

CHARACTER NAME: **Tak'paas'lyg'pekt**    PLAYER NAME: \_\_\_\_\_  
 SPECIES: Drabatan    CAREER: Commander  
 SPECIALIZATIONS: Recruit, Instructor

CHARACTERISTICS

Characteristics: **2** BRAWN, **3** AGILITY, **3** INTELLECT, **1** CUNNING, **3** WILLPOWER, **3** PRESENCE

ATTRIBUTES

Attributes: WOUND **14**, STRAIN **13**, SOAK **4**, DEFENSE **0** (RANGED), **0** (MELEE)

| CRITICAL INJURIES |          |
|-------------------|----------|
| RESULT            | SEVERITY |
|                   | ◇ ◇ ◇ ◇  |
|                   | ◇ ◇ ◇ ◇  |
|                   | ◇ ◇ ◇ ◇  |
|                   | ◇ ◇ ◇ ◇  |

SKILLS

| GENERAL SKILLS            | CAREER | RANK | DICE POOL |
|---------------------------|--------|------|-----------|
| Astrogation (Int)         | -      | -    | ◇ ◇ ◇     |
| Athletics (Br)            | ✓      | -    | ◇ ◇ ◇ =   |
| Charm (Pr)                | -      | 1    | ◇ ◇ ◇     |
| Coercion (Wil)            | ✓      | 1    | ◇ ◇ ◇     |
| Computers (Int)           | -      | -    | ◇ ◇ ◇     |
| Cool (Pr)                 | ✓      | 1    | ◇ ◇ ◇     |
| Coordination (Ag)         | -      | -    | ◇ ◇ ◇ =   |
| Cybernetics (Int)         | -      | -    | ◇ ◇ ◇     |
| Deception (Cun)           | -      | -    | ◇         |
| Discipline (Wil)          | ✓      | 1    | ◇ ◇ ◇     |
| Leadership (Pr)           | ✓      | 1    | ◇ ◇ ◇     |
| Mechanics (Int)           | -      | -    | ◇ ◇ ◇     |
| Medicine (Int)            | ✓      | 1    | ◇ ◇ ◇ =   |
| Negotiation (Pr)          | ✓      | 2    | ◇ ◇ ◇     |
| 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)          | -      | -    | ◇ ◇ ◇     |
| Gunnery (Ag)        | -      | 1    | ◇ ◇ ◇     |
| Lightsaber (Br)     | -      | -    | ◇ ◇ ◇     |
| Melee (Br)          | -      | -    | ◇ ◇ ◇     |
| Ranged - Heavy (Ag) | ✓      | 2    | ◇ ◇ ◇     |
| Ranged - Light (Ag) | ✓      | 1    | ◇ ◇ ◇     |

| 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   |
|--|----------------|---------|----------|----------|-----------|---|
| <b>A280-CFE Convertible Heavy Blaster Pistol (Pistol Mode)</b> | Ranged - Light | Medium  | <b>8</b> | ☉☉☉      | ◇ ◇ ◇     | Stun Setting  |
| <b>A280-CFE Convertible Heavy Blaster Pistol (Rifle Mode)</b>  | Ranged - Heavy | Long    | <b>8</b> | ☉☉☉      | ◇ ◇ ◇ =   | Stun Setting, Accurate 1, Pierce 1                        |
| <b>Unarmed</b>   | Brawl          | Engaged | <b>2</b> | ☉☉☉☉☉    | ◇ ◇       | (One- or Two-Handed) Disorient 1, Knockdown, Stun Setting |

NOTES

CHARACTER NAME: **Tak'paas'lyg'pekt**      PLAYER NAME: \_\_\_\_\_  
 SPECIES: Drabatan      CAREER: Commander  
 SPECIALIZATIONS: Recruit, Instructor

DESCRIPTION

GENDER: *Male*

AGE:

HEIGHT:

BUILD:

HAIR:

EYES:



NOTABLE FEATURES

DUTIES



CAMARADERIE

Each fighting unit is a family of sorts, and this is equally true within the ranks of the Alliance military. These Commanders seek to bring the troops together in a way that fosters trust, respect, and pride. By fostering the bonds that develop between comrades in combat, Commanders are able to strengthen morale and drive their people to fight harder and better than other, similar units. Unfortunately, camaraderie can have unfortunate results—alienation from fellow units, instances of hazing and initiation within the ranks, and overconfidence in the face of overwhelming odds.

Source(s): Lead by Example, Page 17

BACKGROUND

BEGINNINGS

The Down and Out

ATTITUDE TOWARD FORCE

An Ancient Religion

REASON FOR ADVENTURE

A Failure of Character

NOTES

CHARACTER NAME: **Tak'paas'lyg'pekt**

PLAYER NAME:

SPECIES: Drabatan

CAREER: Commander

SPECIALIZATIONS: Recruit, Instructor

EXPERIENCE

SPECIES FEATURES


|                        |                         |                       |                       |
|------------------------|-------------------------|-----------------------|-----------------------|
| TOTAL XP<br><b>200</b> | EARNED XP<br><b>100</b> | USED XP<br><b>200</b> | UNUSED XP<br><b>0</b> |
|------------------------|-------------------------|-----------------------|-----------------------|

ACQUIRED XP



**Skill** *Charm*

Drabatan may start the game with one rank in Charm.

