CHARACTER NAME:	**Sazzil**	PLAYER NAME:	Wade
CAREER:	Technician	SPECIES:	Sluissi
SPECIALIZATIONS:	Modder		

CHARACTERISTICS

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

ATTRIBUTES

WOUND	STRAIN	SOAK
12	12	4

CURRENT

DEFENSE

RANGED	MELEE
0	0

CRITICAL INJURIES

RESULT	SEVERITY
	◇ ◇ ◇ ◇
	◇ ◇ ◇ ◇
	◇ ◇ ◇ ◇
	◇ ◇ ◇ ◇

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	✔	-	◆◆◆◆
Athletics (Br)		-	◆◆
Charm (Pr)		-	◆◆
Coercion (Wil)		-	◆◆
Computers (Int)	✔	1	⬡◆◆◆
Cool (Pr)		-	◆◆
Coordination (Ag)	✔	-	◆◆◆
Cybernetics (Int)		-	◆◆◆◆
Deception (Cun)		-	◆◆
Discipline (Wil)	✔	-	◆◆
Leadership (Pr)		-	◆◆
Mechanics (Int)	✔	3	⬡⬡⬡◆ ▭▭
Medicine (Int)		-	◆◆◆◆
Negotiation (Pr)		-	◆◆
Perception (Cun)	✔	1	⬡◆
Piloting - Planetary (Ag)	✔	-	◆◆◆
Piloting - Space (Ag)	✔	1	⬡◆◆
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)		-	◆◆◆
Ranged - Light (Ag)		-	◆◆◆

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

NOTES

CHARACTER NAME: Sazzil   **PLAYER NAME:** Wade

CAREER: Technician   **SPECIES:** Sluissi

SPECIALIZATIONS: Modder

DESCRIPTION

GENDER: *Male*

AGE: *36*

HEIGHT: *6'1*

BUILD:

HAIR:

EYES:

NOTABLE FEATURES

DUTIES

5

SUPPORT

BACKGROUND

BEGINNINGS	ATTITUDE TOWARD FORCE	REASON FOR ADVENTURE
The Down and Out	An Ancient Religion	Opportunity Knocks

NOTES

CHARACTER NAME:	**Sazzil**	PLAYER NAME:	Wade
CAREER:	Technician	SPECIES:	Sluissi
SPECIALIZATIONS:	Modder		

EXPERIENCE

TOTAL XP	EARNED XP	USED XP	UNUSED XP
115	25	*105*	*10*

ACQUIRED XP

SPECIES FEATURES

Talents	*Gearhead*
Sluissi may begin play with one rank in Gearhead.	
Mechanics	*Practiced Mechanic*
A Sluissi can choose to spend a maneuver just prior to making a Mechanics roll, upgrading the dice pool by one.	

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Gearhead	2	Passive	Sluissi Option Talents (Gearhead), Modder	Remove ■ per rank of Gearhead from Mechanics checks. Have the credit cost to add mods to attachments.
Tinkerer	1	Passive	Modder	May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.

NOTES

CHARACTER NAME: **Sazzil**   PLAYER NAME: Wade

CAREER: Technician   SPECIES: Sluissi
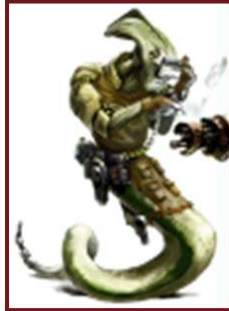
SPECIALIZATIONS: Modder

MODDER TALENT TREE

✅ TINKERER
May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.
Cost: 5

☐ RESOLVE
When a character involuntarily suffers strain, he suffers 1 less strain per tank of Resolve to a minimum of 1.
Cost: 5

☐ KNOW SOMEBODY
Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.
Cost: 5

☐ SIGNATURE VEHICLE
Choose one starship or vehicle as Signature Vehicle Upgrade all Mechanics checks made on that vehicle once.
Cost: 5

✅ GEARHEAD
Remove ■ per rank of Gearhead from Mechanics checks. Have the credit cost to add mods to attachments.
Cost: 10

☐ TINKERER
May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.
Cost: 10

☐ FANCY PAINT JOB
Upgrade all Charm, Deception, and Negotiation checks made in the presence of Signature Vehicle once.
Cost: 10

☐ LARGER PROJECT
Signature Vehicle can have a silhouette 1 larger per rank of Larger Project.
Cost: 10

☐ RESOURCEFUL REFIT
May perform the Resourceful Refit action, make an **Average (♦♦) Mechanics check** to scavenge an old attachment to construct a new one, reducing its price by that of the dismantled attachment.
Cost: 15

☐ RESOLVE
When a character involuntarily suffers strain, he suffers 1 less strain per tank of Resolve to a minimum of 1.
Cost: 15

☐ LARGER PROJECT
Signature Vehicle can have a silhouette 1 larger per rank of Larger Project.
Cost: 15

