

CHARACTER NAME: **Kesvo Kam 16**      PLAYER NAME: phinn  
 SPECIES: Falleen      CAREER: Diplomat  
 SPECIALIZATIONS: Agitator, Quartermaster, Ambassador

CHARACTERISTICS

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

ATTRIBUTES

WOUND: 15      STRAIN: 21      SOAK: 6      DEFENSE: RANGED 2, MELEE 1

CRITICAL INJURIES	
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)	✓	5	◆◆◆◆◆◆◆◆
Discipline (Wil)	✓	3	◆◆◆◆◆◆
Leadership (Pr)	✓	2	◆◆◆◆◆◆
Mechanics (Int)	-	-	◆◆◆◆
Medicine (Int)	-	-	◆◆◆◆
Negotiation (Pr)	✓	2	◆◆◆◆◆◆
Perception (Cun)	-	1	◆◆◆◆
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 "Dragoon" Calvalry Blaster</b>	Ranged - Light	Medium	<b>9</b>	◆◆◆◆	◆◆◆◆◆◆◆	Stun Setting, Accurate 1, Superior

NOTES

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DESCRIPTION

GENDER: *Female*

AGE: *103*

HEIGHT: *5'9*

BUILD: *Athletic*

HAIR: *Black*

EYES: *Amber*



NOTABLE FEATURES

MOTIVATIONS

QUEST

The Empire used Kesvo's home world as a base for its bacteriological research, and when their mistakes lead to a containment issue involving a deadly, flesh-eating bacterium, their solution was to bomb the lab - and the city around it - from orbit. Over two hundred thousand Falleen perished, including an entire family house. Kesvo is angry about the careless way Falleen lives were discarded, and every time she takes down an Empire operative it feels a little like she's ticking off a mark from that list of two thousand.

VENGEANCE

DISCOVERY

SELF

After having turned away from her home and family in response to their complacency in the face of the Empire's oppression, Kesvo feels unmoored. The mission presented by the Republic is convenient work that pays well and helps soothe her general desire to stick it to the Empire, but it's only a bandage rather than a cure for the aimlessness she feels. She grew up expecting to rule her family's province on Falleen, and now her future is decidedly unclear. While she's happy enough to aid the Republic for now, she does feel a troubling lack of purpose when she thinks about the future.

AMBITION

Kesvo grew up accustomed to a certain level of autonomy and deference and likes the power afforded by being part of the ruling class. Leaving Falleen has removed her from that structure, but part of her still craves that feeling of control and being somewhat exalted. She's entirely in denial about it because she doesn't want to be that way, but the truth is that she secretly craves the power of rule.

POWER

DRIVE

GUILT

Kesvo ran a mercenary crew before joining the Hellions. A disastrous few pieces of bad luck wound up destroying a mission and claiming the lives of the entirety of her team, and to this day the guilt from surviving them is ever-present. She's prone to obsessing over her choices and responding sharply to mistakes. Though it's not a conscious choice, she resists forming real bonds with the new crew members, as she's reluctant to concede that she deserves a second chance at the kind of familial bond she had with the Lancers.

