

CHARACTER NAME: **Willa Zevari 03** PLAYER NAME: **phinn**
 SPECIES: **Twilek** CAREER: **Engineer**
 SPECIALIZATIONS: **Sapper, Scientist, Saboteur, Cyber Tech, Mechanic**

CHARACTERISTICS

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

ATTRIBUTES

WOUND 23	STRAIN 18 <i>Suffer 2 less strain (min. 1)</i>	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>0</td> <td>0</td> </tr> <tr> <td>RANGED</td> <td>MELEE</td> </tr> </table>			0	0	RANGED	MELEE							
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RANGED	MELEE												

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)		1	◆◆◆◆◆
Athletics (Br)	✓	1	◆◆◆◆◆
Charm (Pr)		1	◆◆◆◆◆
Coercion (Wil)		-	◆◆◆◆◆
Computers (Int)	✓	5	◆◆◆◆◆◆◆
Cool (Pr)		-	◆◆◆◆◆
Coordination (Ag)	✓	-	◆◆◆◆◆
Cybernetics (Int)	✓	-	◆◆◆◆◆
Deception (Cun)		-	◆◆◆◆◆
Discipline (Wil)		5	◆◆◆◆◆◆◆
Leadership (Pr)		-	◆◆◆◆◆
Mechanics (Int)	✓	5	◆◆◆◆◆◆◆
Medicine (Int)	✓	4	◆◆◆◆◆◆◆
Negotiation (Pr)		-	◆◆◆◆◆
Perception (Cun)	✓	4	◆◆◆◆◆◆◆
Piloting - Planetary (Ag)		-	◆◆◆◆◆
Piloting - Space (Ag)	✓	1	◆◆◆◆◆
Resilience (Br)		-	◆◆◆◆◆
Skulduggery (Cun)	✓	3	◆◆◆◆◆◆◆
Stealth (Ag)	✓	1	◆◆◆◆◆

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

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	-	◆◆◆◆◆
Gunnery (Ag)		-	◆◆◆◆◆
Lightsaber (Br)		-	◆◆◆◆◆
Melee (Br)		-	◆◆◆◆◆
Ranged - Heavy (Ag)		-	◆◆◆◆◆
Ranged - Light (Ag)	✓	5	◆◆◆◆◆◆◆

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

WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	CRITICAL	DICE POOL	SPECIAL
Spore/B Stun Grenade	Ranged - Light	Short	6	○○○○	◆◆◆◆◆◆◆	Blast 10, Concussive 2, Limited Ammo 1, Stun Damage
AP-M1 Armor Piercing Grenade	Ranged - Light	Short	13	○○○○○	◆◆◆◆◆◆◆	Blast 8, Limited Ammo 1, Pierce 4
Plasma Grenade	Ranged - Light	Short	12	○○○○	◆◆◆◆◆◆◆	Blast 14, Limited Ammo 1
Wipe-3 Data-Purge Grenade	Ranged - Light	Short	0		◆◆◆◆◆◆◆	Limited Ammo 1
Armor Piercing Grenade	Ranged - Light	Short	13	○○○○	◆◆◆◆◆◆◆	Blast 8, Limited Ammo 1, Pierce 3
Proton Grenade	Mechanics	Short	14+20		◆◆◆◆◆◆◆	
Blaster Pistol	Ranged - Light	Medium	6	○○○○	◆◆◆◆◆◆◆	Stun Setting
Retractable Light Blaster Pistol	Ranged - Light	Medium	5	○○○○○	◆◆◆◆◆◆◆	Stun Setting
Unarmed	Brawl	Engaged	3	○○○○○○○	◆◆◆◆◆	(One- or Two-Handed) Disorient 1, Knockdown, Stun Setting

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DESCRIPTION

GENDER: *Female*AGE: *24*HEIGHT: *5'5*BUILD: *Stainless*HAIR: *N/A*EYES: *Teal*

NOTABLE FEATURES

OBLIGATIONS

5

FAMILY

Willa's sister Davi was kidnapped alongside Willa when the two were younger, but they were parceled out to different mercenaries. Willa has no idea who the group was that took Davi, nor where they took her when they left Ryloth. Willa doesn't even know who the mercs she wound up with were, as she was passed off to an intermediary before winding up in Rakka's possession. She has no leads to follow, but nonetheless is constantly on the lookout for any sign of her sister, or the mercs who stole her.

NOTES

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SPECIES:	Twi'lek	CAREER:	Engineer
SPECIALIZATIONS:	Sapper, Scientist, Saboteur, Cyber Tech, Mechanic		

BACKGROUND**BEGINNINGS**

Comfortable with Tech

ATTITUDE TOWARD FORCE

An Ancient Religion

REASON FOR ADVENTURE

The Accidental Rebel

STORY

Willa grew up on Ryloth, under Imperial occupation for the most part. She was always a bright girl, with a fondness for the antiquated utility droid her family kept. She grew up learning to tinker, fascinated by how simple it was to make substantial improvements on mechanical things just by replacing parts and adjusting things like timing and redundancy. She had a decent childhood, even if there was a steady fear of the occupiers who lived among them, as well as the unscrupulous types who did business with them. Willa knew more than one friend or cousin who simply disappeared, never to be heard from again. Even so, she never really expected to be one of those number herself. Yet when she was sixteen, just before the Empire abandoned its garrisons on Ryloth, trouble found her.