☐ TOUGHENED
Gain +2 wound threshold.
Cost: 15

☐ JURY RIGGED
Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
Cost: 20

☐ HIDDEN STORAGE
Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.
Cost: 20

☐ TINKERER
May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.
Cost: 20

☐ GEARHEAD
Remove ■ per rank of Gearhead from Mechanics checks. Have the credit cost to add mods to attachments.
Cost: 20

☐ JURY RIGGED
Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
Cost: 25

☐ DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
Cost: 25

☐ NATURAL TINKERER
Once per session, may reroll any 1 Mechanics check.
Cost: 25

☐ CUSTOM LOADOUT
May add 2 additional hard points to Signature Vehicles.
Cost: 25

CHARACTER NAME:	**Sazzil**	PLAYER NAME:	Wade
CAREER:	Technician	SPECIES:	Sluissi
SPECIALIZATIONS:	Modder		

ENCUMBRANCE

ENCUMBRANCE	
12	**13**
VALUE	THRESHOLD

- You are unencumbered.

MONEY

CREDITS
394

ACQUIRED CREDITS

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
Model 53 "Quicktrigger" Blaster Pistol	1	1			✓🟨🟧🟥	6	3	Medium	**Qualities:** Stun Setting **Features:** Reduce the difficulty of Mechanics checks to repair a Model 53 or modify attachments on it by one.
Carried Encumbrance:	**0**								

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL
Adverse Environmental Gear	1	0	✓	✓	✓🟨🟧🟥	1	0	0	**Features:** Wearer may ignore ⬛ imposed by the environment
Laminate	1	1	✓	✓	✓🟨🟧🟥	2	0	0	
Carried Encumbrance:	**1**								

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Custom Tool Kit	1	5	✓		✓🟨🟧🟥	**Features:** Owners gain 🟦 and non-owners gain ⬛ on checks to maintain or repair any item.
Slicer Gear	1	2	✓		✓🟨🟧🟥	
Fusion Lantern	1	2	✓		✓🟨🟧🟥	
Mk. IV Modular Backpack	1	0	✓	✓	✓🟨🟧🟥	**Features:** 1 Increase Encumbrance Threshold by 3 Mod, **Attachments:** *Modular Backpack Accessory Pouch* (1 Increase Encumbrance Threshold by 3 Mod)
Comlink (long range)	1	2	✓		✓🟨🟧🟥	
Carried Encumbrance:	**11**					

VEHICLES

VEHICLE MODEL/NAME	TYPE	SILH	SPEED	HAND	ARMOR	F-DEF	A-DEF	P-DEF	S-DEF	HULL	STRAIN	
All Terrain Scout Transport	Walker	3	2	0	3	0	0	--	--	15	12	⛔
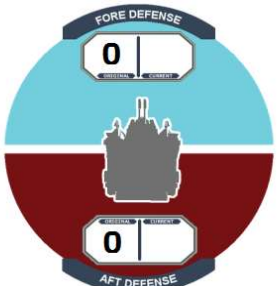
NOTES

NAME:		CATEGORY:	Walker, Land Vehicle
MODEL:	All Terrain Scout Transport	HULL TYPE:	Walker
HARD POINTS:	1	COST/RARITY:	75,000/5 🚫
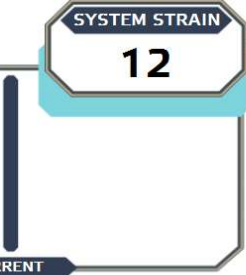
SILHOUETTE 3
SPEED 2
HANDLING --

ARMOR 3
ENCUMBRANCE VALUE 0 | CAPACITY 18
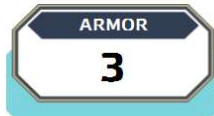
FORE DEFENSE 0
AFT DEFENSE 0

HULL TRAUMA 15
SYSTEM STRAIN 12
CURRENT

SPEED TRACK
0	1	2	3	4	5	6	7	8	9

FULL STOP — PUNCH IT!

DESCRIPTION

Sensor Range: Short

Crew: One pilot, one gunner

ABOUT THIS VEHICLE

CRITICAL HITS
RESULT	SEVERITY
	◇ ◇ ◇ ◇
	◇ ◇ ◇ ◇
	◇ ◇ ◇ ◇
	◇ ◇ ◇ ◇

CURRENT ACTIONS

☐ Evasive Maneuvers ☐ Gain the Advantage ☐ Increase Power ☐ Stay on Target
☐ Target Lock ☐ Watch Your Back!

WEAPON SYSTEMS

CNT	WEAPON SYSTEM	ARC	RANGE	DAM	CRITICAL	QUALITIES
1	Port-Mounted Light Blaster Cannon	▼	Close	4	✦✦✦✦	
1	Starboard-Mounted Concussion Grenade Launcher	▼	Extreme	10	✦✦✦✦	(Uses personal scale) Breach 1, Blast 8, Limited Ammo 20
1	Chin-Mounted Twin Heavy Blaster Cannon	▼	Close	5	✦✦✦✦	Linked 1

NOTES