OBLIGATIONS

10

FAMILY

DUTIES

0

SABOTAGE

BACKGROUND

BEGINNINGS

Justified Avengers

REASON FOR ADVENTURE

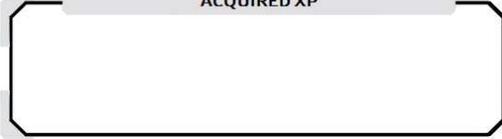
The Searching Insurgent

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## EXPERIENCE

TOTAL XP <b>1060</b>	EARNED XP <b>960</b>	USED XP <b>1060</b>	UNUSED XP <b>0</b>
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## 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>Bought Info</b>	--	Action	Quartermaster	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 ✨.
<b>Confidence</b>	2	Passive	Ambassador	May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
<b>Convincing Demeanor</b>	2	Passive	Agitator	Remove ■ per rank of Convincing Demeanor from any Deception or Skulduggery checks.
<b>Dedication</b>	3	Passive	Agitator, Quartermaster, Ambassador	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. <b>Bonus Characteristics:</b> Agility +1, Presence +1, Cunning +1
<b>Dodge</b>	2	OOT Incidental	Ambassador	When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
<b>Grit</b>	7	Passive	Agitator, Quartermaster, Ambassador	Gain +1 strain threshold
<b>Incite Rebellion</b>	--	Action	Agitator	Once per session, may take an Incite Rebellion action; make a <b>Hard (◆◆◆) Coercion check</b> to cause a number of beings up to ranks in Coercion to become rebellious until the end of the encounter.
<b>Indistinguishable</b>	2	Passive	Ambassador	Upgrade difficulty of checks to identify character once per rank of Indistinguishable.
<b>Inspiring Rhetoric</b>	--	Action	Ambassador	Take the Inspiring Rhetoric action; making an <b>Average (◆◆) Leadership check</b> . Each ✨, 1 ally within close range recovers 1 strain. Spend ☹ to cause 1 affected ally to recover 1 additional strain.
<b>Inspiring Rhetoric (Improved)</b>	--	Passive	Ambassador	Each ally affected by Inspiring Rhetoric gains ■ on all skill checks for a number of rounds equal to ranks in Leadership.
<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>Intense Presence</b>	--	OOT Incidental	Ambassador	Spend 1 Destiny Point to recover strain equal to Presence rating.
<b>Intimidating</b>	3	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>	2	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>Natural Charmer</b>	--	Incidental	Ambassador	Once per session, may reroll 1 Charm or Deception check.
<b>Nobody's Fool</b>	3	Passive	Agitator, Ambassador	May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.
<b>Plausible Deniability</b>	2	Passive	Agitator	Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks.
<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>Scathing Tirade (Improved)</b>	--	Passive	Agitator	Each enemy affected by Scathing Tirade suffers ■ on all skill checks for a number of rounds equal to ranks in Coercion.
<b>Sixth Sense</b>	--	Passive	Ambassador	Gain +1 ranged defense.
<b>Smooth Talker</b>	2	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

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**TALENTS (Cont)**

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
<b>Sound Investments</b>	2	Passive	Quartermaster	At the start of each session, gain 100 credits for each rank of Sound Investments.
<b>Street Smarts</b>	2	Passive	Agitator	Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
<b>Toughened</b>	1	Passive	Quartermaster	Gain +2 wound threshold.
<b>Wheel and Deal</b>	1	Passive	Quartermaster	When selling good legally, gain 10% more credits per rank of Wheel and Deal.
<b>Works Like a Charm</b>	--	Incidental	Ambassador	Once per session, make one skill check using Presence rather than the characteristic linked to that skill.

