Drayden

Species: Human

Career: Technician

Specializations: Outlaw Tech

STAR WARS

Roleplaying Game

by Fantasy Flight Games

DarthGM's GenCon Mod

SOAK VALUE
3*

WOUNDS	
12	
THRESHOLD	CURRENT

STRAIN	
12	
THRESHOLD	CURRENT

DEFENSE	
2	1
RANGED	MELEE

Characteristics

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

General Skills	Rank	Dice Pool
Astrogation (Int)		◆◆◆
Athletics (Br)		◆◆
Charm (Pr)	1	◆◆◆◆
Coercion (Will)		◆◆
Computers (Int)	3	◆◆◆
Cool (PR)		◆◆◆◆
Coordination (Ag)	2	◆◆◆
Deception (Cun)		◆◆
Discipline (Will)		◆◆
Leadership (Pr)	1	◆◆◆◆
Mechanics (Int)	3	◆◆◆
Medicine (Int)		◆◆◆
Negotiation (Pr)		◆◆◆◆
Perception (Cun)		◆◆
Piloting: Planet (Ag)		◆◆◆
Piloting: Space (Ag)		◆◆◆
Resilience (Br)		◆◆
Skulduggery (Cun)		◆◆
Stealth (Ag)		◆◆◆
Streetwise (Cun)	2	◆◆◆
Survival (Cun)		◆◆
Vigilance (Will)		◆◆

Combat Skills	Rank	Dice Pool
Brawl (Br)		◆◆
Gunnery (Ag)		◆◆◆
Melee (Br)		◆◆
Ranged: Heavy (Ag)	3	◆◆◆
Ranged: Light (Ag)		◆◆

Knowledge Skills	Rank	Dice Pool
Core Worlds (Int)		◆◆◆
Education (Int)		◆◆◆
Lore (Int)		◆◆◆
Outer Rim (Int)	2	◆◆◆
Underworld (Int)	2	◆◆◆
Xenology (Int)		◆◆◆
Warfare (Int)		◆◆◆
Other:		

Custom Skills	Rank	Dice Pool

Weapon	Skill	Damage	Range	Crit	Special
Modified Blaster Rifle	Ranged (Heavy)	9	Extreme	2	Accurate 2, Cumbersome 2, Pierce 1, Stun-Setting, Superior

Description	Notable Features	Other Traits
Gender: Female Age: Late 20s	* Immune to Pierce and Breach qualities (Armored Clothing Mod)	Likes: Self-interest, profit, secrets, and new tech

Height:	1.7m		Dislikes: Unprofessional or emotional behavior, killing innocents, working with the stupid or uneducated
Build:	Average		
Hair:	Auburn		
Eyes:	Golden		
Encumbrance Threshold:		Encumbrance Value:	

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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.

DICE SYMBOLS

SUCCESS
Success ✨ symbols are canceled by Failure ▼ symbols; if there are any Success ✨ symbols left, the check succeeds.

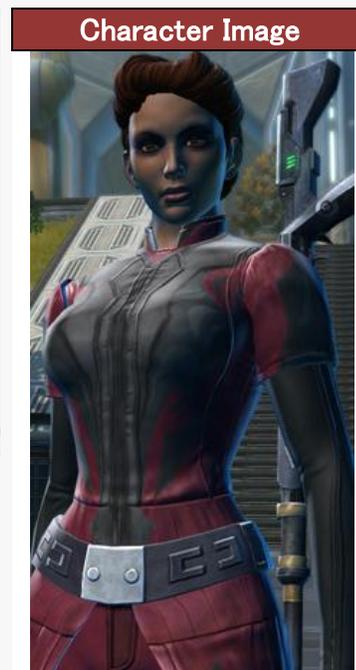
TRIUMPH
Triumph ⚡ symbols count as Success symbols ✨ and may also be spent to trigger a powerful positive consequence.

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.



EQUIPMENT LOG		
<i>Weapons & Armor</i>	<i>Personal Gear</i>	<i>Assets & Resources</i>
Modified Blaster Rifle (Augmented Spin Barrel [Accurate Mod, Pierce Mod], Marksman Barrel [Accurate Mod], Superior Weapon Customization), Modified Armored Clothing (Jury-Rigged [+1 Ranged Defense], Cortosis Weave)	Utility Belt, Tool-kit, Commlink, 2 Stim-packs	3,500 cr

TALENTS AND SPECIAL ABILITIES		
<i>Name (Time Required)</i>	<i>Page #</i>	<i>Summary</i>
Brace (2)		Spend a maneuver to remove ■■ caused by environmental effects from next check
Defensive Stance		Once per round perform a Maneuver to suffer 1 strain. Until the beginning of next turn, upgrade the difficulty of all incoming melee attacks once
Grit		+1 Strain Threshold (already added to stats)
Jury-Rigged (2)		Sniper Rifle and Armored clothing receive permanent boosts (already added to stats)
Side Step		Once per round perform a Maneuver to suffer 1 strain. Until the beginning of next turn, upgrade the difficulty of all incoming ranged attacks once
Tinkerer (2)		Add 1 hardpoint to Sniper Rifle and Armored Clothing (already added to stats)
Utility Belt		Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented item or weapon (with restrictions) from a tool belt or satchel

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"Petty criminal, starship mechanic, woman of mystery, royal queen: all of these terms apply to Risha, daughter of notorious crime lord Nok Drayen. Considering her upbringing as a violent gangster's child, it's a wonder Risha turned out remotely normal. Wise and experienced beyond her years, she has led an adventurous life containing some extremely dark chapters. Despite her biting sarcasm and general selfishness, one can never shake the feeling that Risha would be a better person if only she knew how. Years spent among the galaxy's dregs have fostered layers of personal self-defense mechanisms and a cynical shell around her. Only the most persistent friend has any hope of meeting the "real" Risha hiding beneath the surface."

A scoundrel who slips by on charm and wit, Risha is known as many things; a mysterious loner, brilliant starship mechanic and a manipulative thief being only a few of them. Raised the daughter of a violent gangster, Risha spent her childhood learning the tricks of the trade; her father taught her how to handle a blaster when she was a child, and being raised around fellow gangsters allowed her to pick up the many skills that she would come to rely on.

A lifetime of adventuring has given Risha a unique view of the galaxy, and her experiences have crafted a particular street-smart wisdom that is well beyond her years. Her wisdom is wrapped around a cynicism that protects the person who lies beneath. But for the few who are persistent enough to dig below her shell, it becomes apparent that Risha is far more than just another scoundrel...

Risha is actually the legitimate heir to the throne of Dubrillion. In her travels with the smuggler, Risha began planning to retake Dubrillion, starting by trying to find allies among the aristocracy who detested the current king's rule. The king has placed a considerable bounty on the head of Risha, one that only the best hunters (or the most foolish) are attempting to collect.