CHARACTER SHEET

CHARACTER NAME : SINOCA "SIN" MEEKU

SPECIES	RODIAN	OBLIGATION 5 10 15 20
CAREER	EXPLORER (TRADER)	

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	3	2

CUNNING	WILLPOWER	PRESENCE
3	1	3

SOAK VALUE	WOUNDS		STRAIN		CRITICAL INJURIES
3	12		11		
	THRESHOLD	CURRENT	THRESHOLD	CURRENT	

CHARACTER BACKGROUND

Obligation: Criminal (5)

Sin comes from a long line of bounty hunters and learned many of their ways, even though she did not join in the family business. The Rodian came to Coruscant ten years ago seeking ever larger fortunes and wrestled her way into the property market. What Sin thought was an innocuous deal turned out to involve the Pykes, and they made sure she would profit more if she undercut her original client deeply. In time, Sin came to appreciate the world of crime and what could be accomplished working outside of the system.

Sin starts with an Obligation value of 5, but can increase the magnitude of her criminal activities up to as much as 20 in order to add an additional talent or piece of equipment. She is able to do this by benefiting more from her connections with the Pykes, but this may come back to haunt her in the future. Add the original and any newly incurred Obligation, and circle the appropriate value above.

Playing Sinoca

- You have had limited experience with Zelcomm Industries, having sold some office space in the same tower. There seems to be as much freight going into and out of the office building as through a small starport. Rumors say that Zelcomm is a front for weapons smuggling.

- Though innately talented with blasters, you have found that a concealed vibroknife can work in places a blaster can't, and you have taught yourself how to use one effectively.

- Finally, when your silver tongue doesn't do the trick, a couple of credits can smooth over a tense negotiation.

SKILLS

GENERAL SKILLS	RANK	DICE POOL
Cool (Pr)	2	⬡⬡◆
Deception (Cun)	1	⬡◆◆
Negotiation (Pr)	2	⬡⬡◆
Perception (Cun)	1	⬡◆◆
Piloting - Planetary (Ag)	2	⬡⬡◆
Streetwise (Cun)	2	⬡⬡◆
Survival (Cun)	1	⬡◆◆

COMBAT SKILLS	RANK	DICE POOL
Melee (Br)	1	⬡◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Blaster Pistol	Ranged (Light)	6	Medium	◆◆◆

- You deal 6 damage on a hit + 1 damage per Success ✬ symbol rolled.
- Inflict a Critical Injury on a hit for ☯☯☯.

Vibroknife	Melee	3	Engaged	⬡◆

- You deal 3 damage on a hit + 1 damage per Success ✬ symbol rolled.
- Pierce 2: ignore 2 points of target's soak.
- Inflict a Critical Injury on a hit for ☯☯.

Fists	Brawl	2	Engaged	◆◆

- You deal 2 damage on a hit + 1 damage per Success ✬ symbol rolled.
- Inflict a Critical Injury on a hit for ☯☯☯☯☯.

GEAR, EQUIPMENT & OTHER ITEMS

2 Stimpacks	Use a maneuver to heal 5 wounds to a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Datapad	Used to record, store, display, and organize almost any kind of data.
Heavy Clothing	Soak 1; already included in soak value.
50 Credits	Money with which to buy equipment, information, or cooperation.

OPTIONAL: ADD 10 OBLIGATION TO UNLOCK

☐ **750 Credits**	Money with which to buy equipment, information, or cooperation.

TALENTS

NAME	ABILITY SUMMARY
Convincing Demeanor	Remove 1 Setback die ◼ from Deception or Skulduggery checks.
Expert Tracker	Remove 1 Setback die ◼ to find tracks or track targets. Decrease time to track a target by half.
Wheel and Deal	When selling goods legally, gain 10% more credits.

OPTIONAL: ADD 5 OBLIGATION TO UNLOCK

☐ Nobody's Fool	Upgrade the difficulty of any Charm, Coercion, or Deception check targeting the character once.

SYMBOLS & DICE

✬	⊕	☯	▼	⬡	⬢
Success	Triumph	Advantage	Failure	Despair	Threat

Ability Die ◆	Proficiency Die ⬡	Difficulty Die ◈	Challenge Die ◆	Boost Die ◻	Setback Die ◼	Force Die ⬡