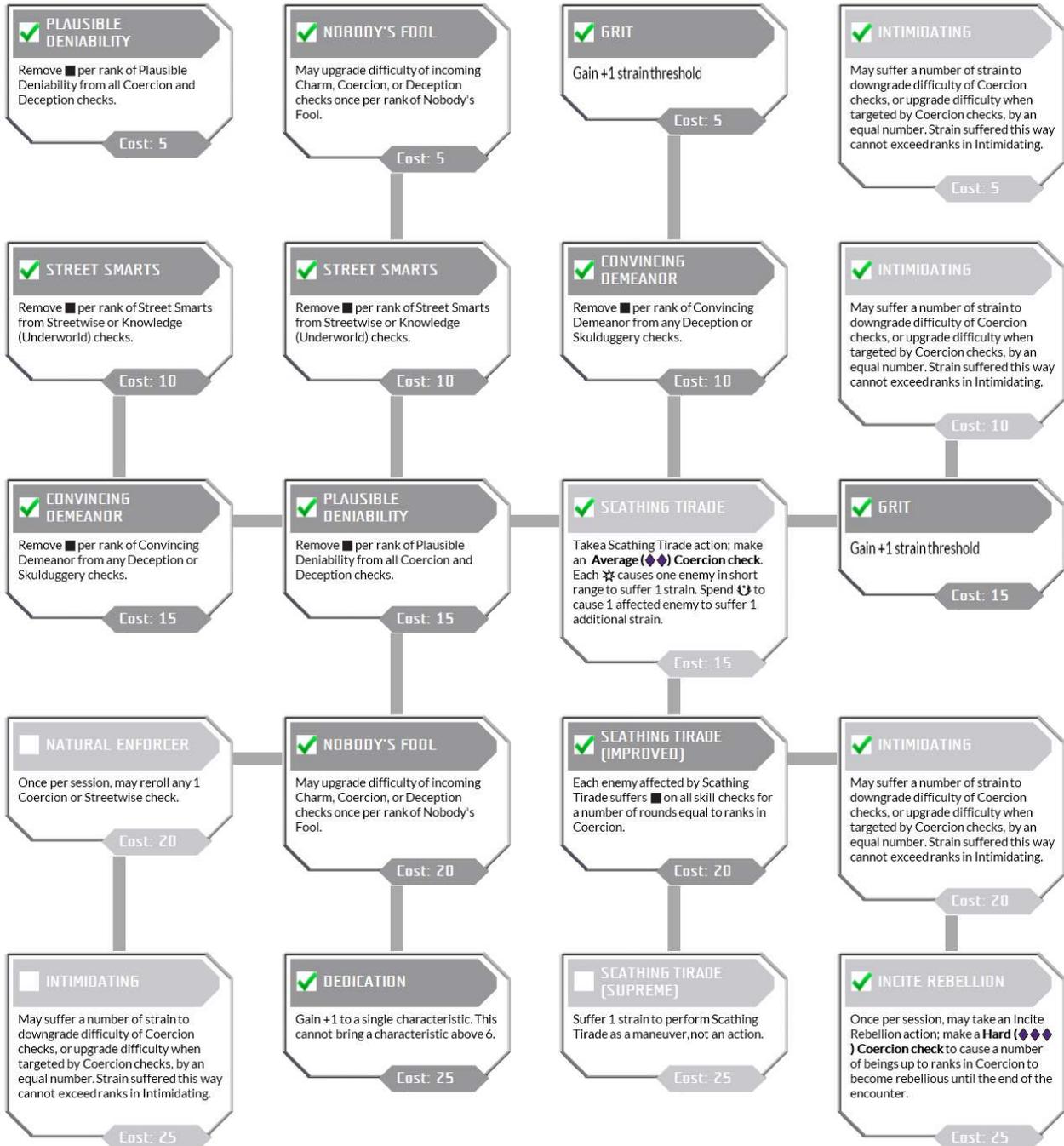
**SIGNATURE ABILITIES**

ABILITY	UPGRADE	PURCHASED	DESCRIPTION
<b>Diplomatic Solution</b>	Diplomatic Solution Base Ability	1	Once per game session, when a combat encounter against one or more sentient creatures is about to begin, the character may spend 2 Destiny Points and make a <b>Daunting</b> (◆◆◆◆) <b>Charm</b> check to turn the encounter into a social encounter instead.

