

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

PLAYER NAME: Rob  
CAREER: Bounty Hunter

Last Modified: Wednesday, April 18, 2018 2:38 PM

### 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> RESULTSEVERITY ◆◆◆◆ ◆◆◆◆ ◆◆◆◆ ◆◆◆◆
<b>DEFENSE</b> <b>1</b> <b>1</b> RANGEDMELEE			
<b>CURRENT</b>			

### 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>Blaster Rifle</b>	Ranged - Heavy	Long	<b>9</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

5

CRIMINAL

Criminal 5  
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.

10

FAVOR

## 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

**105**

EARNED XP

**10**

USED XP

**105**

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
<b>Toughened</b>	1	Passive	Gadgeteer	Gain +2 wound threshold.

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### ENCUMBRANCE

#### ENCUMBRANCE

7

9

VALUE

THRESHOLD

• You are unencumbered.

### MONEY

#### CREDITS

559

#### ACQUIRED CREDITS

### WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
<b>Blaster Rifle</b>	1	4	✓	✓	✓	9	3	Long	Qualities: Stun Setting
Carried Encumbrance:		4							

### ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL
<b>Armored Clothing</b>	1	0	✓	✓	✓	1	1	1	
Carried Encumbrance:		0							

### GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
<b>Comlink (handheld)</b>	1	0	✓		✓	
<b>Climbing Gear</b>	1	1	✓		✓	<b>Notes:</b> 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.
<b>Stimpack</b>	5	0	✓		✓	<b>Features:</b> Heals 5 wounds.
<b>Utility Belt</b>	1	0	✓	✓	✓	<b>Features:</b> 1 Increase Encumbrance Threshold by 1 Mod
<b>Extra Reload</b>	2	2	✓		✓	
Carried Encumbrance:		3				

### VEHICLES

VEHICLE MODEL/NAME	TYPE	SILH	SPEED	HAND	ARMOR	F-DEF	A-DEF	P-DEF	S-DEF	HULL	STRAIN
<b>XS Stock Light Freighter "Krayt Fang"</b>	Freighter	4	3	-1	3	1	1	--	--	22	14

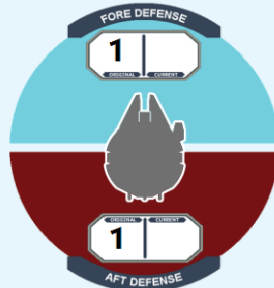
### NOTES

NAME: *Krayt Fang* 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

3  
SPEED

-1  
HANDLING



HULL TRAUMA  
22

SYSTEM STRAIN  
14

ARMOR  
3

ENCUMBRANCE  
0 145  
VALUE CAPACITY

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 PUNCH IT

#### CRITICAL HITS

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

#### ABOUT THE KRAYT FANG

#### 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