

Last Modified: Wednesday, December 23, 2015 8:52 AM

CHARACTER NAME: **Lorne Skyff**

SPECIES: Human

SPECIALIZATIONS: Commando

PLAYER NAME: Kenny

CAREER: Soldier



15

12

6

0 0

CURRENT

SKILLS

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

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Survival (Cun)	✓	-	◆◆
Vigilance (Wil)		-	◆◆
COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	1	◆◆◆
Gunnery (Ag)		-	◆◆◆
Lightsaber (Br)		-	◆◆◆
Melee (Br)	✓	1	◆◆◆
Ranged - Heavy (Ag)	✓	2	◆◆◆◆◆◆
Ranged - Light (Ag)	✓	1	◆◆◆◆◆◆
KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)		-	◆◆
Education (Int)		-	◆◆
Lore (Int)		-	◆◆
Outer Rim (Int)		-	◆◆
Underworld (Int)		-	◆◆
Warfare (Int)	✓	1	◆◆
Xenology (Int)		-	◆◆

WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	Critical	DICE POOL	SPECIAL
Blaster Rifle	Ranged - Heavy	Long	9	◆◆◆◆◆◆	◆◆◆◆◆◆	Stun Setting
Vibroknife	Melee	Engaged	4	◆◆◆◆	◆◆◆◆	Pierce 2, Vicious 1
Unarmed	Brawl	Engaged	3	◆◆◆◆◆◆	◆◆◆◆◆◆	Disorient 1, Knockdown, Stun Setting

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SPECIES: Human

SPECIALIZATIONS: Commando

PLAYER NAME: Kenny

CAREER: Soldier

DESCRIPTION

GENDER: Male

AGE: 25

HEIGHT: 6'2"

BUILD: Strong

HAIR: Black

EYES: Brown



NOTABLE FEATURES

As a former Stormtrooper Lorne wears trooper laminate armor that he has custom painted with the Rebellion insignia.

MOTIVATIONS

BELIEF

FREEDOM

DUTIES

0

COMBAT VICTORY

After being betrayed by the Empire his eyes were opened to their injustice & cruelty and is dedicated to defeating them.

NOTES

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BACKGROUND**BEGINNINGS**

Middle Class Struggles

ATTITUDE TOWARD FORCE

An Ancient Religion

REASON FOR ADVENTURE

Imperial Outcast

STORY

As a young man Lorne believed in the ideals of a new Empire that could get things done, protect the galaxy and keep the peace. He eagerly volunteered to do his part and served as a Stormtrooper in the Imperial Army.

He quickly demonstrated his dedication and aptitude on various missions gaining the respect from his squad as well as drawing praise from ranking officers.

However, his immediate commanding officer Lieutenant Zan Ryan was jealous of his abilities and only saw Lorne as a threat. To eliminate Lorne, Lieutenant Zan sent his squad on a suicide mission and then deliberately abandoned them failing to provide the necessary backup.

The squad was massacred with Lorne being the lone survivor. Critically wounded, Lorne was forsaken and left for dead. In Lieutenant Zan's official report he pinned the blame on Lorne accusing him of disobeying a direct order. Against all odds Lorne managed to make his way back to the base critically injured. Instead of being honored as a hero he was court marshalled & dishonorably discharged based on Lieutenant Zan's false report. Lorne's faith in his idealistic Empire was quickly dispelled due to the corruption he experienced.

Taking advantage of the situation a Rebel intelligence officer learned of Lorne's situation & recruited him to the alliance to right the wrongs of this corrupt government.

A Quote:

"The best revenge is to live on and prove oneself."

NOTES

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EXPERIENCE

TOTAL XP

120

UNUSED XP

0

USED XP

120

SPECIES FEATURES

Skills

Additional Non-Career Skills

Humans start the game with one rank in two different non-career skills of their choice.

ACQUIRED XP

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Armor Master	--	Passive	Commando	Please see page 132 of the Edge of the Empire Core Rulebook, or page 142 of the Age of Rebellion Core Rulebook, for details.
Durable	1	Passive	Commando	May reduce Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
Physical Training	2	Passive	Commando, Commando	Please see page 154 of the Age of Rebellion Core Rulebook for details.
Point Blank	1	Passive	Commando	Add 1 damage per rank of Point Blank to damage of one hit of successful attack using Ranged (Heavy) or Ranged (Light) skills at close range or engaged.
Toughened	1	Passive	Commando	Gain +2 wound threshold.