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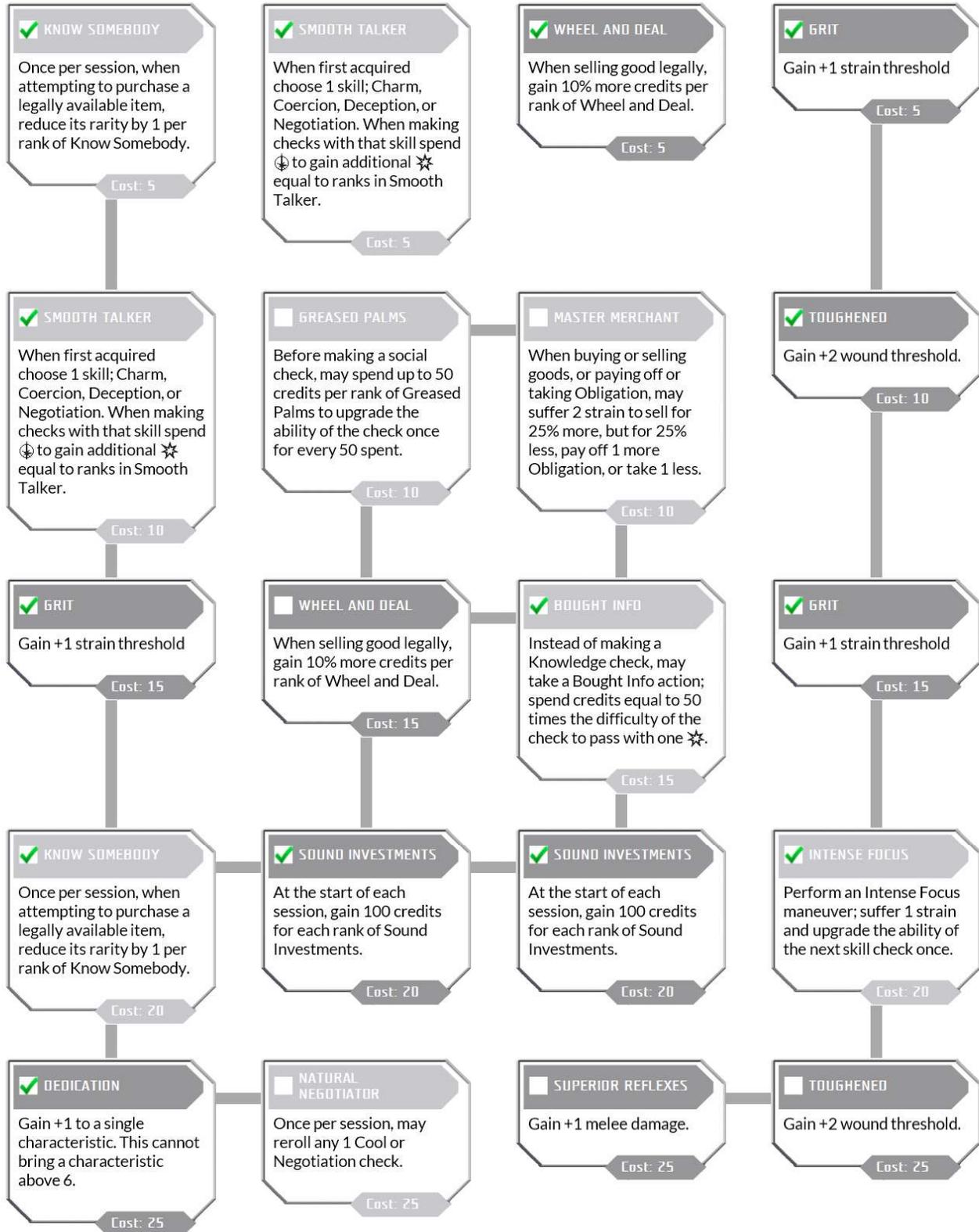
AGITATOR TALENT TREE



