

CHARACTER NAME: **Tekla Okana 11**PLAYER NAME: **phinn**SPECIES: **Human**CAREER: **Smuggler**SPECIALIZATIONS: **Charmer, Entrepreneur**

CHARACTERISTICS

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

ATTRIBUTES

WOUND 12	STRAIN 14	SOAK 4	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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RANGED	MELEE												

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	-	-	◇ ◇ ◇ ◇
Athletics (Br)	-	-	◇ ◇ ◇ ◇
Charm (Pr)	✓	2	◇ ◇ ◇ ◇ ◇ ◇
Coercion (Wil)	-	-	◇ ◇ ◇ ◇
Computers (Int)	-	-	◇ ◇ ◇ ◇
Cool (Pr)	✓	1	◇ ◇ ◇ ◇
Coordination (Ag)	✓	-	◇ ◇ ◇ ◇
Cybernetics (Int)	-	-	◇ ◇ ◇ ◇
Deception (Cun)	✓	1	◇ ◇ ◇ ◇ ◇ ◇
Discipline (Wil)	✓	-	◇ ◇ ◇ ◇
Leadership (Pr)	✓	3	◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇
Mechanics (Int)	-	-	◇ ◇ ◇ ◇
Medicine (Int)	-	-	◇ ◇ ◇ ◇
Negotiation (Pr)	✓	1	◇ ◇ ◇ ◇
Perception (Cun)	✓	1	◇ ◇ ◇ ◇
Piloting - Planetary (Ag)	-	-	◇ ◇ ◇ ◇
Piloting - Space (Ag)	✓	1	◇ ◇ ◇ ◇
Resilience (Br)	-	-	◇ ◇ ◇ ◇
Skulduggery (Cun)	✓	1	◇ ◇ ◇ ◇
Stealth (Ag)	-	-	◇ ◇ ◇ ◇

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Streetwise (Cun)	✓	1	◇ ◇ ◇ ◇ ◇ ◇
Survival (Cun)	-	-	◇ ◇ ◇ ◇
Vigilance (Wil)	✓	-	◇ ◇ ◇ ◇

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	-	-	◇ ◇ ◇ ◇
Gunnery (Ag)	-	1	◇ ◇ ◇ ◇
Lightsaber (Br)	-	-	◇ ◇ ◇ ◇
Melee (Br)	-	-	◇ ◇ ◇ ◇
Ranged - Heavy (Ag)	-	-	◇ ◇ ◇ ◇
Ranged - Light (Ag)	-	1	◇ ◇ ◇ ◇

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)	-	-	◇ ◇ ◇ ◇
Education (Int)	✓	-	◇ ◇ ◇ ◇
Lore (Int)	-	-	◇ ◇ ◇ ◇
Outer Rim (Int)	-	-	◇ ◇ ◇ ◇
Underworld (Int)	✓	1	◇ ◇ ◇ ◇
Warfare (Int)	-	-	◇ ◇ ◇ ◇
Xenology (Int)	-	-	◇ ◇ ◇ ◇

WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	CRITICAL	DICE POOL	SPECIAL
Vibrorang	Ranged - Light	Medium	4	○○○	◇ ◇ ◇	(One-Handed) Limited Ammo 1, Pierce 2, Vicious 1
Fusion Cutter	Melee	Engaged	5	○○○○	◇ ◇	Breach 1, Burn 3, Sunder, Vicious 3
DR-45 "Dragoon" Calvalry Blaster	Ranged - Light	Medium	8	○○○○	◇ ◇ ◇ ◇ ◇	Stun Setting, Accurate 1

NOTES

CHARACTER NAME: Tekla Okana 11
SPECIES: Human
SPECIALIZATIONS: Charmer, Entrepreneur

PLAYER NAME: phinn
CAREER: Smuggler

DESCRIPTION

GENDER: Female

AGE: 20

HEIGHT: 5'11

BUILD: Average

HAIR: Brown

EYES: Light Brown



NOTABLE FEATURES

Tekla has a tribal-looking tattoo around her right eye.

MOTIVATIONS

AMBITION

Ambition: Friendship.