Mercenaries raided her village. She saw her parents shot down while Willa, her sister Davi, and several of their friends were rounded up and taken prisoner. They were drugged for easy transport, and the next thing Willa knew, she was very far from Ryloth. The cohort of stolen girls had been split up while they'd been unconscious, and to Willa's horror she found her sister gone, with no way to find out where she'd been sent. Willa herself was taken with some of the other girls straight to auction. She sold quickly, but to another slave trader, who took her to yet another urban backwater to broker her sale into private possession. She was bought with a number of other girls and taken to the palace of a Hutt named Rakka on Nar Shaddaa, where she was made into a serving girl at a club Rakka owned.

Through it all, Willa counseled herself to be patient. She had always been smart, and had rarely encountered a problem she couldn't handle if given enough time to map out a solution. The situation she found herself in was more daunting and dangerous than anything she'd known before, but she assured herself there was a way out. There HAD to be. She couldn't stomach the idea of never escaping to find Davi. Willa's situation at the Hutt's club wasn't ideal, but it was a far sight better than the horror stories she'd heard about where some Twi'lek girls wound up. The worst of Willa's days included being screamed at or propositioned by "customers", but the Hutt had clear lines about her guests crossing lines with "her" property. Willa kept her head down, and so long as she didn't draw attention to herself, Rakka seemed content to let her remain solidly within the realm of wait staff. She prayed nightly that she was never made to transition into "entertainment" staff. She wasn't free, and she received no compensation for the exhausting work she did during the nights. But during the day she was mostly left alone, so long as she stayed in the parts of the palace she was allowed to be in, and kept her head down. There were a number of droids about the palace with whom she could entertain herself, and she taught herself a great deal in those years about the different kinds of droids and how to keep them up.

Willa would later find out that it was her tendency to patch up the droids around her that had been her saving grace. The Hutt's majordomo, a Weequay named Gorel, noticed her aptitude and took pains to keep her available for that purpose. Over time, the two developed an odd and strained friendship of sorts. Gorel had been enslaved as a youth by the Hutts as well. Though he'd climbed the ranks over his life and was now firmly embedded into Rakka's empire willingly, he wasn't without sympathy for the plight of the Twi'leks. Willa's doomed hope to find her lost sister played on Gorel's own history of lost siblings, and eventually he secretly broke ranks to help Willa escape. She nearly made it to freedom, but one of Rakka's informants recognized the girl when she was booking passage off world. Rakka sent her enforcers, and ultimately had the transport Willa was in blown up to make her point.

Though most thought her dead, Willa barely managed to survive. She lost an arm and both legs in the explosion, and would have certainly perished had it not been for one of Nar Shaddaa's unfortunates. A beggar had begun to rifle through what was left of her pockets before realizing she somehow wasn't dead. Feeling guilty, he carried her to a doctor living in hiding in the underground, and her life was saved. It was this doctor, a Twi'lek man named Vo, who outfitted Willa with her first prosthetic limbs. They were crude and homemade, but they allowed Willa to reclaim the mobility she'd lost. It was a long, slow, and difficult climb out of despair and pain for the young Twi'lek, but she was determined. She learned medicine from Vo, for whom she eventually developed a deep affection. She picked up some other skills over the years as well, in pursuit of tinkering with the mechanics that were now part of her own body. In her search for smarter cybernetics, she picked up skills with slicing computers, and it was this, paired with her outstanding intellect, which got her an offer to join a mercenary group doing a job off world. Willa was torn. She had come to enjoy the life she'd made in the underground, and the idea of joining mercenaries was utterly distasteful. Vo was adamantly against leaving as well, but Willa knew she'd never find Davi if she stayed where she was. It was only after a great deal of thought and a with a heavy heart that she finally said goodbye to the friends she'd made and joined the mercenary band. How else would she ever find the people who'd kidnapped her and her sister all those years ago, except by traveling in those kinds of circles?

It's been a few years now, and though Willa has learned a lot more than she ever imagined she would, she's begun to lose hope that she'll ever see her sister again. With no leads to follow, she freelances among various groups, going where the money leads while trying to cause as much havoc for the Empire's remnant as she can along way.

NOTES

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EXPERIENCE

TOTAL XP 1775	EARNED XP 1665	USED XP 1775	UNUSED XP 0
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ACQUIRED XP

SPECIES FEATURES

Skills *Charm*

Twileks may begin the game with one rank in Charm.

Environmental *Arid/Hot Environments*

When making skill checks, Twileks may remove ■ imposed due to arid or hot environmental conditions.

