

CHARACTER NAME: **Kesvo Kam 23** PLAYER NAME: **phinn**
 SPECIES: **Falleen** CAREER: **Diplomat**
 SPECIALIZATIONS: **Agitator, Quartermaster, Ambassador, Recruit**

CHARACTERISTICS

3	4	2	3	2	5
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

ATTRIBUTES

WOUND 21	STRAIN 22	SOAK 6	CRITICAL INJURIES <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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DEFENSE <table border="1"> <tr> <td>2</td> <td>1</td> </tr> <tr> <td>RANGED</td> <td>MELEE</td> </tr> </table>			2	1	RANGED	MELEE							
2	1												
RANGED	MELEE												

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	-	-	◆◆◆◆◆◆◆◆
Athletics (Br)	✓	-	◆◆◆◆◆◆◆◆
Charm (Pr)	✓	3	◆◆◆◆◆◆◆◆◆◆◆◆
Coercion (Wil)	✓	4	◆◆◆◆◆◆◆◆◆◆◆◆
Computers (Int)	✓	-	◆◆◆◆◆◆◆◆
Cool (Pr)	-	2	◆◆◆◆◆◆◆◆
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)	✓	4	◆◆◆◆◆◆◆◆◆◆◆◆
Gunnery (Ag)	-	-	◆◆◆◆◆◆◆◆
Lightsaber (Br)	-	-	◆◆◆◆◆◆◆◆
Melee (Br)	✓	-	◆◆◆◆◆◆◆◆
Ranged - Heavy (Ag)	✓	1	◆◆◆◆◆◆◆◆
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
VE Blaster Rifle	Ranged - Heavy	Long	10	◆◆◆◆	◆◆◆◆◆◆◆◆◆◆◆◆	Stun Setting, Superior
A95 Stingbeam	Ranged - Light	Engaged	5	◆◆◆◆	◆◆◆◆◆◆◆◆	Stun Setting, Vicious 1
DR-45 "Dragoon" Calvalry Blaster	Ranged - Light	Medium	9	◆◆◆◆	◆◆◆◆◆◆◆◆◆◆◆◆	Stun Setting, Accurate 1, Superior

NOTES

CHARACTER NAME:	Kesvo Kam 23	PLAYER NAME:	phinn
SPECIES:	Falleen	CAREER:	Diplomat
SPECIALIZATIONS:	Agitator, Quartermaster, Ambassador, Recruit		

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

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.

SELF

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

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.

GUILT

OBLIGATIONS

10

FAMILY

DUTIES

0

SABOTAGE

BACKGROUND

BEGINNINGS

Justified Avengers

REASON FOR ADVENTURE

The Searching Insurgent

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EXPERIENCE

TOTAL XP	EARNED XP	USED XP	UNUSED XP
1390	1290	1390	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
Basic Combat Training	--	Passive	Recruit	Brawl and Ranged (Light) become career skills. Bonus Career Skills: Brawl, Ranged - Light
Bought Info	--	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 ✨.
Confidence	2	Passive	Ambassador	May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
Convincing Demeanor	2	Passive	Agitator	Remove ■ per rank of Convincing Demeanor from any Deception or Skulduggery checks.
Dedication	4	Passive	Agitator, Quartermaster, Ambassador, Recruit	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. Bonus Characteristics: Agility +1, Presence +2, Cunning +1
Dodge	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.
Grit	8	Passive	Agitator, Quartermaster, Ambassador, Recruit	Gain +1 strain threshold
Incite Rebellion	--	Action	Agitator	Once per session, may take an Incite Rebellion action; make a Hard (◆◆◆) Coercion check to cause a number of beings up to ranks in Coercion to become rebellious until the end of the encounter.
Indistinguishable	2	Passive	Ambassador	Upgrade difficulty of checks to identify character once per rank of Indistinguishable.
Inspiring Rhetoric	--	Action	Ambassador	Take the Inspiring Rhetoric action; making an Average (◆◆) Leadership check . Each ✨, 1 ally within close range recovers 1 strain. Spend ☹ to cause 1 affected ally to recover 1 additional strain.
Inspiring Rhetoric (Improved)	--	Passive	Ambassador	Each ally affected by Inspiring Rhetoric gains ■ on all skill checks for a number of rounds equal to ranks in Leadership.
Intense Focus	--	Maneuver	Quartermaster	Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.
Intense Presence	--	OOT Incidental	Ambassador	Spend 1 Destiny Point to recover strain equal to Presence rating.
Intimidating	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.
Kill With Kindness	2	Passive	Ambassador	Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks.
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.
Natural Charmer	--	Incidental	Ambassador	Once per session, may reroll 1 Charm or Deception check.
Natural Negotiator	--	Incidental	Quartermaster	Once per session, may reroll any 1 Cool or Negotiation check.
Nobody's Fool	3	Passive	Agitator, Ambassador	May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.
Outdoorsman	1	Passive	Recruit	Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.
Plausible Deniability	2	Passive	Agitator	Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks.
Quick Draw	--	Incidental	Recruit	Once per round, draw or holster a weapon or accessible item as an incidental.

