CHARACTER NAME: Kesvo Kam 15 PLAYER NAME: phinn
SPECIES: Falleen CAREER: Diplomat

SPECIALIZATIONS: Agitator, Quartermaster, Ambassador



ATTRIBUTES

















DEFE	NSE
2	1
RANGED	MELEE

CRITICAL INJURIE	ES
RESULT	SEVERITY
	$\Diamond\Diamond\Diamond\Diamond$
	$\Diamond\Diamond\Diamond\Diamond$
	$\Diamond\Diamond\Diamond\Diamond$
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#### SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)		:=:	<b>*</b>
Athletics (Br)		120	$\Diamond \Diamond \Diamond$
Charm (Pr)	<b>*</b>	2	
Coercion (Wil)	~	3	
Computers (Int)	<b>~</b>	-	$\Diamond \Diamond$
Cool (Pr)		-	$\Diamond \Diamond \Diamond \Diamond$
Coordination (Ag)		-	<b>*</b>
Cybernetics (Int)			$\Diamond \Diamond$
Deception (Cun)	<b>*</b>	5	
Discipline (Wil)	<b>*</b>	3	$\bigcirc\bigcirc\Diamond$
Leadership (Pr)	<b>*</b>	-	
Mechanics (Int)			$\Diamond \Diamond$
Medicine (Int)		-	<b>♦</b>
Negotiation (Pr)	<b>*</b>	2	$\bigcirc\bigcirc\Diamond\Diamond\Diamond$
Perception (Cun)		1	$\bigcirc \diamondsuit \diamondsuit$
Piloting - Planetary (Ag)			$\Diamond \Diamond \Diamond \Diamond$
Piloting - Space (Ag)		-	$\Diamond \Diamond \Diamond \Diamond$
Resilience (Br)		120	$\Diamond \Diamond \Diamond$
Skulduggery (Cun)	<b>*</b>	3	
Stealth (Ag)		-	$\Diamond \Diamond \Diamond \Diamond$

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Streetwise (Cun)	~	3	
Survival (Cun)		~	$\Diamond \Diamond \Diamond$
Vigilance (Wil)	~	-	<b>*</b>

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

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)	~	-	<b>\$</b> \$
Education (Int)		-	<b>\Q\Q</b>
Lore (Int)	~	-	<b>\Q</b>
Outer Rim (Int)	V	1	○ ◊
Underworld (Int)	~	1	
Warfare (Int)		-	<b>\$</b>
Xenology (Int)	~	-	<b>*</b>

### WEAPONS

			TO A SECURITY OF SECURITY			
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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### DESCRIPTION

GENDER: Female

103

HEIGHT: 5'9

AGE:

BUILD: Athletic

HAIR: Black

EYES: Amber



### **NOTABLE FEATURES**

## MOTIVATIONS

#### OUES

#### VENGEANCE

The Empire used Kesvo's home world as a base for its bacteriologial 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.

# AMBITION

### POWER

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.

## DISCOVERY

#### SELF

After having turned away from her home and family in response to their complacency in the face of the Empire's opression, 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.

### 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



### DUTIES



# BACKGROUND

# BEGINNINGS

Justified Avengers

### **REASON FOR ADVENTURE**

The Searching Insurgent

CHARACTER NAME: Kesvo Kam 15 PLAYER NAME: phinn

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EXPERIENCE

TOTAL XP
1010

EARNED XP
1010

O

ACQUIRED XP
0

# 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		
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	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		
Dodge	1	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	7	Passive	Agitator, Quartermaster, Ambassador	Gain +1 strain threshold		
Incite Rebellion		Action	Agitator	Once per session, may take an Incite Rebellion action; make a Hard (		
Indistinguishable	2	Passive	Ambassador	Upgrade difficulty of checks to identify character once per rank of Indistinguishable.		
Inspiring Rhetoric	##	Action	Ambassador	Takethe 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.		
Nobody's Fool	3	Passive	Agitator, Ambassador	May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.		
Plausible Deniability	2	Passive	Agitator	Remove per rank of Plausible Deniability from all Coercion and Deception checks.		
Scathing Tirade	55	Action	Agitator	Takea Scathing Tirade action; make an Average (♦♦) Coercion check. Each ☆ causes one enemy in short range to suffer 1 strain. Spend ひ 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.		
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.		