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Bad Motivator	--	Action	Mechanic	Once per game session, may take a Bad Motivator action; make a Hard (◆◆◆) Mechanics check to cause one targeted device to spontaneously fail.
Blooded	1	Passive	Cybernetic Respirator	Add ■ per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by 1 round per rank of Blooded to a minimum of 1.
Construction Specialist	2	Passive	Sapper	Remove ■ equal to ranks in Construction Specialist from checks to construct defenses, positions, fortifications, and similar projects.
Contraption	--	Action	Sapper	Once per session, take Contraption action; make a Hard (◆◆◆) Mechanics check to fashion a device to solve a current problem using just the tools and parts on hand.
Cyberneticist	2	Passive	Cyber Tech	Remove ■ per rank of Cyberneticist from checks to build, repair, and install cybernetic implants. Cybernetics cost 50% less.
Dedication	5	Passive	Sapper, Scientist, Saboteur, Cyber Tech, Mechanic	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. Bonus Characteristics: Cunning +1, Brawn +2, Agility +2
Durable	4	Passive	Sapper, Cyber Tech	May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
Enduring	1	Passive	Mechanic	Gain +1 soak value.
Engineered Redundancies	--	Passive	Cyber Tech	Gain the ability to use emergency repair patches to heal. Additionally, can be healed with Mechanics checks.
Eye for Detail	1	Incidental	Cyber Tech	After making a Mechanics or Computers check, may suffer strain up to ranks in Eye for Detail to convert that many ☆ to ☹.
Fine Tuning	2	Passive	Mechanic	When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.
Gearhead	2	Passive	Mechanic	Remove ■ per rank of Gearhead from Mechanics checks. Have the credit cost to add mods to attachments.
Grit	5	Passive	Sapper, Saboteur, Mechanic	Gain +1 strain threshold
Hidden Storage	1	Passive	Scientist	Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.
Improved Overcharge	--	Passive	Cyber Tech	May spend ☹☹ or ☹ from Overcharge action to immediately take another action.
Improvised Defenses	--	Action	Sapper	May make an Average (◆◆) Survival check to fashion small defenses. It providing cover for up to 4 characters for the rest of encounter.
Improvised Detonation	--	Action	Sapper	Once per session, make a Hard (◆◆◆) Mechanics check to perform the Improvised Detonation action and build an explosive device, dealing damage equal to ranks in Intellect + ranks in Mechanics + ☆
Improvised Position	--	Action	Sapper	The character may make a Hard (◆◆◆) Mechanics check to construct a secure position. This provides cover for the group and its vehicles.
Inventor	2	Passive	Scientist	When constructing new items or modifying existing attachments, add ■ or remove ■ per rank of Inventor.
Knowledge Specialization	1	Passive	Scientist	When acquired, choose 1 Knowledge skill. When making that skill check, may spend ☹ result to gain additional successes equal to ranks in Knowledge Specialization. Selected Skill: Outer Rim
Known Schematic	--	Maneuver	Sapper	Once per session, may perform the Known Schematic maneuver; make a Hard (◆◆◆) Knowledge (Education) check . Success grants familiarity with a building or ship's design.
Master Demolitionist	--	Action	Sapper	When resolving an attack from a personal explosive or ordnance weapon, may spend ☹ or ☹ to have the weapon's Blast quality act at short range, or medium if it already acts at short.

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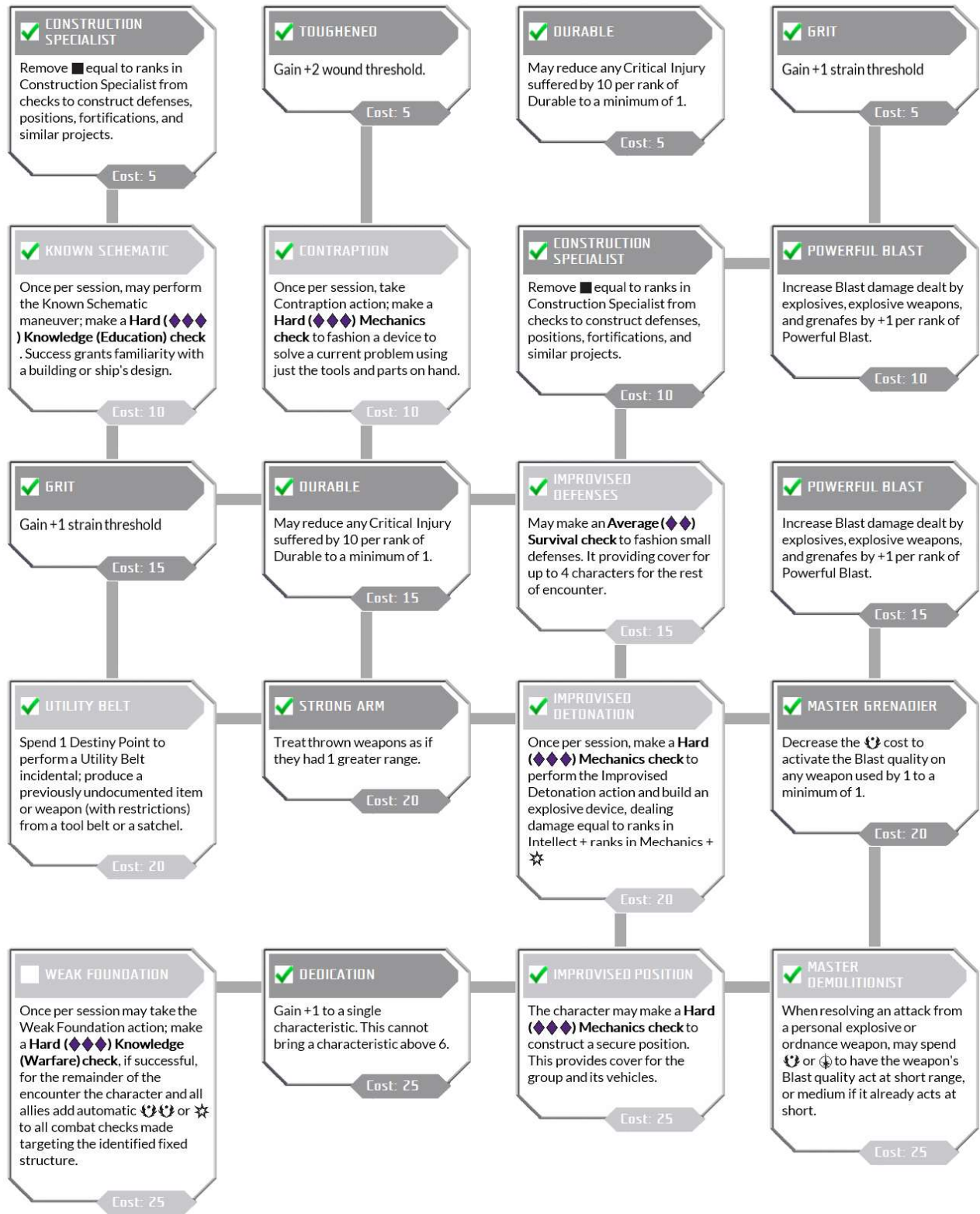
TALENTS (Cont)