Tekla's looking for a tribe of her own. Discordant amongst her birth family and betrayed by the friends of her formative years, it's hard for her to trust new people. Yet she misses having people around her that she feels like she can rely on. Zordd's friendship means the world to her and she'll be a loyal friend to him always. She desires more relationships as steady and dependable as that one, a surrogate family to replace the one who never quite understood her.

FRIENDSHIP

RELATIONSHIP

Relationship: Parents

One day, Tekla wants to return home in triumph. Her father is in good health but not young anymore. While she still has him, she wants to get herself into a position where she can go back to Corellia and set her family up for good. Maybe then her mother would finally leave her feeling accepted rather than scorned.

PARENTS

CAUSE

Cause: Crime

Sure, ideally, everyone would follow the rules and thrive. But life isn't fair, and Tekla knows that first hand. Sometimes you have to break the rules just to make sure you don't get stepped on, and Tekla has a good bit of sympathy for those who do so in pursuit of survival. She doesn't advocate violence against others, but a little stealing here and there to feed hungry mouths? A little cheating at cards to lighten the pockets of someone with far more money than they need? These are, in Tekla's eyes, overlookable offenses. She's stepped in more than once to help deescalate a tense situation in favor of a hungry thief, and has even paid bail for others here and there.

CRIME

REWARD

Reward: Independence

As much as Tekla craves allies and friends, she doesn't want to NEED them. She wants to make enough to buy her own ship, which she believes would exponentially increase the amount of money she could make taking jobs. She feels she's clever enough to move beyond gambling and fast-talking, and is hungry for some of the wealth of credits she believes ship-owning smugglers make. What's more, she could come and go as she pleased then, and wouldn't be beholden to anyone but the Almighty Credit for transportation.

INDEPENDENCE

OBLIGATIONS

10

A SCORE TO SETTLE

A Score to Settle:

Tekla learned to cheat because she was cheated, first. Though she does this less since pairing up with Zordd (he frowns on it), she won't soon forget the first time she was taken advantage of. She left behind a gambler named Bello on Corellia who stole from her and broke her heart. She can't bring herself to try and outright murder him (and with his crew around him she likely wouldn't succeed anyway, she thinks), but she's sworn to herself that someday, once she's established herself, she'll pay him back for the pain he caused her.

Family:

Tekla regularly sends money home to help her family, but it's a pittance compared to what she'd be bringing in if she'd stayed behind and taken a steady job in the shipyards. Every time she makes contact with her family, she endures relentless guilt trips from her mother and brothers. Only her father understands and approves of her choices, and it's a rare moment that she can speak with him alone to talk about it. The need to be able to help out enough to prove herself is a constant thing.

10

FAMILY

CHARACTER NAME:	Tekla Okana 11	PLAYER NAME:	phinn
SPECIES:	Human	CAREER:	Smuggler
SPECIALIZATIONS:	Charmer, Entrepreneur		

BACKGROUND**BEGINNINGS**

The Down and Out

ATTITUDE TOWARD FORCE

An Ancient Religion

REASON FOR ADVENTURE

Opportunity Knocks

STORY

Tekla Okana has never been satisfied with accepting the hand dealt to her. Born to a lower middle class family on Corellia in 43 BBY, she was near enough to the self-sufficient to see them enjoying more than she had, but also near enough to the truly impoverished to appreciate how much worse off she could have been. This perspective kindled a hunger in her for more without allowing her to take what she had for granted. Her home life was tumultuous; though she was close to her father, Tekla and the rest of her family never really saw eye to eye. Most of them found work as laborers at the shipyard, but Tekla wanted more than a life of labor. Her father Kande used to say she had the Corellian spirit, that wanderlust that infected so many Corellians of old. In the course of trying to resist being railroaded into a life she didn't want, she took up with the wrong kinds of people and got involved in the wrong kinds of things. An attractive face and confident front carried her far in the world of gambling and guns -- as far as a teenager wanted to go, at least. She was a novelty for the more hardened thugs around her at first, but gradually picked up some skills from the unsavory types around whom she spent her time. Despite how intent her family was that she'd get a job at the shipyards with them when she came of age, Tekla quietly stored her money away and waited for the day when she'd have enough to leave Corellia behind.