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TALENTS (Cont)					
TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION	
Street Smarts	2	Passive	Agitator	Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.	
Toughened	1	Passive	Quartermaster	Gain +2 wound threshold.	
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 <b>Daunting</b> (

NOTES

Last Modified: Sunday, February 9, 2020 8:10 PM Kesvo Kam 15 CHARACTER NAME: PLAYER NAME: phinn SPECIES: CAREER: Diplomat SPECIALIZATIONS: Agitator, Quartermaster, Ambassador AGITATOR TALENT TREE PLAUSIBLE DENIABILITY **✓** NOBODY'S FOOL **√** GRIT **✓** INTIMIDATING May upgrade difficulty of incoming Remove per rank of Plausible May suffer a number of strain to Gain +1 strain threshold Deniability from all Coercion and Charm, Coercion, or Deception downgrade difficulty of Coercion checks once per rank of Nobody's Deception checks. checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way Cost: 5 cannot exceed ranks in Intimidating. Cost: 5 Enst 5 CONVINCING DEMEANOR **✓** STREET SMARTS **✓** INTIMIDATING **✓** STREET SMARTS 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. Demeanor from any Deception or Skulduggery checks. downgrade difficulty of Coercion 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 CONVINCING DEMEANOR **PLAUSIBLE √** GRIT **DENIABILITY** SCATHING TIRADE 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 Cost: 15 cause 1 affected enemy to suffer 1 Cost: 15 Cost: 15 additional strain. Cost: 15 SCATHING TIRADE (IMPROVED) NATURAL ENFORCER **✓** NOBODY.2 ŁOOF **✓** INTIMIDATING Once per session, may reroll any 1 May upgrade difficulty of incoming Each enemy affected by Scathing May suffer a number of strain to Tirade suffers on all skill checks for 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 SCATHING TIRADE **V** DEDICATION **✓** INCITE REBELLION INTIMIDATING (SUPREME) Suffer 1 strain to perform Scathing May suffer a number of strain to Gain +1 to a single characteristic. This Once per session, may take an Incite downgrade difficulty of Coercion Rebellion action; make a Hard ( cannot bring a characteristic above 6. Tirade as a maneuver, not an action. checks, or upgrade difficulty when targeted by Coercion checks, by an ) Coercion check to cause a number of beings up to ranks in Coercion to Cost: 25 Cost: 25 equal number. Strain suffered this way become rebellious until the end of the cannot exceed ranks in Intimidating. NOTES

Last Modified: Sunday, February 9, 2020 8:10 PM Kesvo Kam 15 CHARACTER NAME: PLAYER NAME: phinn SPECIES: CAREER: Falleen Diplomat SPECIALIZATIONS: Agitator, Quartermaster, Ambassador QUARTERMASTER TALENT TREE KNOW SOMEBODY **WHEEL AND DEAL ✓** GRIT **✓** SMOOTH TALKER Once per session, when When first acquired When selling good legally, Gain +1 strain threshold attempting to purchase a choose 1 skill; Charm, gain 10% more credits per legally available item, Coercion, Deception, or rank of Wheel and Deal. Cost: 5 Negotiation. When making reduce its rarity by 1 per rank of Know Somebody. checks with that skill spend Cost: 5 ♠ to gain additional ※ equal to ranks in Smooth Cost: 5 Talker. **✓** TOUGHENED GREASED PALMS MASTER MERCHANT **✓** SMOOTH TALKER When first acquired Before making a social When buying or selling Gain +2 wound threshold. choose 1 skill; Charm, check, may spend up to 50 goods, or paying off or taking Obligation, may credits per rank of Greased Coercion, Deception, or Cost: 10 Negotiation. When making Palms to upgrade the suffer 2 strain to sell for checks with that skill spend ability of the check once 25% more, but for 25% ♠ to gain additional ※ for every 50 spent. less, pay off 1 more equal to ranks in Smooth Obligation, or take 1 less. Talker. Cost: 10 Cost: 10 **✓** GRIT WHEEL AND DEAL BOUGHT INFO **✓** GRIT Gain +1 strain threshold Instead of making a Gain +1 strain threshold When selling good legally, gain 10% more credits per Knowledge check, may rank of Wheel and Deal. take a Bought Info action; Cost: 15 Cost: 15 spend credits equal to 50 times the difficulty of the Cost: 15 check to pass with one 🔅. Cost: 15 SOUND INVESTMENTS ✓ SOUND INVESTMENTS ✓ INTENSE FOCUS KNOW SOMEBODY Once per session, when At the start of each At the start of each Perform an Intense Focus attempting to purchase a session, gain 100 credits session, gain 100 credits maneuver; suffer 1 strain for each rank of Sound legally available item, for each rank of Sound and upgrade the ability of reduce its rarity by 1 per Investments. Investments. the next skill check once. rank of Know Somebody. Cost: 20 Cost: 20 Cost: 20 Cost: 20 NATURAL NEGOTIATOR **V** DEDICATION SUPERIOR REFLEXES TOUGHENED

