

CHARACTER NAME: **Rimer**
 CAREER: Commander
 SPECIALIZATIONS: Instructor

PLAYER NAME: Matt L
 SPECIES: Drall

CHARACTERISTICS

2	2	4	2	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

ATTRIBUTES

WOUND 10	STRAIN 16	SOAK 3
DEFENSE 1 1 RANGED MELEE		
CRITICAL INJURIES		
RESULT		SEVERITY
		◇ ◇ ◇ ◇
		◇ ◇ ◇ ◇
		◇ ◇ ◇ ◇
		◇ ◇ ◇ ◇

SKILLS

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

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Streetwise (Cun)	-	-	◇ ◇ ◇ ◇
Survival (Cun)	-	-	◇ ◇ ◇ ◇
Vigilance (Wil)	✓	-	◇ ◇ ◇ ◇

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	-	-	◇ ◇ ◇ ◇
Gunnery (Ag)	-	-	◇ ◇ ◇ ◇
Lightsaber (Br)	-	-	◇ ◇ ◇ ◇
Melee (Br)	-	-	◇ ◇ ◇ ◇
Ranged - Heavy (Ag)	✓	1	◇ ◇ ◇ ◇
Ranged - Light (Ag)	✓	1	◇ ◇ ◇ ◇

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)	-	-	◇ ◇ ◇ ◇
Education (Int)	✓	1	◇ ◇ ◇ ◇
Lore (Int)	-	-	◇ ◇ ◇ ◇
Outer Rim (Int)	-	-	◇ ◇ ◇ ◇
Underworld (Int)	-	-	◇ ◇ ◇ ◇
Warfare (Int)	✓	-	◇ ◇ ◇ ◇
Xenology (Int)	-	-	◇ ◇ ◇ ◇

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DESCRIPTION

GENDER: *Male*

AGE:

HEIGHT: *1.4 meters*

BUILD: *Average*

HAIR: *Brown and Black*

EYES: *Black*



NOTABLE FEATURES

MOTIVATIONS

BELIEF

HONOR

BELIEF

JUSTICE

QUEST

VENGEANCE

DUTIES

10

SUPPORT

REWARDS

CAMPAIGN MEDAL/RIBBON

Medal/Ribbon *Battle of Endor*

You have earned the Battle of Endor campaign ribbon for participating in the Battle of Endor.

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BACKGROUND**BEGINNINGS**

Justified Avengers

ATTITUDE TOWARD FORCE

An Ancient Religion

REASON FOR ADVENTURE

The New Recruit

STORY

Rimer's mother, Nashira, was the youngest female in her family. This meant that she was never going to be the family Duchess, and instead chose to head off-world on a lucrative research contract.

This contract took Nashira and her husband to the Corporate Sector, specifically Bonadan. Nashira's role was to devise a method, or methods, to reverse the damage to the planet caused by mining operations and their poor waste management solutions that, although promised in their tenders for the work, were never delivered or enforced upon.

Rimer's birth changed his mother's priorities, especially as he was a sickly child, which could only be linked to either the sterility of the research station or occasional introduction to the noxious chemicals formed on the planet's surface.

After Nashira's husband, Sitch, passed away after an accident on the surface, Nashira and Rimer returned to the galaxy during the formation of the Empire. Nashira's skills were in demand and the Imperials promised to aid with Rimer's healthcare in return; he was a sickly child and required specialist treatment if he wasn't going to remain in such a condition for all of his life.

Nashira contributed to many special Imperial projects and worked long hours. As Rimer grew and wasn't able to risk damaging his weak immune system by venturing outside often, he studied, tearing through books on all topics. Whether they be historical war stories, books about the fictional gunslinger Bendak Starkiller, medical textbooks about his own condition, he was a book mole. For him, this was heaven and it ensured he would never get in trouble with his mother.

Rimer didn't realise it but he had a very pampered upbringing. His lack of interaction with the outside world has made him very naive and not brilliant at identifying risk. He's not afraid to ask questions that others wouldn't out of fear of retribution, for instance, a man could be planning to rob him and Rimer, oblivious to this danger, may well ask them if they had the time.

Nashira was tasked with designing inhumane military equipment, under the guise of safety equipment. What she thought were fire suppression systems were, in fact, devices used to remove the atmosphere in buildings to incapacitate the inhabitants, for example. Nashira discovered these secrets by accident, when she used someone else's terminal to enter test data into the system.

Nashira was able to flee the Empire, and made it back to her native Drall. After sharing the horrors of her time away with her family, she was betrayed by her older sister and captured by the Empire. If she still lives, Rimer does not know. Part of him hopes she isn't alive, as the thought of her being a slave to the Imperials fills him with dread. She is the reason Rimer has sought out the Rebellion. He cannot fight very well himself, but if he can help those who can to fight harder, then maybe he can help give the Empire a bloody nose and draw some blood in his mother's memory.

Rimer, knowing how his health as a youngster affected his mother, seeks to help others in their times of need. Equally, his mother's faith in him to achieve despite his poor childhood health drives Rimer to see others succeed where they think they cannot.

Rimer now has his health, but his mother and father paid the price, and he is not going to let their sacrifice be in vain. He will live his life fighting for what he believes in, he has had enough of tyrants punching downwards on the normal guys.

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EXPERIENCE

TOTAL XP

130

EARNED XP

30

USED XP

120

UNUSED XP

10

ACQUIRED XP

SPECIES FEATURES

Checks

*Skilled Assistance*Drall add ☐ when providing skilled assistance.

