CHARACTER NAME:	**Gank Willa 13**	PLAYER NAME:	phinn
SPECIES:	Gank	CAREER:	Engineer
SPECIALIZATIONS:	Sapper, Scientist, Saboteur, Cyber Tech, Mechanic, Outlaw Tech		

CHARACTERISTICS

3	5	5	4	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

ATTRIBUTES

WOUND	STRAIN	SOAK
28	18	6
	Suffer 2 less strain (min. 1)	

DEFENSE

RANGED	MELEE
0	0

CURRENT

CRITICAL INJURIES

RESULT	SEVERITY
	◇ ◇ ◇ ◇
	◇ ◇ ◇ ◇
	◇ ◇ ◇ ◇
	◇ ◇ ◇ ◇

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)		1	
Athletics (Br)	✓	1	
Charm (Pr)		4	
Coercion (Wil)		-	
Computers (Int)	✓	5	
Cool (Pr)		-	
Coordination (Ag)	✓	1	
Cybernetics (Int)	✓	-	
Deception (Cun)		-	
Discipline (Wil)		5	
Leadership (Pr)		-	
Mechanics (Int)	✓	5	
Medicine (Int)	✓	4	
Negotiation (Pr)		2	
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)	✓	3	
Survival (Cun)	✓	1	
Vigilance (Wil)	✓	2	

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)	✓	3	
Warfare (Int)	✓	1	
Xenology (Int)		1	

NOTES

CHARACTER NAME: **Gank Willa 13**   **PLAYER NAME:** phinn

SPECIES: Gank   **CAREER:** Engineer

SPECIALIZATIONS: Sapper, Scientist, Saboteur, Cyber Tech, Mechanic, Outlaw Tech

DESCRIPTION

GENDER: *Female*

AGE: *24*

HEIGHT: *5'5*

BUILD: *Plastic*

HAIR: *None*

EYES: *Teal*

NOTABLE FEATURES

OBLIGATIONS

5

FAMILY

BACKGROUND

BEGINNINGS	ATTITUDE TOWARD FORCE	REASON FOR ADVENTURE
Comfortable with Tech	An Ancient Religion	The Accidental Rebel

NOTES

CHARACTER NAME:	**Gank Willa 13**	**PLAYER NAME:**	phinn
SPECIES:	Gank	**CAREER:**	Engineer
SPECIALIZATIONS:	Sapper, Scientist, Saboteur, Cyber Tech, Mechanic, Outlaw Tech		

EXPERIENCE

TOTAL XP	EARNED XP	USED XP	UNUSED XP
2585	2475	2585	0

ACQUIRED XP

SPECIES FEATURES

Skills	*Vigilance*

Ganks may begin the game with one rank in Vigilance.

Cybernetics	*Cyborg*

Ganks may begin play with up to two cybernetic implants that cost up to 5,000 credits. Extra credits for obligation may be applied to purchase these cybernetics.

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.
Careful Planning	--	Action	Scientist	Once per session, may introduce a "fact" into the narrative as if a Destiny Point had been spent.
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	6	Passive	Sapper, Scientist, Saboteur, Cyber Tech, Mechanic, Outlaw Tech	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. **Bonus Characteristics:** Presence +2, Agility +1, Cunning +2, Brawn +1
Defensive Stance	1	Maneuver	Outlaw Tech	Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.
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.
Energy Transfer	--	Maneuver	Cyber Tech	May suffer 1 strain to use the Energy Transfer meneuver to power up an unpowered device or replenish exhausted ammunition for an energy weapon.
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	6	Passive	Sapper, Saboteur, Mechanic, Outlaw Tech	Gain +1 strain threshold
Hard Headed	1	Action	Saboteur	When staggered or disoriented, perform the Hard Headed action; make a **Daunting (◆◆◆◆) Discipline check** to remove status. Difficulty reduced per rank of Hard Headed.
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 + ☼.

CHARACTER NAME:	**Gank Willa 13**		**PLAYER NAME:**	phinn
SPECIES:	Gank		**CAREER:**	Engineer
SPECIALIZATIONS:	Sapper, Scientist, Saboteur, Cyber Tech, Mechanic, Outlaw Tech			

TALENTS (Cont)

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
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	3	Passive	Scientist, Outlaw Tech	When constructing new items or modifying existing attachments, add ▢ or remove ■ per rank of Inventor.
Jury Rigged	1	Passive	Outlaw Tech	Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
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.
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.
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 ▽, 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.
Redundant Systems	--	Action	Mechanic	Once per session, may take a Redundant Systems action; make an **Easy (♦) Mechanics check** to harvest components from a functioning device to repair a broken one without breaking the first device.
Researcher	2	Passive	Scientist	Remove ■ per rank of Researcher from all Knowledge checks. Researching 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.
Side Step	1	Maneuver	Outlaw Tech	Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.
Solid Repairs	3	Passive	Mechanic, Outlaw Tech	The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.
Speaks Binary	4	Passive	Scientist, Outlaw Tech	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.