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Master Grenadier	--	Passive	Sapper, Saboteur	Decrease the ⚡ cost to activate the Blast quality on any weapon used by 1 to a minimum of 1.
Mental Fortress	--	Incidental	Scientist	Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.
More Machine Than Man	4	Passive	Cyber Tech	Increase cybernetic implant cap by 1 per rank of More Machine than Man.
Natural Scholar	--	Incidental	Scientist	Once per session, may reroll any 1 Knowledge skill check.
Overcharge	--	Action	Cyber Tech	Once per encounter, may use the Overcharge action. Make a Hard (◆◆◆) Mechanics check . On success one installed cybernetic provides additional benefits. On ⚡, overcharged cybernetic shorts out.
Powerful Blast	4	Passive	Sapper, Saboteur	Increase Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.
Rapid Recovery	2	Passive	Saboteur	When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.
Researcher	2	Passive	Scientist	Remove ■ per rank of Researcher from all Knowledge checks. Reserching a subject takes half the time.
Resolve	2	Passive	Saboteur	When a character involuntarily suffers strain, he suffers 1 less strain per tank of Resolve to a minimum of 1.
Respected Scholar	1	Passive	Scientist	May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.
Second Wind	2	Incidental	Saboteur	Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.
Selective Detonation	2	Incidental	Saboteur	When using a weapon with the Blast quality spend ⚡ to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation.
Speaks Binary	2	Passive	Scientist	When directing NPC droids, may grant them ■ per rank of Speaks Binary on checks.
Stroke of Genius	--	Incidental	Scientist	Once per session, make one skill check using Intellect rather than the characteristic linked to that skill.
Strong Arm	--	Passive	Sapper	Treat thrown weapons as if they had 1 greater range.
Surgeon	2	Passive	Cyber Tech	When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.
Time to Go	--	Maneuver	Saboteur	The character may spend 1 Destiny Point to perform a Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.
Tinkerer	2	Passive	Scientist	May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once. Tinkered Item: Blaster Pistol
Toughened	6	Passive	Sapper, Saboteur, Cyber Tech, Mechanic	Gain +2 wound threshold.
Utility Belt	--	Incidental	Sapper, Scientist, Cyber Tech	Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented item or weapon (with restrictions) from a tool belt or a satchel.

