### CHARACTER NAME:
**Kambar Conall**

### SPECIES:
Human

### SPECIALIZATIONS:
Assassin, Gadgeteer

### PLAYER NAME:
the_remora

### CAREER:
Bounty Hunter

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#### CHARACTERISTICS

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brawn</td>
<td>3</td>
</tr>
<tr>
<td>Agility</td>
<td>3</td>
</tr>
<tr>
<td>Intellect</td>
<td>2</td>
</tr>
<tr>
<td>Cunning</td>
<td>2</td>
</tr>
<tr>
<td>Willpower</td>
<td>2</td>
</tr>
<tr>
<td>Presence</td>
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#### WOUNDS

<table>
<thead>
<tr>
<th>Wound</th>
<th>Value</th>
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<tbody>
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#### STRAIN

<table>
<thead>
<tr>
<th>Value</th>
<th>Result</th>
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</thead>
<tbody>
<tr>
<td>13</td>
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#### SOAK

<table>
<thead>
<tr>
<th>Value</th>
<th>Result</th>
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<tbody>
<tr>
<td>6</td>
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#### CRITICAL INJURIES

<table>
<thead>
<tr>
<th>Result</th>
<th>Severity</th>
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#### GENERAL SKILLS

<table>
<thead>
<tr>
<th>Skill</th>
<th>Career</th>
<th>Rank</th>
<th>Dice Pool</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astrogation (Int)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Athletics (Br)</td>
<td>✔️</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Charm (Pr)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Coercion (Will)</td>
<td>✔️</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Computers (Int)</td>
<td></td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Cool (Pr)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Coordination (Ag)</td>
<td></td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Cybernetics (Int)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deception (Cun)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Discipline (Will)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Leadership (Pr)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mechanics (Int)</td>
<td>✔️</td>
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<td></td>
</tr>
<tr>
<td>Medicine (Int)</td>
<td></td>
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</tr>
<tr>
<td>Negotiation (Pr)</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Perception (Cun)</td>
<td>✔️</td>
<td>1</td>
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<tr>
<td>Piloting - Planetary (Ag)</td>
<td></td>
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</tr>
<tr>
<td>Piloting - Space (Ag)</td>
<td>✔️</td>
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<td></td>
</tr>
<tr>
<td>Resilience (Br)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Skulduggery (Cun)</td>
<td>✔️</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Stealth (Ag)</td>
<td>✔️</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Streetwise (Cun)</td>
<td>✔️</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

#### GENRE SKILLS (Cont)

<table>
<thead>
<tr>
<th>Skill</th>
<th>Career</th>
<th>Rank</th>
<th>Dice Pool</th>
</tr>
</thead>
<tbody>
<tr>
<td>Survival (Cun)</td>
<td></td>
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<td></td>
</tr>
<tr>
<td>Vigilance (Will)</td>
<td>✔️</td>
<td>2</td>
<td></td>
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</tbody>
</table>

#### COMBAT SKILLS

<table>
<thead>
<tr>
<th>Skill</th>
<th>Career</th>
<th>Rank</th>
<th>Dice Pool</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brawl (Br)</td>
<td>✔️</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gunnery (Ag)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lightsaber (Br)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Melee (Br)</td>
<td>✔️</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ranged - Heavy (Ag)</td>
<td>✔️</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Ranged - Light (Ag)</td>
<td>✔️</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

#### KNOWLEDGE SKILLS

<table>
<thead>
<tr>
<th>Skill</th>
<th>Career</th>
<th>Rank</th>
<th>Dice Pool</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core Worlds (Int)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Education (Int)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lore (Int)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Outer Rim (Int)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sith Empire (Int)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sith Lore (Int)</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Underworld (Int)</td>
<td>✔️</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Warfare (Int)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Xenology (Int)</td>
<td></td>
<td></td>
<td></td>
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#### WEAPONS

<table>
<thead>
<tr>
<th>Weapon Name</th>
<th>Skill</th>
<th>Range</th>
<th>Dam</th>
<th>Critical</th>
<th>Dice Pool</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Model Q4 Quickfire</td>
<td>Ranged - Light</td>
<td>Short</td>
<td>5</td>
<td></td>
<td></td>
<td>Stun Setting</td>
</tr>
<tr>
<td>Blaster Rifle</td>
<td>Ranged - Heavy</td>
<td>Long</td>
<td>9</td>
<td></td>
<td></td>
<td>Stun Setting</td>
</tr>
<tr>
<td>Shock Gloves</td>
<td>Brawl</td>
<td>Engaged</td>
<td>3</td>
<td></td>
<td></td>
<td>Stun 3, Disorient 1, Knockdown, Stun Setting</td>
</tr>
<tr>
<td>Unarmed</td>
<td>Brawl</td>
<td>Engaged</td>
<td>3</td>
<td></td>
<td></td>
<td>Disorient 1, Knockdown, Stun Setting</td>
</tr>
</tbody>
</table>
Given the opportunity to become a bounty hunter.
### TALENTS