CHARACTER NAME:	Gank Willa 13	PLAYER NAME:	phinn
SPECIES:	Gank	CAREER:	Engineer
SPECIALIZATIONS:	Sapper, Scientist, Saboteur, Cyber Tech, Mechanic, Outlaw Tech		

TALENTS (Cont)

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Time to Go (Improved)	--	Maneuver	Saboteur	When activating Time to Go, allow 1 engaged ally to also perform an out of turn Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.
Tinkerer	4	Passive	Scientist, Outlaw Tech	May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.
Toughened	8	Passive	Sapper, Saboteur, Cyber Tech, Mechanic, Outlaw Tech	Gain +2 wound threshold.
Utility Belt	--	Incidental	Sapper, Scientist, Cyber Tech, Outlaw 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.
Weak Foundation	--	Action	Sapper	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.

SIGNATURE ABILITIES

ABILITY	UPGRADE	PURCHASED	DESCRIPTION
Unmatched Calibration	Unmatched Calibration Base Ability	1	Once per game session as an incidental, the character may spend 2 Destiny Points to reroll up to two dice in the character's dice pool. Unmatched Calibration cannot be used on a ◯.
Unmatched Calibration	Remove Setback	1	May remove ■ instead of rerolling it.
Unmatched Calibration	Increase Number	2	Unmatched Calibration affects one additional die per Increase Number upgraded purchased.
Unmatched Calibration	Frequency	1	Unmatched Calibration can be used one additional time each game session per Frequency upgrade purchased.
Unmatched Calibration	Destiny	1	Unmatched Calibration costs 1 Destiny Point instead of 2.
Unmatched Calibration	Minimize Risk	1	Downgrade one ⬡ to be rerolled with Unmatched Calibration to ♦.
Unmatched Calibration	Optimization	1	Upgrade one ♦ to be rerolled with Unmatched Calibration to ◯.

NOTES

CHARACTER NAME: Gank Willa 13	**PLAYER NAME:** phinn
SPECIES: Gank	**CAREER:** Engineer
SPECIALIZATIONS: Sapper, Scientist, Saboteur, Cyber Tech, Mechanic, Outlaw Tech	

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: Gank Willa 13   **PLAYER NAME:** phinn

SPECIES: Gank   **CAREER:** Engineer

SPECIALIZATIONS: Sapper, Scientist, Saboteur, Cyber Tech, Mechanic, Outlaw Tech

SCIENTIST TALENT TREE

✅ KNOWLEDGE SPECIALIZATION	☐ RESPECTED SCHOLAR	✅ RESEARCHER	✅ SPEAKS BINARY
When acquired, choose 1 Knowledge skill. When making that skill check, may spend ⬙ result to gain additional successes equal to ranks in Knowledge Specialization.	May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.	Remove ◾ per rank of Researcher from all Knowledge checks. Reserching a subject takes half the time.	When directing NPC droids, may grant them ☐ per rank of Speaks Binary on checks.
Cost: 5	Cost: 5	Cost: 5	Cost: 5

✅ RESEARCHER	☐ KNOWLEDGE SPECIALIZATION	✅ HIDDEN STORAGE	✅ TINKERER
Remove ◾ per rank of Researcher from all Knowledge checks. Reserching a subject takes half the time.	When acquired, choose 1 Knowledge skill. When making that skill check, may spend ⬙ result to gain additional successes equal to ranks in Knowledge Specialization.	Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.	May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.
Cost: 10	Cost: 10	Cost: 10	Cost: 10

✅ RESPECTED SCHOLAR	✅ MENTAL FORTRESS	✅ SPEAKS BINARY	✅ INVENTOR
May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.	Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.	When directing NPC droids, may grant them ☐ per rank of Speaks Binary on checks.	When constructing new items or modifying existing attachments, add ☐ or remove ◾ per rank of Inventor.
Cost: 15	Cost: 15	Cost: 15	Cost: 15

✅ NATURAL SCHOLAR	✅ STROKE OF GENIUS	✅ INVENTOR	✅ TINKERER
Once per session, may reroll any 1 Knowledge skill check.	Once per session, make one skill check using Intellect rather than the characteristic linked to that skill.	When constructing new items or modifying existing attachments, add ☐ or remove ◾ per rank of Inventor.	May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.
Cost: 20	Cost: 20	Cost: 20	Cost: 20

✅ INTENSE FOCUS	✅ CAREFUL PLANNING	✅ DEDICATION	✅ UTILITY BELT
Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.	Once per session, may introduce a "fact" into the narrative as if a Destiny Point had been spent.	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	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: 25	Cost: 25	Cost: 25	Cost: 25

CHARACTER NAME: Gank Willa 13   **PLAYER NAME:** phinn

SPECIES: Gank   **CAREER:** Engineer

SPECIALIZATIONS: Sapper, Scientist, Saboteur, Cyber Tech, Mechanic, Outlaw Tech

SABOTEUR TALENT TREE

✅ RESOLVE	✅ SECOND WIND	✅ GRIT	✅ RAPID RECOVERY
When a character involuntarily suffers strain, he suffers 1 less strain per tank of Resolve to a minimum of 1.	Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.	Gain +1 strain threshold	When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.
Cost: 5	Cost: 5	Cost: 5	Cost: 5

✅ GRIT	✅ POWERFUL BLAST	✅ TOUGHENED	✅ SECOND WIND
Gain +1 strain threshold	Increase Blast damage dealt by explosives, explosive weapons, and grenafes by +1 per rank of Powerful Blast.	Gain +2 wound threshold.	Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.
Cost: 10	Cost: 10	Cost: 10	Cost: 10

