

CHARACTER NAME: **Grif Tiesk**
 SPECIES: Gran
 SPECIALIZATIONS: Mechanic, Magus

PLAYER NAME: Joseph
 CAREER: Technician

CHARACTERISTICS

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

ATTRIBUTES

WOUND 15	STRAIN 11	SOAK 3	<table border="1"> <thead> <tr> <th colspan="2">CRITICAL INJURIES</th> <th>SEVERITY</th> </tr> <tr> <th>RESULT</th> <th></th> <th></th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>◇◇◇◇</td> </tr> <tr> <td></td> <td></td> <td>◇◇◇◇</td> </tr> <tr> <td></td> <td></td> <td>◇◇◇◇</td> </tr> <tr> <td></td> <td></td> <td>◇◇◇◇</td> </tr> </tbody> </table>	CRITICAL INJURIES		SEVERITY	RESULT					◇◇◇◇			◇◇◇◇			◇◇◇◇			◇◇◇◇
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		◇◇◇◇																			
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DEFENSE																					
0	0																				
RANGED	MELEE																				

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	✓	-	◇◇◇◇
Athletics (Br)		-	◇◇◇◇
Charm (Pr)		1	◇◇◇◇
Coercion (Wil)	✓	-	◇◇◇◇
Computers (Int)	✓	2	◇◇◇◇
Cool (Pr)		-	◇◇◇◇
Coordination (Ag)	✓	1	◇◇◇◇
Cybernetics (Int)		-	◇◇◇◇
Deception (Cun)		-	◇◇◇◇
Discipline (Wil)	✓	1	◇◇◇◇
Leadership (Pr)		-	◇◇◇◇
Mechanics (Int)	✓	2	◇◇◇◇
Medicine (Int)	✓	-	◇◇◇◇
Negotiation (Pr)		-	◇◇◇◇
Perception (Cun)	✓	-	◇◇◇◇
Piloting - Planetary (Ag)	✓	1	◇◇◇◇
Piloting - Space (Ag)	✓	-	◇◇◇◇
Resilience (Br)		1	◇◇◇◇
Skulduggery (Cun)	✓	1	◇◇◇◇
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)	✓	-	◇◇◇◇
Underworld (Int)		-	◇◇◇◇
Warfare (Int)		-	◇◇◇◇
Xenology (Int)		1	◇◇◇◇

NOTES

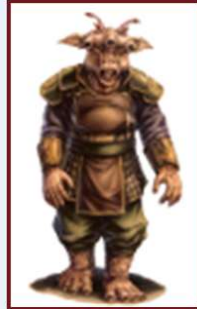
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CHARACTER NAME: **Grif Tiesk**
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SPECIALIZATIONS: Mechanic, Magus

PLAYER NAME: Joseph
CAREER: Technician

DESCRIPTION

GENDER: *Male*
AGE: *27*
HEIGHT: *5'11"*
BUILD: *Normal Guy*
HAIR: *none*
EYES: *3 black eyes*



NOTABLE FEATURES

OBLIGATIONS

5

CREW

5

FAILED INSTALLATION/REPAIR

5

BOUNTY

MORALITY

STARTING
50

CURRENT

CONFLICT

CLEVERNESS

SOPHISM

Light-Side Force User

BACKGROUND

BEGINNINGS

Middle Class Struggles

REASON FOR ADVENTURE

Wrong Place, Wrong Time

STORY

I am stuck on ship. I didn't get off before it left.

Last Modified: Monday, February 24, 2020 11:41 PM

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PLAYER NAME: **Joseph**

SPECIES: **Gran**

CAREER: **Technician**

SPECIALIZATIONS: **Mechanic, Magus**

EXPERIENCE

TOTAL XP 175	EARNED XP 60	USED XP 175	UNUSED XP 0
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ACQUIRED XP

[Empty box for Acquired XP]

SPECIES FEATURES

Skills *One rank in Charm*
Gran may take one rank in Charm

Vision *Enhanced Vision*
When making ranged combat or Perception checks, Gran remove up to ■■ imposed due to environmental conditions or concealment (but not defense).