Gain +1 melee damage.

Cost: 25

Gain +2 wound threshold.

Cost: 25

Once per session, may

Cost: 25

reroll any 1 Cool or

Negotiation check.

Gain +1 to a single

above 6.

bring a characteristic

characteristic. This cannot

Cost: 25

Kesvo Kam 15 CHARACTER NAME: PLAYER NAME: phinn SPECIES: CAREER: Falleen Diplomat SPECIALIZATIONS: Agitator, Quartermaster, Ambassador AMBASSADOR TALENT TREE **✓** INDISTINGUISHABLE **✓** KILL WITH KINDNESS ✓ NOBODY'S FOOL **✓** CONFIDENCE Upgrade difficulty of Remove per rank of Kill May upgrade difficulty of May decrease difficulty of incoming Charm, Coercion, checks to identify with Kindness from all Discipline checks to avoid character once per rank of Charm and Leadership or Deception checks once fear by 1 per rank of per rank of Nobody's Fool. Indistinguishable. checks. Confidence. Cost: 5 Cost: 5 Cost: 5 Cost: 5 🗸 GRIT 🗸 GRIT ✓ INDISTINGUISHABLE **√** DOOGE Upgrade difficulty of Gain +1 strain threshold Gain +1 strain threshold When targeted by combat checks to identify check, may perform a Dodge incidental to suffer character once per rank of Cost: 10 Cost: 10 Indistinguishable. a number of strain no greater than ranks of Dodge, then upgrade the Cost: 10 difficulty of the check by that number. Cost: 10 ✓ KILL WITH KINDNESS **✓** INSPIRING RHETORIC **✓** CONFIDENCE STEELY NERVES Spend 1 Destiny Point to Remove **■** per rank of Kill Takethe Inspiring Rhetoric May decrease difficulty of with Kindness from all action; making an Average ignore effects of Critical Discipline checks to avoid Charm and Leadership (♦♦) Leadership check. Injuries on Willpower or fear by 1 per rank of Each 🔅, 1 ally within close Presence checks until the Confidence. checks. range recovers 1 strain. end of the encounter. Spend 😲 to cause 1 Cost: 15 Cost: 15 affected ally to recover 1 Eost: 15 additional strain. Cost: 15 INSPIRING RHETORIC (IMPROVED) ✓ INTENSE PRESENCE **WORKS LIKE A CHARM** DODGE Spend 1 Destiny Point to When targeted by combat Each ally affected by Once per session, make Inspiring Rhetoric gains recover strain equal to one skill check using check, may perform a Presence rather than the Dodge incidental to suffer on all skill checks for a Presence rating. number of rounds equal to characteristic linked to a number of strain no greater than ranks of ranks in Leadership. that skill. Cost: 20 Dodge, then upgrade the difficulty of the check by Cost: 20 Cost: 20 that number. Cost: 20 INSPIRING RHETORIC **√** SIXTH SENSE **✓** NATURAL CHARMER **V** DEDICATION Once per session, may Suffer 1 strain to perform Gain +1 to a single Gain +1 ranged defense. Inspiring Rhetoric as a reroll 1 Charm or characteristic. This cannot maneuver, not an action. Deception check. bring a characteristic Cost: 25 above 6. Cost: 25 Cost: 25 Cost: 25

