

CHARACTER NAME: **Talsinimeir 'Talis' Magg** PLAYER NAME: **Joseph Manditch**
 SPECIES: **Gamorrean** CAREER: **Smuggler**
 SPECIALIZATIONS: **Thief**

CHARACTERISTICS

6 BRAWN	2 AGILITY	1 INTELLECT	4 CUNNING	3 WILLPOWER	2 PRESENCE
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ATTRIBUTES

WOUND 17	STRAIN 12	SOAK 7	CRITICAL INJURIES
			RESULT SEVERITY
			◇ ◇ ◇ ◇
			◇ ◇ ◇ ◇
			◇ ◇ ◇ ◇
			◇ ◇ ◇ ◇

DEFENSE
1 | **1**
 RANGED | MELEE

SKILLS

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

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Streetwise (Cun)	✓	1	◇ ◇ ◇ ◇ ◇
Survival (Cun)	-	-	◇ ◇ ◇ ◇ ◇
Vigilance (Wil)	✓	2	◇ ◇ ◇ ◇ ◇

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

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

WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	CRITICAL	DICE POOL	SPECIAL
G9-GP Pulse Drill	Melee	Engaged	5	○○○○○	◇ ◇ ◇ ◇ ◇	Breach 1, Cumbersome 3, Inaccurate 1
Model 7 Therm-Ax	Melee	Engaged	8	○○○	◇ ◇ ◇ ◇ ◇	Burn 2, Sunder, Vicious 1
Slugthrower Pistol	Ranged - Light	Short	4	○○○○○	◇ ◇	
Repulsor Fist	Brawl	Engaged	8	○○○	◇ ◇ ◇ ◇ ◇	Concussive 1, Slow Firing 2, Disorient 1, Knockdown, Stun Setting, Vicious 1
Unarmed	Brawl	Engaged	6	○○○○○	◇ ◇ ◇ ◇ ◇	(One- or Two-Handed) Disorient 1, Knockdown, Stun Setting, Vicious 1

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DESCRIPTION

GENDER: *Male*

AGE: *59*

HEIGHT: *6'11*

BUILD: *The Rock*

HAIR:

EYES:



NOTABLE FEATURES

Is extremely tall

MOTIVATIONS

AMBITION

FRIENDSHIP

OBLIGATIONS

25

BAD REPUTATION

BACKGROUND

BEGINNINGS

The Poor and Hungry

REASON FOR ADVENTURE

Yesterday's Hero

NOTES

Last Modified: Monday, July 25, 2022 6:11 PM

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EXPERIENCE

TOTAL XP **475** EARNED XP **375** USED XP **485** UNUSED XP **-10**

ACQUIRED XP

[Empty box for Acquired XP]

SPECIES FEATURES

Combat *Savage Warrior*

When making a Brawl or Melee check, Gamorreans add the Vicious 1 quality to their weapons. If the weapon already has the Vicious quality, increase the listed value by one.

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Black Market Contacts	2	Incidental	Thief	When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.
Bypass Security	2	Passive	Thief	Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.
Dedication	1	Passive	Thief	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. Bonus Characteristic: Willpower +1
Defensive Stance	1	Maneuver	Repulsor Fist	Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.
Dodge	2	OOT Incidental	Thief	When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
Grit	2	Passive	Thief	Gain +1 strain threshold
Hidden Storage	1	Passive	Thief	Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.
Indistinguishable	2	Passive	Thief	Upgrade difficulty of checks to identify character once per rank of Indistinguishable.
Jump Up	--	Incidental	Thief	Once per round, may stand from seated or prone as an incidental.
Master of Shadows	--	Incidental	Thief	Once per round, suffer 2 strain to decrease difficulty of next Stealth or Skulduggery check by one.
Natural Rogue	--	Incidental	Thief	Once per session, may reroll any 1 Skulduggery or Stealth check.
Rapid Reaction	1	OOT Incidental	Thief	Suffer a number of strain to add an equal number of ✨ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
Short Cut	1	Passive	Thief	During a chase; add □ per rank in Shortcut to any checks made to catch or escape an opponent.
Stalker	1	Passive	Thief	Add □ per rank of Stalker to all Stealth and Coordination checks.
Street Smarts	2	Passive	Thief	Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