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Fine Tuning	1	Passive	Mechanic	When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.
Gearhead	1	Passive	Mechanic	Remove ■ per rank of Gearhead from Mechanics checks. Have the credit cost to add mods to attachments.
Redundant Systems	--	Action	Mechanic	Once per session, may take a Redundant Systems action; make an Easy (◆) Mechanics check to harvest components from a functioning device to repair a broken one without breaking the first device.
Solid Repairs	3	Passive	Mechanic	The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.
Toughened	1	Passive	Mechanic	Gain +2 wound threshold.

FORCE ABILITIES

FORCE RATING: 2

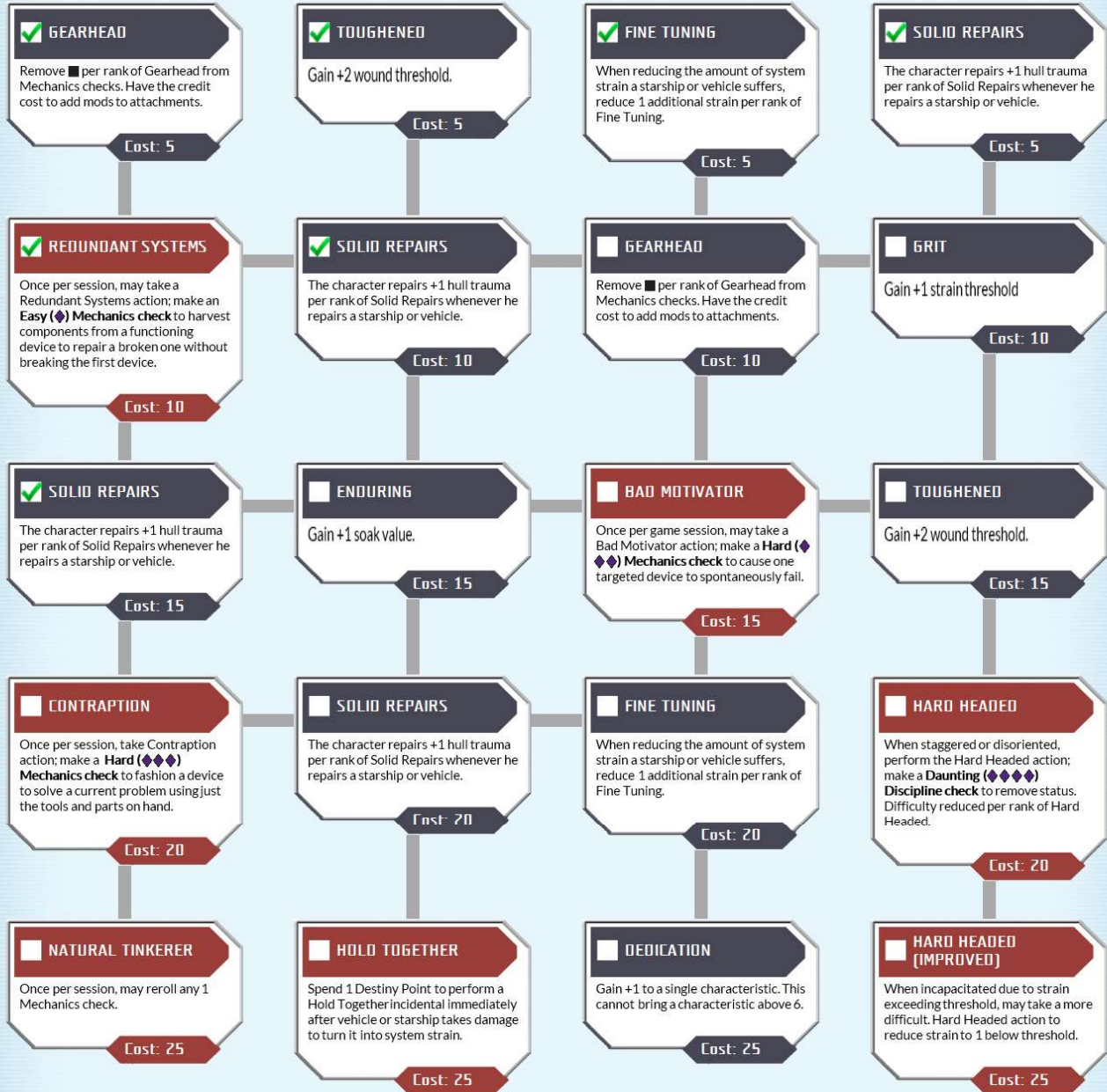
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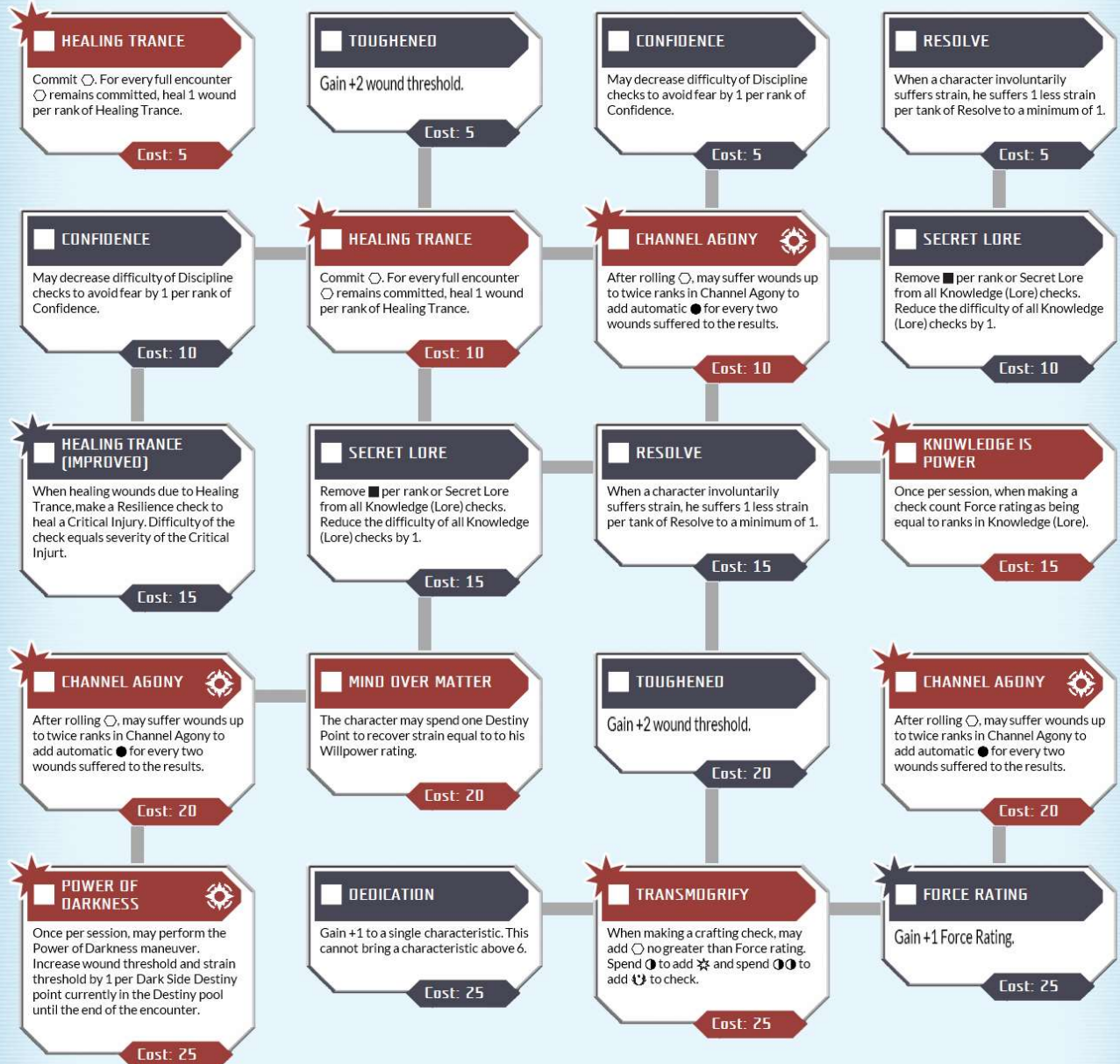
MECHANIC TALENT TREE



