

CHARACTER NAME: **Kesvo Kam 9**

PLAYER NAME: phinn

Last Modified: Wednesday, June 26, 2019 2:27 PM

SPECIES: Falleen

CAREER:

Diplomat

SPECIALIZATIONS: Agitator, Quartermaster, Ambassador

CHARACTERISTICS

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

ATTRIBUTES

WOUND 15	STRAIN 21	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>1</td> <td>1</td> </tr> <tr> <td>RANGED</td> <td>MELEE</td> </tr> </table>			1	1	RANGED	MELEE							
1	1												
RANGED	MELEE												

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)	✓	2	◇◇◇
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
VE Blaster Rifle	Ranged - Heavy	Long	10	○○○	◇◇◇◇	Stun Setting, Superior
A95 Stingbeam	Ranged - Light	Engaged	5	○○○	◇◇◇◇	Stun Setting, Vicious 1
DR-45 "Dragon" Cavalry Blaster	Ranged - Light	Medium	9	○○○	◇◇◇◇	Stun Setting, Accurate 1, Superior

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PLAYER NAME: **phinn**

SPECIES: **Falleen**

CAREER: **Diplomat**

SPECIALIZATIONS: **Agitator, Quartermaster, Ambassador**

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

705

EARNED XP

605

USED XP

705

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
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	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 (◆◆◆) Coercion check to cause a number of beings up to ranks in Coercion to become rebellious until the end of the encounter.
Indistinguishable	1	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.
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	1	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	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	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.
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

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TALENTS (Cont)

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
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.
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.

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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CAREER:

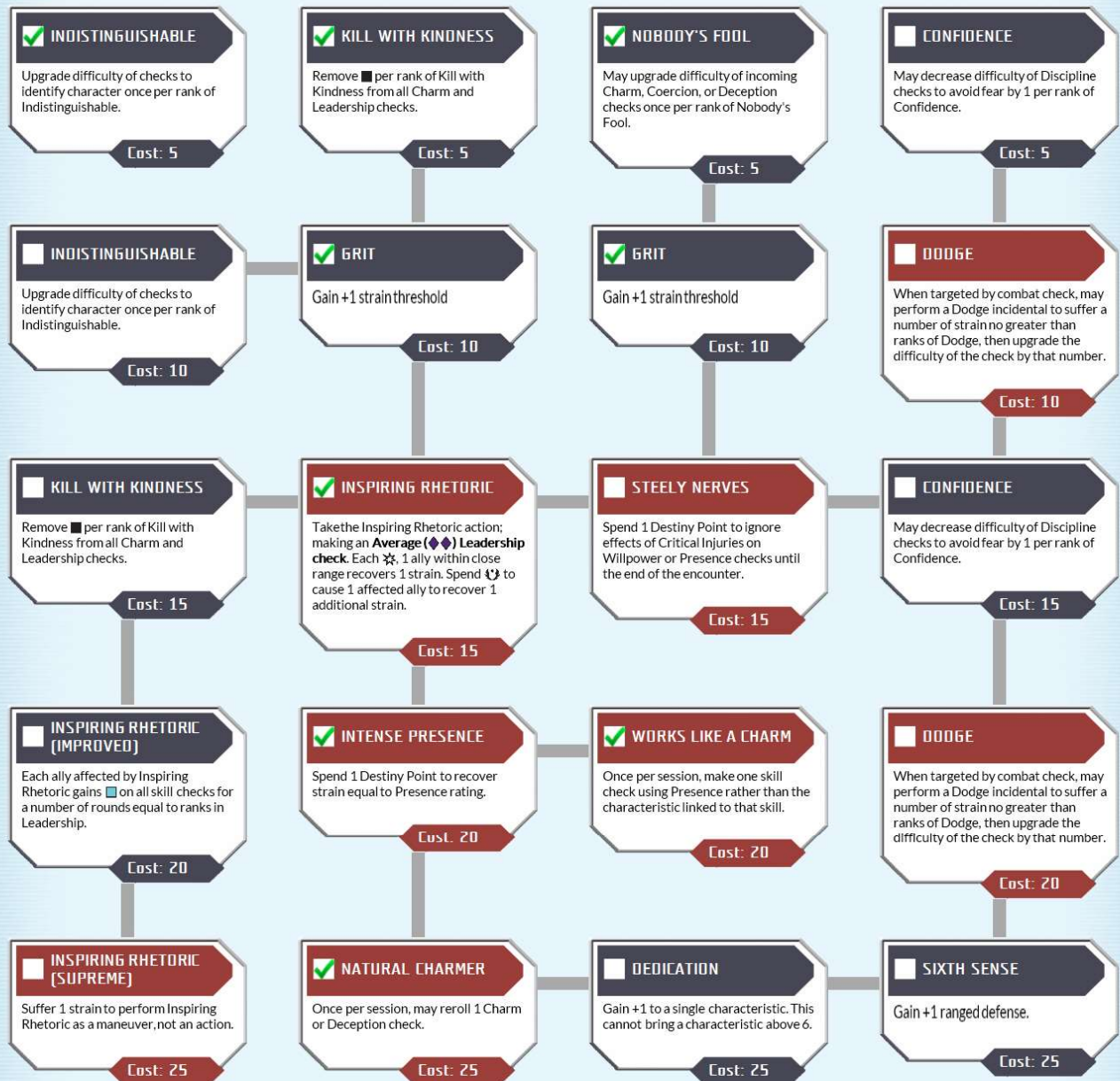
Diplomat

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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