Rivals in the gang she ran with had other ideas. Still young enough to be fooled sometimes, Tekla fell victim to a would-be Cassanova named Bello, whom she considered a friend. Tekla fell for him hard, but when he got close enough to discover where she kept her credits, they mysteriously disappeared. Tekla had no proof and was still fairly young, and when she accused Bello in front of their peers, most of the more established thugs around her called it a life lesson and blew it off. Tekla was devastated and angry, and began distancing herself from her crew and lashing out.

Desperate to see his daughter thrive rather than be torn down by Corellia's underworld, Kande gave her a small purse of money he'd been collecting on the sly, and begged her to leave, for her own sake. He wanted her to see the galaxy, to find a place for herself, to have a chance at making her own life. With the little bit of money he'd given and a costly favor from a friend at the shipyard, Kande was able to secure passage offworld for Tekla. She said her goodbyes to her family and promised to send back aid when she could, but the response from all but her father was a chilly one. Her mother Dara was furious that Tekla was abandoning the family, and suspicious of how she'd gathered enough money to do so. Tekla never betrayed her father's secret, not even when he had to pretend to be disappointed to see her leaving so that the family was none the wiser.

Tekla had no control over where the ship she boarded went, and didn't get terribly far on it. She disembarked at Nubia, though she quickly learned to enjoy the hard-working Nubian peoples' night life, where she turned enough credits at the gambling parlors to keep herself fed. When one of her opponents lost his passage offworld in a particularly tense game, Tekla decided on a whim to leave Nubia behind.

Some might say that choice was aided by the way her opponent's friends started whispering that she'd cheated to win the hand, but Tekla wouldn't.

Not out loud, at least.

The ship happened to be headed to Rishi which was attractive because Tekla was insanely curious about the Outer Rim. There she fell in with a Gand named Zorrd who had a mean vibroax, an even meaner skill at aiming, and a cool (if strange) way of looking at the world. He and Tekla hit it off by happenstance, and have been traveling about, taking hired work as they find it, for a couple of years now.

