

CHARACTER NAME: **Kesvo Kam 10**PLAYER NAME: **phinn**SPECIES: **Falleen**CAREER: **Diplomat**SPECIALIZATIONS: **Agitator, Quartermaster, Ambassador**

## CHARACTERISTICS

|              |                |                  |                |                  |                 |
|--------------|----------------|------------------|----------------|------------------|-----------------|
| <b>3</b>     | <b>4</b>       | <b>2</b>         | <b>3</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><br><b>15</b>  | <b>STRAIN</b><br><b>21</b> | <b>SOAK</b><br><b>6</b> | <b>CRITICAL INJURIES</b><br><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      |              | ◇◇◇◇ |  | ◇◇◇◇ |  | ◇◇◇◇ |  | ◇◇◇◇ |
|--|----------------------------|-------------------------|--|----------|---------------|--------------|------|--|------|--|------|--|------|
| RESULT   | SEVERITY                   |                         |  |          |               |              |      |  |      |  |      |  |      |
|  | ◇◇◇◇                       |                         |  |          |               |              |      |  |      |  |      |  |      |
|  | ◇◇◇◇                       |                         |  |          |               |              |      |  |      |  |      |  |      |
|  | ◇◇◇◇                       |                         |  |          |               |              |      |  |      |  |      |  |      |
|  | ◇◇◇◇                       |                         |  |          |               |              |      |  |      |  |      |  |      |
| <b>DEFENSE</b><br><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)          | ✓      | 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                            |
|--|----------------|---------|-----------|----------|-----------|------------------------------------|
| <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" Calvalry Blaster</b> | Ranged - Light | Medium  | <b>9</b>  | ○○○○     | ◇◇◇◇◇     | Stun Setting, Accurate 1, Superior |

## NOTES

|                  |                                     |              |          |
|------------------|-------------------------------------|--------------|----------|
| CHARACTER NAME:  | <b>Kesvo Kam 10</b>                 | 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  
**770**EARNED XP  
**670**USED XP  
**770**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>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>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>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>         | 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>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>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       |
| <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.  |
| <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.  |



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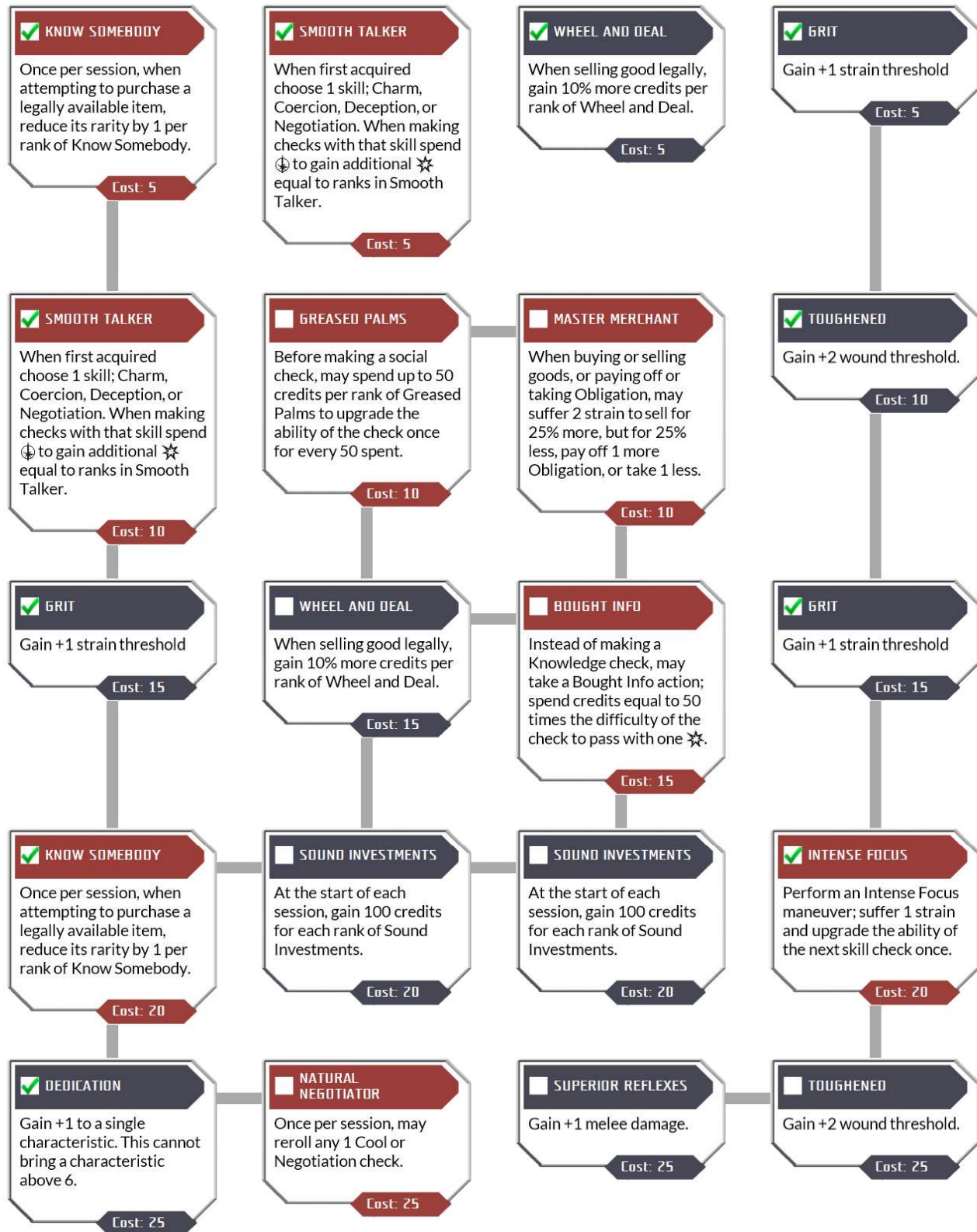
## AGITATOR TALENT TREE