✅ TIME TO GO	✅ RAPID RECOVERY	✅ RESOLVE	✅ HARD HEADED
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.	When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.	When a character involuntarily suffers strain, he suffers 1 less strain per tank of Resolve to a minimum of 1.	When staggered or disoriented, perform the Hard Headed action; make a **Daunting (♦♦♦♦) Discipline check** to remove status. Difficulty reduced per rank of Hard Headed.
Cost: 15	Cost: 15	Cost: 15	Cost: 15

✅ TIME TO GO (IMPROVED)	✅ POWERFUL BLAST	✅ SELECTIVE DETONATION	✅ TOUGHENED
When activating Time to Go, allow 1 engaged ally to also perform an out of turn Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.	Increase Blast damage dealt by explosives, explosive weapons, and grenafes by +1 per rank of Powerful Blast.	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.	Gain +2 wound threshold.
Cost: 20	Cost: 20	Cost: 20	Cost: 20

✅ DEDICATION	✅ MASTER GRENADIER	✅ SELECTIVE DETONATION	☐ HARD HEADED (IMPROVED)
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Decrease the 🝑 cost to activate the Blast quality on any weapon used by 1 to a minimum of 1.	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.	When incapacitated due to strain exceeding threshold, may take a more difficult. Hard Headed action to reduce strain to 1 below threshold.
Cost: 25	Cost: 25	Cost: 25	Cost: 25

CHARACTER NAME: Gank Willa 13   **PLAYER NAME:** phinn

SPECIES: Gank   **CAREER:** Engineer

SPECIALIZATIONS: Sapper, Scientist, Saboteur, Cyber Tech, Mechanic, Outlaw Tech

CYBER TECH TALENT TREE

✅ CYBERNETICIST
Remove ■ per rank of Cyberneticist from checks to build, repair, and install cybernetic implants. Cybernetics cost 50% less.

Cost: 5

✅ MORE MACHINE THAN MAN
Increase cybernetic implant cap by 1 per rank of More Machine than Man.

Cost: 5

✅ ENGINEERED REDUNDANCIES
Gain the ability to use emergency repair patches to heal. Additionally, can be healed with Mechanics checks.

Cost: 5

✅ TOUGHENED
Gain +2 wound threshold.

Cost: 5

✅ EYE FOR DETAIL
After making a Mechanics or Computers check, may suffer strain up to ranks in Eye for Detail to convert that many ☼ to ⟳.

Cost: 10

✅ TOUGHENED
Gain +2 wound threshold.

Cost: 10

✅ ENERGY TRANSFER
May suffer 1 strain to use the Energy Transfer meneuver to power up an unpowered device or replenish exhausted ammunition for an energy weapon.

Cost: 10

✅ CYBERNETICIST
Remove ■ per rank of Cyberneticist from checks to build, repair, and install cybernetic implants. Cybernetics cost 50% less.

Cost: 10

✅ OVERCHARGE
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.

Cost: 15

✅ MORE MACHINE THAN MAN
Increase cybernetic implant cap by 1 per rank of More Machine than Man.

Cost: 15

✅ DURABLE
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

Cost: 15

✅ SURGEON
When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.

Cost: 15

✅ IMPROVED OVERCHARGE
May spend ⟳⟳ or ⊕ from Overcharge action to immediately take another action.

Cost: 20

✅ 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

✅ MORE MACHINE THAN MAN
Increase cybernetic implant cap by 1 per rank of More Machine than Man.

Cost: 20

✅ SURGEON
When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.

Cost: 20

✅ MORE MACHINE THAN MAN
Increase cybernetic implant cap by 1 per rank of More Machine than Man.

Cost: 25

✅ DURABLE
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

Cost: 25

☐ SUPREME OVERCHARGE
May perform the Overcharge action on any number of installed cybernetics. On ▽, one overcharged cybernetic shorts out.