NOTES

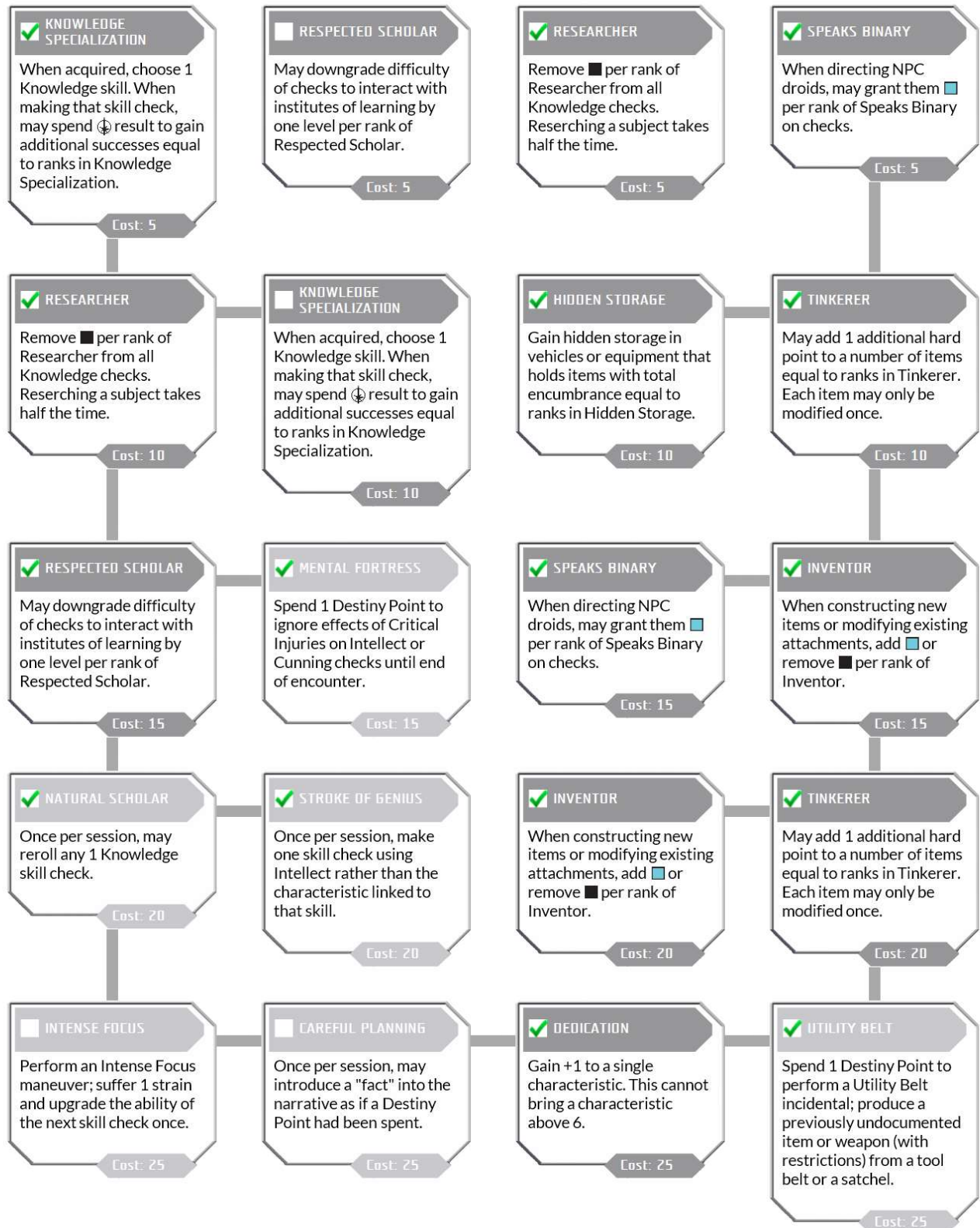
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SAPPER TALENT TREE



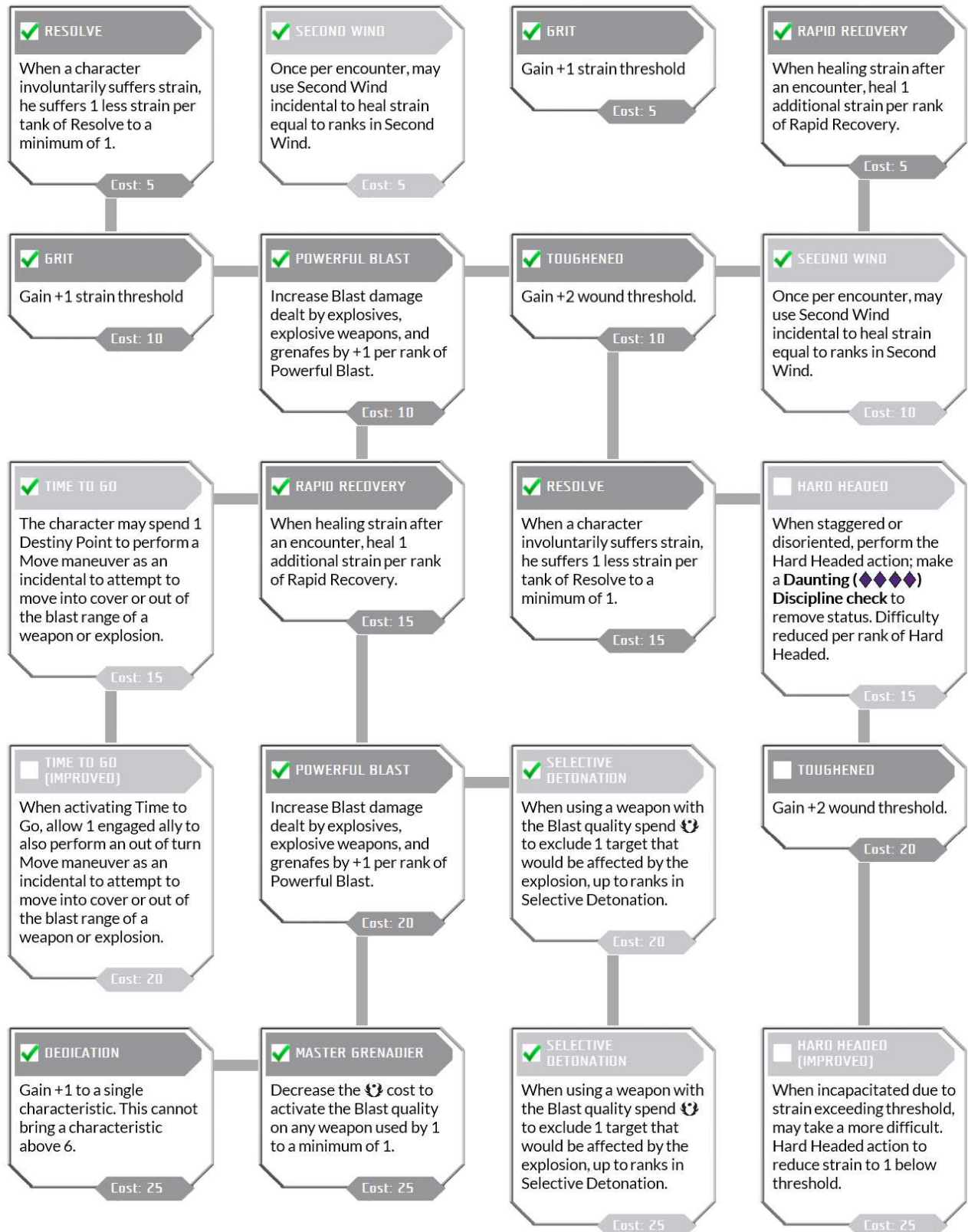
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SCIENTIST TALENT TREE



