

CHARACTER NAME: **Kesvo Kam 6**

PLAYER NAME: phinn

Last Modified: Sunday, December 23, 2018 8:20 PM

SPECIES: Falleen

CAREER:

Diplomat

SPECIALIZATIONS: Agitator, Quartermaster, Ambassador

### CHARACTERISTICS

<b>3</b>	<b>4</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>4</b>
<b>BRAWN</b>	<b>AGILITY</b>	<b>INTELLECT</b>	<b>CUNNING</b>	<b>WILLPOWER</b>	<b>PRESENCE</b>

### ATTRIBUTES

<b>WOUND</b> <b>15</b>	<b>STRAIN</b> <b>20</b>	<b>SOAK</b> <b>6</b>	<b>CRITICAL INJURIES</b> <table border="1"> <thead> <tr> <th>RESULT</th> <th>SEVERITY</th> </tr> </thead> <tbody> <tr><td></td><td>◇◇◇◇</td></tr> <tr><td></td><td>◇◇◇◇</td></tr> <tr><td></td><td>◇◇◇◇</td></tr> <tr><td></td><td>◇◇◇◇</td></tr> </tbody> </table>	RESULT	SEVERITY		◇◇◇◇		◇◇◇◇		◇◇◇◇		◇◇◇◇
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<b>DEFENSE</b> <table border="1"> <tr> <td><b>1</b></td> <td><b>1</b></td> </tr> <tr> <td><b>RANGED</b></td> <td><b>MELEE</b></td> </tr> </table>			<b>1</b>	<b>1</b>	<b>RANGED</b>	<b>MELEE</b>							
<b>1</b>	<b>1</b>												
<b>RANGED</b>	<b>MELEE</b>												

### 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)	✓	-	◇◇

### WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	CRITICAL	DICE POOL	SPECIAL
<b>VE Blaster Rifle</b>	Ranged - Heavy	Long	<b>10</b>	○○○	◇◇◇◇	Stun Setting, Superior
<b>A95 Stingbeam</b>	Ranged - Light	Engaged	<b>5</b>	○○○	◇◇◇◇	Stun Setting, Vicious 1
<b>DR-45 "Dragon" Cavalry Blaster</b>	Ranged - Light	Medium	<b>9</b>	○○○	◇◇◇◇	Stun Setting, Accurate 1, Superior

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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

**515**

EARNED XP

**415**

USED XP

**515**

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
<b>Dedication</b>	2	Passive	Agitator, Quartermaster	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. <b>Bonus Characteristics:</b> Agility +1, Presence +1
<b>Grit</b>	6	Passive	Agitator, Quartermaster, Ambassador	Gain +1 strain threshold
<b>Intense Focus</b>	--	Maneuver	Quartermaster	Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.
<b>Intimidating</b>	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.
<b>Kill With Kindness</b>	1	Passive	Ambassador	Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks.
<b>Know Somebody</b>	2	Incidental	Quartermaster	Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.
<b>Nobody's Fool</b>	2	Passive	Agitator	May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.
<b>Plausible Deniability</b>	1	Passive	Agitator	Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks.
<b>Quick Draw</b>	--	Incidental	Filed Front Sight	Once per round, draw or holster a weapon or accessible item as an incidental.
<b>Scathing Tirade</b>	--	Action	Agitator	Take a Scathing Tirade action; make an <b>Average (◆◆) Coercion check</b> . Each ☆ causes one enemy in short range to suffer 1 strain. Spend ☹ to cause 1 affected enemy to suffer 1 additional strain.
<b>Smooth Talker</b>	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. <b>Selected Skill:</b> Charm
<b>Street Smarts</b>	1	Passive	Agitator	Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
<b>Toughened</b>	1	Passive	Quartermaster	Gain +2 wound threshold.

#### NOTES

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## AGITATOR TALENT TREE





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## QUARTERMASTER TALENT TREE

☒ KNOW SOMEBODY

Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

Cost: 5

☐ SMOOTH TALKER

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.

Cost: 5

☐ WHEEL AND DEAL

When selling good legally, gain 10% more credits per rank of Wheel and Deal.

Cost: 5

☒ GRIT

Gain +1 strain threshold

Cost: 5

☒ SMOOTH TALKER

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.

Cost: 10

☐ GREASED PALMS

Before making a social check, may spend up to 50 credits per rank of Greased Palms to upgrade the ability of the check once for every 50 spent.

Cost: 10

☐ MASTER MERCHANT

When buying or selling goods, or paying off or taking Obligation, may suffer 2 strain to sell for 25% more, but for 25% less, pay off 1 more Obligation, or take 1 less.

Cost: 10

☒ TOUGHENED

Gain +2 wound threshold.

Cost: 10

☒ GRIT

Gain +1 strain threshold

Cost: 15

☐ WHEEL AND DEAL

When selling good legally, gain 10% more credits per rank of Wheel and Deal.

Cost: 15

☐ BOUGHT INFO

Instead of making a Knowledge check, may take a Bought Info action; spend credits equal to 50 times the difficulty of the check to pass with one ⚡.

Cost: 15

☒ GRIT

Gain +1 strain threshold

Cost: 15

☒ KNOW SOMEBODY

Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

Cost: 20

☐ SOUND INVESTMENTS

At the start of each session, gain 100 credits for each rank of Sound Investments.

Cost: 20

☐ SOUND INVESTMENTS

At the start of each session, gain 100 credits for each rank of Sound Investments.

Cost: 20

☒ INTENSE FOCUS

Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.

Cost: 20

☒ DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

Cost: 25

☐ NATURAL NEGOTIATOR

Once per session, may reroll any 1 Cool or Negotiation check.

Cost: 25

☐ SUPERIOR REFLEXES

Gain +1 melee damage.

