

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

PLAYER NAME: Rob
 CAREER: Bounty Hunter

CHARACTERISTICS

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

ATTRIBUTES

WOUND 17	STRAIN 12	SOAK 4	CRITICAL INJURIES <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		◇◇◇◇		◇◇◇◇		◇◇◇◇		◇◇◇◇
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DEFENSE <table border="1"> <tr> <td>1</td> <td>1</td> </tr> <tr> <td>RANGED</td> <td>MELEE</td> </tr> </table>			1	1	RANGED	MELEE							
1	1												
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
Blaster Rifle	Ranged - Heavy	Long	9	○○○○	◇◇◇	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

Last Modified: Wednesday, March 28, 2018 6:58 PM

CHARACTER NAME: **Vostig**
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SPECIALIZATIONS: Gadgeteer

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CAREER: Bounty Hunter

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
Toughened	1	Passive	Gadgeteer	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.

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ENCUMBRANCE

ENCUMBRANCE

5 **8**

VALUE THRESHOLD

• You are unencumbered.

MONEY

CREDITS

84

ACQUIRED CREDITS

WEAPONS

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

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	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 ✓

Carried Encumbrance: 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.

VEHICLES

VEHICLE MODEL/NAME	TYPE	SILH	SPEED	HAND	ARMOR	F-DEF	A-DEF	P-DEF	S-DEF	HULL	STRAIN
YT-1300 Light Freighter "Krayt Fang"	Freighter	4	3	-1	3	1	1	--	--	22	15

NOTES

NAME: *Krayt Fang* CATEGORY: *Starship, Non-Fighter Starship*
 MODEL: *YT-1300 Light Freighter* HULL TYPE: *Freighter*
 HARD POINTS: *Total: 6, Remaining: 6* COST/RARITY: *100,000/4*

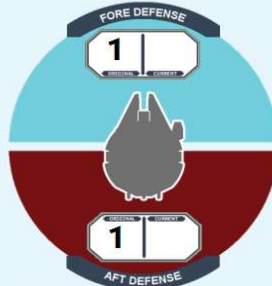
4
SILHOUETTE

3
SPEED

-1
HANDLING

ARMOR
3

ENCUMBRANCE
0 165
VALUE CAPACITY



HULL TRAUMA
22

SYSTEM STRAIN
15

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: 6



ABOUT THE KRAYT FANG

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

CRITICAL HITS

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

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	0000	
1	Ventral Turret Mounted Medium Laser Cannon		Close	6	0000	

NOTES