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TALENTS (Cont)

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
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.
Scathing Tirade (Improved)	--	Passive	Agitator	Each enemy affected by Scathing Tirade suffers ■ on all skill checks for a number of rounds equal to ranks in Coercion.
Second Wind	2	Incidental	Recruit	Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.
Sixth Sense	--	Passive	Ambassador	Gain +1 ranged defense.
Smooth Talker	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. Selected Skill: Charm
Sound Investments	2	Passive	Quartermaster	At the start of each session, gain 100 credits for each rank of Sound Investments.
Street Smarts	2	Passive	Agitator	Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
Tactical Combat Training	--	Passive	Recruit	Melee and Ranged (Heavy) become career skills. Bonus Career Skills: Melee, Ranged - Heavy
Toughened	4	Passive	Quartermaster, Recruit	Gain +2 wound threshold.
Well Travelled	--	Passive	Recruit	Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills. Bonus Career Skills: Core Worlds, Outer Rim
Wheel and Deal	1	Passive	Quartermaster	When selling good legally, gain 10% more credits per rank of Wheel and Deal.
Works Like a Charm	--	Incidental	Ambassador	Once per session, make one skill check using Presence rather than the characteristic linked to that skill.

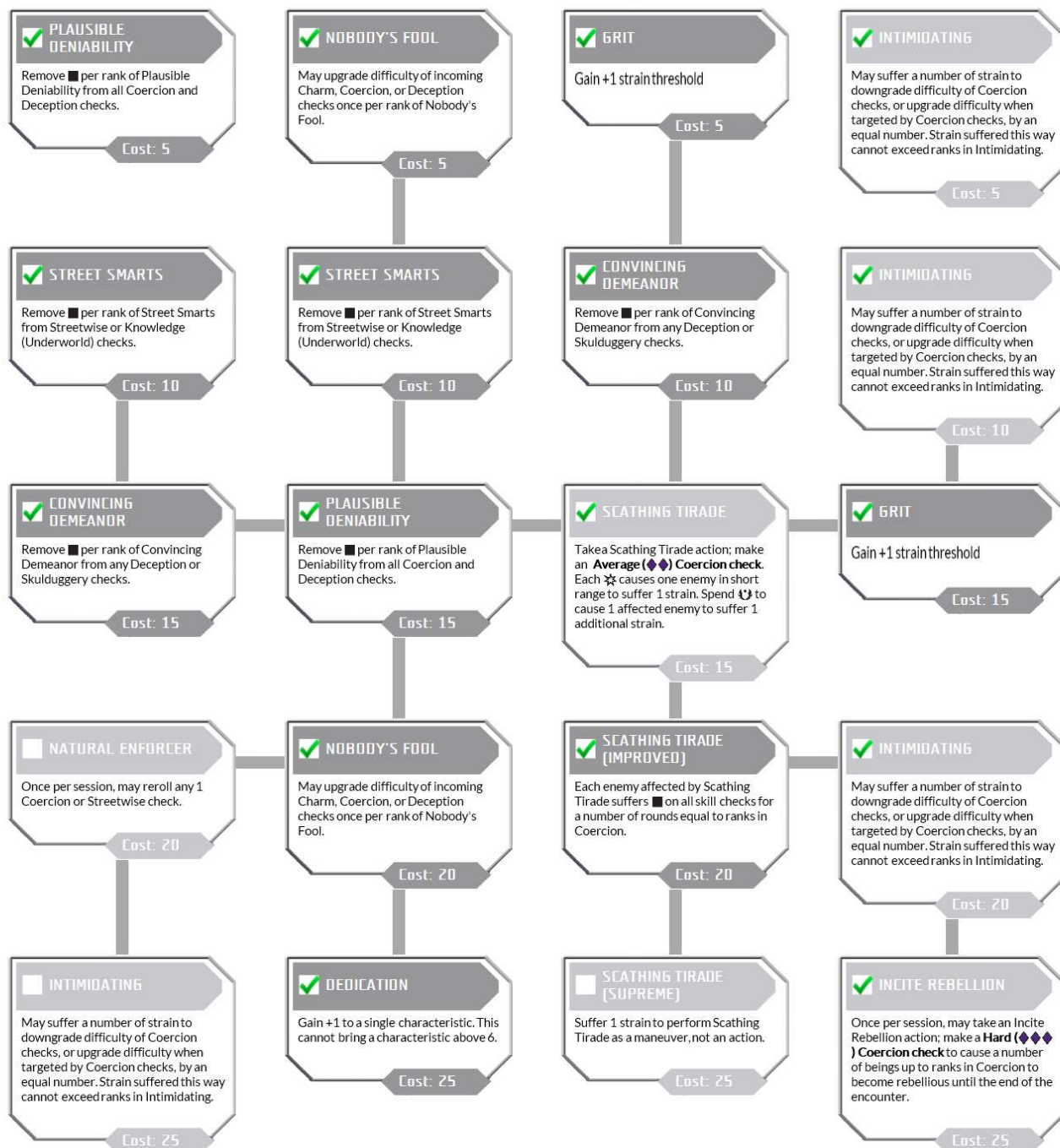
SIGNATURE ABILITIES

ABILITY	UPGRADE	PURCHASED	DESCRIPTION
Diplomatic Solution	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 Daunting (◆◆◆◆) Charm check to turn the encounter into a social encounter instead.

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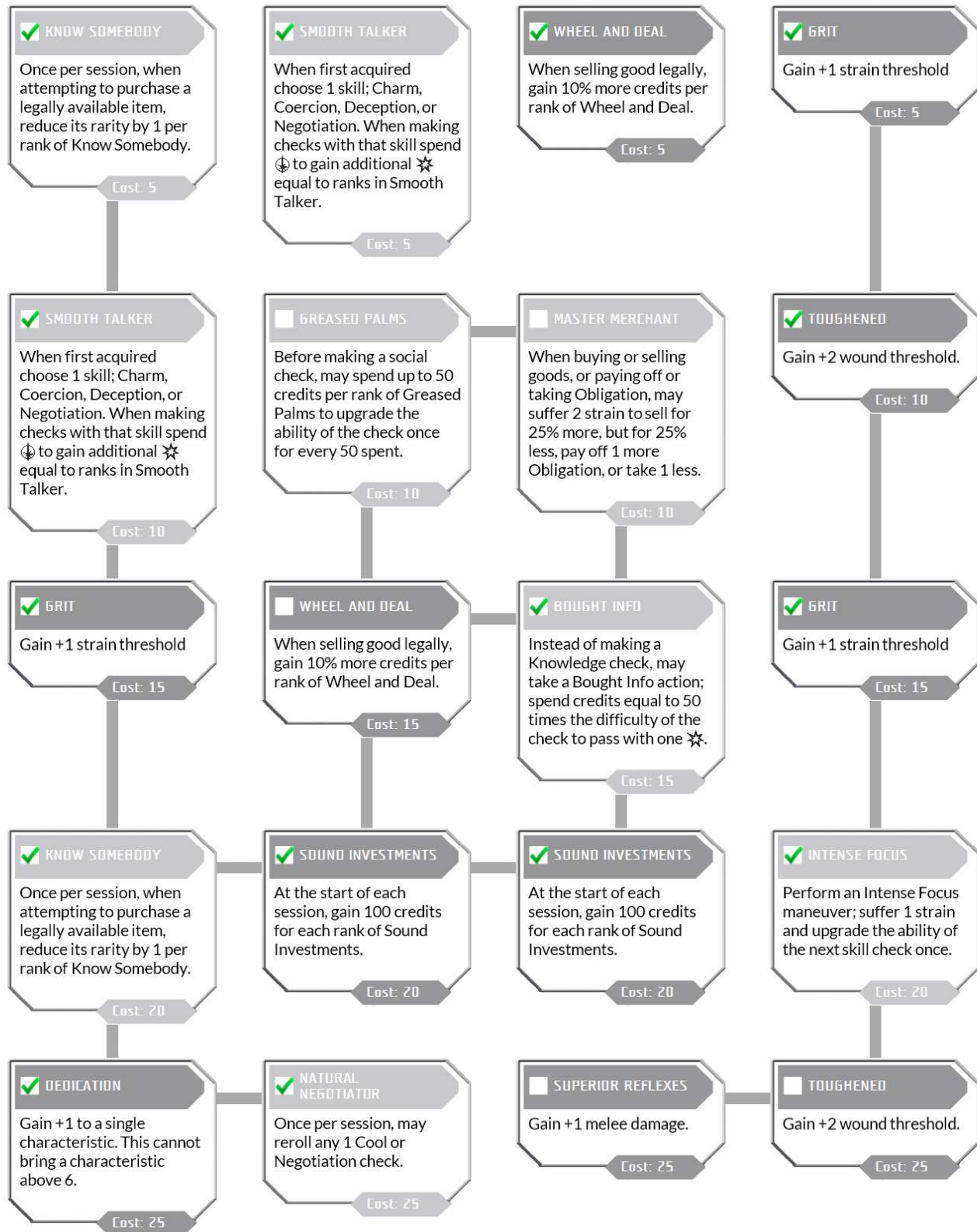
AGITATOR TALENT TREE