## NOTES

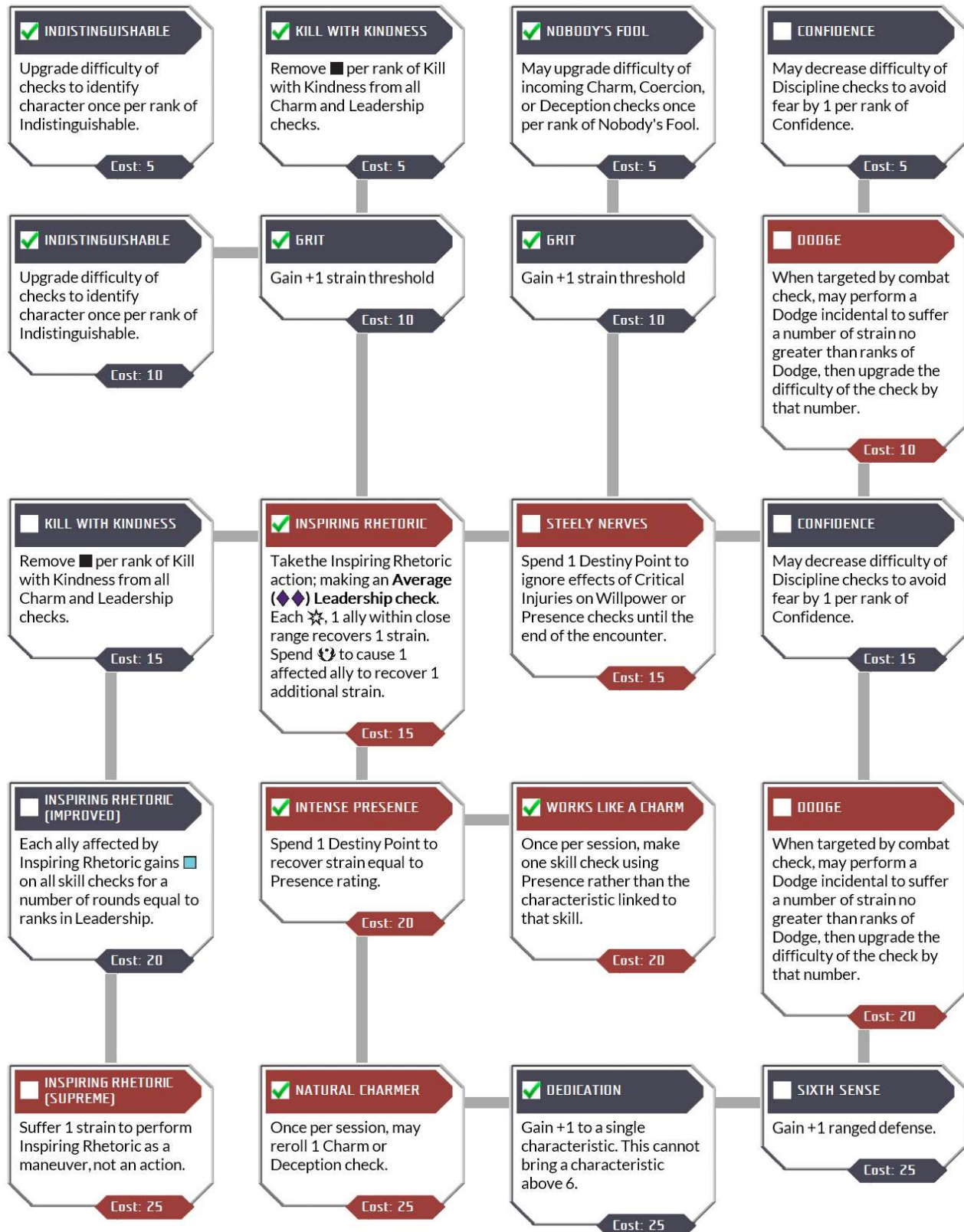
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### QUARTERMASTER TALENT TREE



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## AMBASSADOR TALENT TREE





|                  |                                     |              |          |
|------------------|-------------------------------------|--------------|----------|
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| SPECIALIZATIONS: | Agitator, Quartermaster, Ambassador |              |          |

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



• You are unencumbered.

## MONEY



## 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 | MOEF | ROEF | 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.   |
| 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     |       |       |        |   |
| Fingerprint Masque               | 1   | 0     |       |       |        | Features: Fool fingerprint readers: Easy () to Hard () Cool or Deception checks. Daunting () Perception check to notice a worn fingerprint masque.  |
| Flesh Camouflage Set             | 1   | 1     |       |       |        |   |



|                  |                                     |              |          |
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GEAR (Cont)

| GEAR                        | QTY | ENCUM | CARRY | EQUIP | REPAIR | SPECIAL   |
|-----------------------------|-----|-------|-------|-------|--------|---|
| Holographic Image Disguiser | 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> |

Carried Encumbrance: 3

NOTES