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MAGUS TALENT TREE



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SPECIALIZATIONS:	Mechanic, Magus		

COMPANIONS

THE TOM SYSTEM [MINION]

1 BRAWN	1 AGILITY	1 INTELLECT	1 CUNNING	1 WILLPOWER	1 PRESENCE	SOAK 1	WOUND 3	DEFENSE 0 0 RANGED MELEE
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The Total.Occupational.MechanicSYSTEM is housed in the Low Garage and aids in mechanics checks. T.O.M.is hardwired into the garage and cannot move away from his position. T.O.M.cannot speak but communicates in with misalaniuos noises around the garage. T.O.M.was built by Grif and his uncle to help repair and modify larger things that are brought to the shop by friends and family. The Low garage is hidden and only known of by long time customers who the Tiesk family has come to trust with their buisness. The Low garage is entered through a large hatch in the terreced farmland behind the main shop, the hatch can only be opened through a short range Binary Transmission sent to the TOMSYSTEMS unique TransmissionAddress Port. The Low garage is able to house vehicles with up to 5 Silhouette, but can be filled up very fast.

This is a riding beast or other mount

Skills:

Cybernetics (◆), Mechanics (◆)

Abilities:

Silhouette - 0

Weapons:

Engineer's Hammer - Skill: Melee (◆) Range: Engaged, Damage: 4, Critical: ○○○○○○, Qualities: Cumbersome 3, Disorient 1, Knockdown

Gear:

5 Stimpack (Gear Features: Heals 5 wounds.), Dejarik Table, VX-A Intelligent Toolbox(Gear Features: Counts as a tool kit., Reduces time for repairs, crafting, or other Mechanics-related tasks by 50%), Engineer's Hammer (Gear Features: Adds □□ to any check made to build or demolish structures., May be used as a weapon.), ToolKit (Gear Features: Allows user to perform most mechanical checks to repair devices and droids), Datapad, Custom ToolKit (Gear Features: Owners gain □ and non-owners gain ■ on checks to maintain or repair any item.), 5 CZ-88 Heavy Loader Arm (Gear Features: Droid brain: Brawn 5, Athletics 1 (●◆◆◆◆).)

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ENCUMBRANCE

ENCUMBRANCE
 0 | 8
 VALUE | THRESHOLD

• You are unencumbered.

MONEY

CREDITS
 200

ACQUIRED CREDITS

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
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(RI-01)-(RI-06)

6

0



Notes: RI-01, RI-02, RI-03, RI-04, RI-05, and RI-06 are all droid workers in Grif Tiesk's Mod and Repair shop. They all sound the same and only one is working in the main shop at a time. Grif doesn't know what they do when they're not working but he's not concierened because they're all afraid of going to far away from the Shop. Some say that they're, in fact, all the same droid but they argue otherwise. RI-03 calls themself Richard but no one know why, RI-05 insists that they don't have a gambling problem but some how is always asking for loans, RI-06 likes to watch intergalactic soaps on the holodeck and often watchs them on their breaks, RI-02 calls themself the 'normal one' we can't corroborate that information, RI-01 fancies themself a kitchen droid and never holds up their weight of the work, and rumors say that RI-04 used to race in the Triellus Grand Prix and was able to advance their career up until a devastating loss in the Namandii Intergalactic Champion Series. Ultimatly the group know how to run the shop alone but are sub-par mechanics and really just occupy time in the shop while Grif does most of the hard work.

Carried Encumbrance: 0

NOTES