NOTES

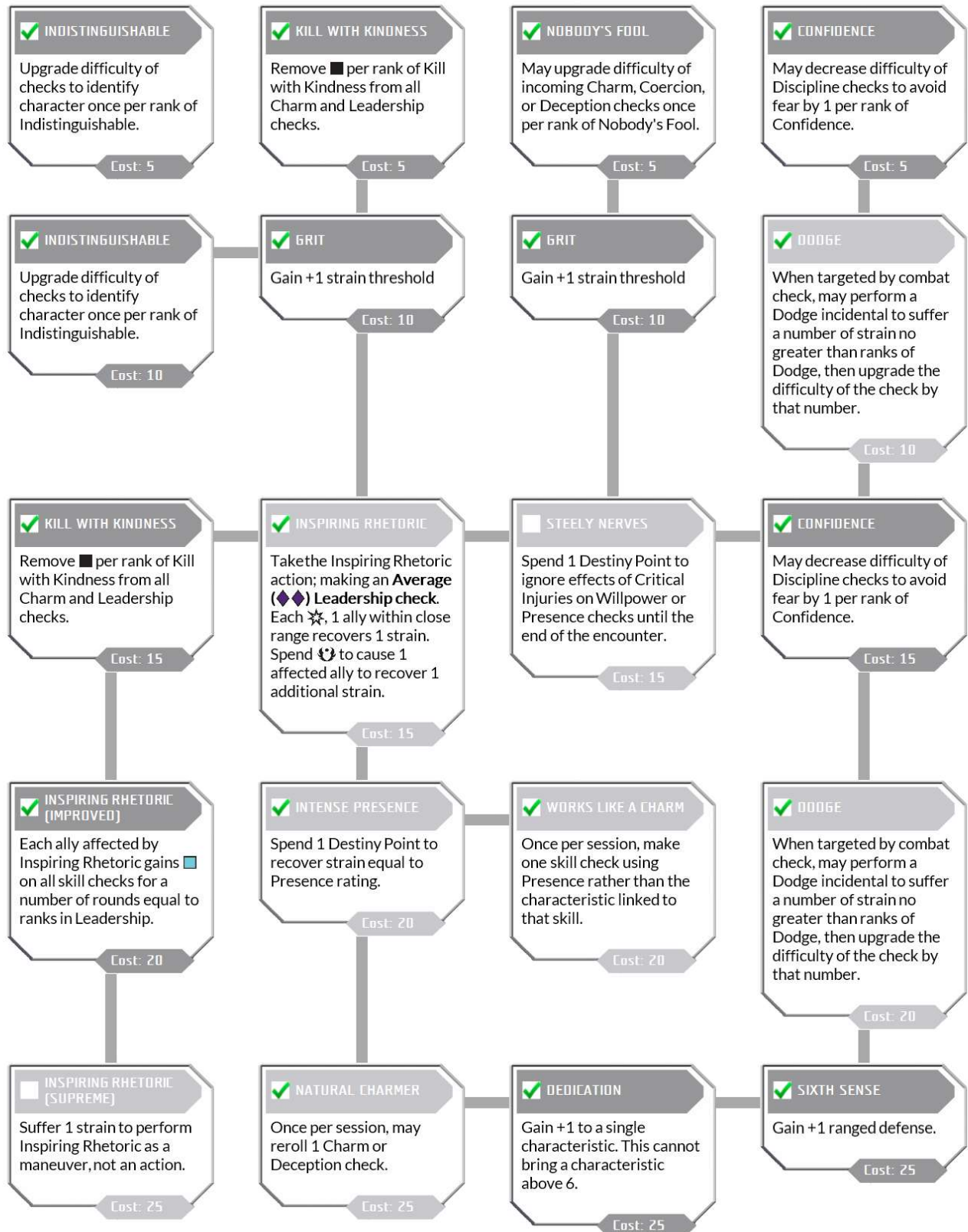
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QUARTERMASTER TALENT TREE