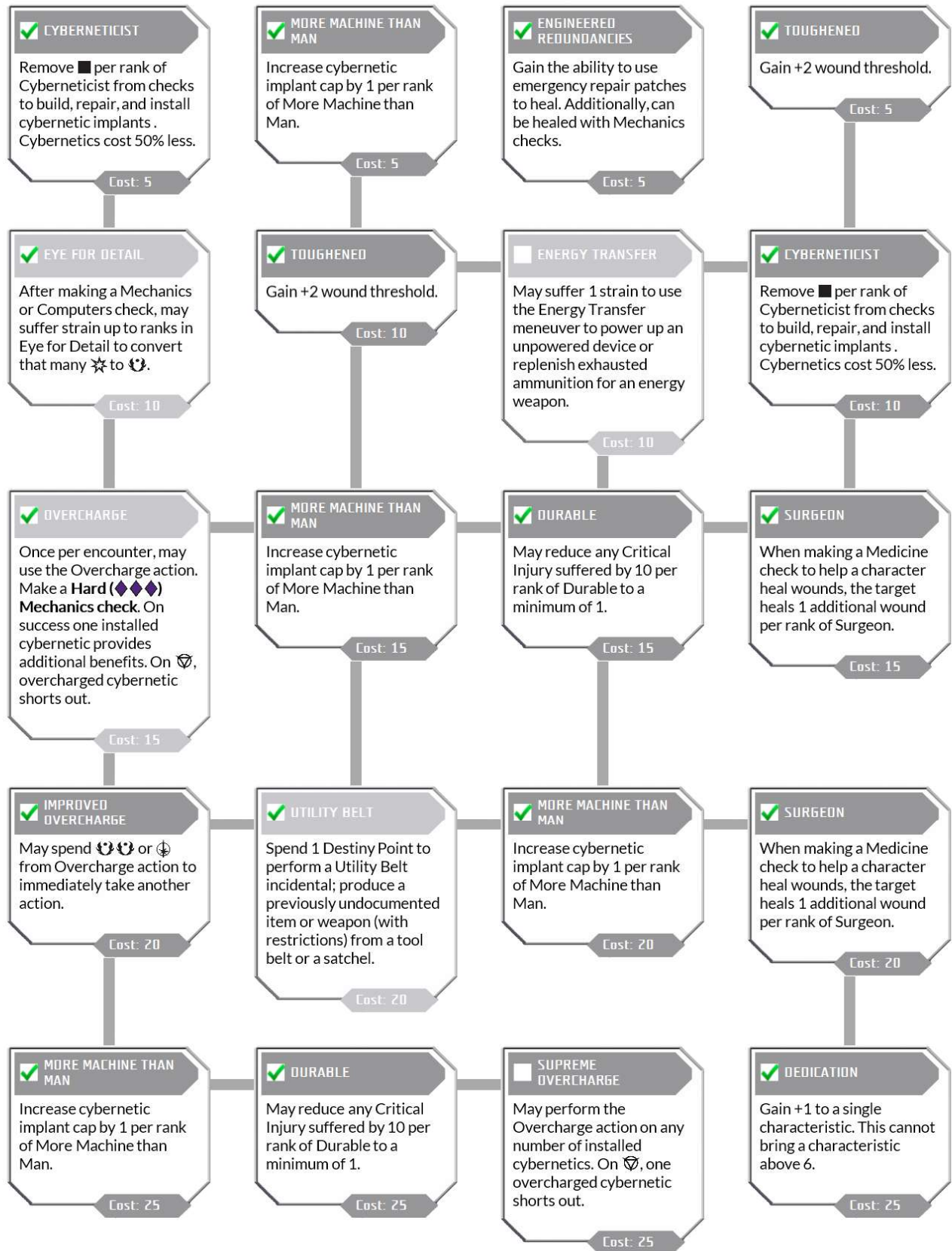
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SABOTEUR TALENT TREE