phinn

CAREER: SPECIES: Falleen Diplomat SPECIALIZATIONS: Agitator, Quartermaster, Ambassador ☑ DIPLOMATIC SOLUTION BASE ABILITY Once per game session, when a combat encounter against one or more sentient creatures is about to begin, the into a social encounter instead. Cost: 30 CHANGE SKILL (COERCION) CHANGE SKILL (LEADERSHIP) REDUCE SETBACK BOOST ALLIES May make a Coercion Remove from skill Other friendly May make a check instead of a check to activate characters gain on Leadership check Charm check to Diplomatic Solution. social checks until the instead of a Charm activate Diplomatic end of the encounter check to activate Cost: 10 Solution. per Boost Allies Diplomatic Solution. Upgrade. Cost: 10 Cost: 10 Cost: 10 ACTIVATION REDUCE DIFFICULTY DESTINY BOOST ALLIES Diplomatic Solution May activate Reduce the difficulty Other friendly Diplomatic Solution at of the skill check to costs 1 Destiny Point characters gain ■ on the start of any activate Diplomatic instead of 2. social checks until the combat turn instead Solution to Hard ( end of the encounter of only at the start of **(**). per Boost Allies combat. Upgrade. Cost: 15 Cost: 15 NOTES

PLAYER NAME:

Kesvo Kam 15

CHARACTER NAME:

Kesvo Kam 15 CHARACTER NAME: PLAYER NAME: phinn SPECIES: CAREER: Falleen Diplomat SPECIALIZATIONS: Agitator, Quartermaster, Ambassador ENCUMBRANCE MONEY ACQUIRED CREDITS ENCUMBRANCE CREDITS You are unencumbered. 9 30,845 THRESHOLD WEAPON REPAIR ПАМ RANGE SPECIAL **FNCIIM** CARRY EQUIP **Blaster Pistol ✓** 3 Medium Qualities: Stun Setting 6 **SKZ Sporting Blaster** 3 **V** 4 8 Qualities: Stun Setting 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 **VE Blaster Rifle ✓** 10 3 Long 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) Qualities: Stun Setting, Vicious 1 Features: Add A95 Stingbeam 3 to a character's Perception checks to find a Engaged 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 DR-45 "Dragoon" targets at ranges beyond Short range by one., 1 **7** 3 Medium Calvalry Blaster 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 **ENCUM** CARRY EQUIP RDEF SPECIAL OTY REPAIR MDE Features: Has soak value of 2 against all energy-based Catch Vest 1 1 **V** 0 0 weapons Armored Clothing & Attachments: Superior Armor Customization (Quality (Superior) Mod) Coat Carried Encumbrance: 0 GEAR GFAR DTY **ENCUM** CARRY EOUIP REPAIR SPECIAL Comlink (handheld) 2 0 **✓ Utility Belt** 0 Features: 1 Increase Encumbrance Threshold by 1 Mod Holo-messenger 0 **√** 1 Features: In urban environments, remove from checks due to unfamiliarity, **Urban Compass** 1 1 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 Features: Adds to all Perception checks to discover concealed weapon. Only 1 0 Holster usable for light and holdout blaster pistols. Features: Add to checks to discern whether another character is lying or Veridicator 200 **✓** 1 1 omitting significant information., Add \_\_ to checks to ascertain another character's mental state. Communications Media 6 Manipulator Features: Fool fingerprint readers: Easy (♦) to Hard(♦♦♦) Cool or Deception Fingerprint Masque 0 checks. Daunting (♦♦♦♦) Perception check to notice a worn fingerprint 1 masque. Features: Difficulty of checks to ascertain user's identity set to Formidible ( Flesh Camouflage Set 1 

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GEAR (Cont)

GEAR QTY ENCUM CARRY EQUIP REPAIR SPECIAL

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 twitchs, 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: NOTES