Last Modified: Sunday, January 17, 2021 20:34

| | | | |
|---|---|---|---|
| CHARACTER NAME: | Willa Zevari 06 | PLAYER NAME: | phinn |
| SPECIES: | Twi'lek | CAREER: | Engineer |
| SPECIALIZATIONS: | Sapper, Scientist, Saboteur, Cyber Tech, Mechanic | | |

## CHARACTERISTICS

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

## ATTRIBUTES

| WOUND | STRAIN | SOAK |
|---|---|---|
| 23 | 18 | 6 |
| CURRENT | *Suffer 2 less strain (min. 1)* | |

| DEFENSE | |
|---|---|
| RANGED | MELEE |
| 0 | 0 |

| CRITICAL INJURIES | |
|---|---|
| RESULT | SEVERITY |
| | |
| | |
| | |
| | |

## 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) | ✓ | 5 | |
| Piloting - Planetary (Ag) | | - | |
| Piloting - Space (Ag) | ✓ | 1 | |
| Resilience (Br) | | - | |
| Skulduggery (Cun) | ✓ | 5 | |
| Stealth (Ag) | ✓ | 1 | |

| GENERAL SKILLS (Cont) | CAREER | RANK | DICE POOL |
|---|---|---|---|
| Streetwise (Cun) | | 5 | |
| Survival (Cun) | ✓ | 2 | |
| 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) | | 1 | |
| Education (Int) | ✓ | 1 | |
| Lore (Int) | ✓ | - | |
| Outer Rim (Int) | | 1 | |
| Underworld (Int) | | 1 | |
| Warfare (Int) | ✓ | 1 | |
| Xenology (Int) | | 1 | |

## 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 |

| CHARACTER NAME: | Willa Zevari 06 | PLAYER NAME: | phinn |
|---|---|---|---|
| SPECIES: | Twi'lek | CAREER: | Engineer |
| SPECIALIZATIONS: | Sapper, Scientist, Saboteur, Cyber Tech, Mechanic | | |

## 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 noentheless is constantly on the lookout for any sign of her sister, or the mercs who stole her.

## NOTES

| CHARACTER NAME: | Willa Zevari 06 | PLAYER NAME: | phinn |
|---|---|---|---|
| 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. Yetwhen 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 Shadaa, 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 Shadaa'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. Vowas 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

| CHARACTER NAME: | Willa Zevari 06 | PLAYER NAME: | phinn |
|---|---|---|---|
| SPECIES: | Twi'lek | CAREER: | Engineer |
| SPECIALIZATIONS: | Sapper, Scientist, Saboteur, Cyber Tech, Mechanic | | |

## EXPERIENCE

| TOTAL XP | EARNED XP | USED XP | UNUSED XP |
|---|---|---|---|
| 2060 | 1950 | 2060 | 0 |

ACQUIRED XP

## SPECIES FEATURES

**Skills** *Charm*

Twi'leks may begin the game with one rank in Charm.

**Environmental** *Arid/Hot Environments*

When making skill checks, Twi'leks 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, Mechanic | 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. |
| **Intense Focus** | -- | Maneuver | Scientist | Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once. |
| **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. |

| CHARACTER NAME: | Willa Zevari 06 | PLAYER NAME: | phinn |
|---|---|---|---|
| SPECIES: | Twi'lek | CAREER: | Engineer |
| SPECIALIZATIONS: | Sapper, Scientist, Saboteur, Cyber Tech, Mechanic | | |

## TALENTS (Cont)

| TALENT | RANK | ACTIVATION | ACQUISITION | DESCRIPTION |
|---|---|---|---|---|
| **Master Demolitionist** | -- | Action | Sapper | When resolving an attack from a personal explosive or ordnance weapon, may spend Triumph or Advantage to have the weapon's Blast quality act at short range, or medium if it already acts at short. |
| **Master Grenadier** | -- | Passive | Sapper, Saboteur | Decrease the Triumph 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. |
| **Natural Tinkerer** | -- | Incidental | Mechanic | Once per session, may reroll any 1 Mechanics 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 Threat, overcharged cybernetic shorts out. |
| **Powerful Blast** | 4 | Passive | Sapper, Saboteur | Increase Blast damage dealt by explosives, explosive weapons, and grenafes 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 Triumph to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation. |
| **Solid Repairs** | 2 | Passive | Mechanic | The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle. |
| **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 Items:** Blaster Pistol, Scanner Goggles |
| **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

| | | | |
|---|---|---|---|
| CHARACTER NAME: | Willa Zevari 06 | PLAYER NAME: | phinn |
| SPECIES: | Twi'lek | CAREER: | Engineer |
| SPECIALIZATIONS: | Sapper, Scientist, Saboteur, Cyber Tech, Mechanic | | |

