

Last Modified: Monday, March 26, 2018 3:51 PM

CHARACTER NAME:

Vostig

PLAYER NAME:

Rob

SPECIES:

Trandoshan

CAREER:

Bounty Hunter

SPECIALIZATIONS:

Gadgeteer

DESCRIPTION

GENDER: Male

AGE: 37

HEIGHT: 6'6"

BUILD: Medium

HAIR:

None

EYES: Yellow



NOTABLE FEATURES

Large claw scars on face

MOTIVATIONS

CODE

SURVIVAL

A code is hardly relavant if the bounty hunter is too dead to uphold it, and while this character might have other pircinciples or oaths, the first and foremost is to survive at all costs. While the cahracter 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.

CAUSE

RELIGION/SPIRITUALITY

The Scorekeeper

OBLIGATIONS





Antagonist 10

Teemothe 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.

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

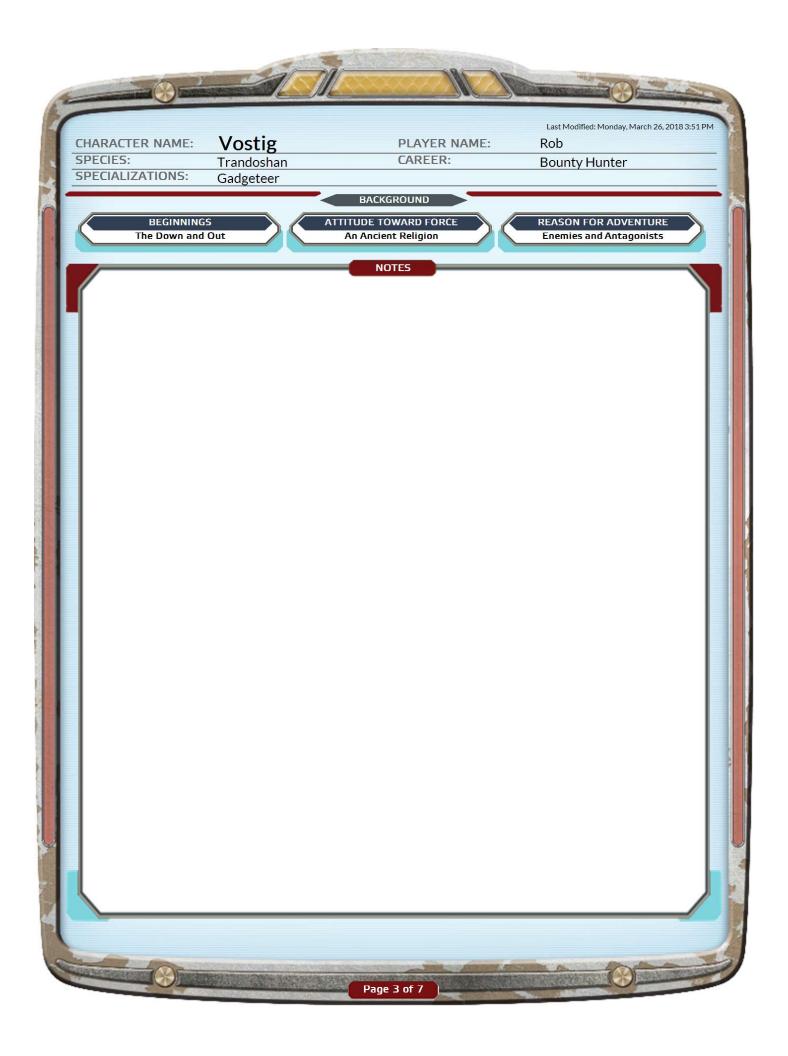
You've stolen your ship, the Krayt Fang, from the Bounty Hunter Trex.

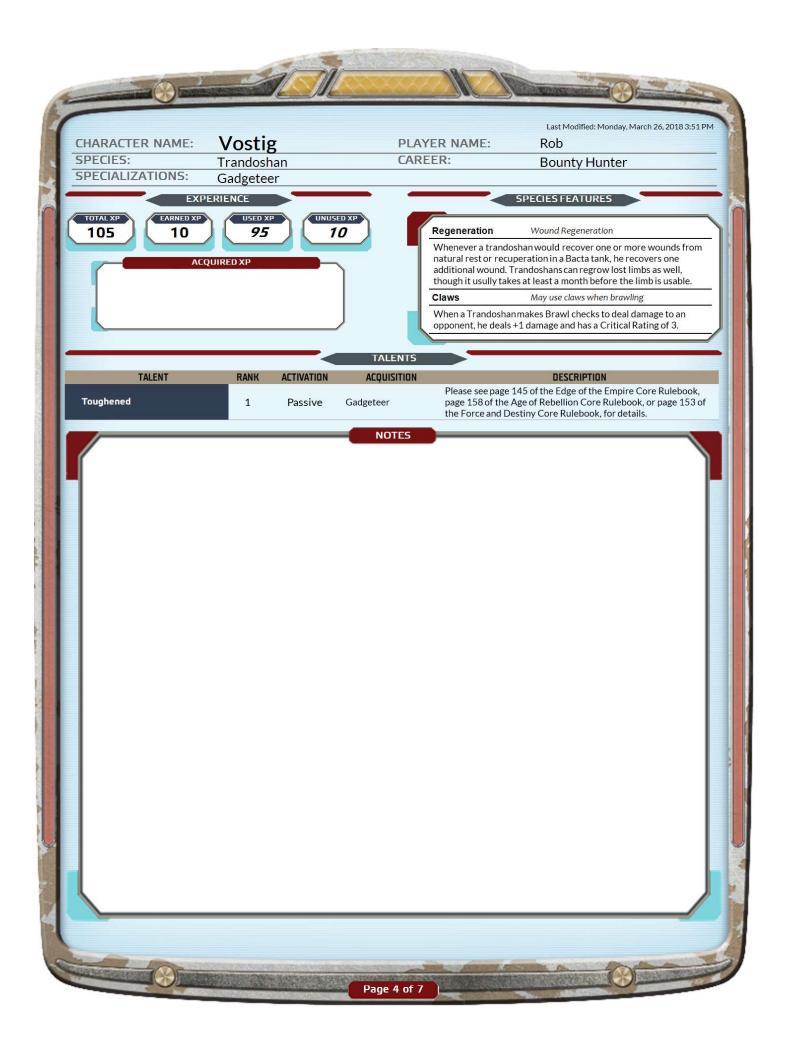
Favor 10 (to account for GM provided gear) An old Trandoshan friend and mentor of Vostig's saved his life on more than occasion. Vostig hasn't seen Vrigg for years, but Vrigg knows Vostig will do anything for his old friend to repay past debts.











