

CHARACTER NAME: **Wiley Chance**PLAYER NAME: **Kenny**SPECIES: **Zeltron**CAREER: **Smuggler**SPECIALIZATIONS: **Gambler, Scoundrel**

CHARACTERISTICS

2**BRAWN****3****AGILITY****2****INTELLECT****3****CUNNING****1****WILLPOWER****3****PRESENCE**

ATTRIBUTES

WOUND

12

STRAIN

11

SOAK

3

DEFENSE

0**0**

RANGED

MELEE

CRITICAL INJURIES

RESULT

SEVERITY

CURRENT

SKILLS

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)	✓	-	♦♦♦♦
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	♦♦♦
Xenology (Int)	-	-	♦♦♦
Warfare (Int)	-	-	♦♦♦

WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	CRITICAL	DICE POOL	SPECIAL
Dueling Pistol	Ranged - Light	Short	9	♦♦♦	♦♦♦♦	Accurate 1, Limited Ammo 1, Pierce 1
Blaster Pistol	Ranged - Light	Medium	6	♦♦♦♦	♦♦♦♦	Stun Setting
Brass Knuckles	Brawl	Engaged	3	♦♦♦♦♦	♦♦	Disorient 3, Knockdown, Stun Setting

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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

REWARD

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 crimelords.

EXCITEMENT

REWARD

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.

CREDITS

OBLIGATIONS

10

ADDICTION

Addiction: Gambling

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

10

HIGH RISK

BACKGROUND

SOCIAL CLASS

The High and Mighty

BACKGROUND HOOK

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."

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EXPERIENCE

TOTAL XP

150

UNUSED XP


0

USED XP

150

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
Quick Draw	--	Incidental	Scoundrel	Please see page 141 of the Edge of the Empire Core Rulebook, page 154 of the Age of Rebellion Core Rulebook, or page 106 of the Force and Destiny Beta Rulebook, for details.
Quick Strike	1	Passive	Scoundrel	Please see page 141 of the Edge of the Empire Core Rulebook, page 154 of the Age of Rebellion Core Rulebook, or page 106 of the Force and Destiny Beta Rulebook, for details.
Rapid Reaction	1	Incidental	Scoundrel	Please see page 141 of the Edge of the Empire Core Rulebook, page 154 of the Age of Rebellion Core Rulebook, or page 106 of the Force and Destiny Beta Rulebook, for details.
Up the Ante	1	Passive	Gambler	Please see page 33 of the Fly Casual Sourcebook for details.

NOTES

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GAMBLER TALENT TREE

☐ CONVINCING DEMEANOR

Please see page 133 of the Edge of the Empire Core Rulebook, or page 145 of the Age of Rebellion Core Rulebook, for details.

Cost: 5

☐ GRIT

Please see page 136 of the Edge of the Empire Core Rulebook, page 148 of the Age of Rebellion Core Rulebook, or page 102 of the Force and Destiny Beta Rulebook, for details.

Cost: 5

☐ TOUGHENED

Please see page 145 of the Edge of the Empire Core Rulebook, page 158 of the Age of Rebellion Core Rulebook, or page 110 of the Force and Destiny Beta Rulebook, for details.

Cost: 5

☒ UP THE ANTE

Please see page 33 of the Fly Casual Sourcebook for details.

Cost: 5

☐ GRIT

Please see page 136 of the Edge of the Empire Core Rulebook, page 148 of the Age of Rebellion Core Rulebook, or page 102 of the Force and Destiny Beta Rulebook, for details.

Cost: 10

☐ SECOND CHANCES

Please see page 33 of the Stay on Target Sourcebook, or page 33 of the Fly Casual Sourcebook, for details.

Cost: 10

☐ DEDICATION

Please see page 134 of the Edge of the Empire Core Rulebook, page 145 of the Age of Rebellion Core Rulebook, or page 99 of the Force and Destiny Beta Rulebook, for details.

Cost: 10

☐ DOUBLE OR NOTHING (SUPREME)

Please see page 32 of the Fly Casual Sourcebook for details.

Cost: 10

☐ SECOND CHANCES

Please see page 33 of the Stay on Target Sourcebook, or page 33 of the Fly Casual Sourcebook, for details.

Cost: 15

☐ CONVINCING DEMEANOR

Please see page 133 of the Edge of the Empire Core Rulebook, or page 145 of the Age of Rebellion Core Rulebook, for details.

Cost: 15

☐ FORTUNE FAVORS THE BOLD

Please see page 32 of the Fly Casual Sourcebook for details.

Cost: 15

☐ NATURAL ROGUE

Please see page 139 of the Edge of the Empire Core Rulebook, or page 153 of the Age of Rebellion Core Rulebook, for details.

Cost: 15

☐ UP THE ANTE

Please see page 33 of the Fly Casual Sourcebook for details.

Cost: 20

☐ UP THE ANTE

Please see page 33 of the Fly Casual Sourcebook for details.