Cost: 25

☐ TOUGHENED

Gain +2 wound threshold.

Cost: 25

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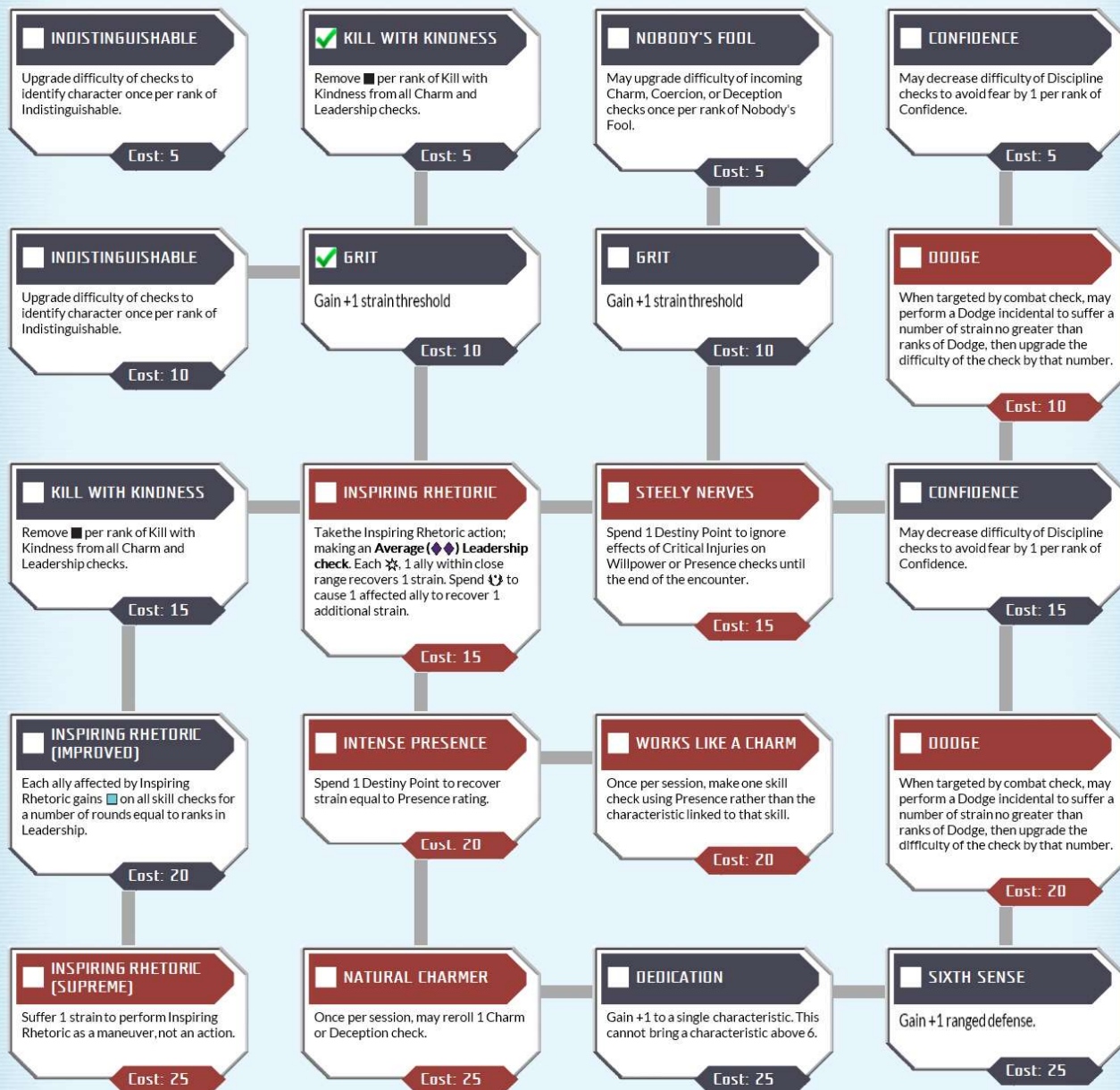
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AMBASSADOR TALENT TREE





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### ENCUMBRANCE

#### ENCUMBRANCE

**7**

**9**

VALUE

THRESHOLD

- You are unencumbered.

### MONEY

#### CREDITS

**38,745**

#### 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
VE Blaster Rifle	1	4	✓	✓		10	3	Long	Qualities: Stun Setting, Superior Attachments: "Bantha's Eye" Laser Sight (1 Add 1  to Successful Check Mod), Electronic Sighting System (Allows shooter to aim as an incidental once per round at short range. Decreases the difficulty of Perception checks to locate the shooter in low light conditions by 1.), Custom Grip (1 Remove 1  from all attack checks when using this weapon Mod. Anyone other than owner adds  to combat checks using this weapon.), Superior Weapon Customization (Quality (Superior) Mod)
A95 Stingbeam	1	1	✓			5	3	Engaged	Qualities: Stun Setting, Vicious 1 Features: Add  to a character's Perception checks to find a stingbeam on a person's body.
DR-45 "Dragoon" Cavalry Blaster	1	1	✓	✓		9	3	Medium	Qualities: Stun Setting, Accurate 1, Superior Attachments: Superior Weapon Customization (Quality (Superior) Mod), Filed Front Sight (Increases the difficulty of combat checks to hit targets at ranges beyond Short range by one., Innate Talent(Quick Draw) Mod), Electronic Sighting System (Allows shooter to aim as an incidental once per round at short range. Decreases the difficulty of Perception checks to locate the shooter in low light conditions by 1.)

Carried Encumbrance: 6

### ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL
Catch Vest	1	1				1	0	0	Features: Has soak value of 2 against all energy-based weapons
Armored Clothing + Coat	1	0	✓	✓		3	1	1	

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