

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							
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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)	✓	-	◇◇◇

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)	✓	1	◇◇◇
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

CAUSE

The Scorekeeper

RELIGION/SPIRITUALITY

OBLIGATIONS

5

BETRAYAL

10

ANTAGONIST

5

CRIMINAL

10

FAVOR

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.

Betrayal 5

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

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 one 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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SPECIES: Trandoshan
SPECIALIZATIONS: Gadgeteer

PLAYER NAME: Rob
CAREER: Bounty Hunter

BACKGROUND

BEGINNINGS

The Down and Out

ATTITUDE TOWARD FORCE

An Ancient Religion

REASON FOR ADVENTURE

Enemies and Antagonists

NOTES

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

PLAYER NAME: Rob
CAREER: Bounty Hunter

EXPERIENCE

TOTAL XP

105

EARNED XP

10

USED XP

95

UNUSED XP

10

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.

NOTES

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Vostig

PLAYER NAME:

Rob

SPECIES:

Trandoshan

CAREER:

Bounty Hunter

SPECIALIZATIONS:

Gadgeteer**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**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 150 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

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COMPANIONS

TEEMO THE HUTT [RIVAL]

1	1	1	1	1	1	SOAK 1	WOUND 11	DEFENSE 0 0	
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE			RANGED	MELEE

TREK THE TRANDOSHAN BOUNTY HUNTER [RIVAL]

1	1	1	1	1	1	SOAK 1	WOUND 11	DEFENSE 0 0	
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE			RANGED	MELEE

PATRICK ARZO THE BETRAYER [RIVAL]

1	1	1	1	1	1	SOAK 1	WOUND 11	DEFENSE 0 0	
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE			RANGED	MELEE

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ENCUMBRANCE

ENCUMBRANCE

4 **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: 0

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