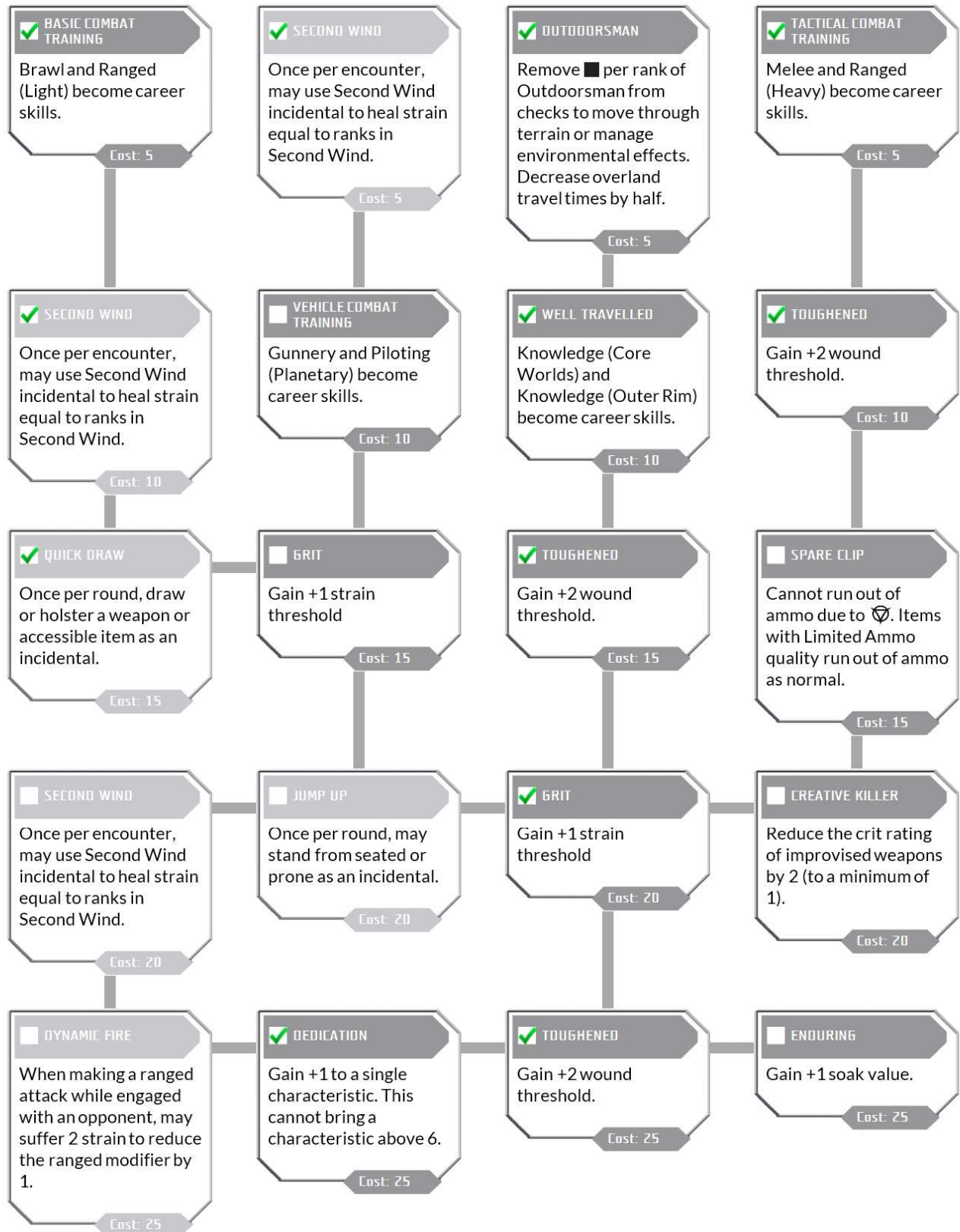
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AMBASSADOR TALENT TREE