Cost: 25

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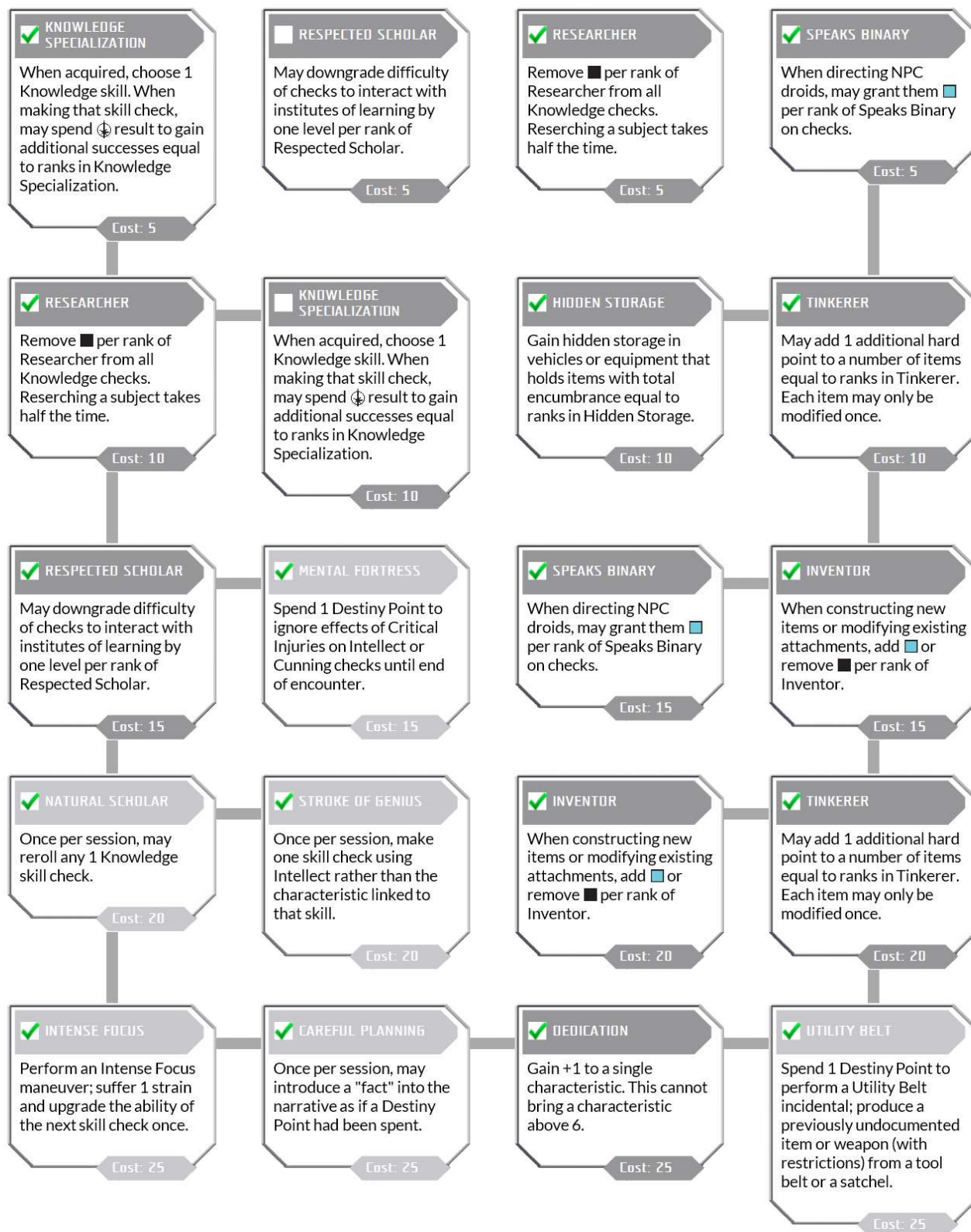