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GADGETEER TALENT TREE

BRACE

Please see page 132 of the Edge of the Empire Core Rulebook, or page 143 of the Age of Rebellion Core Rulebook, for details.

Cost: 5

V TOUGHENED

Please see page 145 of the Edge of the Empire Core Rulebook, page 158 of the Age of Rebellion Core Rulebook, or page 153 of the Force and Destiny Core Rulebook, for details

Cost: 5

INTIMIDATING

Please see page 137 of the Edge of the Empire Core Rulebook, page 150 of the Age of Rebellion Core Rulebook, or page 145 of the Force and Destiny Core Rulebook, for details.

Cost: 5

DEFENSIVE STANCE

Please see page 134 of the Edge of the Empire Core Rulebook, page 146 of the Age of Rebellion Core Rulebook, or page 141 of the Force and Destiny Core Rulebook, for details.

Cost: 5

SPARE CLIP

Please see page 143 of the Edge of the Empire Core Rulebook, or page 157 of the Age of Rebellion Core Rulebook, for details.

Cost: 10

JURY RIGGED

Please see page 138 of the Edge of the Empire Core Rulebook, or page 150 of the Age of Rebellion Core Rulebook, for details.

Cost: 10

POINT BLANK

Please see page 141 of the Edge of the Empire Core Rulebook, or page 154 of the Age of Rebellion Core Rulebook, for details.

Cost: 10

DISORIENT

Please see page 135 of the Edge of the Empire Core Rulebook, or page 146 of the Age of Rebellion Core Rulebook, for details.

Cost: 10

TOUGHENED

Please see page 145 of the Edge of the Empire Core Rulebook, page 158 of the Age of Rebellion Core Rulebook, or page 153 of the Force and Destiny Core Rulebook, for details.

Cost: 15

ARMOR MASTER

Please see page 132 of the Edge of the Empire Core Rulebook, or page 142 of the Age of Rebellion Core Rulebook, for details.

Cost: 15

NATURAL ENFORCER

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

STUNNING BLOW

Please see page 144 of the Edge of the Empire Core Rulebook, or page 157 of the Age of Rebellion Core Rulebook, for details.

Cost: 15

JURY RIGGED

Please see page 138 of the Edge of the Empire Core Rulebook, or page 150 of the Age of Rebellion Core Rulebook. for details.

Cost: 20

TINKERER

Please see page 145 of the Edge of the Empire Core Rulebook, or page 158 of the Age of Rebellion Core Rulebook. for details.

Cost: 20

DEADLY ACCURACY

Please see page 134 of the Edge of the Empire Core Rulebook, or page 145 of the Age of Rebellion Core Rulebook. for details.

Cost: 20

STUNNING BLOW (IMPROVED)

Please see page 144 of the Edge of the Empire Core Rulebook, or page 157 of the Age of Rebellion Core Rulebook, for details.

Cost: 20

INTIMIDATING

Please see page 137 of the Edge of the Empire Core Rulebook, page 150 of the Age of Rebellion Core Rulebook, or page 145 of the Force and Destiny Core Rulebook, for details.

Cost: 25

DEDICATION

Please see page 134 of the Edge of the Empire Core Rulebook, page 145 of the Age of Rebellion Core Rulebook, or page 141 of the Force and Destiny Core Rulebook, for details.

Cost: 25

ARMOR MASTER (IMPROVED)

Please see page 132 of the Edge of the Empire Core Rulebook, or page 143 of the Age of Rebellion Core Rulebook, for details.

Cost: 25

CRIPPLING BLOW

Please see page 133 of the Edge of the Empire Core Rulebook, page 145 of the Age of Rebellion Core Rulebook, or page 141 of the Force and Destiny Core Rulebook, for details.

Cost: 25