NOTES

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EXPERIENCE

TOTAL XP

540

EARNED XP

425

USED XP

540

UNUSED XP

0

ACQUIRED XP

SPECIES FEATURES

Skills

Additional Non-Career Skills

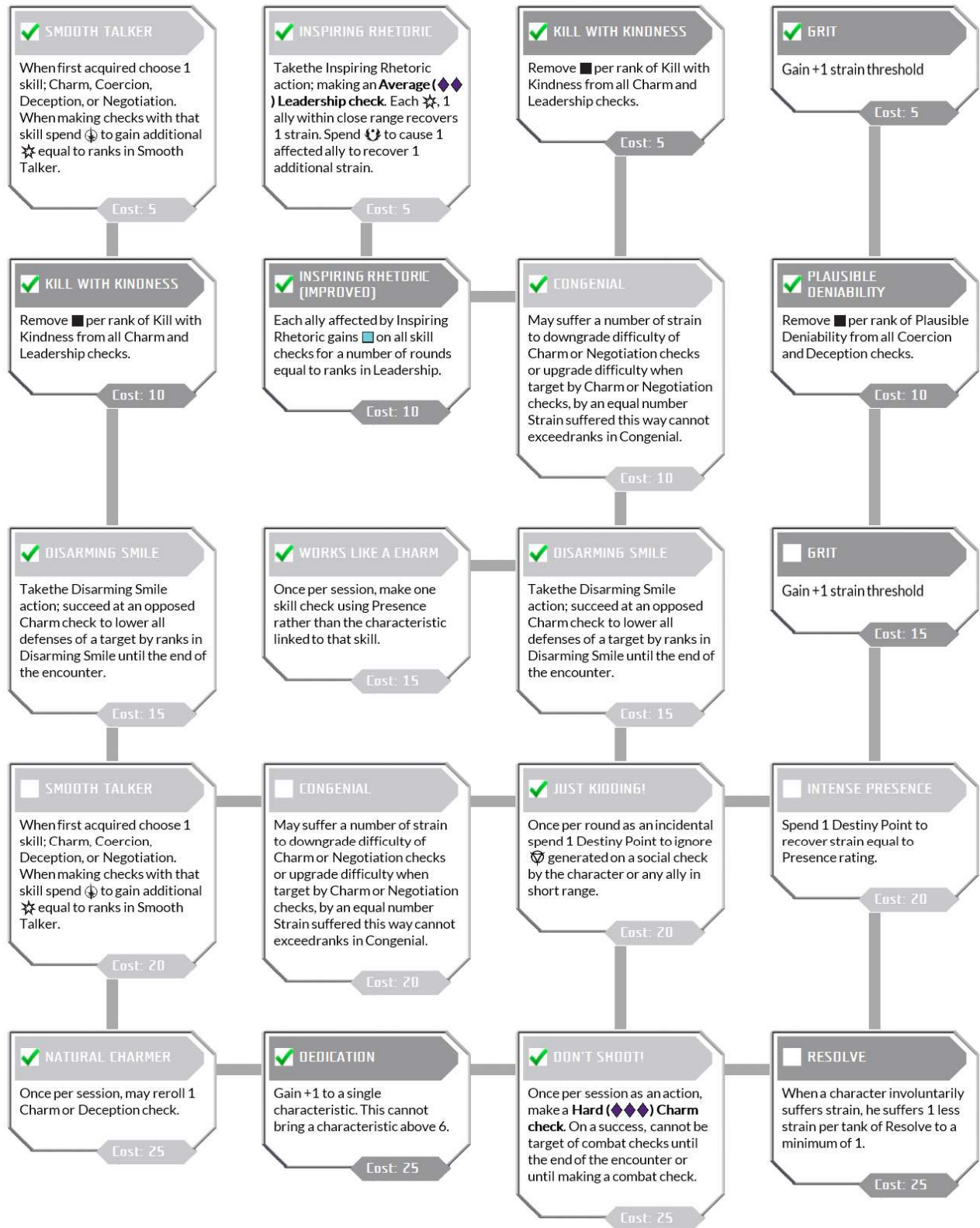
Humans start the game with one rank in two different non-career skills of their choice.

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Bought Info	--	Action	Entrepreneur	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 ✨.
Congenial	1	Incidental	Charmer	May suffer a number of strain to downgrade difficulty of Charm or Negotiation checks or upgrade difficulty when target by Charm or Negotiation checks, by an equal number Strain suffered this way cannot exceed ranks in Congenial.
Dedication	2	Passive	Charmer, Entrepreneur	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. Bonus Characteristics: Presence +1, Cunning +1.
Disarming Smile	2	Action	Charmer	Take the Disarming Smile action; succeed at an opposed Charm check to lower all defenses of a target by ranks in Disarming Smile until the end of the encounter.
Don't Shoot!	--	Action	Charmer	Once per session as an action, make a Hard (◆◆◆) Charm check . On a success, cannot be target of combat checks until the end of the encounter or until making a combat check.
Grit	2	Passive	Charmer, Entrepreneur	Gain +1 strain threshold.
Inspiring Rhetoric	--	Action	Charmer	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	Charmer	Each ally affected by Inspiring Rhetoric gains 🟩 on all skill checks for a number of rounds equal to ranks in Leadership.
Intense Focus	--	Maneuver	Entrepreneur	Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.
Just Kidding!	--	Incidental	Charmer	Once per round as an incidental spend 1 Destiny Point to ignore ☹ generated on a social check by the character or any ally in short range.
Kill With Kindness	2	Passive	Charmer	Remove 🟩 per rank of Kill with Kindness from all Charm and Leadership checks.
Know Somebody	1	Incidental	Entrepreneur	Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.
Natural Charmer	--	Incidental	Charmer	Once per session, may reroll 1 Charm or Deception check.
Plausible Deniability	2	Passive	Charmer, Entrepreneur	Remove 🟩 per rank of Plausible Deniability from all Coercion and Deception checks.
Rapid Recovery	2	Passive	Entrepreneur	When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.
Smooth Talker	1	Incidental	Charmer	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	4	Passive	Entrepreneur	At the start of each session, gain 100 credits for each rank of Sound Investments.
Works Like a Charm	--	Incidental	Charmer	Once per session, make one skill check using Presence rather than the characteristic linked to that skill.