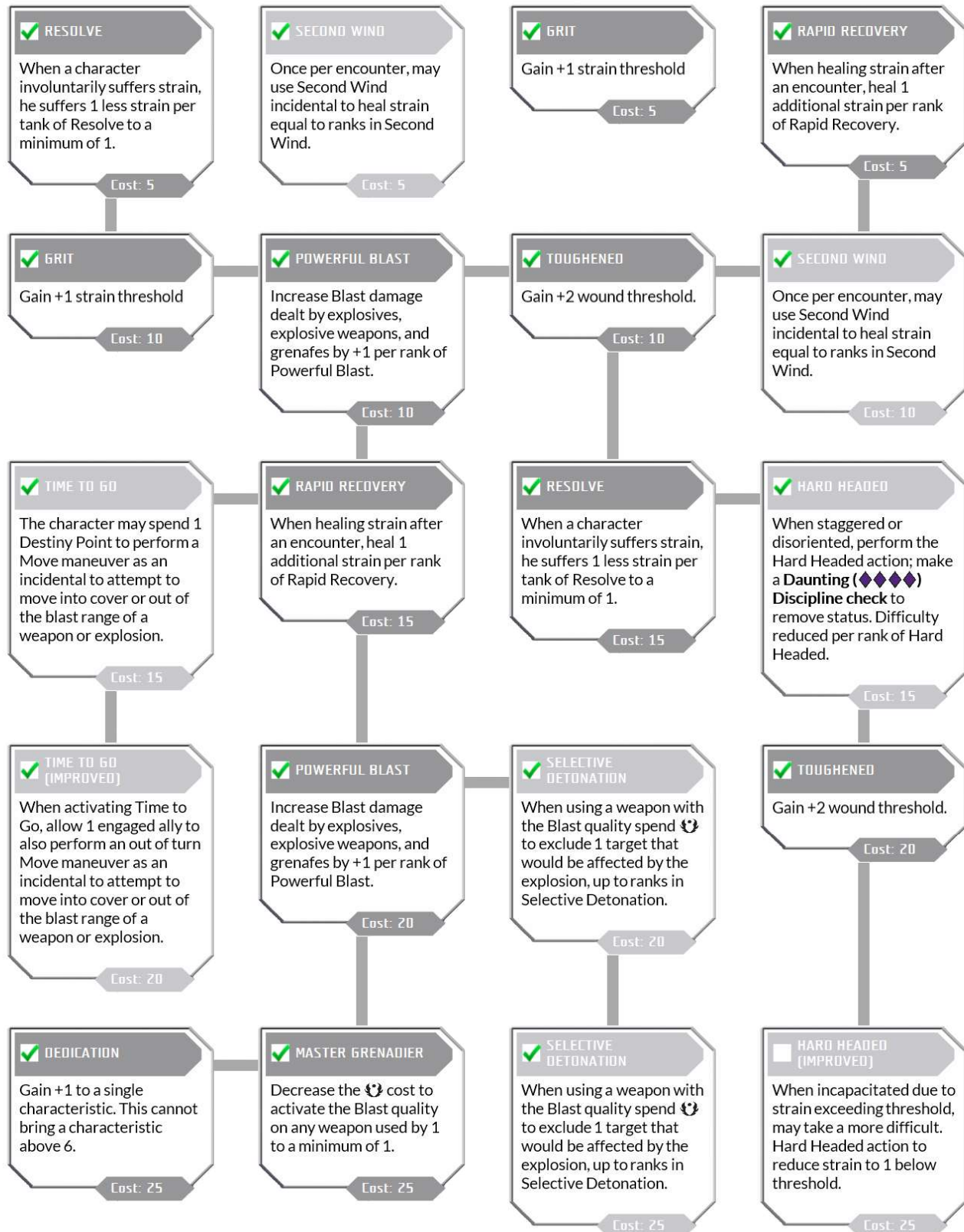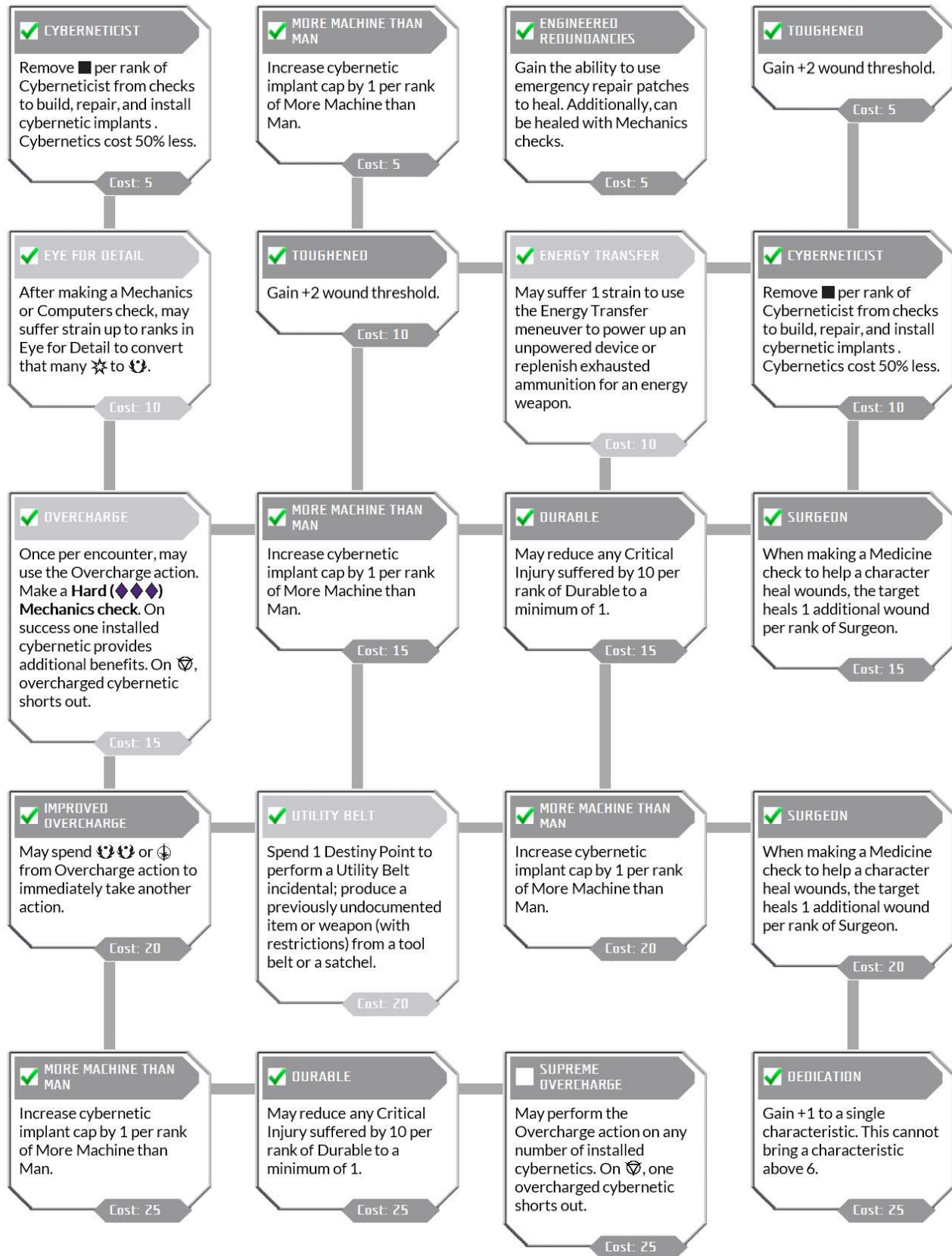
