

Last Modified: Tuesday, December 01, 2015 8:37 PM

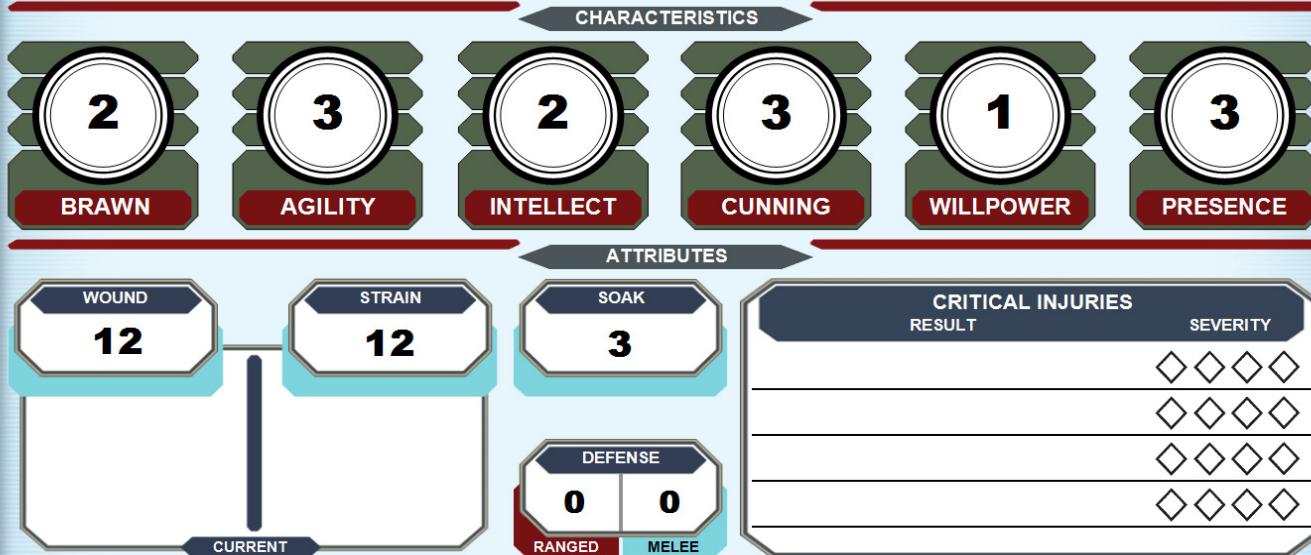
CHARACTER NAME: Wiley Chance

**PLAYER NAME:** Kenny

**SPECIES:** Zelttron

**CAREER:** Smuggler

**SPECIALIZATIONS:**



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

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
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)	✓	2	
KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)		-	
Education (Int)		-	
Lore (Int)		-	
Outer Rim (Int)		-	
Underworld (Int)	✓	1	
Warfare (Int)		-	
Xenology (Int)		-	

WEAPONS						
WEAPON NAME	SKILL	RANGE	DAM	Critical	DICE POOL	SPECIAL
Dueling Pistol	Ranged - Light	Short	<b>9</b>	ѠѠ	Yellow Yellow Green Blue	Accurate 1, Limited Ammo 1, Pierce 1
Blaster Pistol	Ranged - Light	Medium	<b>6</b>	ѠѠѠ	Yellow Yellow Green	Stun Setting
Brass Knuckles	Brawl	Engaged	<b>3</b>	ѠѠѠѠ	Green Green	Disorient 3, Knockdown, Stun Setting

CHARACTER NAME: **Wiley Chance**

PLAYER NAME: Kenny

SPECIES: Zeltron

CAREER: Smuggler

SPECIALIZATIONS: Gambler, Scoundrel

**DESCRIPTION**

GENDER: Male

AGE: 18

HEIGHT: 5'8"

BUILD: Medium

HAIR: Purple

EYES: Blue

**NOTABLE FEATURES**

Wiley is very good looking like a Brad Pitt type.

**MOTIVATIONS****RWARD****EXCITEMENT**

Wiley's motivation is to live life to the fullest & experience everything he can. He gets thrills from conning people, stealing, smuggling, gambling and thwarting the plans of the Empire as well as rival smugglers & local crime lords.

**RWARD****CREDITS**

Although his family is rich (from the upper crust) he prefers to earn his own credits through gambling, thievery, smuggling and completing shady missions with his crew.

