

Last Modified: Sunday, March 04, 2018 2:30 PM

CHARACTER NAME: **Kambar Conall**
 SPECIES: Human
 SPECIALIZATIONS: Assassin, Gadgeteer

PLAYER NAME: the_remora
 CAREER: Bounty Hunter

CHARACTERISTICS

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

ATTRIBUTES

WOUND 15	STRAIN 13	SOAK 6								
DEFENSE		CRITICAL INJURIES								
0 0		RESULT SEVERITY								
RANGED MELEE		<table border="1"> <tr><td></td><td>◇◇◇◇</td></tr> <tr><td></td><td>◇◇◇◇</td></tr> <tr><td></td><td>◇◇◇◇</td></tr> <tr><td></td><td>◇◇◇◇</td></tr> </table>		◇◇◇◇		◇◇◇◇		◇◇◇◇		◇◇◇◇
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SKILLS

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

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Survival (Cun)	-	-	◇◇
Vigilance (Wil)	✓	2	◇◇◇

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	-	◇◇◇
Gunnery (Ag)	-	-	◇◇◇
Lightsaber (Br)	-	-	◇◇◇
Melee (Br)	✓	-	◇◇◇
Ranged - Heavy (Ag)	✓	3	◇◇◇
Ranged - Light (Ag)	✓	2	◇◇◇

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

WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	CRITICAL	DICE POOL	SPECIAL
Model Q4 Quickfire	Ranged - Light	Short	5	○○○	◇◇◇	Stun Setting
Blaster Rifle	Ranged - Heavy	Long	9	○○○	◇◇◇	Stun Setting
Shock Gloves	Brawl	Engaged	3	○○○○○	◇◇◇	Stun 3, Disorient 1, Knockdown, Stun Setting
Unarmed	Brawl	Engaged	3	○○○○○	◇◇◇	Disorient 1, Knockdown, Stun Setting

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CHARACTER NAME: **Kambar Conall**

PLAYER NAME: **the_remora**

SPECIES: **Human**

CAREER: **Bounty Hunter**

SPECIALIZATIONS: **Assassin, Gadeteer**

DESCRIPTION

GENDER: *Male*

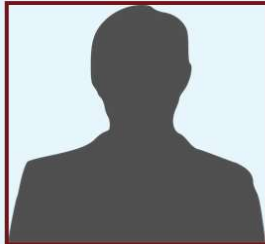
AGE: *27*

HEIGHT: *1.8m*

BUILD: *Average*

HAIR: *Short Dark*

EYES: *Green*



NOTABLE FEATURES

MOTIVATIONS

AMBITION

STATUS

OBLIGATIONS

30

BETRAYAL

no liscense

BACKGROUND

BEGINNINGS

Comfortable with Tech

REASON FOR ADVENTURE

Opportunity Knocks

STORY

Given the opportunity to become a bounty hunter.

NOTES

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EXPERIENCE

TOTAL XP
270

EARNED XP
150

USED XP
270

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
Armor Master	--	Passive	Gadeteer	When wearing armor, Increase total soak value by 1.
Defensive Stance	1	Maneuver	Gadeteer	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.
Dodge	1	OOT Incidental	Assassin	When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
Grit	1	Passive	Assassin	Gain +1 strain threshold
Intimidating	1	OOT Incidental	Gadeteer	May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.
Jump Up	--	Incidental	Assassin	Once per round, may stand from seated or prone as an incidental.
Jury Rigged	1	Passive	Gadeteer	Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
Lethal Blows	1	Passive	Assassin	Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.
Precise Aim	1	Maneuver	Assassin	Once per round, may perform Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged defense by that number.
Quick Draw	--	Incidental	Assassin	Once per round, draw or holster a weapon or accessible item as an incidental.
Quick Strike	1	Passive	Assassin	Add  per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
Spare Clip	--	Passive	Gadeteer	Cannot run out of ammo due to  . Items with Limited Ammo quality run out of ammo as normal.
Stalker	1	Passive	Assassin	Add  per rank of Stalker to all Stealth and Coordination checks.
Toughened	1	Passive	Gadeteer	Gain +2 wound threshold.

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ENCUMBRANCE

ENCUMBRANCE
7 **8**
 VALUE THRESHOLD

• You are unencumbered.

MONEY

CREDITS
5,300

ACQUIRED CREDITS

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
Model Q4 Quickfire	1	1	✓	✓	✓	5	3	Short	Qualities: Stun Setting Features: Add ■ to Perception checks to find this weapon on a body. May not be reloaded.
Blaster Rifle	1	4	✓	✓	✓	9	3	Long	Qualities: Stun Setting
Shock Gloves	1	0	✓	✓	✓	3	5	Engaged	Qualities: Stun 3
Carried Encumbrance:		5							

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MOEF	RDEF	SPECIAL
Heavy Clothing	1	0	✓	✓	✓	1	0	0	
Laminate	1	1	✓	✓	✓	2	0	0	
Carried Encumbrance:		1							

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Comlink (handheld)	1	0	✓	✓	✓	
Datapad	1	1	✓	✓	✓	
Stimpack	5	0	✓	✓	✓	Features: Heals 5 wounds.
Carried Encumbrance:		1				

VEHICLES

VEHICLE MODEL/NAME	TYPE	SILH	SPEED	HAND	ARMOR	F-DEF	A-DEF	P-DEF	S-DEF	HULL	STRAIN
Wayfarer-Class Medium Freighter "Opal Star"	Freighter	5	3	-2	4	1	2	1	1	32	20

NOTES