Cost: 20

☐ CLEVER SOLUTION

Please see page 144 of the Age of Rebellion Core Rulebook, or page 32 of the Fly Casual Sourcebook, for details.

Cost: 20

☐ SECOND CHANCES

Please see page 33 of the Stay on Target Sourcebook, or page 33 of the Fly Casual Sourcebook, for details.

Cost: 20

☐ DOUBLE OR NOTHING

Please see page 32 of the Fly Casual Sourcebook for details.

Cost: 25

☐ SMOOTH TALKER

Please see page 142 of the Edge of the Empire Core Rulebook, page 156 of the Age of Rebellion Core Rulebook, or page 108 of the Force and Destiny Beta Rulebook, for details.

Cost: 25

☐ NATURAL NEGOTIATOR

Please see page 139 of the Edge of the Empire Core Rulebook, page 153 of the Age of Rebellion Core Rulebook, or page 105 of the Force and Destiny Beta Rulebook, for details.

Cost: 25

☐ DOUBLE OR NOTHING (IMPROVED)

Please see page 32 of the Fly Casual Sourcebook for details.

Cost: 25

NOTES

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Please see page 132 of the Edge of the Empire Core Rulebook for details.

Cost: 5

CONVINCING DEAMANDOR

Please see page 133 of the Edge of the Empire Core Rulebook, or page 145 of the Age of Rebellion Core Rulebook, for details.

Cost: 5

QUICK DRAW

Please see page 141 of the Edge of the Empire Core Rulebook, page 154 of the Age of Rebellion Core Rulebook, or page 106 of the Force and Destiny Beta Rulebook, for details.

Cost: 5

RAPID REACTION

Please see page 141 of the Edge of the Empire Core Rulebook, page 154 of the Age of Rebellion Core Rulebook, or page 106 of the Force and Destiny Beta Rulebook, for details.

Cost: 5

CONVINCING DEAMANDOR

Please see page 133 of the Edge of the Empire Core Rulebook, or page 145 of the Age of Rebellion Core Rulebook, for details.

Cost: 10

BLACK MARKET CONTACTS

Please see page 132 of the Edge of the Empire Core Rulebook for details.

Cost: 10

CONVINCING DEAMANDOR

Please see page 133 of the Edge of the Empire Core Rulebook, or page 145 of the Age of Rebellion Core Rulebook, for details.

Cost: 10

QUICK STRIKE

Please see page 141 of the Edge of the Empire Core Rulebook, page 154 of the Age of Rebellion Core Rulebook, or page 106 of the Force and Destiny Beta Rulebook, for details.

Cost: 10

HIDDEN STORAGE

Please see page 137 of the Edge of the Empire Core Rulebook, or page 148 of the Age of Rebellion Core Rulebook, for details.

Cost: 15

TOUGHENED

Please see page 145 of the Edge of the Empire Core Rulebook, page 158 of the Age of Rebellion Core Rulebook, or page 110 of the Force and Destiny Beta Rulebook, for details.

Cost: 15

BLACK MARKET CONTACTS

Please see page 132 of the Edge of the Empire Core Rulebook for details.

Cost: 15

SIDE STEP

Please see page 142 of the Edge of the Empire Core Rulebook, page 156 of the Age of Rebellion Core Rulebook, or page 108 of the Force and Destiny Beta Rulebook, for details.

Cost: 15

TOUGHENED

Please see page 145 of the Edge of the Empire Core Rulebook, page 158 of the Age of Rebellion Core Rulebook, or page 110 of the Force and Destiny Beta Rulebook, for details.

Cost: 20

RAPID REACTION

Please see page 141 of the Edge of the Empire Core Rulebook, page 154 of the Age of Rebellion Core Rulebook, or page 106 of the Force and Destiny Beta Rulebook, for details.

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HIDDEN STORAGE

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Cost: 20

SIDE STEP

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Cost: 20

DEDICATION

Please see page 134 of the Edge of the Empire Core Rulebook, page 145 of the Age of Rebellion Core Rulebook, or page 99 of the Force and Destiny Beta Rulebook, for details.

Cost: 25

NATURAL CHARMER

Please see page 139 of the Edge of the Empire Core Rulebook, page 153 of the Age of Rebellion Core Rulebook, or page 104 of the Force and Destiny Beta Rulebook, for details.

Cost: 25

SOFT SPOT

Please see page 143 of the Edge of the Empire Core Rulebook, page 156 of the Age of Rebellion Core Rulebook, or page 109 of the Force and Destiny Beta Rulebook, for details.

Cost: 25

QUICK STRIKE

Please see page 141 of the Edge of the Empire Core Rulebook, page 154 of the Age of Rebellion Core Rulebook, or page 106 of the Force and Destiny Beta Rulebook, for details.

Cost: 25

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ENCUMBRANCE

ENCUMBRANCE

8**8**

VALUE

THRESHOLD

- 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 <input type="checkbox"/> to Deception checks when gambling.
Marked Sabacc Deck	1	1	✓	✗	Features: Gain <input type="checkbox"/> 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