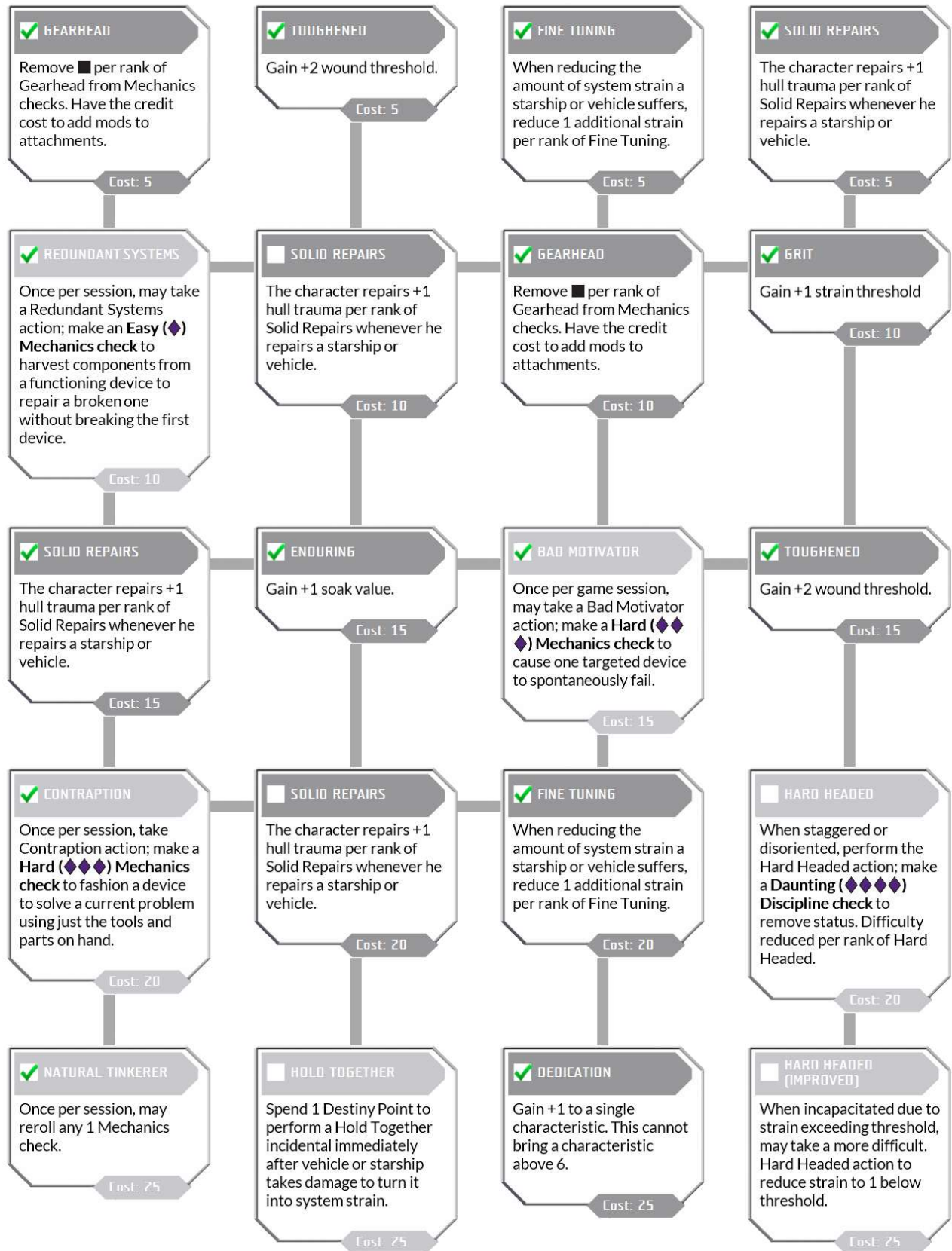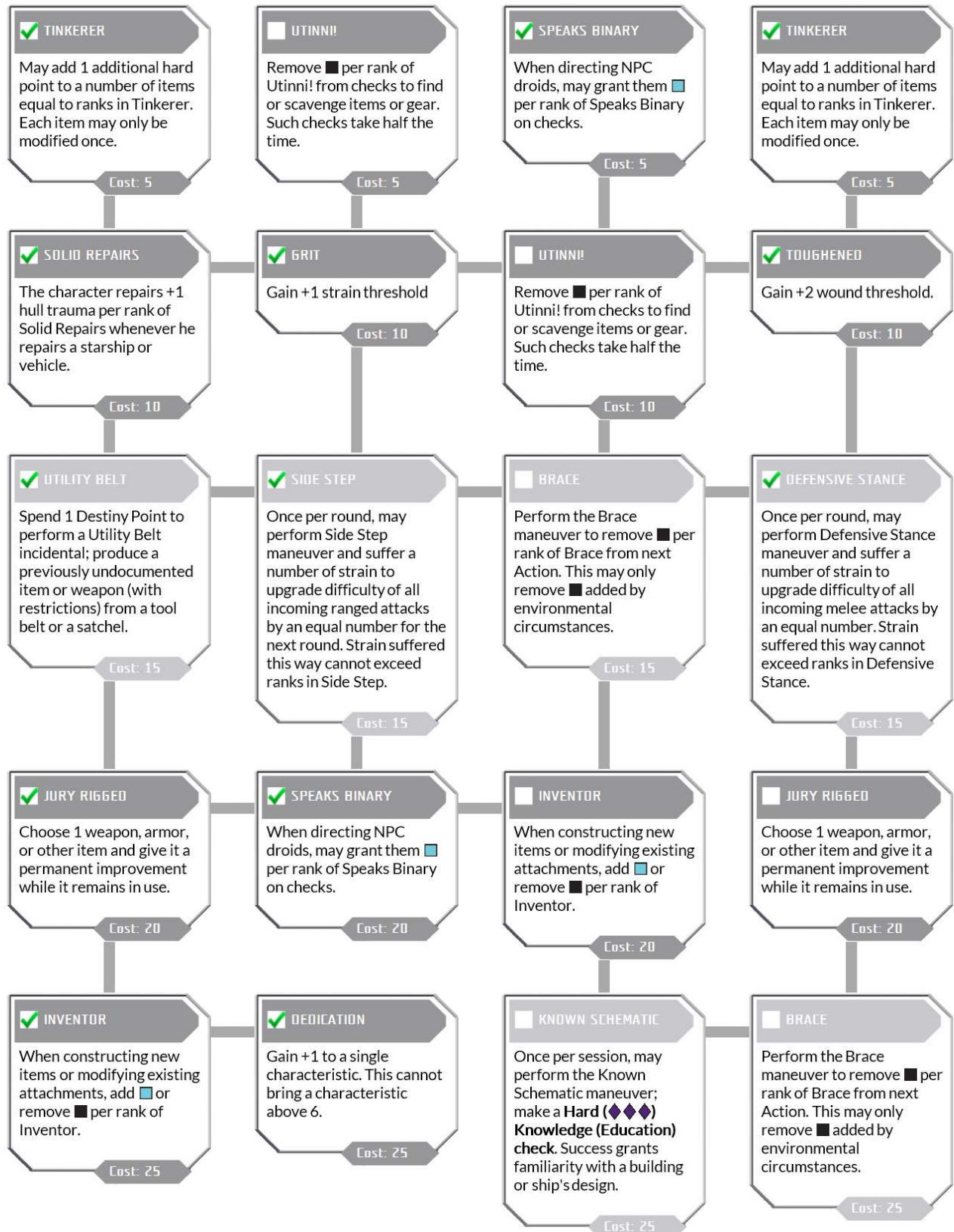Cost: 25