## SAPPER TALENT TREE

**CONSTRUCTION SPECIALIST**
Remove ■ equal to ranks in Construction Specialist from checks to construct defenses, positions, fortifications, and similar projects.
Cost: 5

**TOUGHENED**
Gain +2 wound threshold.
Cost: 5

**DURABLE**
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
Cost: 5

**GRIT**
Gain +1 strain threshold
Cost: 5

**KNOWN SCHEMATIC**
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.
Cost: 10

**CONTRAPTION**
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.
Cost: 10

**CONSTRUCTION SPECIALIST**
Remove ■ equal to ranks in Construction Specialist from checks to construct defenses, positions, fortifications, and similar projects.
Cost: 10

**POWERFUL BLAST**
Increase Blast damage dealt by explosives, explosive weapons, and grenafes by +1 per rank of Powerful Blast.
Cost: 10

**GRIT**
Gain +1 strain threshold
Cost: 15

**DURABLE**
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
Cost: 15

**IMPROVISED DEFENSES**
May make an **Average (◆◆) Survival check** to fashion small defenses. It providing cover for up to 4 characters for the rest of encounter.
Cost: 15

**POWERFUL BLAST**
Increase Blast damage dealt by explosives, explosive weapons, and grenafes by +1 per rank of Powerful Blast.
Cost: 15

**UTILITY BELT**
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.
Cost: 20

**STRONG ARM**
Treat thrown weapons as if they had 1 greater range.
Cost: 20

**IMPROVISED DETONATION**
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 + ☼
Cost: 20

**MASTER GRENADIER**
Decrease the ⚙ cost to activate the Blast quality on any weapon used by 1 to a minimum of 1.
Cost: 20

**WEAK FOUNDATION**
Once per session may take the Weak Foundation action; make a **Hard (◆◆◆) Knowledge (Warfare) check**, if successful, for the remainder of the encounter the character and all allies add automatic ⚙⚙ or ☼ to all combat checks made targeting the identified fixed structure.
Cost: 25