**OBLIGATIONS****10****ADDITION**

Addiction: Gambling

**10****HIGH RISK**

Wiley has a strong craving for thrills & excitement which sometimes can put himself and the squad in danger.

**BEGINNINGS**  
**The High and Mighty****REASON FOR ADVENTURE**  
**Opportunity Knocks****STORY**

Lorenzo Jath was born into a family of upper class merchants with prestige and influence (like the Trump family). He was spoiled and given anything he ever wanted. Even though he enjoyed the lavish luxuries he quickly became bored with his life and dreamed of something more. From an early age he craved adventure & dreamed of running away and joining the pirates & smugglers of the galaxy that he read about and saw in the serial holo-vids. Instead of studying at University he started sneaking into shady cantinas & casinos hanging around the riff raff and scum he encountered. People have always been drawn to Lorenzo due to his good looks and charisma so he easily made friends with various gamblers & smugglers he encountered. He hired one such gambler (for a large sum of money) as his personal "tutor" who taught him the tricks of the trade and put him in contact with a few "players" in the underworld.

Armed with a weighted chance cube, marked Sabaac deck and the skills his mentor taught him he assumed the nom de plume "Wiley Chance" and ran away from home seeking a life of fun, excitement and adventure in the outer rim.

A Quote:

"There's no need to fight friend, to settle this let's leave it up to an honest game of chance."

CHARACTER NAME: **Wiley Chance**

PLAYER NAME: Kenny

SPECIES: Zeltron

CAREER: Smuggler

SPECIALIZATIONS: Gambler, Scoundrel

**EXPERIENCE**

TOTAL XP

**175**

UNUSED XP

**0**

USED XP

**175****ACQUIRED XP****SPECIES FEATURES****Empathy****Empathy**

Add ■ to all incoming Charm or Deception rolls that target the Zeltron.

**Pheromones****Pheromones**

Zeltrons add ♀ to all Charm, Deception, and Negotiation skill checks.

**TALENTS**

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Convincing Demeanor	1	Passive	Gambler	Please see page 133 of the Edge of the Empire Core Rulebook, or page 145 of the Age of Rebellion Core Rulebook, for details.
Grit	1	Passive	Gambler	Gain +1 strain threshold.
Quick Draw	--	Incidental	Scoundrel	Once per round, draw or holster a weapon or accessible item as an incidental.
Quick Strike	1	Passive	Scoundrel	Add ■ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
Rapid Reaction	1	OOT Incidental	Scoundrel	Suffer a number of strain to add an equal number of ♀ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
Second Chances	1	Incidental	Gambler	Please see page 33 of the Stay on Target Sourcebook, or page 33 of the Fly Casual Sourcebook, for details.
Up the Ante	1	Passive	Gambler	When the character wins at gambling, he earns 10% more credits per rank of Up the Ante.

