

CHARACTER NAME: **Jessica** PLAYER NAME: **Jessica**
 SPECIES: **Chiss** CAREER: **Bounty Hunter**
 SPECIALIZATIONS: **Martial Artist, Doctor**

CHARACTERISTICS

5	3	3	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

ATTRIBUTES

WOUND 18	STRAIN 16 <i>Suffer 1 less strain (min. 1)</i>	SOAK 7 <i>Parry: 4</i>	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		◆◆◆◆		◆◆◆◆		◆◆◆◆		◆◆◆◆
RESULT	SEVERITY												
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DEFENSE <table border="1"> <tr> <td>0</td> <td>0</td> </tr> <tr> <td>RANGED</td> <td>MELEE</td> </tr> </table>			0	0	RANGED	MELEE							
0	0												
RANGED	MELEE												

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	-	-	◆◆◆◆◆◆◆◆
Athletics (Br)	✓	2	◆◆◆◆◆◆◆◆
Charm (Pr)	-	-	◆◆◆◆◆◆◆◆
Coercion (Wil)	-	-	◆◆◆◆◆◆◆◆
Computers (Int)	-	-	◆◆◆◆◆◆◆◆
Cool (Pr)	✓	1	◆◆◆◆◆◆◆◆
Coordination (Ag)	✓	1	◆◆◆◆◆◆◆◆
Cybernetics (Int)	-	-	◆◆◆◆◆◆◆◆
Deception (Cun)	-	-	◆◆◆◆◆◆◆◆
Discipline (Wil)	✓	-	◆◆◆◆◆◆◆◆
Leadership (Pr)	-	-	◆◆◆◆◆◆◆◆
Mechanics (Int)	-	-	◆◆◆◆◆◆◆◆
Medicine (Int)	✓	1	◆◆◆◆◆◆◆◆
Negotiation (Pr)	-	-	◆◆◆◆◆◆◆◆
Perception (Cun)	✓	-	◆◆◆◆◆◆◆◆
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)	✓	1	◆◆◆◆◆◆◆◆

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	4	◆◆◆◆◆◆◆◆
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
Kyuzo Petars	Brawl	Engaged	7	☺☺☺☺	◆◆◆◆◆◆◆◆	(Two-Handed) Defensive 1, Pierce 3, Sunder, Vicious 2, Disorient 1, Knockdown, Stun Setting
Heavy Blaster Pistol	Ranged - Light	Medium	7	☺☺☺☺	◆◆◆◆◆◆◆◆	Stun Setting
Unarmed	Brawl	Engaged	5	☺☺☺☺	◆◆◆◆◆◆◆◆	(One- or Two-Handed) Disorient 1, Knockdown, Stun Setting

NOTES

CHARACTER NAME:	Jessica	PLAYER NAME:	Jessica
SPECIES:	Chiss	CAREER:	Bounty Hunter
SPECIALIZATIONS:	Martial Artist, Doctor		

DESCRIPTION

GENDER: *Female*

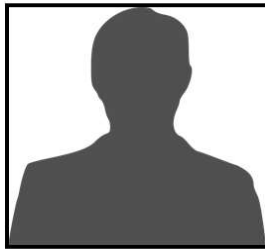
AGE:

HEIGHT:

BUILD:

HAIR:

EYES:



NOTABLE FEATURES

BACKGROUND

BEGINNINGS

The Down and Out

ATTITUDE TOWARD FORCE

An Ancient Religion

REASON FOR ADVENTURE

Opportunity Knocks

NOTES

CHARACTER NAME: **Jessica** PLAYER NAME: **Jessica**
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EXPERIENCE

TOTAL XP 100	EARNED XP 0	USED XP 425	UNUSED XP -325
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ACQUIRED XP

SPECIES FEATURES

Sight

Infravision

Chiss have adapted to be able to see in both the infrared and normal visual spectra. This enables Chiss characters to remove up to ■ added to checks by lighting conditions.

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Dedication	1	Passive	Martial Artist	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. Bonus Characteristic: Brawn +1
Grapple	--	Maneuver	Martial Artist	Once per round, the character may perform the Grapple maneuver. Until the beginning of the character's next turn, enemies must spend two maneuvers instead of one maneuver to move from engaged range to short range of him.
Grit	4	Passive	Martial Artist, Doctor	Gain +1 strain threshold
Iron Body	2	Passive	Martial Artist	Remove ■ per rank of Iron Body from Coordination and Resilience checks. Reduce the critical rating of unarmed attacks by 1 per rank of Iron Body (to a minimum of 1).
Martial Grace	--	Incidental	Martial Artist	Once per round, suffers 2 strain to add damage equal to ranks in Coordination to next Brawl check made this turn.
Parry	2	OOT Incidental	Martial Artist	When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
Precision Strike	--	OOT Incidental	Martial Artist	When this character inflicts a Critical Injury with a Brawl, Melee, or Lightsaber weapon, may suffer 1 strain to change the result to any Easy (◆) Critical Injury result.
Precision Strike (Improved)	--	OOT Incidental	Martial Artist	Once per round, when inflicting a Critical Injury with a Brawl or Melee weapon, may suffer 2 strain to change the result to any Average (◆◆) Critical injury.
Precision Strike (Supreme)	--	OOT Incidental	Martial Artist	When this character inflicts a Critical Injury with a Brawl, Melee, or Lightsaber weapon, may suffer 3 strain to change the result to any Hard (◆◆◆) Critical Injury.
Pressure Point	--	Incidental	Doctor	When making a Brawl check against an opponent, instead of dealing damage, may deal equivalent strain plus additional strain equal to ranks of Medicine (this ignores soak).
Resolve	1	Passive	Doctor	When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve to a minimum of 1.
Surgeon	1	Passive	Doctor	When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.
Toughened	2	Passive	Martial Artist	Gain +2 wound threshold.
Unarmed Parry	--	Passive	Martial Artist	May Parry while unarmed Reduce strain cost to Parry while unarmed by 1 (to a minimum of 1).

NOTES

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ENCUMBRANCE

ENCUMBRANCE	
4	10
VALUE	THRESHOLD

- You are unencumbered.

MONEY

CREDITS
500

ACQUIRED CREDITS

--

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
Kyuzo Petars	1	1	✓			7	3	Engaged	Hands: Two-Handed Qualities: Defensive 1, Pierce 3, Sunder, Vicious 2
Heavy Blaster Pistol	1	2	✓			7	3	Medium	Qualities: Stun Setting Features: GM may spend or to make heavy blaster pistol run out of ammo
Carried Encumbrance:		3							

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL
Laminate	1	1	✓	✓		2	0	0	Attachments: <i>Custom Fit</i> (Removes from Athletics and Stealth checks., Remove an additional from Athletics and Stealth checks), <i>Reflec Shadowskin</i> (Add automatic to Stealth checks)
Carried Encumbrance:		1							

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Earbud Comlink	1	0				Features: Noticing an individual is wearing an earbud comlink requires a Hard Perception check.
Carried Encumbrance:		0				

NOTES