

CHARACTER NAME: **Kesvo Kam 2**
 SPECIES: Falleen
 SPECIALIZATIONS: Agitator, Quartermaster

PLAYER NAME: phinn
 CAREER: Diplomat

CHARACTERISTICS

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

ATTRIBUTES

WOUND 15	STRAIN 18	SOAK 4
DEFENSE 0 0		CRITICAL INJURIES
RANGED MELEE		RESULT SEVERITY
		◇ ◇ ◇ ◇
		◇ ◇ ◇ ◇
		◇ ◇ ◇ ◇
		◇ ◇ ◇ ◇

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	-	-	◇ ◇ ◇
Athletics (Br)	-	-	◇ ◇ ◇
Charm (Pr)	✓	2	◇ ◇ ◇ ◇
Coercion (Wil)	✓	-	◇ ◇ ◇ ◇
Computers (Int)	✓	-	◇ ◇ ◇ ◇
Cool (Pr)	-	-	◇ ◇ ◇ ◇
Coordination (Ag)	-	-	◇ ◇ ◇ ◇
Cybernetics (Int)	-	-	◇ ◇ ◇ ◇
Deception (Cun)	✓	3	◇ ◇ ◇ ◇ ◇
Discipline (Wil)	-	-	◇ ◇ ◇ ◇
Leadership (Pr)	✓	-	◇ ◇ ◇ ◇
Mechanics (Int)	-	-	◇ ◇ ◇ ◇
Medicine (Int)	-	-	◇ ◇ ◇ ◇
Negotiation (Pr)	✓	1	◇ ◇ ◇ ◇
Perception (Cun)	-	-	◇ ◇ ◇ ◇
Piloting - Planetary (Ag)	-	-	◇ ◇ ◇ ◇
Piloting - Space (Ag)	-	-	◇ ◇ ◇ ◇
Resilience (Br)	-	-	◇ ◇ ◇ ◇
Skulduggery (Cun)	✓	-	◇ ◇ ◇ ◇
Stealth (Ag)	-	-	◇ ◇ ◇ ◇

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Streetwise (Cun)	✓	3	◇ ◇ ◇ ◇ ◇
Survival (Cun)	-	-	◇ ◇ ◇ ◇
Vigilance (Wil)	✓	-	◇ ◇ ◇ ◇

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

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)	✓	-	◇ ◇ ◇ ◇
Education (Int)	-	-	◇ ◇ ◇ ◇
Lore (Int)	✓	-	◇ ◇ ◇ ◇
Outer Rim (Int)	✓	1	◇ ◇ ◇ ◇
Underworld (Int)	✓	1	◇ ◇ ◇ ◇
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

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DESCRIPTION

GENDER: *Female*

AGE: *103*

HEIGHT: *5'9*

BUILD: *Athletic*

HAIR: *Black*

EYES: *Amber*



NOTABLE FEATURES

MOTIVATIONS

QUEST

VENGEANCE

OBLIGATIONS

10

FAMILY

DUTIES

0

SABOTAGE

BACKGROUND

BEGINNINGS

Justified Avengers

REASON FOR ADVENTURE

The Searching Insurgent

NOTES

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EXPERIENCE

TOTAL XP

325

EARNED XP

225

USED XP

325

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
Dedication	1	Passive	Agitator	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. Bonus Characteristic: Agility +1
Grit	4	Passive	Agitator, 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.
Intimidating	2	OOT Incidental	Agitator	May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.
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	1	Passive	Agitator	Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks.
Scathing Tirade	--	Action	Agitator	Take a Scathing Tirade action; make an Average (◆◆) Coercion check . Each ☆ causes one enemy in short range to suffer 1 strain. Spend ☹ to cause 1 affected enemy to suffer 1 additional strain.
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.