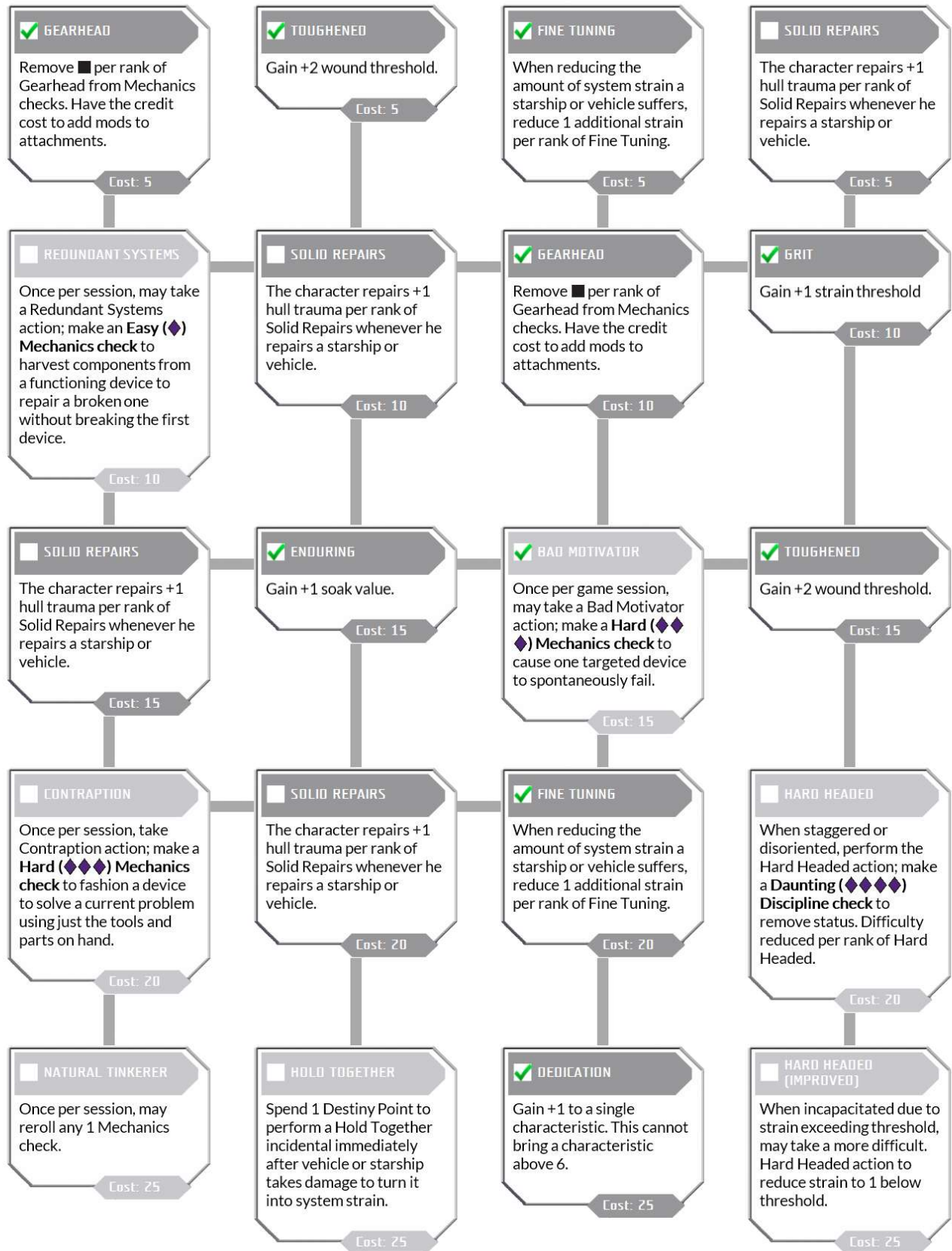
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CYBERTECH TALENT TREE



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MECHANIC TALENT TREE



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COMPANIONS

R2-99 (NINES) [RIVAL]

See page 410 of the Edge of the Empire Core Rulebook for details.

Skills:

Astrogation 3 (●●●◆), Computers 3 (●●●◆), Cool 2 (●●◆), Mechanics 2 (●●●), Piloting - Space 2 (●●◆)

Abilities:

Droid - Does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons or toxins.