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RECRUIT TALENT TREE



CHARACTER NAME: **Kesvo Kam 23**PLAYER NAME: **phinn**SPECIES: **Falleen**CAREER: **Diplomat**SPECIALIZATIONS: **Agitator, Quartermaster, Ambassador, Recruit**

DIPLOMATIC SOLUTION SIGNATURE ABILITY TREE



DIPLOMATIC SOLUTION BASE ABILITY

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 **Daunting (◆◆◆◆) Charm** check to turn the encounter into a social encounter instead.

Cost: 30

☐ CHANGE SKILL
(COERCION)

May make a Coercion check instead of a Charm check to activate Diplomatic Solution.

Cost: 10

☐ REDUCE SETBACK

Remove ■ from skill check to activate Diplomatic Solution.

Cost: 10

☐ BOOST ALLIES

Other friendly characters gain ■ on social checks until the end of the encounter per Boost Allies Upgrade.

Cost: 10

☐ CHANGE SKILL
(LEADERSHIP)

May make a Leadership check instead of a Charm check to activate Diplomatic Solution.

Cost: 10

☐ ACTIVATION

May activate Diplomatic Solution at the start of any combat turn instead of only at the start of combat.

Cost: 15

☐ REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Diplomatic Solution to **Hard (◆◆◆)**.

Cost: 15

☐ DESTINY

Diplomatic Solution costs 1 Destiny Point instead of 2.

Cost: 15

☐ BOOST ALLIES

Other friendly characters gain ■ on social checks until the end of the encounter per Boost Allies Upgrade.

Cost: 15

NOTES

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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
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. Qualities: Stun Setting, Accurate 1, Superior Attachments: Superior Weapon Customization (Quality (Superior) Mod), Fled 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.)
DR-45 "Dragoon" Cavalry Blaster	1	1	✓			9	3	Medium	
Carried Encumbrance:		6							

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MODF	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	Attachments: Superior Armor Customization (Quality (Superior) Mod)
Carried Encumbrance:		0							

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Comlink (handheld)	2	0	✓	✓		Features: 1 Increase Encumbrance Threshold by 1 Mod
Utility Belt	1	0	✓	✓		
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				Features: Adds to all Perception checks to discover concealed weapon. Only usable for light and holdout blaster pistols.
Model 58 Concealment Holster	1	0	✓	✓		
Veridicator 200	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.
Communications Media Manipulator	1	6				Features: Fool fingerprint readers: Easy (♦) to Hard (♦♦♦) Cool or Deception checks. Daunting (♦♦♦♦) Perception check to notice a worn fingerprint masque.
Fingerprint Masque	1	0				
Flesh Camouflage Set	1	1				

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GEAR (Cont)

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Holographic Image Disguiser	1	1	✓	✓		Features: Add  to Deception checks to impersonate target., Add  to onlookers' Perception checks to detect imposter. Notes: 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

Carried Encumbrance: 2

NOTES