

Last Modified: Saturday, November 10, 2018 8:18 PM

CHARACTER NAME: **Kesvo Kam 5**
 SPECIES: Falleen
 SPECIALIZATIONS: Agitator, Quartermaster

PLAYER NAME: phinn
 CAREER: Diplomat

CHARACTERISTICS

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

ATTRIBUTES

| | | |
|-------------------------------------|----------------------------|-------------------------------|
| WOUND 15 | STRAIN 19 | 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) | ✓ | 3 | ◇ ◇ ◇ ◇ |
| Computers (Int) | ✓ | - | ◇ ◇ ◇ ◇ |
| Cool (Pr) | - | - | ◇ ◇ ◇ ◇ |
| Coordination (Ag) | - | - | ◇ ◇ ◇ ◇ |
| Cybernetics (Int) | - | - | ◇ ◇ ◇ ◇ |
| Deception (Cun) | ✓ | 3 | ◇ ◇ ◇ ◇ |
| Discipline (Wil) | - | - | ◇ ◇ ◇ ◇ |
| Leadership (Pr) | ✓ | - | ◇ ◇ ◇ ◇ |
| Mechanics (Int) | - | - | ◇ ◇ ◇ ◇ |
| Medicine (Int) | - | - | ◇ ◇ ◇ ◇ |
| Negotiation (Pr) | ✓ | 2 | ◇ ◇ ◇ ◇ |
| Perception (Cun) | - | - | ◇ ◇ ◇ ◇ |
| Piloting - Planetary (Ag) | - | - | ◇ ◇ ◇ ◇ |
| Piloting - Space (Ag) | - | - | ◇ ◇ ◇ ◇ |
| Resilience (Br) | - | - | ◇ ◇ ◇ ◇ |
| Skulduggery (Cun) | ✓ | 3 | ◇ ◇ ◇ ◇ |
| 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) | ✓ | - | ◇ ◇ ◇ ◇ |

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PLAYER NAME: **phinn**
CAREER: **Diplomat**

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

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EXPERIENCE

TOTAL XP

470

EARNED XP

370

USED XP

470

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 | 2 | Passive | Agitator, Quartermaster | Gain +1 to a single characteristic. This cannot bring a characteristic above 6. Bonus Characteristics: Agility +1, Presence +1 |
| Grit | 5 | 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. |
| Know Somebody | 2 | Incidental | Quartermaster | Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody. |
| 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. |
| Smooth Talker | 1 | Incidental | Quartermaster | When first acquired choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill spend ☹ to gain additional ☆ equal to ranks in Smooth Talker. Selected Skill: Charm |
| 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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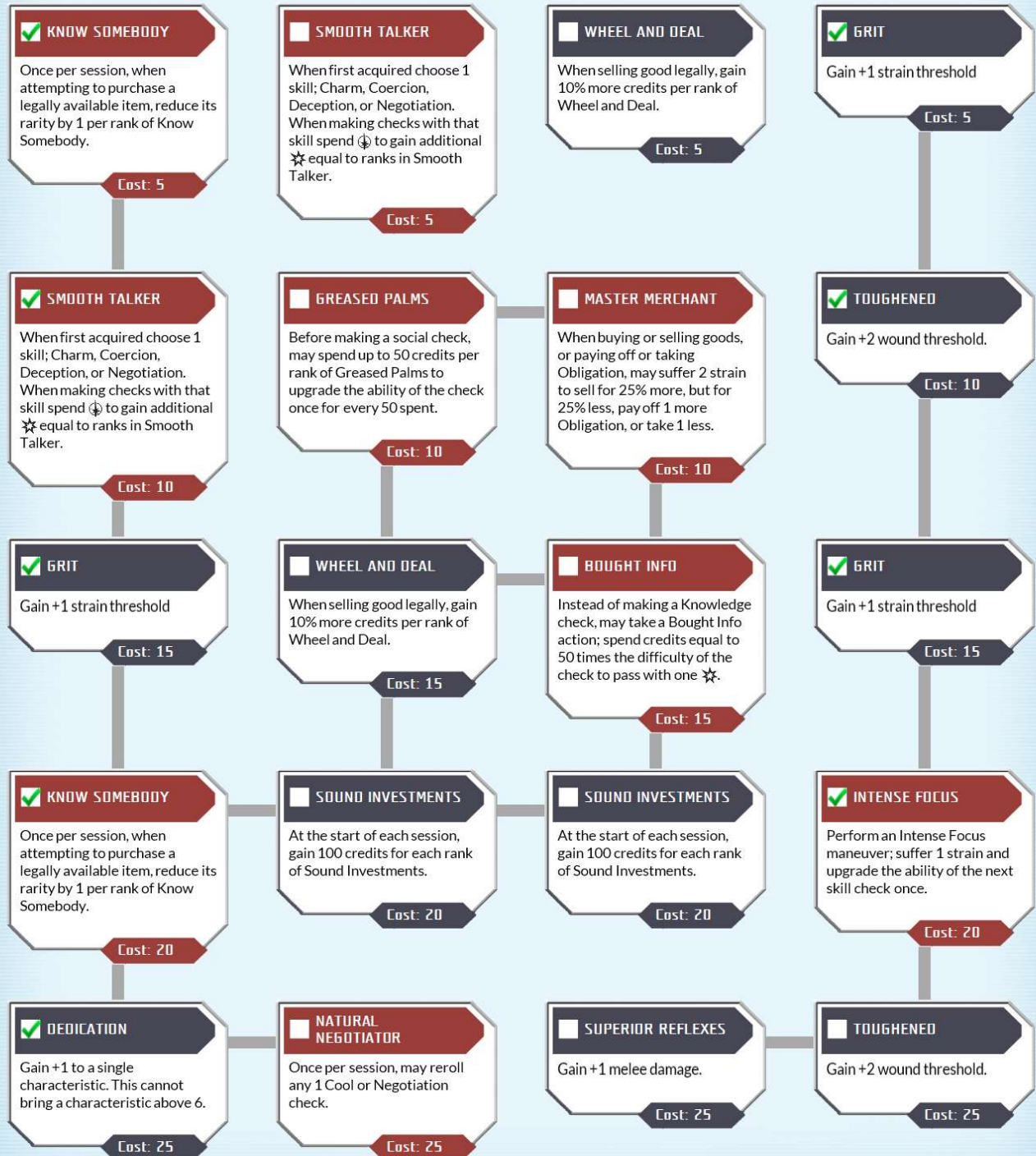
AGITATOR TALENT TREE



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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