

CHARACTER NAME: **Kesvo Kam**PLAYER NAME: **phinn**SPECIES: **Falleen**CAREER: **Commander**SPECIALIZATIONS: **Tactician**

CHARACTERISTICS

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

ATTRIBUTES

WOUND

17

STRAIN

14

SOAK

4

DEFENSE

0**0**

RANGED

MELEE

CRITICAL INJURIES

RESULT

SEVERITY

◇ ◇ ◇ ◇

◇ ◇ ◇ ◇

◇ ◇ ◇ ◇

◇ ◇ ◇ ◇

SKILLS

| GENERAL SKILLS | CAREER | RANK | DICE POOL |
|---------------------------|--------|------|-----------|
| Astrogation (Int) | - | - | ◇ ◇ |
| Athletics (Br) | - | - | ◇ ◇ ◇ |
| Charm (Pr) | - | 1 | ◇ ◇ ◇ |
| Coercion (Wil) | ✓ | - | ◇ ◇ ◇ |
| Computers (Int) | - | - | ◇ ◇ ◇ |
| Cool (Pr) | ✓ | 1 | ◇ ◇ ◇ |
| Coordination (Ag) | - | - | ◇ ◇ ◇ ◇ |
| Cybernetics (Int) | - | - | ◇ ◇ ◇ |
| Deception (Cun) | - | - | ◇ ◇ ◇ |
| Discipline (Wil) | ✓ | - | ◇ ◇ ◇ |
| Leadership (Pr) | ✓ | - | ◇ ◇ ◇ |
| Mechanics (Int) | - | - | ◇ ◇ ◇ |
| Medicine (Int) | - | - | ◇ ◇ ◇ |
| Negotiation (Pr) | - | - | ◇ ◇ ◇ |
| Perception (Cun) | ✓ | 1 | ◇ ◇ ◇ |
| Piloting - Planetary (Ag) | - | - | ◇ ◇ ◇ ◇ |
| Piloting - Space (Ag) | - | - | ◇ ◇ ◇ ◇ |
| Resilience (Br) | - | - | ◇ ◇ ◇ ◇ |
| Skulduggery (Cun) | - | - | ◇ ◇ ◇ |
| Stealth (Ag) | - | - | ◇ ◇ ◇ ◇ |

| GENERAL SKILLS (Cont) | CAREER | RANK | DICE POOL |
|-----------------------|--------|------|-----------|
| Streetwise (Cun) | - | - | ◇ ◇ |
| Survival (Cun) | - | - | ◇ ◇ ◇ |
| Vigilance (Wil) | ✓ | 1 | ◇ ◇ ◇ |

| COMBAT SKILLS | CAREER | RANK | DICE POOL |
|---------------------|--------|------|-----------|
| Brawl (Br) | ✓ | 1 | ◇ ◇ ◇ |
| Gunnery (Ag) | - | - | ◇ ◇ ◇ ◇ |
| Lightsaber (Br) | - | - | ◇ ◇ ◇ ◇ |
| Melee (Br) | - | - | ◇ ◇ ◇ ◇ |
| Ranged - Heavy (Ag) | ✓ | 2 | ◇ ◇ ◇ ◇ |
| Ranged - Light (Ag) | ✓ | 1 | ◇ ◇ ◇ ◇ |

| KNOWLEDGE SKILLS | CAREER | RANK | DICE POOL |
|-------------------|--------|------|-----------|
| Core Worlds (Int) | - | - | ◇ ◇ |
| Education (Int) | - | - | ◇ ◇ ◇ |
| Lore (Int) | - | - | ◇ ◇ ◇ |
| Outer Rim (Int) | - | - | ◇ ◇ ◇ |
| Underworld (Int) | - | - | ◇ ◇ ◇ |
| Warfare (Int) | ✓ | - | ◇ ◇ ◇ |
| Xenology (Int) | - | - | ◇ ◇ ◇ |