<table>
<thead>
<tr>
<th>TALENT</th>
<th>RANK</th>
<th>ACTIVATION</th>
<th>ACQUISITION</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armor Master</td>
<td>--</td>
<td>Passive</td>
<td>Gadgeteer</td>
<td>When wearing armor, increase total soak value by 1.</td>
</tr>
<tr>
<td>Defensive Stance</td>
<td>1</td>
<td>Maneuver</td>
<td>Gadgeteer</td>
<td>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.</td>
</tr>
<tr>
<td>Dodge</td>
<td>1</td>
<td>OOT Incidental</td>
<td>Assassin</td>
<td>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.</td>
</tr>
<tr>
<td>Grit</td>
<td>1</td>
<td>Passive</td>
<td>Assassin</td>
<td>Gain +1 strain threshold</td>
</tr>
<tr>
<td>Intimidating</td>
<td>1</td>
<td>OOT Incidental</td>
<td>Gadgeteer</td>
<td>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.</td>
</tr>
<tr>
<td>Jump Up</td>
<td>--</td>
<td>Incidental</td>
<td>Assassin</td>
<td>Once per round, may stand from seated or prone as an incidental.</td>
</tr>
<tr>
<td>Jury Rigged</td>
<td>1</td>
<td>Passive</td>
<td>Gadgeteer</td>
<td>Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.</td>
</tr>
<tr>
<td>Lethal Blows</td>
<td>1</td>
<td>Passive</td>
<td>Assassin</td>
<td>Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.</td>
</tr>
<tr>
<td>Precise Aim</td>
<td>1</td>
<td>Maneuver</td>
<td>Assassin</td>
<td>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.</td>
</tr>
<tr>
<td>Quick Draw</td>
<td>--</td>
<td>Incidental</td>
<td>Assassin</td>
<td>Once per round, draw or holster a weapon or accessible item as an incidental.</td>
</tr>
<tr>
<td>Quick Strike</td>
<td>1</td>
<td>Passive</td>
<td>Assassin</td>
<td>Add +1 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.</td>
</tr>
<tr>
<td>Spare Clip</td>
<td>Passive</td>
<td>Gadgeteer</td>
<td>Cannot run out of ammo due to items with Limited Ammo quality run out of ammo as normal.</td>
<td></td>
</tr>
<tr>
<td>Stalker</td>
<td>1</td>
<td>Passive</td>
<td>Assassin</td>
<td>Add +2 per rank of Stalker to all Stealth and Coordination checks.</td>
</tr>
<tr>
<td>Toughened</td>
<td>1</td>
<td>Passive</td>
<td>Gadgeteer</td>
<td>Gain +2 wound threshold.</td>
</tr>
</tbody>
</table>
**CHARACTER NAME:** Kambar Conall  
**SPECIES:** Human  
**SPECIALIZATIONS:** Assassin, Gadgeteer

**PLAYER NAME:** the_remora  
**CAREER:** Bounty Hunter

---

**ENCUMBRANCE**

<table>
<thead>
<tr>
<th>VALUE</th>
<th>THRESHOLD</th>
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<tbody>
<tr>
<td>7</td>
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- You are unencumbered.

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**CREDITS**

- **5,300**

---

**WEAPONS**

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>QTY</th>
<th>ENCM</th>
<th>CARRY</th>
<th>EQUIP</th>
<th>REPAIR</th>
<th>DAM</th>
<th>CRIT</th>
<th>RANGE</th>
<th>SPECIAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Model Q4 Quickfire</td>
<td>1</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>5</td>
<td>3</td>
<td>Short</td>
<td>Qualities: Stun Setting Features: Add 3 to Perception checks to find this weapon on a body. May not be reloaded.</td>
</tr>
<tr>
<td>Blaster Rifle</td>
<td>1</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>9</td>
<td>3</td>
<td>Long</td>
<td>Qualities: Stun Setting</td>
</tr>
<tr>
<td>Shock Gloves</td>
<td>1</td>
<td>N</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>3</td>
<td>5</td>
<td>Engaged</td>
<td>Qualities: Stun 3</td>
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**Carried Encumbrance:** 5

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**ARMOR**

<table>
<thead>
<tr>
<th>ARMOR</th>
<th>QTY</th>
<th>ENCM</th>
<th>CARRY</th>
<th>EQUIP</th>
<th>REPAIR</th>
<th>SOAK</th>
<th>MODF</th>
<th>ROEF</th>
<th>SPECIAL</th>
</tr>
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<tbody>
<tr>
<td>Heavy Clothing</td>
<td>2</td>
<td>N</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Laminate</td>
<td>1</td>
<td>N</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>2</td>
<td>0</td>
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**Carried Encumbrance:** 1

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**GEAR**

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<tr>
<th>GEAR</th>
<th>QTY</th>
<th>ENCM</th>
<th>CARRY</th>
<th>EQUIP</th>
<th>REPAIR</th>
<th>SPECIAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Comlink (handheld)</td>
<td>1</td>
<td>N</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Features: Heals 5 wounds.</td>
</tr>
<tr>
<td>Datapad</td>
<td>1</td>
<td>N</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Stimpack</td>
<td>5</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td></td>
</tr>
</tbody>
</table>

**Carried Encumbrance:** 1

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**VEHICLES**

<table>
<thead>
<tr>
<th>VEHICLE MODEL/NAME</th>
<th>TYPE</th>
<th>SILH</th>
<th>SPEED</th>
<th>HAND</th>
<th>ARMOR</th>
<th>F-DEF</th>
<th>A-DEF</th>
<th>P-DEF</th>
<th>S-DEF</th>
<th>HULL</th>
<th>STRAIN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wayfarer-Class Medium Freighter &quot;Opal Star&quot;</td>
<td>Freighter</td>
<td>5</td>
<td>3</td>
<td>-2</td>
<td>4</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>32</td>
<td>20</td>
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**NOTES**