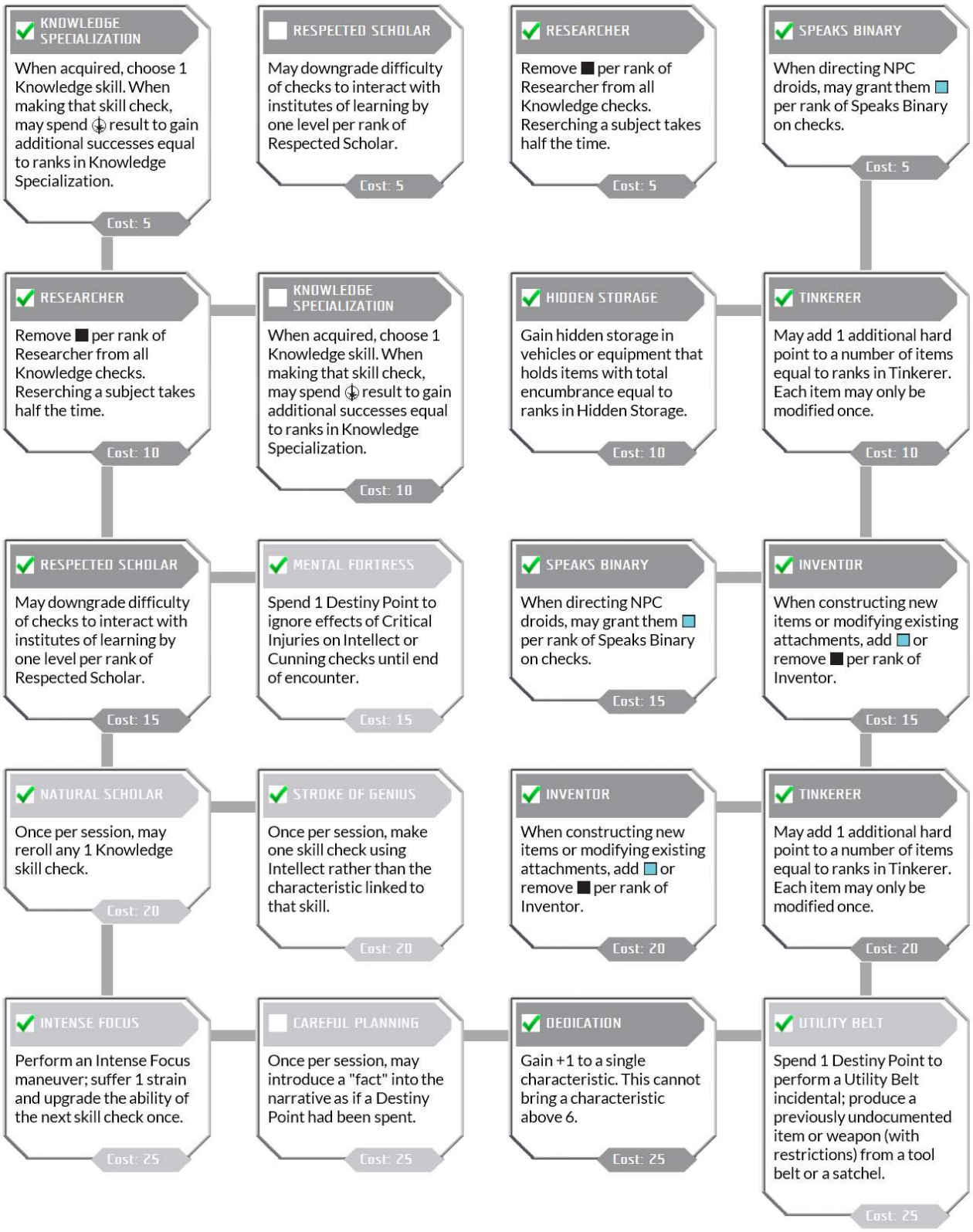
**DEDICATION**
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
Cost: 25

**IMPROVISED POSITION**
The character may make a **Hard (◆◆◆) Mechanics check** to construct a secure position. This provides cover for the group and its vehicles.
Cost: 25