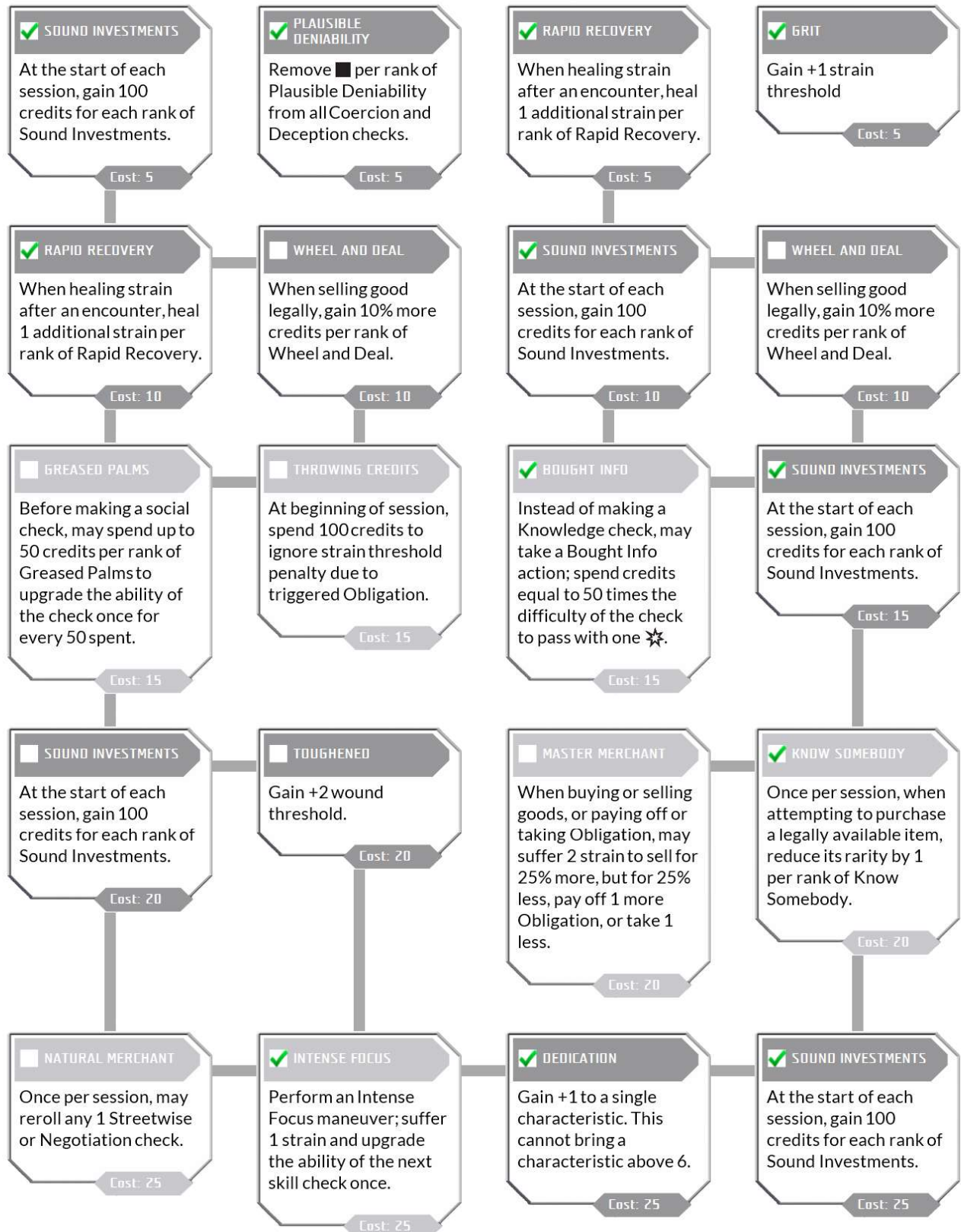
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CHARMER TALENT TREE