NOTES

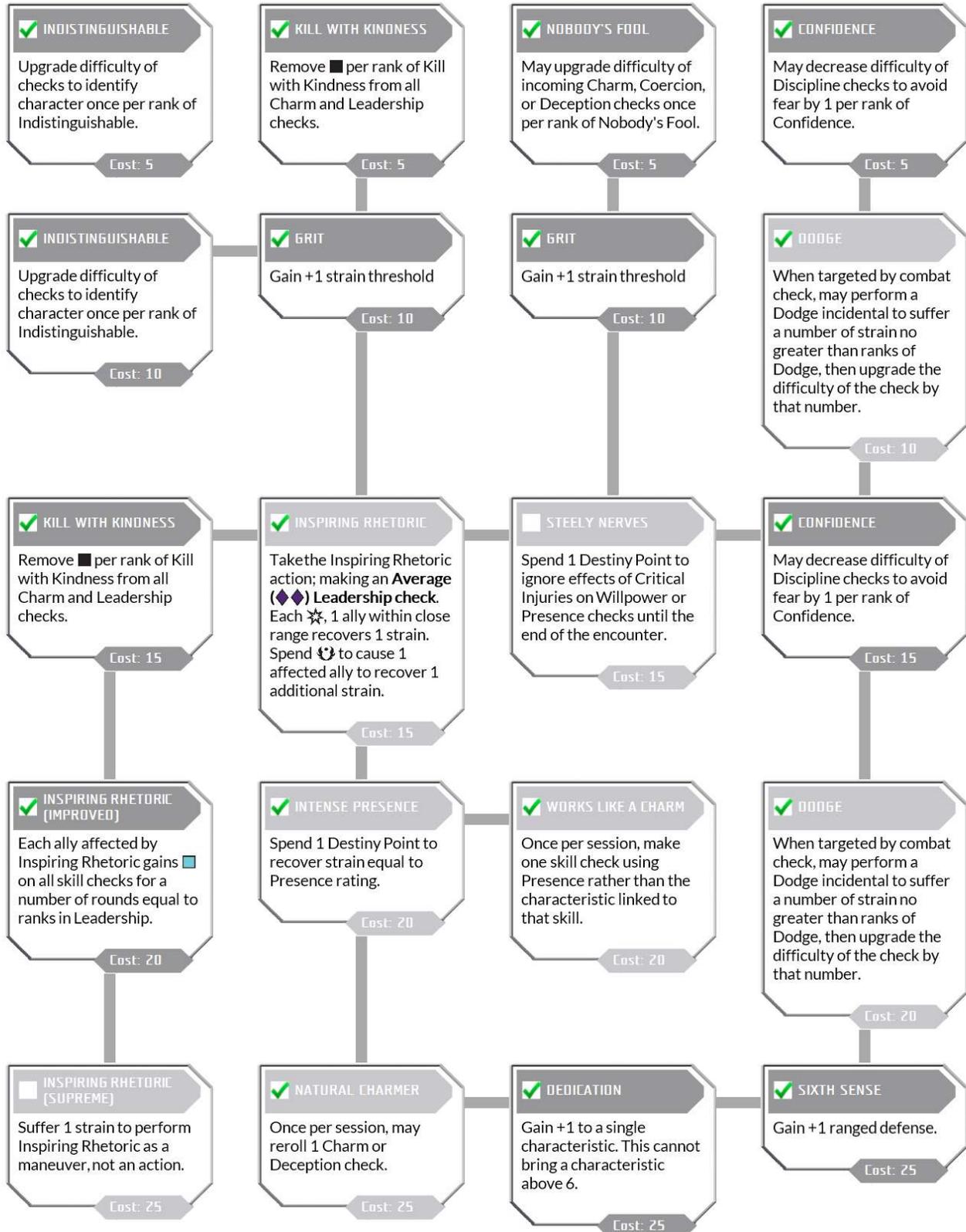
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QUARTERMASTER TALENT TREE



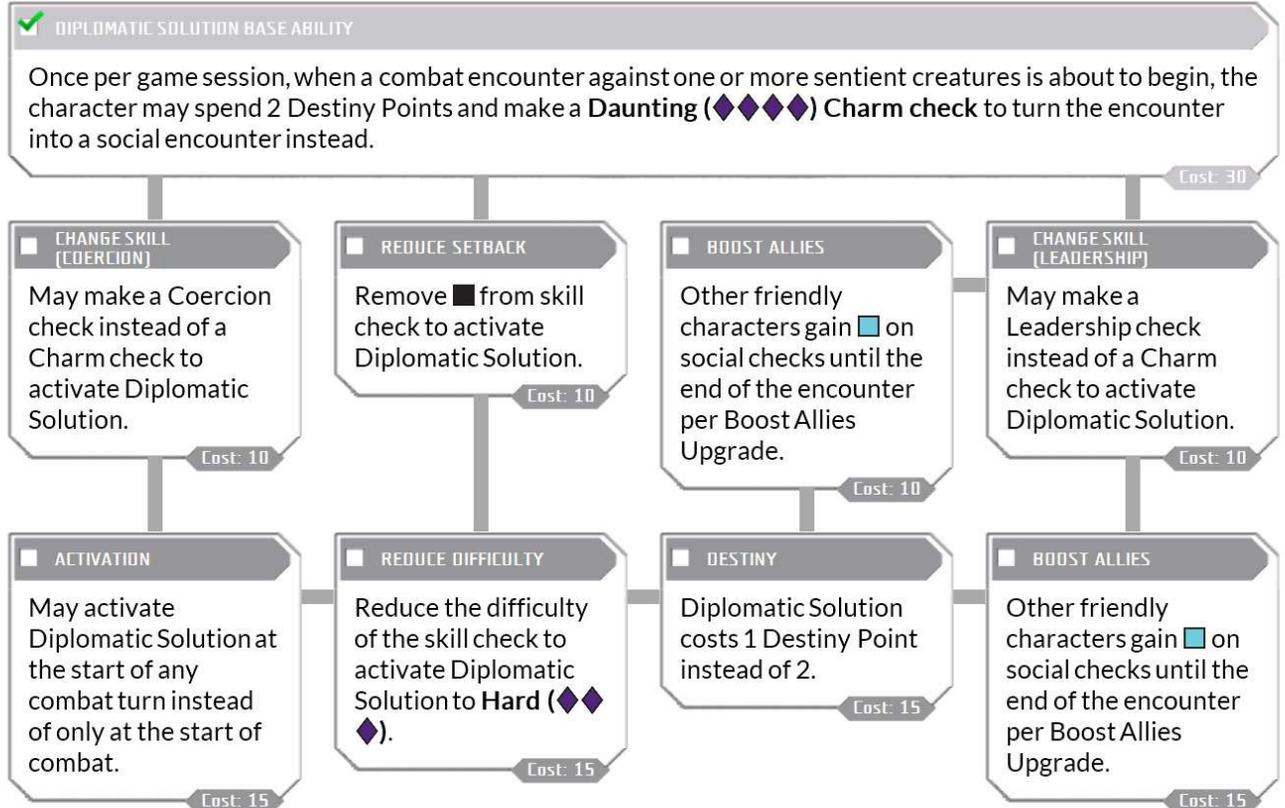
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AMBASSADOR TALENT TREE



