



Last Modified: Monday, May 7, 2018 1:19 PM

Kesvo Kam 2 **CHARACTER NAME:** 

**EXPERIENCE** 

ACQUIRED XP

PLAYER NAME:

phinn

SPECIES:

Falleen

CAREER:

Diplomat

SPECIALIZATIONS:

Agitator, Quartermaster

## SPECIES FEATURES

265

175

USED XP 265

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.

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Dedication	1	Passive	Agitator	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. <b>Bonus Characteristic:</b> Agility +1
Grit	2	Passive	Quartermaster	Gain +1 strain threshold
Intense Focus		Maneuver	Quartermaster	Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.
Nobody's Fool	2	Passive	Agitator	May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.
Plausible Deniability	2	Passive	Agitator	Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks.
Street Smarts	1	Passive	Agitator	Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
Toughened	1	Passive	Quartermaster	Gain +2 wound threshold.

## NOTES

Last Modified: Monday, May 7, 2018 1:19 PM Kesvo Kam 2 CHARACTER NAME: PLAYER NAME: phinn SPECIES: CAREER: Falleen **Diplomat SPECIALIZATIONS:** Agitator, Quartermaster AGITATOR TALENT TREE PLAUSIBLE **V** DENIABILITY VOBOOY'S FOOL GRIT INTIMIDATING Remove per rank of Plausible Deniability from all Coercion and May upgrade difficulty of incoming Charm, Coercion, or Deception May suffer a number of strain to Gain +1 strain threshold downgrade difficulty of Coercion Deception checks. checks once per rank of Nobody's checks, or upgrade difficulty when targeted by Coercion checks, by an Cost: 5 equal number. Strain suffered this way Cost: 5 cannot exceed ranks in Intimidating. Cost: 5 Cost: 5 CONVINCING STREET SMARTS STREET SMARTS INTIMIDATING **ПЕМЕАНПЯ** Remove ■ per rank of Street Smarts Remove ■ per rank of Street Smarts Remove per rank of Convincing May suffer a number of strain to from Streetwise or Knowledge (Underworld) checks. from Streetwise or Knowledge (Underworld) checks. downgrade difficulty of Coercion Skulduggery checks. checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way Cost: 10 Cost: 10 Cost: 10 cannot exceed ranks in Intimidating. Cost: 10 PLAUSIBLE CONVINCING SCATHING TIRADE **DENIABILITY** GRIT DEMEANOR Remove **■** per rank of Convincing Remove per rank of Plausible Takea Scathing Tirade action; make Gain +1 strain threshold Demeanor from any Deception or Skulduggery checks. Deniability from all Coercion and Deception checks. an Average (♦♦) Coercion check. Each 🛪 causes one enemy in short range to suffer 1 strain. Spend 😲 to cause 1 affected enemy to suffer 1 Cost: 15 Cost: 15 Cost: 15 additional strain. Cost: 15 SCATHING TIRADE NATURAL ENFORCER NOBOOY'S FOOL INTIMIDATING (IMPROVED) Once per session, may reroll any 1 May upgrade difficulty of incoming Each enemy affected by Scathing
Tirade suffers ■ on all skill checks for May suffer a number of strain to Coercion or Streetwise check. Charm, Coercion, or Deception downgrade difficulty of Coercion. checks once per rank of Nobody's a number of rounds equal to ranks in checks, or upgrade difficulty when Coercion. targeted by Coercion checks, by an Cost: 20 equal number. Strain suffered this way cannot exceed ranks in Intimidating. Cost: 20 Cost: 20 Cost: 20 SCATHING TIRADE **V** DEDICATION INCITE REBELLION INTIMIDATING (SUPREME) May suffer a number of strain to Gain +1 to a single characteristic. This Suffer 1 strain to perform Scathing Once per session, may take an Incite downgrade difficulty of Coercion cannot bring a characteristic above 6. Rebellion action; make a Hard ( • • Tirade as a maneuver, not an action. checks, or upgrade difficulty when ) Coercion check to cause a number targeted by Coercion checks, by an of beings up to ranks in Coercion to equal number. Strain suffered this way cannot exceed ranks in Intimidating. Cost: 25 Cost: 25 become rebellious until the end of the

Cost: 25

encounter.

Cost: 25