CHARACTER NAME: **Tekla Okana 11**PLAYER NAME: **phinn**SPECIES: **Human**CAREER: **Smuggler**SPECIALIZATIONS: **Charmer, Entrepreneur**

ENTREPRENEUR TALENT TREE



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NARROW ESCAPE SIGNATURE ABILITY TREE

NARROW ESCAPE BASE ABILITY

Once per game session, the character may spend two Destiny Points to make a **Hard (◆◆◆)** **Streetwise check**. If successful, the character is immediately able to flee from the current personal-scale combat encounter unscathed. The challenge is not overcome or defeated, but the character is able to evade the hazard or threat for the time being. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM (see **Narrative Abilities** on page 38), but should be suitably creative or daring.

Cost: 30

REDUCE SETBACK

Remove ■ from the Skill check to activate Narrow Escape.

Cost: 10

INCREASE EFFECT

Affect an additional number of allied characters equal to Cunningper Increase Effect upgrade purchased.

Cost: 10

ADD BOOST

Add ■ to the skill check to activate Narrow Escape.

Cost: 10

CHANGE SCALE

Narrow Escape can be activated in a vehicle with the Piloting (Planetary) or Piloting (Space) skill.

Cost: 10

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Narrow Escape to **Average (◆◆)**.

Cost: 15

INCREASE EFFECT

Affect an additional number of allied characters equal to Cunningper Increase Effect upgrade purchased.

Cost: 15

CHANGE SKILL

Narrow Escape can be activated during social encounters with the Deception skill.

Cost: 15

DESTINY

Narrow Escape costs 1 Destiny Point instead of 2.

Cost: 15

NOTES

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ENCUMBRANCE

ENCUMBRANCE	
6	7
VALUE	THRESHOLD

- You are unencumbered.

MONEY

CREDITS
5,617

ACQUIRED CREDITS

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
Vibrorang	1	1	✓			4	2	Medium	Hands: One-Handed Qualities: Limited Ammo 1, Pierce 2, Vicious 1 Features: If a ranged attack with a vibrorang is unsuccessful, the user may spend 1 to have it safely return to his possession. The vibrorang can also be used in melee combat with the following profile: (Melee; Damage +2; Critical 2; Range [Engaged]; Inaccurate 1, Pierce 2, Vicious 1)
Fusion Cutter	1	2	✓			5	3	Engaged	
DR-45 "Dragoon" Calvalry Blaster	1	1	✓	✓		8	3	Medium	
Carried Encumbrance:		4							Qualities: Breach 1, Burn 3, Sunder, Vicious 3 Attachments: "Bantha's Eye" Laser Sight (1 Add 1 to Successful Check Mod)

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL
Armored Clothing	1	0	✓	✓		2	1	1	Features: An Average (◆◆) Perception check detects that the wearer's clothing is armored, Attachments: Superior Armor Customization (Quality (Superior) Mod)
Carried Encumbrance:		0							

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Nullcaine	2	0	✓			Features: May apply to self or engaged character by making an Easy (◆) Medicine check and choosing one Easy (◆), Average (◆◆), or Hard (◆◆◆) Critical Injury on the target. If successful, target suffers 3 strain and ingores effect of Critical Injury until the end of the encounter.
Stimpack	2	0	✓			
Breath Mask	1	1	✓			Features: Adds automatic 1 to social checks with the manual's culture.
Cultural Etiquette Manual	1	0	✓			
Sabacc Deck	1	0	✓			Features: Noticing an individual is wearing an earbud comlink requires a Hard (◆◆◆) Perception check.
Earbud Comlink	1	0	✓	✓		
"Rider" Ascension Pistol	1	1	✓			Features: Average (◆◆) Ranged Light check to fire grappling hook up to medium range. Action to reel in cord., Average (◆◆) Athletics check to reel in himself and another character.
Datapad	1	1				
Glow Rod	1	1				
Carried Encumbrance:		2				

NOTES