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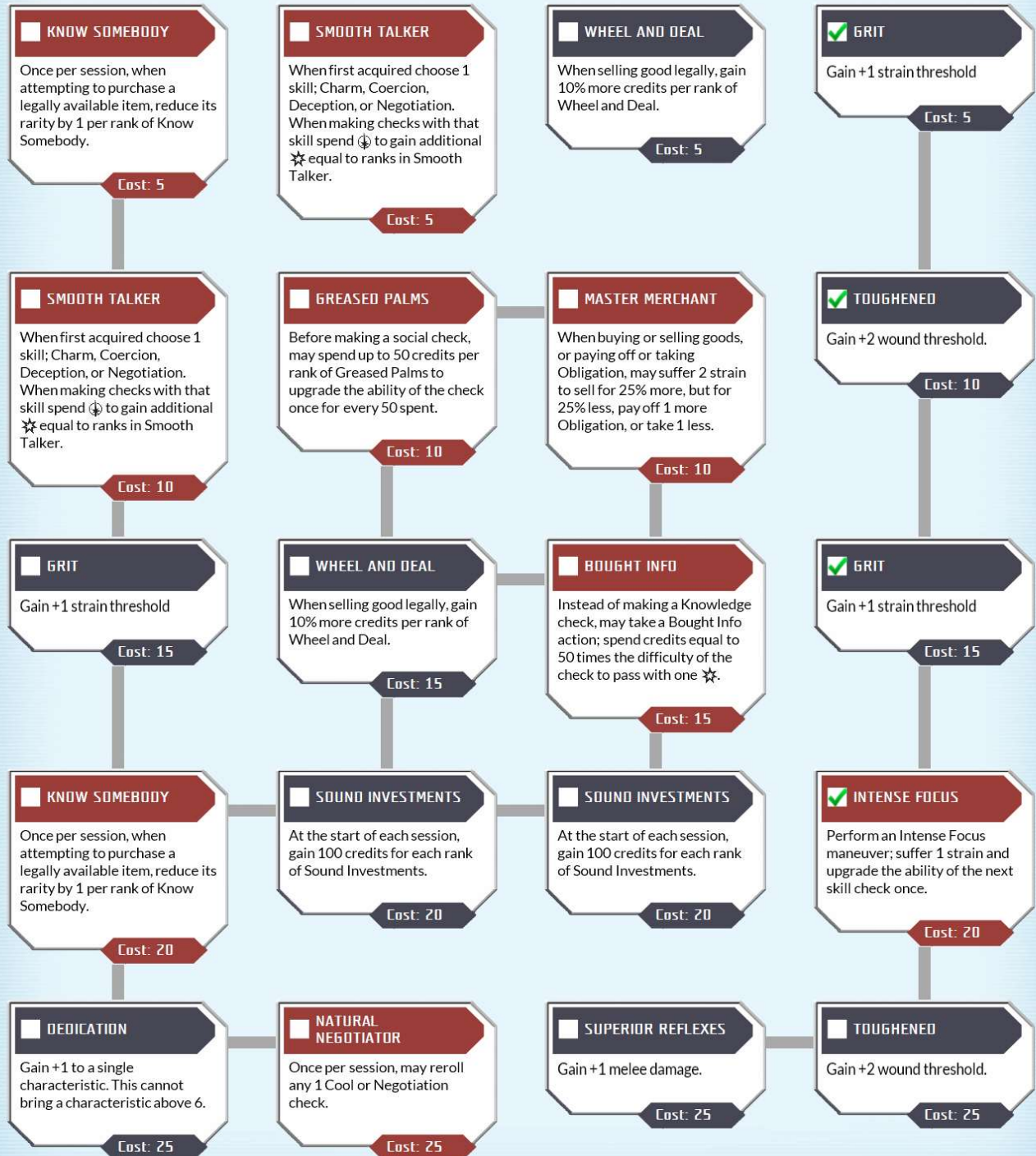
AGITATOR TALENT TREE



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QUARTERMASTER TALENT TREE



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ENCUMBRANCE

ENCUMBRANCE

5

9

VALUE

THRESHOLD

- You are unencumbered.

MONEY

CREDITS

2,185

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
Comlink (handheld)	2	0	✓	✓	✓	
Utility Belt	1	0	✓	✓	✓	Features: 1 Increase Encumbrance Threshold by 1 Mod
Holo-messenger	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			✓	
Model 58 Concealment Holster	1	0	✓	✓	✓	Features: Adds ■ to all Perception checks to discover concealed weapon. Only usable for light and holdout blaster pistols.

Carried Encumbrance: 1

NOTES