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DIPLOMATIC SOLUTION SIGNATURE ABILITY TREE



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ENCUMBRANCE

ENCUMBRANCE  
 8 9  
 VALUE THRESHOLD

• You are unencumbered.

MONEY

CREDITS  
 30,845

ACQUIRED CREDITS

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
<b>Blaster Pistol</b>	1	1				6	3	Medium	Qualities: Stun Setting
<b>SKZ Sporting Blaster Rifle</b>	1	3				8	4	Long	Qualities: Stun Setting
<b>VE Blaster Rifle</b>	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)
<b>A95 Stingbeam</b>	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. 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.)
<b>DR-45 "Dragoon" Cavalry Blaster</b>	1	1	✓			9	3	Medium	
Carried Encumbrance:		6							

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL
<b>Catch Vest</b>	1	1				1	0	0	Features: Has soak value of 2 against all energy-based weapons
<b>Armored Clothing &amp; Coat</b>	1	0	✓	✓		3	1	1	Attachments: Superior Armor Customization (Quality (Superior) Mod)
Carried Encumbrance:		0							

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
<b>Comlink (handheld)</b>	2	0	✓	✓		
<b>Utility Belt</b>	1	0	✓	✓		Features: 1 Increase Encumbrance Threshold by 1 Mod
<b>Holo-messenger</b>	1	0				
<b>Urban Compass</b>	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.
<b>Breath Mask</b>	1	1				
<b>Model 58 Concealment Holster</b>	1	0	✓	✓		Features: Adds  to all Perception checks to discover concealed weapon. Only usable for light and holdout blaster pistols.
<b>Veridicator 200</b>	1	1	✓	✓		Features: Add  to checks to discern whether another character is lying or omitting significant information., Add  to checks to ascertain another character's mental state.
<b>Communications Media Manipulator</b>	1	6				
<b>Fingerprint Masque</b>	1	0				Features: Fool fingerprint readers: Easy () to Hard () Cool or Deception checks. Daunting () Perception check to notice a worn fingerprint masque.
<b>Flesh Camouflage Set</b>	1	1				Features: Difficulty of checks to ascertain user's identity set to Formidable ()

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GEAR (Cont)

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
<b>Holographic Image Disguiser</b>	1	1	✓	✓		<p><b>Features:</b> Add  to Deception checks to impersonate target., Add  to onlookers' Perception checks to detect imposter. <b>Notes:</b> Projects a high resolution, pre-rendered image that completely covers a target, image is very lifelike with movements, breathing, blinking twitches, but can only be used for one pre-rendered image, droids, cameras and scanners can see through this disguise. Unless plugged into a external power supply it can only run for a few minutes. Does not modulate voice. Disguise must be the same size as the target or larger, detecting a HID by eye alone requires a Daunting (dddd) Perception Check. Droids or people using mechanical methods of viewing the user only require an Average (dd) Perception Check</p>
<b>Carried Encumbrance:</b>		2				

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