NOTES

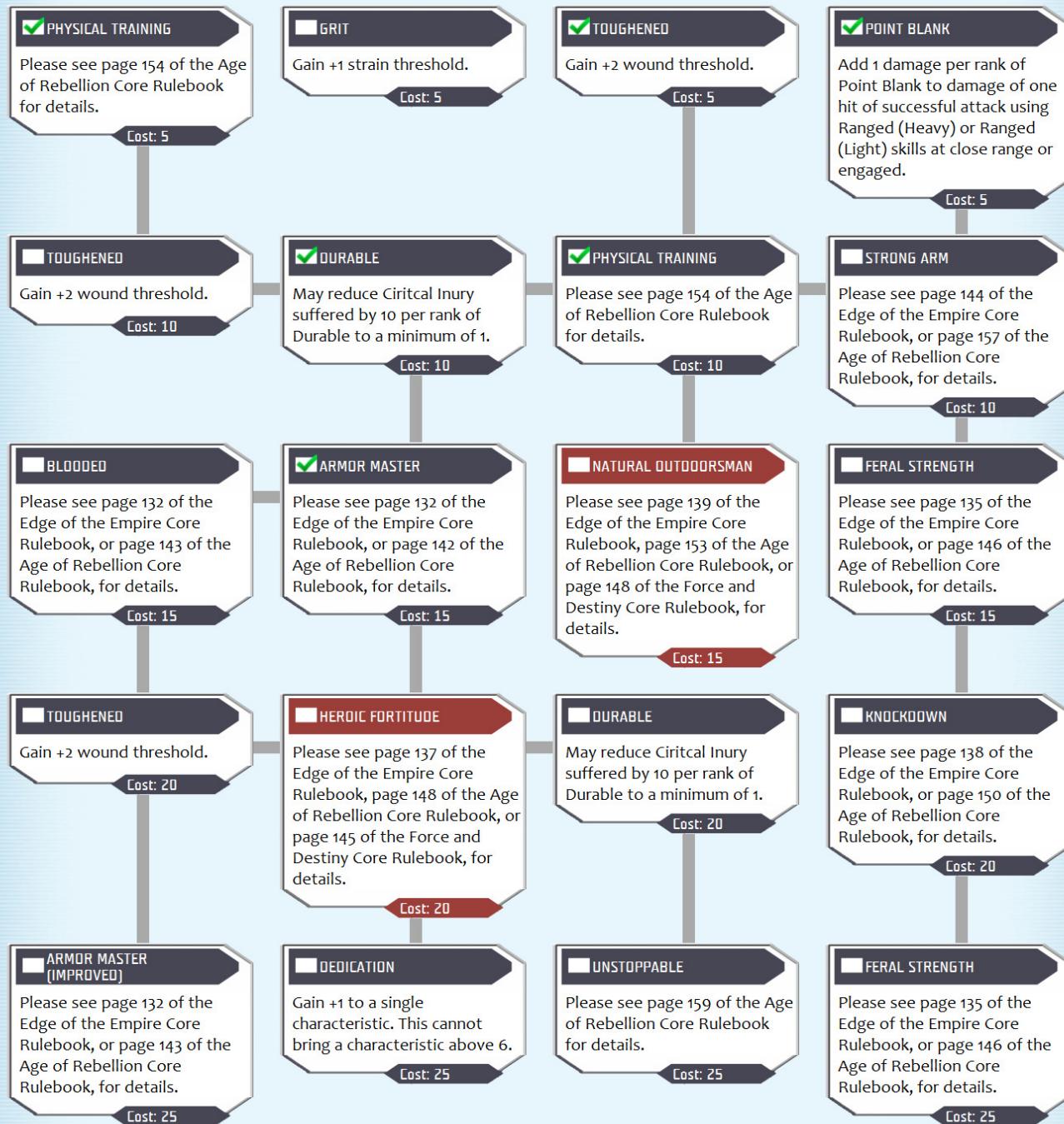
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COMMANDO TALENT TREE

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ENCUMBRANCE

ENCUMBRANCE	
6	8
VALUE	THRESHOLD

- You are unencumbered.

MONEY

CREDITS
0

ACQUIRED CREDITS

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	DAM	CRIT	RANGE	SPECIAL
Blaster Rifle	1	4	✓	✓	9	3	Long	Qualities: Stun Setting
Vibroknife	1	1	✓	✓	4	2	Engaged	Qualities: Pierce 2, Vicious 1

Carried Encumbrance: 5

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	SOAK	MDEF	RDEF	SPECIAL
Laminate	1	1	✓	✓	2	0	0	

Carried Encumbrance: 1

GEAR

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

Carried Encumbrance: 0

NOTES