**NOTES**

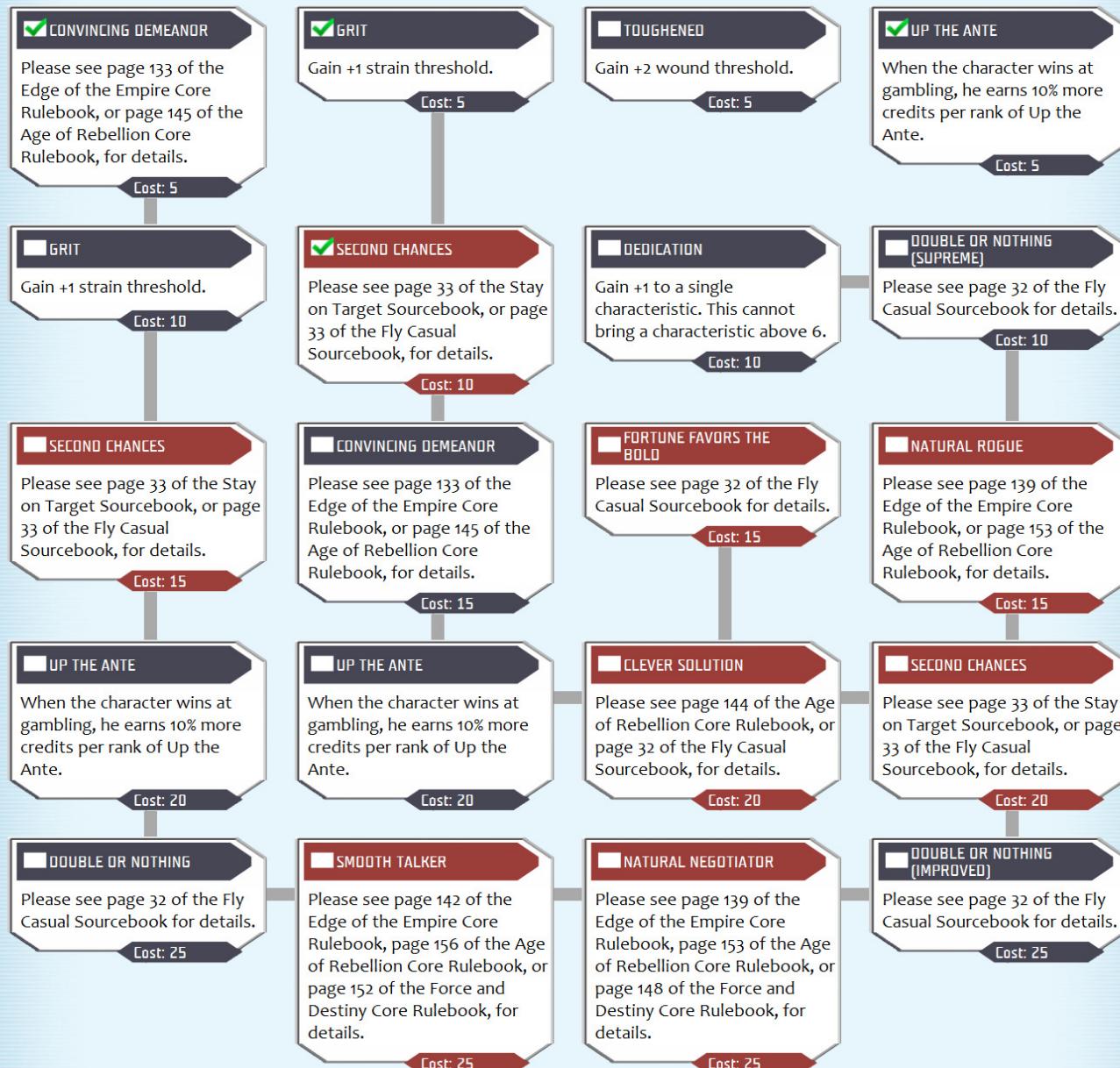
CHARACTER NAME: **Wiley Chance**

SPECIES: Zeltron

SPECIALIZATIONS: Gambler, Scoundrel

PLAYER NAME: Kenny

CAREER: Smuggler

**GAMBLER TALENT TREE**

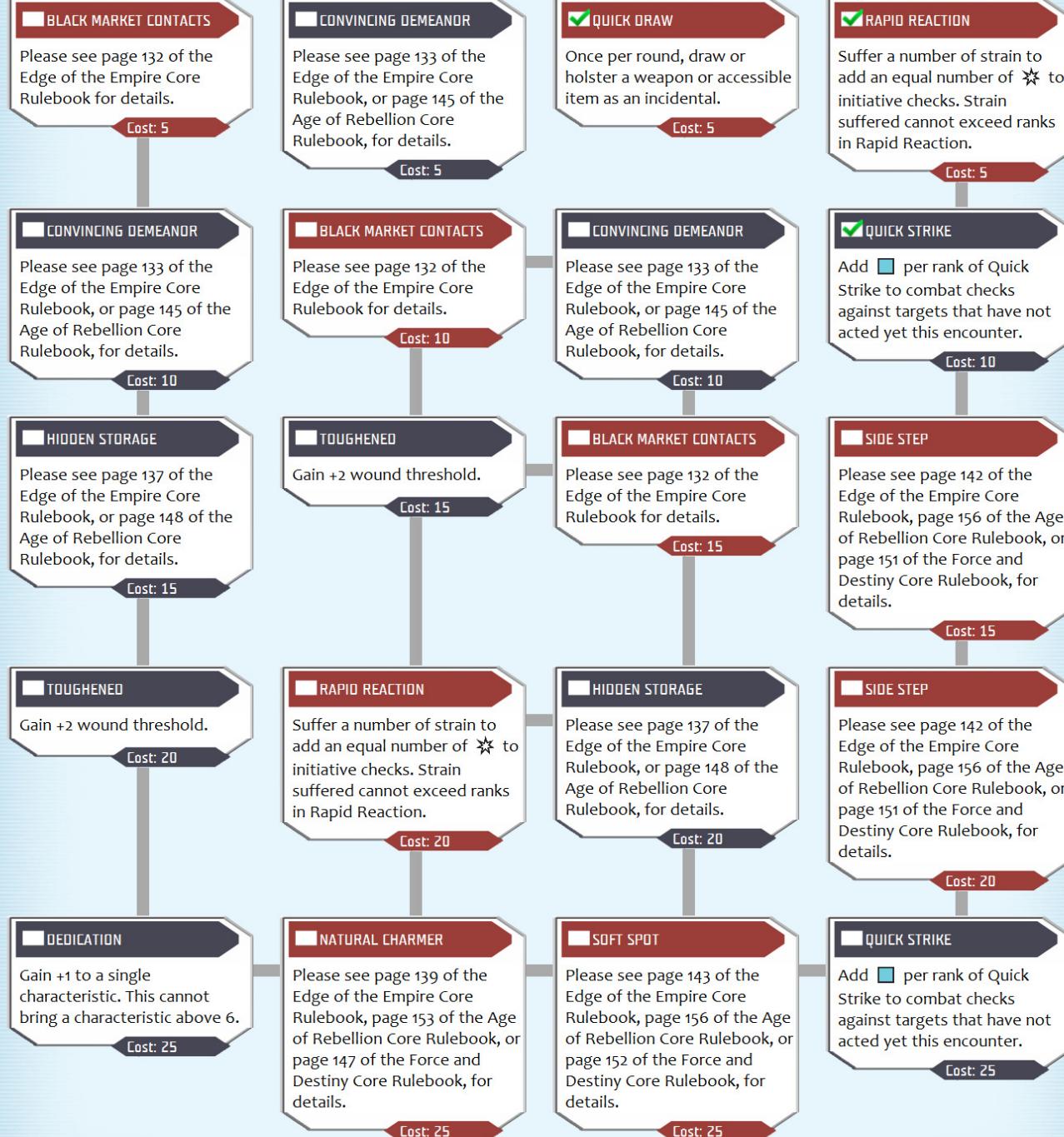
CHARACTER NAME: **Wiley Chance**

PLAYER NAME: Kenny

SPECIES: Zeltron

CAREER: Smuggler

SPECIALIZATIONS: Gambler, Scoundrel

**SCOUNDREL TALENT TREE**

CHARACTER NAME: **Wiley Chance**

PLAYER NAME: Kenny

SPECIES: Zeltron

CAREER: Smuggler

SPECIALIZATIONS: Gambler, Scoundrel

**ENCUMBRANCE**

ENCUMBRANCE	
VALUE	THRESHOLD
8	8

- You are unencumbered.

**MONEY**

CREDITS
50

**ACQUIRED CREDITS****WEAPONS**

WEAPON	QTY	ENCUM	CARRY	EQUIP	DAM	CRIT	RANGE	SPECIAL
Dueling Pistol	1	2	✓	✓	9	2	Short	Qualities: Accurate 1, Limited Ammo 1, Pierce 1
Blaster Pistol	1	1	✓		6	3	Medium	Qualities: Stun Setting
Brass Knuckles	1	1	✓	✓	3	4	Engaged	Qualities: Disorient 3
Carried Encumbrance:								4

**ARMOR**

ARMOR	QTY	ENCUM	CARRY	EQUIP	SOAK	MDEF	RDEF	SPECIAL
Catch Vest	1	0	✓	✓	1	0	0	Features: Has soak value of 2 against all energy-based weapons
Carried Encumbrance:								0

**GEAR**

GEAR	QTY	ENCUM	CARRY	EQUIP	SPECIAL
Comlink (handheld)	1	0	✓	✓	
Lockpicking Tools	1	1	✓		—
False Credentials	1	0	✓		Features: Require Hard (♦♦♦) Computers check to recognize the credentials as fakes (or Daunting (♦♦♦♦) Perception check without equipment).
Loaded Chance Cube	1	1	✓		Features: Gain □□ to Deception checks when gambling.
Marked Sabacc Deck	1	1	✓		Features: Gain □ to Deception checks when gambling.
Utility Belt	1	0	✓	✓	Features: 1 Increase Encumbrance Threshold by 1 Mod
Extra Reload	1	1	✓		
Carried Encumbrance:					4

**NOTES**