

Last Modified: Wednesday, May 16, 2018 7:47 PM

CHARACTER NAME: **Vostig**  
SPECIES: Trandoshan  
SPECIALIZATIONS: Gadgeteer

PLAYER NAME: Rob  
CAREER: Bounty Hunter

### CHARACTERISTICS

<b>3</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>2</b>
<b>BRAWN</b>	<b>AGILITY</b>	<b>INTELLECT</b>	<b>CUNNING</b>	<b>WILLPOWER</b>	<b>PRESENCE</b>

### ATTRIBUTES

<b>WOUND</b> <b>17</b>	<b>STRAIN</b> <b>12</b>	<b>SOAK</b> <b>4</b>	<b>CRITICAL INJURIES</b> <table border="1"> <thead> <tr> <th>RESULT</th> <th>SEVERITY</th> </tr> </thead> <tbody> <tr><td></td><td>◇◇◇◇</td></tr> <tr><td></td><td>◇◇◇◇</td></tr> <tr><td></td><td>◇◇◇◇</td></tr> <tr><td></td><td>◇◇◇◇</td></tr> </tbody> </table>	RESULT	SEVERITY		◇◇◇◇		◇◇◇◇		◇◇◇◇		◇◇◇◇
RESULT	SEVERITY												
	◇◇◇◇												
	◇◇◇◇												
	◇◇◇◇												
	◇◇◇◇												
<b>DEFENSE</b> <b>1</b>   <b>1</b> RANGED   MELEE													

### SKILLS

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

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

### WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	CRITICAL	DICE POOL	SPECIAL
<b>Vrigg's Jury Rigged Blaster Rifle</b>	Ranged - Heavy	Long	<b>10</b>	○○○○	◇◇◇◇	Stun Setting

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## DESCRIPTION

GENDER: *Male*

AGE: *37*

HEIGHT: *6'6"*

BUILD: *Medium*

HAIR: *None*

EYES: *Yellow*



## NOTABLE FEATURES

Large claw scars on face

## MOTIVATIONS

## CODE

A code is hardly relevant if the bounty hunter is too dead to uphold it, and while this character might have other principles or oaths, the first and foremost is to survive at all costs. While the character is still likely to take risks - no bounty hunter can avoid them after all - this PC works to minimize them, and strives to be on the winning side in any engagement.

## SURVIVAL

## RELATIONSHIP

Some story about Vrigg

## MENTOR

## OBLIGATIONS

5

BETRAYAL

Betrayal 5  
Patrick Arzo, the Twi'lek Smuggler, tried to double cross you and leave you behind in Mos Shuuta.

Antagonist 10  
Teemo the Hutt has blamed you for the failure of one of his smuggling runs. You've escaped his grasp for now, but he is a powerful Hutt on Tatooine, and is not likely to forget you.

10

ANTAGONIST

10

FAVOR

Favor 10 (to account for GM provided gear)  
An old Trandoshan friend and mentor of Vostig's saved his life on more than occasion. Vostig hasn't seen Vrigg for years, but Vrigg knows Vostig will do anything for his old friend to repay past debts.

You've stolen your ship, the Krayt Fang, from the Bounty Hunter Trex.

5

ANTAGONIST

## BACKGROUND

## BEGINNINGS

The Down and Out

## ATTITUDE TOWARD FORCE

An Ancient Religion

## REASON FOR ADVENTURE

Enemies and Antagonists

## NOTES



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#### EXPERIENCE

TOTAL XP

**115**

EARNED XP

**20**

USED XP

**115**

UNUSED XP

**0**

#### ACQUIRED XP

#### SPECIES FEATURES

##### Regeneration

*Wound Regeneration*

Whenever a trandoshan would recover one or more wounds from natural rest or recuperation in a Bacta tank, he recovers one additional wound. Trandoshans can regrow lost limbs as well, though it usually takes at least a month before the limb is usable.

##### Claws

*May use claws when brawling*

When a Trandoshan makes Brawl checks to deal damage to an opponent, he deals +1 damage and has a Critical Rating of 3.

#### TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Jury Rigged	1	Passive	Gadgeteer	Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
Toughened	1	Passive	Gadgeteer	Gain +2 wound threshold.

#### NOTES

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### ENCUMBRANCE

#### ENCUMBRANCE

7

9

VALUE

THRESHOLD

• You are unencumbered.

### MONEY

#### CREDITS

5,559

#### ACQUIRED CREDITS

### WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
Vrigg's Jury Rigged Blaster Rifle	1	4	✓	✓	✓	10	3	Long	Qualities: Stun Setting
Carried Encumbrance:		4							

### ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MODF	RDEF	SPECIAL
Armored Clothing	1	0	✓	✓	✓	1	1	1	
Carried Encumbrance:		0							

### GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Comlink (handheld)	1	0	✓		✓	
Climbing Gear	1	1	✓		✓	Notes: Though climbing gear is usually used in wilderness areas away from artificial turbolifts or simple stairs, it also can be useful in gaining entry to higher reaches through clandestine means. Most gear includes a spooled length of syntherope or liquid cable, with a hook or some other attachment to secure the line.
Stimpack	5	0	✓		✓	Features: Heals 5 wounds.
Utility Belt	1	0	✓	✓	✓	Features: 1 Increase Encumbrance Threshold by 1 Mod
Extra Reload	2	2	✓		✓	
Carried Encumbrance:		3				

### VEHICLES

VEHICLE MODEL/NAME	TYPE	SILH	SPEED	HAND	ARMOR	F-DEF	A-DEF	P-DEF	S-DEF	HULL	STRAIN
XS Stock Light Freighter "Seekers End"	Freighter	4	4	-1	3	1	1	--	--	22	14

### NOTES

NAME: *Seekers End* CATEGORY: *Starship, Non-Fighter Starship*  
 MODEL: *XS Stock Light Freighter* HULL TYPE: *Freighter*  
 HARD POINTS: *Total: 5, Remaining: 5* COST/RARITY: *100,000/4*

**4**  
SILHOUETTE

**4**  
SPEED

**-1**  
HANDLING

ARMOR  
**3**

ENCUMBRANCE  
**0** **145**  
VALUE CAPACITY



HULL TRAUMA  
**22**

SYSTEM STRAIN  
**14**

CURRENT

### DESCRIPTION

**Hyperdrive:** Primary: Class 2, Backup: Class 12  
**NaviComputer:** Yes  
**Consumables:** Two Months  
**Sensor Range:** Short  
**Crew:** One Pilot, One Co-Pilot, One Engineer  
**Passengers:** 4



SPEED TRACK  
0 1 2 3 4 5 6 7 8 9  
FULL STOP BURNOUT

### CRITICAL HITS

RESULT	SEVERITY
	◆◆◆◆
	◆◆◆◆
	◆◆◆◆
	◆◆◆◆

### ABOUT THE SEEKERS END

### CURRENT ACTIONS

- ☐ Evasive Maneuvers ☐ Gain the Advantage ☐ Stay on Target ☐ Target Lock  
☐ Watch Your Back!

### WEAPON SYSTEMS

CNT	WEAPON SYSTEM	ARC	RANGE	DAM	CRITICAL	QUALITIES
1	Dorsal Turret Mounted Medium Laser Cannon		Close	6	🔥🔥🔥	
1	Medium Laser Cannon		Close	6	🔥🔥🔥	

### NOTES