CHARACTER NAME: Gank Willa 13   **PLAYER NAME:** phinn

SPECIES: Gank   **CAREER:** Engineer

SPECIALIZATIONS: Sapper, Scientist, Saboteur, Cyber Tech, Mechanic, Outlaw Tech

◁ MECHANIC TALENT TREE ▷

✅ GEARHEAD	✅ TOUGHENED	✅ FINE TUNING	✅ SOLID REPAIRS
Remove ■ per rank of Gearhead from Mechanics checks. Have the credit cost to add mods to attachments.	Gain +2 wound threshold.	When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.	The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.
Cost: 5	Cost: 5	Cost: 5	Cost: 5

✅ REDUNDANT SYSTEMS	☐ SOLID REPAIRS	✅ GEARHEAD	✅ GRIT
Once per session, may take a Redundant Systems action; make an **Easy (♦) Mechanics check** to harvest components from a functioning device to repair a broken one without breaking the first device.	The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.	Remove ■ per rank of Gearhead from Mechanics checks. Have the credit cost to add mods to attachments.	Gain +1 strain threshold
Cost: 10	Cost: 10	Cost: 10	Cost: 10

✅ SOLID REPAIRS	✅ ENDURING	✅ BAD MOTIVATOR	✅ TOUGHENED
The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.	Gain +1 soak value.	Once per game session, may take a Bad Motivator action; make a **Hard (♦♦♦) Mechanics check** to cause one targeted device to spontaneously fail.	Gain +2 wound threshold.
Cost: 15	Cost: 15	Cost: 15	Cost: 15

✅ CONTRAPTION	☐ SOLID REPAIRS	✅ FINE TUNING	☐ HARD HEADED
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.	The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.	When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.	When staggered or disoriented, perform the Hard Headed action; make a **Daunting (♦♦♦♦) Discipline check** to remove status. Difficulty reduced per rank of Hard Headed.
Cost: 20	Cost: 20	Cost: 20	Cost: 20

| ✅ NATURAL TINKERER	☐ HOLD TOGETHER	✅ DEDICATION	☐ HARD HEADED (IMPROVED)
Once per session, may reroll any 1 Mechanics check.	Spend 1 Destiny Point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn it into system strain.	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	When incapacitated due to strain exceeding threshold, may take a more difficult. Hard Headed action to reduce strain to 1 below threshold.
Cost: 25	Cost: 25	Cost: 25	Cost: 25

CHARACTER NAME: Gank Willa 13   **PLAYER NAME:** phinn

SPECIES: Gank   **CAREER:** Engineer

SPECIALIZATIONS: Sapper, Scientist, Saboteur, Cyber Tech, Mechanic, Outlaw Tech

OUTLAW TECH TALENT TREE

✅ TINKERER
May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.
Cost: 5

☐ UTINNI!
Remove ■ per rank of Utinni! from checks to find or scavenge items or gear. Such checks take half the time.
Cost: 5

✅ SPEAKS BINARY
When directing NPC droids, may grant them ☐ per rank of Speaks Binary on checks.
Cost: 5

✅ TINKERER
May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.
Cost: 5

✅ SOLID REPAIRS
The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.
Cost: 10

✅ GRIT
Gain +1 strain threshold
Cost: 10

☐ UTINNI!
Remove ■ per rank of Utinni! from checks to find or scavenge items or gear. Such checks take half the time.
Cost: 10