**MASTER DEMOLITIONIST**
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.
Cost: 25

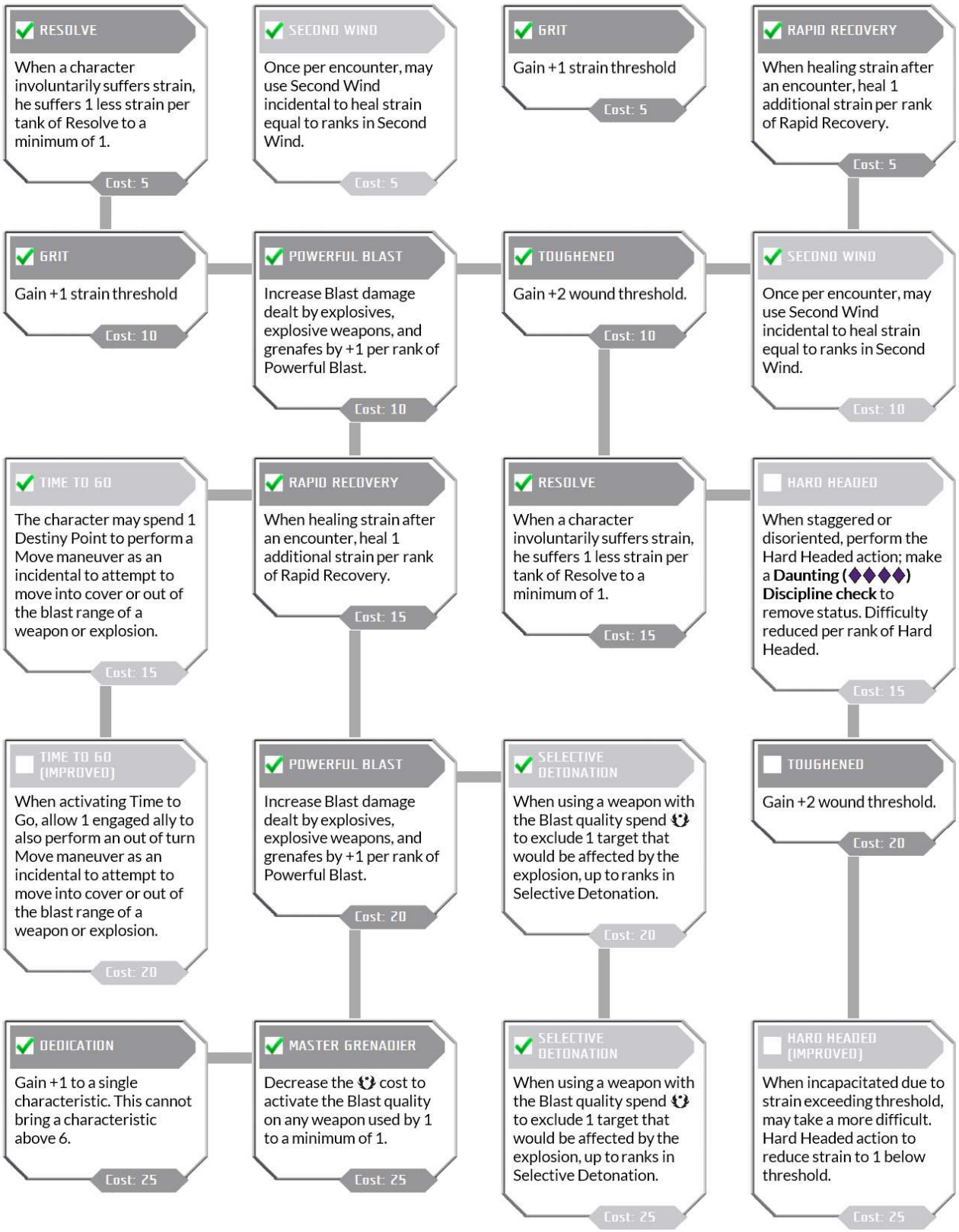
| CHARACTER NAME: | Willa Zevari 06 | PLAYER NAME: | phinn |
|---|---|---|---|
| SPECIES: | Twi'lek | CAREER: | Engineer |
| SPECIALIZATIONS: | Sapper, Scientist, Saboteur, Cyber Tech, Mechanic | | |

## SCIENTIST TALENT TREE



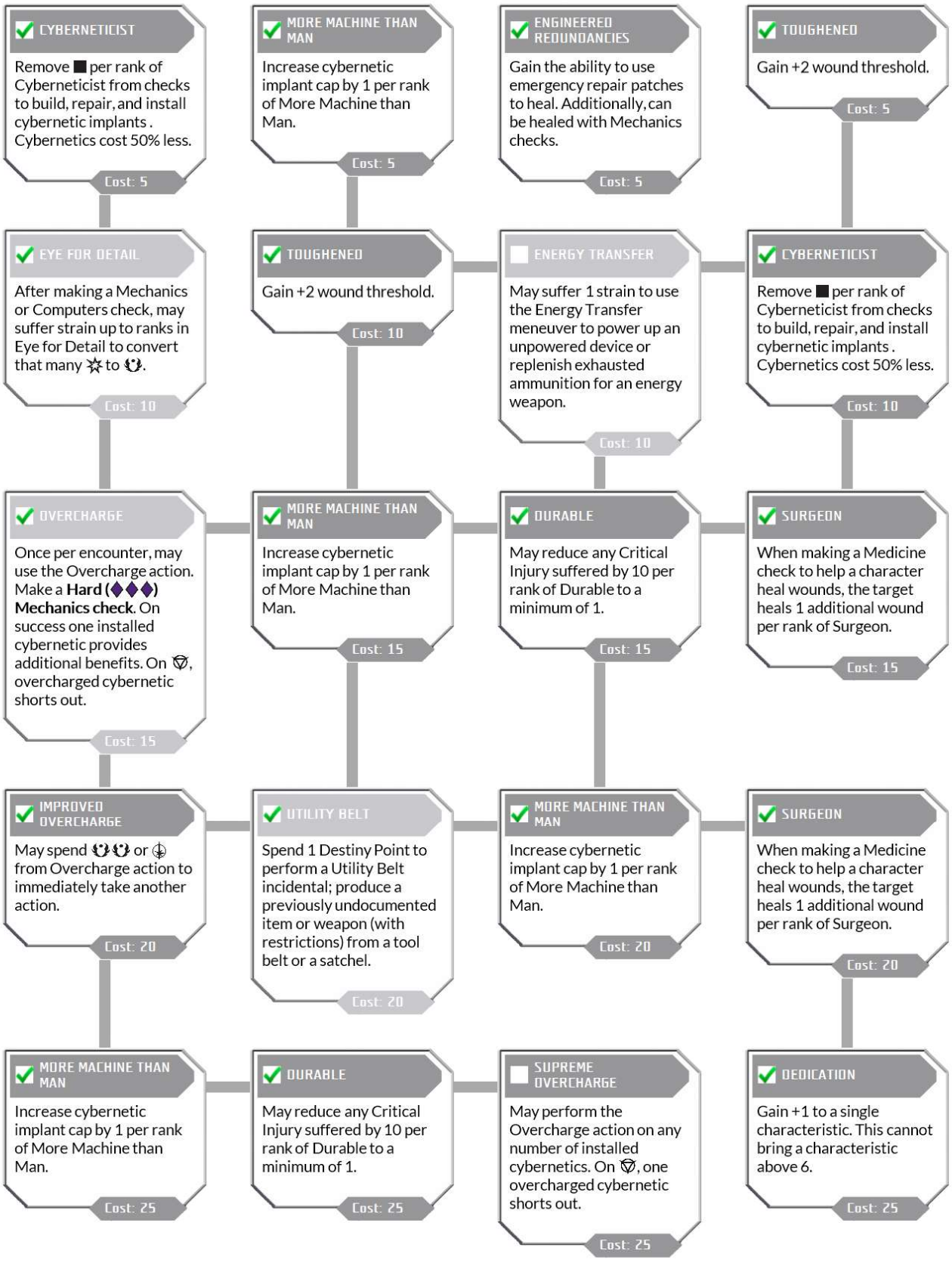
| CHARACTER NAME: | Willa Zevari 06 | PLAYER NAME: | phinn |
|---|---|---|---|
| SPECIES: | Twi'lek | CAREER: | Engineer |
| SPECIALIZATIONS: | Sapper, Scientist, Saboteur, Cyber Tech, Mechanic | | |