WEAPONS

| WEAPON NAME | SKILL | RANGE | DAM | CRITICAL | DICE POOL | SPECIAL |
|-----------------------------------|----------------|---------|----------|----------|-----------|--------------------------------------|
| Blaster Pistol | Ranged - Light | Medium | 6 | ○○○ | ◇ ◇ ◇ ◇ | Stun Setting |
| SKZ Sporting Blaster Rifle | Ranged - Heavy | Long | 8 | ○○○○ | ◇ ◇ ◇ ◇ | Stun Setting |
| Unarmed | Brawl | Engaged | 3 | ○○○○○ | ◇ ◇ ◇ | Disorient 1, Knockdown, Stun Setting |

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PLAYER NAME: **phinn**

SPECIES: **Falleen**

CAREER: **Commander**

SPECIALIZATIONS: **Tactician**

DESCRIPTION

GENDER: *Female*

AGE: *103*

HEIGHT: *5'8*

BUILD: *Athletic*

HAIR: *Black*

EYES: *Amber*



NOTABLE FEATURES

MOTIVATIONS

QUEST

VENGEANCE

OBLIGATIONS

10

FAMILY

DUTIES

0

COMBAT VICTORY

BACKGROUND

BEGINNINGS

Justified Avengers

REASON FOR ADVENTURE

The Searching Insurgent

NOTES

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EXPERIENCE

TOTAL XP

200

EARNED XP

100

USED XP

200

UNUSED XP

0

ACQUIRED XP

SPECIES FEATURES

Ability

Beguiling Pheromones

Once per check as an incidental, may suffer 2 strain to upgrade ability of Charm, Deception, or Negotiation check against living, sentient being within short range. No effect if wearing breath mask or having no respiratory system.

TALENTS

| TALENT | RANK | ACTIVATION | ACQUISITION | DESCRIPTION |
|-------------------|------|------------|-------------|---|
| Body Guard | 2 | Maneuver | Tactician | Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number. |
| Dedication | 1 | Passive | Tactician | Gain +1 to a single characteristic. This cannot bring a characteristic above 6. Bonus Characteristic: Agility +1 |
| Side Step | 2 | Maneuver | Tactician | Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step. |
| Swift | -- | Passive | Tactician | Do not suffer usual penalties for moving through difficult terrain. |
| Toughened | 2 | Passive | Tactician | Gain +2 wound threshold. |

NOTES

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ENCUMBRANCE

ENCUMBRANCE

6

9

VALUE

THRESHOLD

- You are unencumbered.

MONEY

CREDITS

250

ACQUIRED CREDITS

WEAPONS

| WEAPON | QTY | ENCUM | CARRY | EQUIP | REPAIR | DAM | CRIT | RANGE | SPECIAL |
|----------------------------|-----|-------|-------|-------|--------|-----|------|--------|-------------------------|
| Blaster Pistol | 1 | 1 | ✓ | ✓ | ✓ | 6 | 3 | Medium | Qualities: Stun Setting |
| SKZ Sporting Blaster Rifle | 1 | 3 | ✓ | ✓ | ✓ | 8 | 4 | Long | Qualities: Stun Setting |

Carried Encumbrance: 4

ARMOR

| ARMOR | QTY | ENCUM | CARRY | EQUIP | REPAIR | SOAK | MDEF | RDEF | SPECIAL |
|------------|-----|-------|-------|-------|--------|------|------|------|--|
| Catch Vest | 1 | 0 | ✓ | ✓ | ✓ | 1 | 0 | 0 | Features: Has soak value of 2 against all energy-based weapons |

Carried Encumbrance: 0

GEAR

| GEAR | QTY | ENCUM | CARRY | EQUIP | REPAIR | SPECIAL |
|--------------------|-----|-------|-------|-------|--------|---|
| Utility Belt | 1 | 0 | ✓ | ✓ | ✓ | Features: 1 Increase Encumbrance Threshold by 1 Mod |
| Comlink (handheld) | 1 | 0 | ✓ | ✓ | ✓ | |
| Urban Compass | 1 | 1 | ✓ | | ✓ | Features: In urban environments, remove ■ from checks due to unfamiliarity, traffic, or other travel hazards., Grants □ to checks to find information about an urban environment, including city operations, landmarks, and businesses. |
| Breath Mask | 1 | 1 | ✓ | | ✓ | |
| Holo-messenger | 1 | 0 | ✓ | | ✓ | |

Carried Encumbrance: 2

NOTES