TALENTS

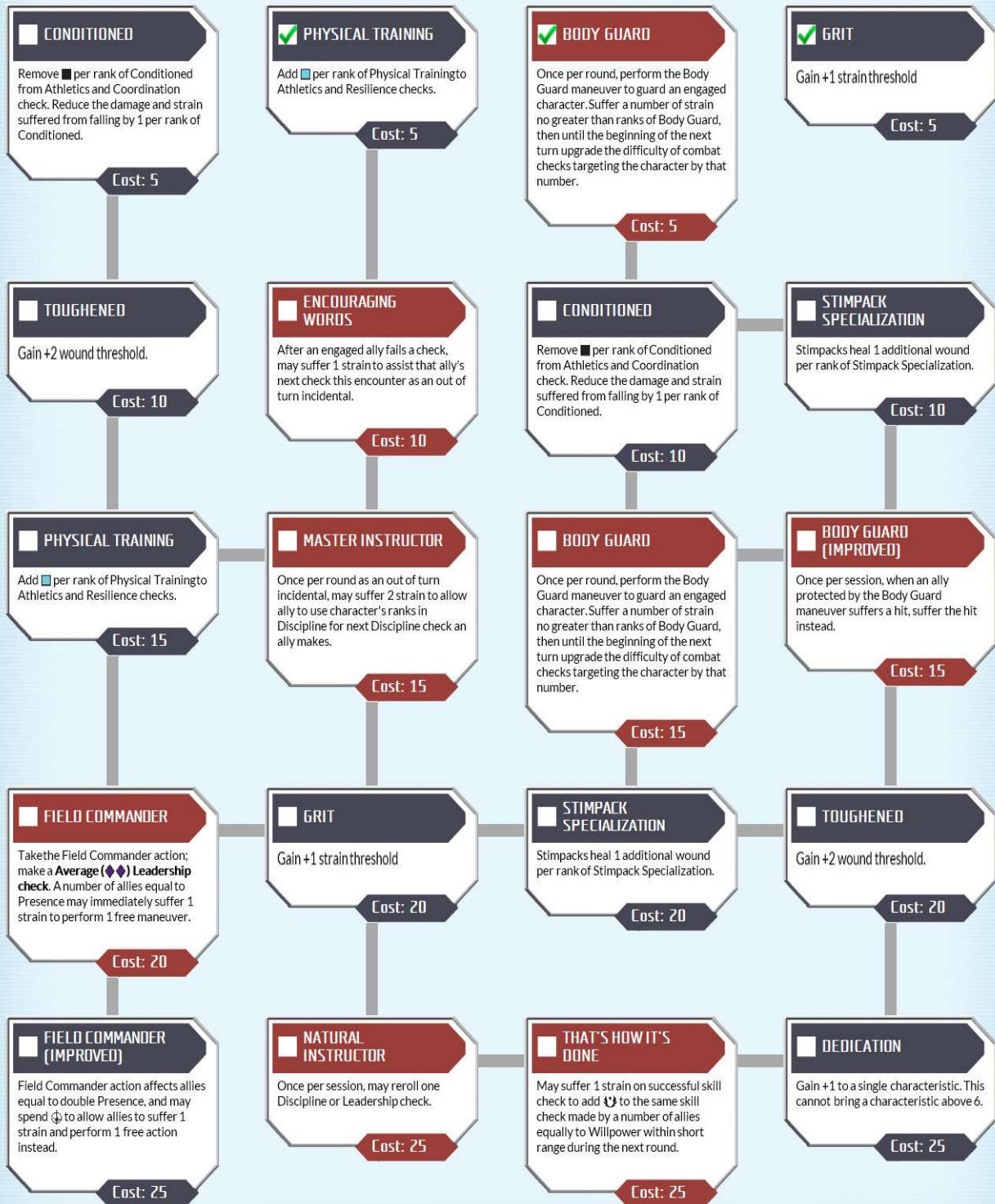
TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Body Guard	1	Maneuver	Instructor	Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.
Grit	1	Passive	Instructor	Gain +1 strain threshold
Physical Training	1	Passive	Instructor	Add <input type="checkbox"/> per rank of Physical Training to Athletics and Resilience checks.

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INSTRUCTOR TALENT TREE



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ENCUMBRANCE

ENCUMBRANCE

7**8**

VALUE

THRESHOLD

- You are unencumbered.

MONEY

CREDITS

0

ACQUIRED CREDITS

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
Pocket Blaster Pistol	1	1	✓	✓	✓	5	3	Short	Qualities: Stun Setting Features: Adds ■ to Perception checks when attempting to locate holdout blaster on a person's body
Light Blaster Pistol	1	1	✓	✓	✓	5	4	Medium	Qualities: Stun Setting
Blaster Rifle	1	4	✓	✓	✓	9	3	Long	Qualities: Stun Setting
Carried Encumbrance:		6							

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL
Heavy Clothing	1	0	✓	✓	✓	1	0	0	
Heavy Robes	1	0	✓	✓	✓	0	1	1	
Carried Encumbrance:		0							

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Stimpack	4	0	✓	✓	✓	Features: Heals 5 wounds.
Utility Belt	1	0	✓	✓	✓	Features: 1 Increase Encumbrance Threshold by 1 Mod
Datapad	1	1	✓	✓	✓	
Carried Encumbrance:		1				

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