Weapons:

Arc Welder - Skill: Melee (◆), Range: Engaged, Damage: 3, Critical: ●●●●●●, Qualities: Stun Damage

Gear:

Tool Kit (Gear Features: Allows user to perform most mechanical checks to repair devices and droids), New Item

NOTES

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ENCUMBRANCE

ENCUMBRANCE	
14	15
VALUE	THRESHOLD

- You are unencumbered.

MONEY

CREDITS
390

ACQUIRED CREDITS

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
Spore/B Stun Grenade	2	2	✓		✓	6	3	Short	Qualities: Blast 10, Concussive 2, Limited Ammo 1, Stun Damage Features: The first time a character hit by this grenade (even if he suffers no damage) must roll a single . As long as the character doesn't roll a , he is affected normally. If he rolls a , he immediately suffers 6 strain and begins to suffocate. A Hard (◆◆◆) Medicine check is required to stop the subject from suffocating.
AP-M1 Armor Piercing Grenade	1	1	✓		✓	13	4	Short	Qualities: Blast 8, Limited Ammo 1, Pierce 4
Plasma Grenade	2	2	✓		✓	12	3	Short	Qualities: Blast 14, Limited Ammo 1
Wipe-3 Data-Purge Grenade	1	1	✓		✓	0	0	Short	Qualities: Limited Ammo 1 Features: Computers hit by this grenade lose all programming and data.. A droid hit by this grenade must make a Hard (◆◆◆) Resilience check or suffer 1 strain plus 1 strain per or can cause memory loss, at GM discretion.
Armor Piercing Grenade	3	3	✓		✓	13	3	Short	Qualities: Blast 8, Limited Ammo 1, Pierce 3
Proton Grenade	2	2	✓		✓	14+20	0	Short	Features: Variable damage for additional grenades: +20, +30, +40, +50 (150 max). After 5, blast radius increased by one band per grenade.
Blaster Pistol	1	1	✓	✓	✓	6	3	Medium	Qualities: Stun Setting
Carried Encumbrance:		12							

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL
Verpine Fiber Ultramesh Armor	1	0	✓	✓	✓	1	0	0	Features: Armor may be powered up/down as a maneuver. While powered up, gain +2 defenses. or from hostile Combat check can cause armor to run out of power. Cannot be powered up again until end of encounter.
Carried Encumbrance:		0							

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Cybernetic Respirator	1	0	✓	✓	✓	Features: Provides benefits of breath mask and respirator., 1 Innate Talent (Blooded) Mod
Biofeedback Regulator	1	0	✓	✓	✓	Features: 1 Add 2 to Cybernetics Cap Mod, Does not count toward Cybernetics Cap Mod, Cannot be installed on droids., May only install a single biofeedback regulator.
Neural Recorder	1	0	✓	✓	✓	Features: Make an Easy (◆) Discipline check to recall any information experienced while recorder was running., Can copy recordings to common types of external storage devices.
Surge Override Switch	1	0	✓	✓	✓	Features: Once per encounter as an action, may make an Average (◆◆) Discipline check. If successful, may reactivate any overloaded cybernetic implants, such as from the Ion quality or similar effects, by suffering 2 strain per overloaded implant reactivated., Cannot be overloaded by the Ion quality or similar effects.
Implant Armor	1	0	✓	✓	✓	Features: 1 Increases Soak value by 1 Mod
Implanted Cyberjack	1	0	✓	✓	✓	Features: Suffer 2 strain to decrease difficulty of Computers check to disable security or slice a computer by one.
Cyberscanner Limb	1	0	✓	✓	✓	Features: A multi-tool hand provides all the benefits of a tool kit.
Multi-Tool Hand	1	0	✓	✓	✓	Features: Contains a built-in retractable light blaster pistol
Cybernetic Weapon Implant	1	0	✓	✓	✓	Features: 1 Increase Encumbrance Threshold by 1 Mod
Utility Belt	1	0	✓	✓	✓	Features: 1 Increase Encumbrance Threshold by 6 Mod, Cumbersome 2
Military Pack	1	0	✓	✓	✓	
Astromech Droid	1	0	✓	✓	✓	

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SPECIES:	Twilek	CAREER:	Engineer
SPECIALIZATIONS:	Sapper, Scientist, Saboteur, Cyber Tech, Mechanic		

GEAR (Cont)

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Healer's Kit	1	2	✓	✓	✓	Features: Creating a healer's kit requires a Hard (◆◆◆) Survival check ., Allows character to use Medicine skill without penalty., Restocking a healer's kit requires an Average (◆◆) Survival check .
Emergency Repair Patch	4	0	✓	✓	✓	Features: Repairs 3 wounds on a droid. May be used up to five times a day.
Stimpack	4	0	✓	✓	✓	Features: Heals 5 wounds.
Butterbug Remote	4	0	✓	✓	✓	
Marksman-H Combat Training Remote	1	1			✓	
Scanner Goggles	1	0	✓	✓	✓	Features: User may see normally in dark conditions
Cybernetic Brain Implant	1	0	✓	✓	✓	Features: 1 Characteristic (Intellect) Mod
DUM-Series Pit Droid	4	0			✓	
Carried Encumbrance:		2				

NOTES