## SABOTEUR TALENT TREE



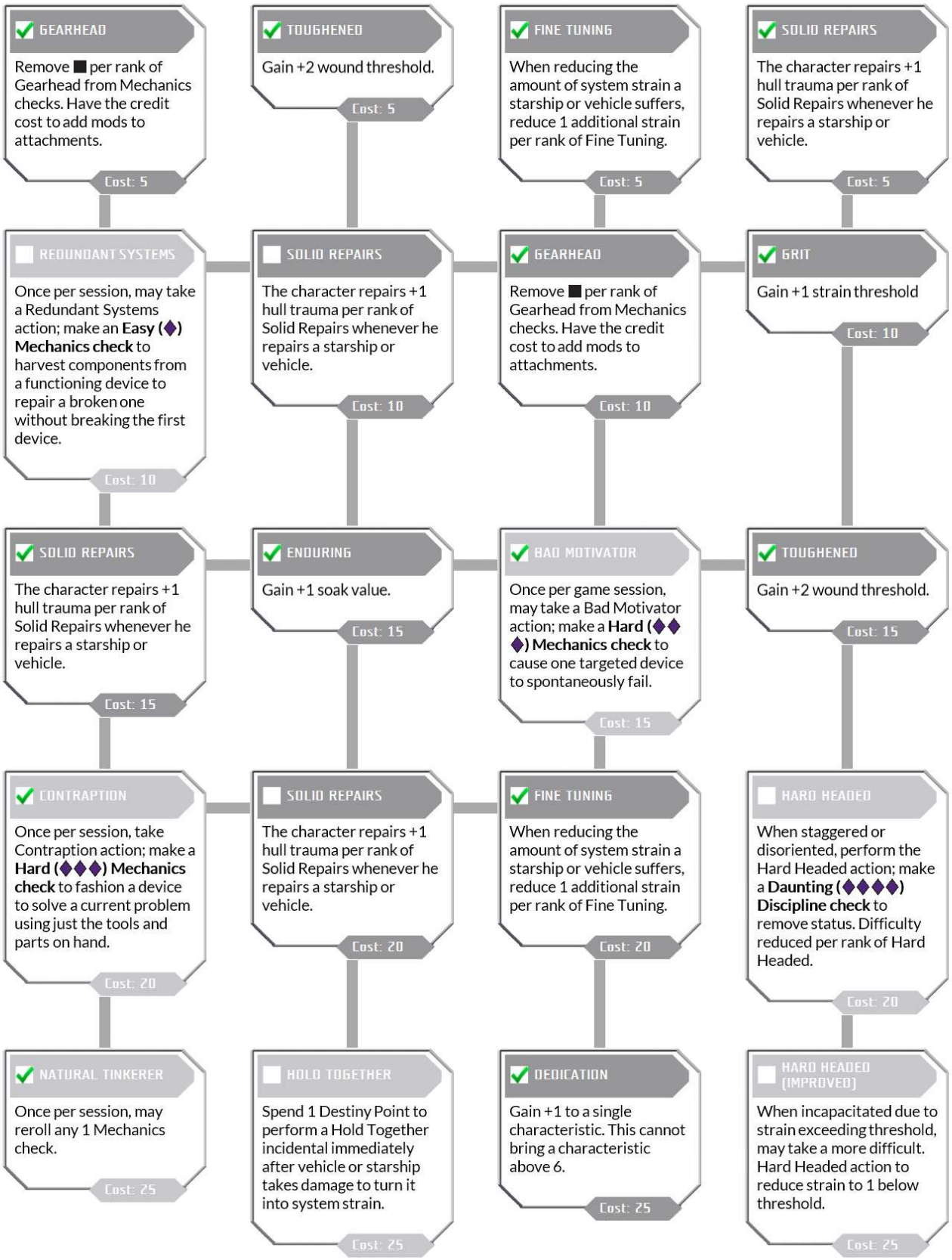
| CHARACTER NAME: | Willa Zevari 06 | PLAYER NAME: | phinn |
|---|---|---|---|
| SPECIES: | Twi'lek | CAREER: | Engineer |
| SPECIALIZATIONS: | Sapper, Scientist, Saboteur, Cyber Tech, Mechanic | | |