NOTES

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THIEF TALENT TREE



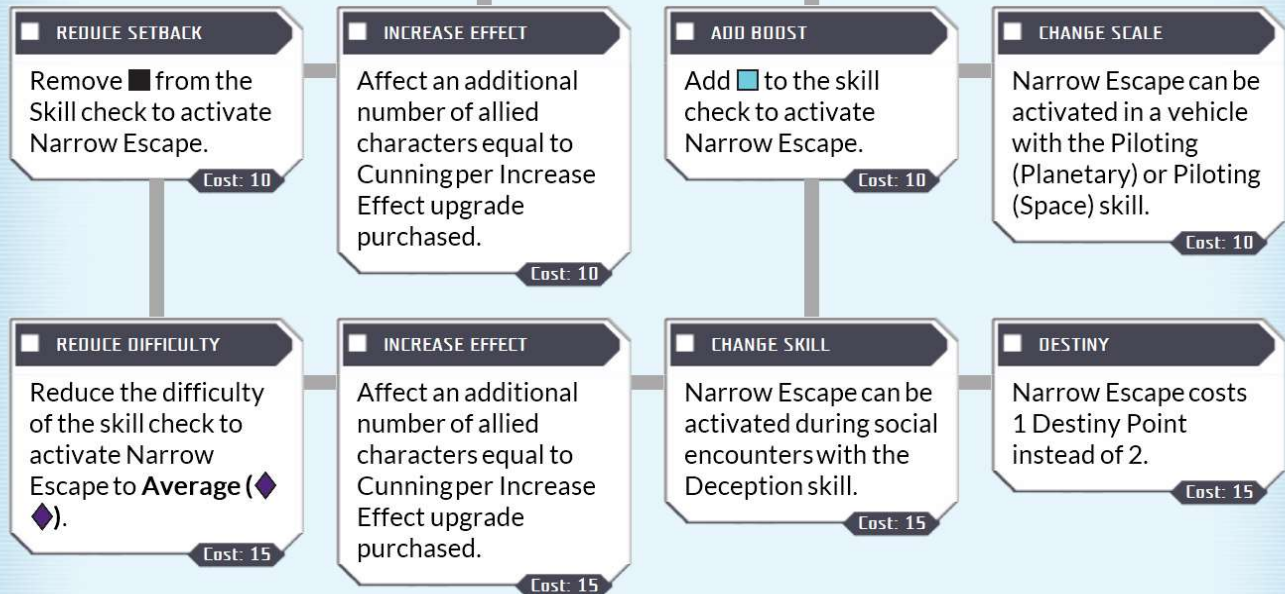
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NARROW ESCAPE SIGNATURE ABILITY TREE

NARROW ESCAPE BASE ABILITY

Once per game session, the character may spend two Destiny Points to make a **Hard (◆◆◆)** **Streetwise check**. If successful, the character is immediately able to flee from the current personal-scale combat encounter unscathed. The challenge is not overcome or defeated, but the character is able to evade the hazard or threat for the time being. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM (see **Narrative Abilities** on page 38), but should be suitably creative or daring.

Cost: 30



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ENCUMBRANCE

ENCUMBRANCE
 VALUE: **9** THRESHOLD: **11**

• You are unencumbered.

MONEY

CREDITS
500

ACQUIRED CREDITS

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL	
G9-GP Pulse Drill	1	5	✓	✓	✓	5	4	Engaged	Qualities: Breach 1, Cumbersome 3, Inaccurate 1	
Model 7 Therm-Ax	1	4	✓	✓	✓	8	3	Engaged	Qualities: Burn 2, Sunder, Vicious 1	
Slugthrower Pistol	1	1	✓	✓	✓	4	5	Short		
Carried Encumbrance:		9								

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL	
Smuggler's Trenchcoat	1	0	✓	✓	✓	1	1	1	Features: Checks to find anything hidden within a smuggler's trenchcoat are opposed by the Skulduggery of the wearer., The coat can conceal up to 2 encumbrance worth of items.	
Carried Encumbrance:		0								

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL	
Cybernetic Arms (Mod V)	1	0	✓	✓	✓	Features: 1 Characteristic (Brawn) Mod	
Repulsor Fist	1	0	✓	✓	✓	Features: 1 Innate Talent (Defensive Stance) Mod, Counts as a Brawl weapon	
Carried Encumbrance:		0					

VEHICLES

VEHICLE MODEL/NAME	TYPE	SILH	SPEED	HAND	ARMOR	F-DEF	A-DEF	P-DEF	S-DEF	HULL	STRAIN
LM002 Bloodhound Survey Vehicle "LM002 ONYX"	Landspeeder	2	2	-1	2	0	0	--	--	15	12

NOTES

Empty notes area.

NAME: *LM002 ONYX* CATEGORY: *Land Vehicle*
 MODEL: *LM002 Bloodhound Survey Vehicle* HULL TYPE: *Landspeeder*
 HARD POINTS: *Total: 2, Remaining: 2* COST/RARITY: *13,500/7*

2
SILHOUETTE

2
SPEED

-1
HANDLING

FORE DEFENSE **0**
AFT DEFENSE **0**

HULL TRAUMA **15**

SYSTEM STRAIN **12**

ARMOR **2**

ENCUMBRANCE
VALUE **0** CAPACITY **35**

CURRENT

DESCRIPTION

Max Altitude: 10 meters
 Sensor Range: Long
 Crew: One pilot, one co-pilot, two sensor operators
 Passengers: 2



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

CRITICAL HITS	
RESULT	SEVERITY
	◆◆◆◆
	◆◆◆◆
	◆◆◆◆
	◆◆◆◆

ABOUT THE LM002 ONYX
 PVA.q Long-Range Terrain Scanner is removed

CURRENT ACTIONS

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

VEHICLE FEATURES
 PVA.q Long-Range Terrain Scanner: Requires an Average (◆◆) Computers check. Produced maps add automatic ☆ to Survival checks made to navigate using map, plus an additional ☆ for every 🌀🌀 generated by the Computers check.

NOTES