Last Modified: Sunday, November 18, 2018 7:40 PM

Kesvo Kam 5 CHARACTER NAME:

SPECIES: Falleen PLAYER NAME:

phinn

CAREER:

Diplomat

SPECIALIZATIONS: Agitator, Quartermaster

CHARACTERISTICS



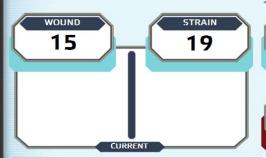








ATTRIBUTES



SOAK	
6	

DEFENSE						
1	1					
RANGED	MELEE					

CRITICAL INJURIES	
RESULT	SEVERITY
	$\Diamond\Diamond\Diamond\Diamond$
	$\Diamond\Diamond\Diamond\Diamond$
	$\Diamond\Diamond\Diamond\Diamond$
	$\Diamond\Diamond\Diamond\Diamond$
	- 3

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)			*
Athletics (Br)		-	$\Diamond \Diamond \Diamond$
Charm (Pr)	~	2	$\bigcirc\bigcirc\Diamond \diamondsuit \diamondsuit$
Coercion (Wil)	*	3	○○◇■
Computers (Int)	*		◆◆
Cool (Pr)		-	$\Diamond \Diamond \Diamond \Diamond$
Coordination (Ag)		•	*
Cybernetics (Int)		-	$\Diamond \Diamond$
Deception (Cun)	*	3	
Discipline (Wil)		-	$\Diamond \Diamond$
Leadership (Pr)	*		*
Mechanics (Int)		=	$\Diamond \Diamond$
Medicine (Int)		-	◆◆
Negotiation (Pr)	~	2	$\bigcirc\bigcirc\Diamond\Diamond\Diamond$
Perception (Cun)			*
Piloting - Planetary (Ag)		-	$\Diamond \Diamond \Diamond \Diamond$
Piloting - Space (Ag)		-	*
Resilience (Br)		-	$\Diamond \Diamond \Diamond$
Skulduggery (Cun)	~	3	○○◆
Stealth (Ag)		-	$\Diamond\Diamond\Diamond\Diamond$

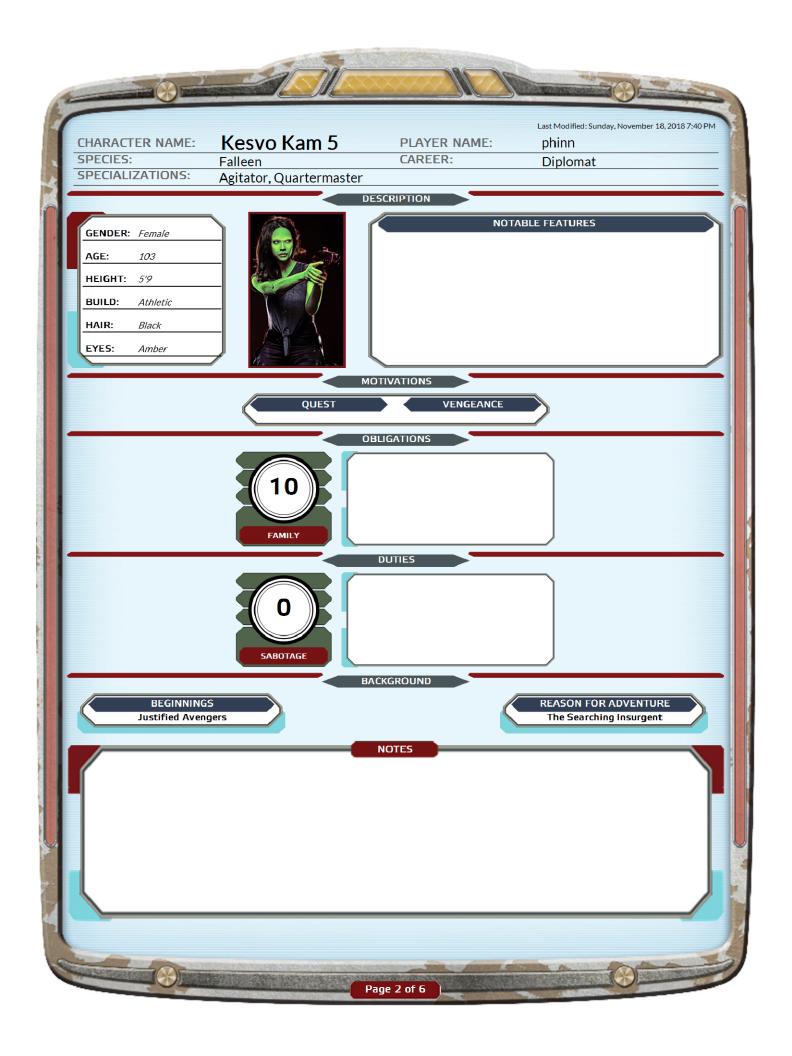
GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Streetwise (Cun)	~	3	
Survival (Cun)		-	$\Diamond \Diamond$
Vigilance (Wil)	~	-	♦

COMBAT SKILLS	CAREER RANK	DICE POOL
Brawl (Br)	-	*
Gunnery (Ag)		$\Diamond \Diamond \Diamond \Diamond$
Lightsaber (Br)	-	$\Diamond \Diamond \Diamond$
Melee (Br)		$\Diamond \Diamond \Diamond$
Ranged - Heavy (Ag)	-	*
Ranged - Light (Ag)	-	

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)	~	-	♦
Education (Int)		-	$\Diamond \Diamond$
Lore (Int)	*	-	*
Outer Rim (Int)	V	1	$\bigcirc \Diamond$
Underworld (Int)	~	1	
Warfare (Int)		-	$\Diamond \Diamond$
Xenology (Int)	~	-	♦

WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	CRITICAL	DICE POOL	SPECIAL
VE Blaster Rifle	Ranged - Heavy	Long	10	000	♦♦♦♦■७७	Stun Setting, Superior
A95 Stingbeam	Ranged - Light	Engaged	5	000	$\Diamond \Diamond \Diamond \Diamond$	Stun Setting, Vicious 1
DR-45 "Dragoon" Calvalry Blaster	Ranged - Light	Medium	9	000	♦♦♦♦□€	Stun Setting, Accurate 1, Superior



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PLAYER NAME:

CAREER:

phinn

SPECIALIZATIONS:

Falleen

Diplomat

EXPERIENCE

ACQUIRED XP

Agitator, Quartermaster

SPECIES FEATURES

470

370

USED XP 470

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.
Quick Draw		Incidental	Filed Front Sight	Once per round, draw or holster a weapon or accessible item as an incidental.
Scathing Tirade		Action	Agitator	Takea Scathing Tirade action; make an Average (♦♦) Coercion check. Each ※ causes one enemy inshort 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.

NOTES

Last Modified: Sunday, November 18, 2018 7:40 PM Kesvo Kam 5 CHARACTER NAME: PLAYER NAME: phinn SPECIES: CAREER: Falleen **Diplomat SPECIALIZATIONS:** Agitator, Quartermaster AGITATOR TALENT TREE PLAUSIBLE VOBOOY'S FOOL **√** GRIT **✓** INTIMIDATING **DENIARII ITY** Remove per rank of Plausible 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 **✓** INTIMIDATING STREET SMARTS STREET SMARTS **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 **√** GRIT **DENIABILITY** 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 NOBOOA,2 ŁOOT 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 encounter. Cost: 25 Cost: 25