## CYBER TECH TALENT TREE



| CHARACTER NAME: | Willa Zevari 06 | PLAYER NAME: | phinn |
|---|---|---|---|
| SPECIES: | Twi'lek | CAREER: | Engineer |
| SPECIALIZATIONS: | Sapper, Scientist, Saboteur, Cyber Tech, Mechanic | | |

## MECHANIC TALENT TREE



| CHARACTER NAME: | Willa Zevari 06 | PLAYER NAME: | phinn |
|---|---|---|---|
| SPECIES: | Twi'lek | CAREER: | Engineer |
| SPECIALIZATIONS: | Sapper, Scientist, Saboteur, Cyber Tech, Mechanic | | |

COMPANIONS

## R2-99 (NINES) [RIVAL]

| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE | SOAK | WOUND | DEFENSE RANGED | DEFENSE MELEE |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 1 | 2 | 2 | 1 | 1 | 3 | 11 | 0 | 0 |

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

| CHARACTER NAME: | Willa Zevari 06 | PLAYER NAME: | phinn |
|---|---|---|---|
| SPECIES: | Twi'lek | CAREER: | Engineer |
| SPECIALIZATIONS: | Sapper, Scientist, Saboteur, Cyber Tech, Mechanic | | |

## ENCUMBRANCE

| ENCUMBRANCE VALUE | ENCUMBRANCE THRESHOLD |
|---|---|
| 14 | 15 |

- 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 | ✓ | ✓ | | |
| **Multi-Tool Hand** | 1 | 0 | ✓ | ✓ | | **Features:** A multi-tool hand provides all the benefits of a tool kit. |
| **Cybernetic Weapon Implant** | 1 | 0 | ✓ | ✓ | | **Features:** Contains a built-in retractable light blaster pistol |
| **Utility Belt** | 1 | 0 | ✓ | ✓ | | **Features:** 1 Increase Encumbrance Threshold by 1 Mod |
| **Military Pack** | 1 | 0 | ✓ | ✓ | | **Features:** 1 Increase Encumbrance Threshold by 6 Mod, Cumbersome 2 |
| **Astromech Droid** | 1 | 0 | ✓ | ✓ | | |

| CHARACTER NAME: | Willa Zevari 06 | PLAYER NAME: | phinn |
|---|---|---|---|
| SPECIES: | Twi'lek | 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