✅ TOUGHENED
Gain +2 wound threshold.
Cost: 10

✅ 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: 15

✅ SIDE STEP
Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.
Cost: 15

☐ BRACE
Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.
Cost: 15

✅ DEFENSIVE STANCE
Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.
Cost: 15

✅ JURY RIGGED
Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
Cost: 20

✅ SPEAKS BINARY
When directing NPC droids, may grant them ☐ per rank of Speaks Binary on checks.
Cost: 20

☐ INVENTOR
When constructing new items or modifying existing attachments, add ☐ or remove ■ per rank of Inventor.
Cost: 20

☐ JURY RIGGED
Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
Cost: 20

✅ INVENTOR
When constructing new items or modifying existing attachments, add ☐ or remove ■ per rank of Inventor.
Cost: 25

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

☐ 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: 25

☐ BRACE
Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.
Cost: 25

CHARACTER NAME:	**Gank Willa 13**
SPECIES:	Gank
SPECIALIZATIONS:	Sapper, Scientist, Saboteur, Cyber Tech, Mechanic, Outlaw Tech

PLAYER NAME:	phinn
CAREER:	Engineer

UNMATCHED CALIBRATION SIGNATURE ABILITY TREE

☑ UNMATCHED CALIBRATION BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to reroll up to two dice in the character's dice pool. Unmatched Calibration cannot be used on a ◇.

Cost: 30

☑ REMOVE SETBACK

May remove ■ instead of rerolling it.

Cost: 10

☑ INCREASE NUMBER

Unmatched Calibration affects one additional die per Increase Number upgraded purchased.

Cost: 10

☑ FREQUENCY

Unmatched Calibration can be used one additional time each game session per Frequency upgrade purchased.

Cost: 10

☑ INCREASE NUMBER

Unmatched Calibration affects one additional die per Increase Number upgraded purchased.

Cost: 10

☑ DESTINY

Unmatched Calibration costs 1 Destiny Point instead of 2.

Cost: 15

☑ MINIMIZE RISK

Downgrade one ⬡ to be rerolled with Unmatched Calibration to ◆.

Cost: 15

☑ OPTIMIZATION

Upgrade one ◆ to be rerolled with Unmatched Calibration to ⬡.

Cost: 15

☐ SHARED ACUMEN

Unmatched Calibration can also be used on the dice pool of a wiling ally within short range.

Cost: 15

NOTES

CHARACTER NAME:	**Gank Willa 13**
SPECIES:	Gank
SPECIALIZATIONS:	Sapper, Scientist, Saboteur, Cyber Tech, Mechanic, Outlaw Tech

PLAYER NAME:	phinn
CAREER:	Engineer

<div align="center">◁ COMPANIONS ▷</div>

R2-99 [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	2	2	1	1

SOAK	WOUND	DEFENSE	
3	11	0	0
		RANGED	MELEE

Abilities:

<u>Droid</u> - Droid: Does not need to breathe, eat, or drink, and can survive in a vacuum or underwater. Immune to poisons or toxins.

Weapons:

<u>Arc Welder</u> - **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)

<div align="center">── NOTES ──</div>

CHARACTER NAME:	**Gank Willa 13**	PLAYER NAME:	phinn
SPECIES:	Gank	CAREER:	Engineer
SPECIALIZATIONS:	Sapper, Scientist, Saboteur, Cyber Tech, Mechanic, Outlaw Tech		

ENCUMBRANCE

ENCUMBRANCE

2	14
VALUE	THRESHOLD

• You are unencumbered.

MONEY

CREDITS

27,675

ACQUIRED CREDITS

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 Arms (Mod VI)	1	0	✔	✔	✅🟨🟧🟥	**Features:** 1 Characteristic (Agility) Mod
Cybernetic Brain Implant	1	0	✔	✔	✅🟨🟧🟥	**Features:** 1 Characteristic (Intellect) 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.
Implant Armor	1	0	✔	✔	✅🟨🟧🟥	**Features:** 1 Increases Soak value by 1 Mod
Cyberscanner Limb	1	0	✔	✔	✅🟨🟧🟥	
Implanted Cyberjack	1	0	✔	✔	✅🟨🟧🟥	**Features:** Suffer 2 strain to decrease difficulty of Computers check to disable security or slice a computer by one.
Cybernetic Respirator	1	0	✔	✔	✅🟨🟧🟥	**Features:** Provides benefits of breath mask and respirator., 1 Innate Talent (Blooded) Mod
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.
Multi-Tool Hand	1	0	✔	✔	✅🟨🟧🟥	**Features:** A multi-tool hand provides all the benefits of a tool kit.
Astromech Droid	1	0			✅🟨🟧🟥	
DUM-Series Pit Droid	4	0			✅🟨🟧🟥	
Butterbug Remote	3	0	✔	✔	✅🟨🟧🟥	
Military Pack	1	0	✔	✔	✅🟨🟧🟥	**Features:** 1 Increase Encumbrance Threshold by 6 Mod, Cumbersome 2
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.
Scanner Goggles	1	0	✔	✔	✅🟨🟧🟥	**Features:** User may see normally in dark conditions
Cybernetic Weapon Implant	1	0	✔	✔	✅🟨🟧🟥	**Features:** Contains a built-in retractable light blaster pistol

Carried Encumbrance: **2**

NOTES