**Physiology** *Big Noise*

When making a Leadership or Coercion check, Drabatans can spend  to affect one additional character not originally targeted by the check or affect targets at one range band further than normal.

TALENTS

| TALENT                         | RANK | ACTIVATION        | ACQUISITION | DESCRIPTION   |
|--------------------------------|------|-------------------|-------------|---|
| <b>Body Guard</b>              | 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. |
| <b>Body Guard (Improved)</b>   | --   | OOT<br>Incidental | Instructor  | Once per session, when an ally protected by the Body Guard maneuver suffers a hit, suffer the hit instead.  |
| <b>Conditioned</b>             | 1    | Passive           | Instructor  | Remove  per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.                               |
| <b>Physical Training</b>       | 1    | Passive           | Instructor  | Add  per rank of Physical Training to Athletics and Resilience checks.   |
| <b>Stimpack Specialization</b> | 1    | Passive           | Instructor  | Stimpacks heal 1 additional wound per rank of Stimpack Specialization.  |
| <b>Toughened</b>               | 1    | Passive           | Instructor  | Gain +2 wound threshold.  |

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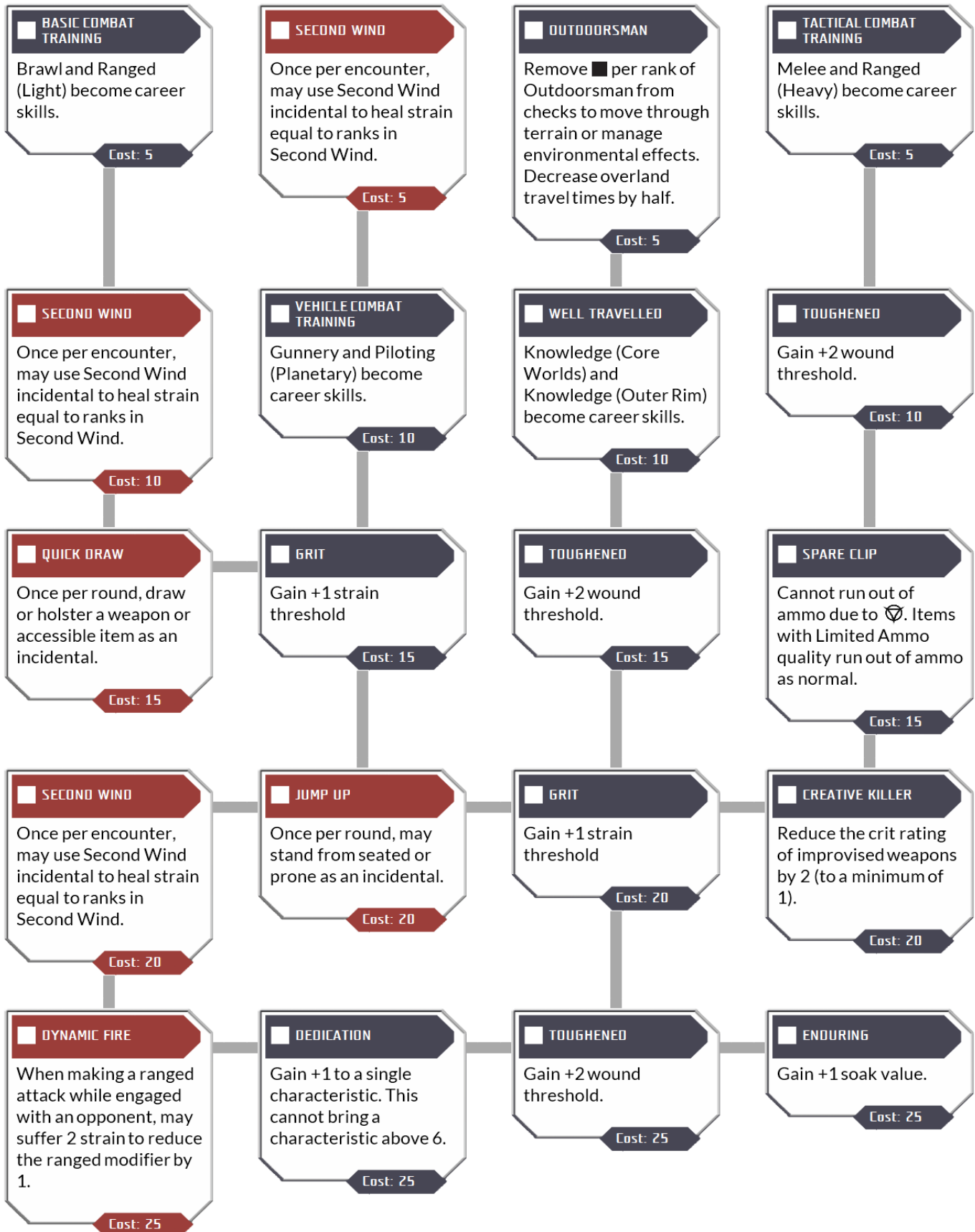
SPECIES: Drabatan

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SPECIALIZATIONS: Recruit, Instructor

RECRUIT TALENT TREE



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PLAYER NAME:

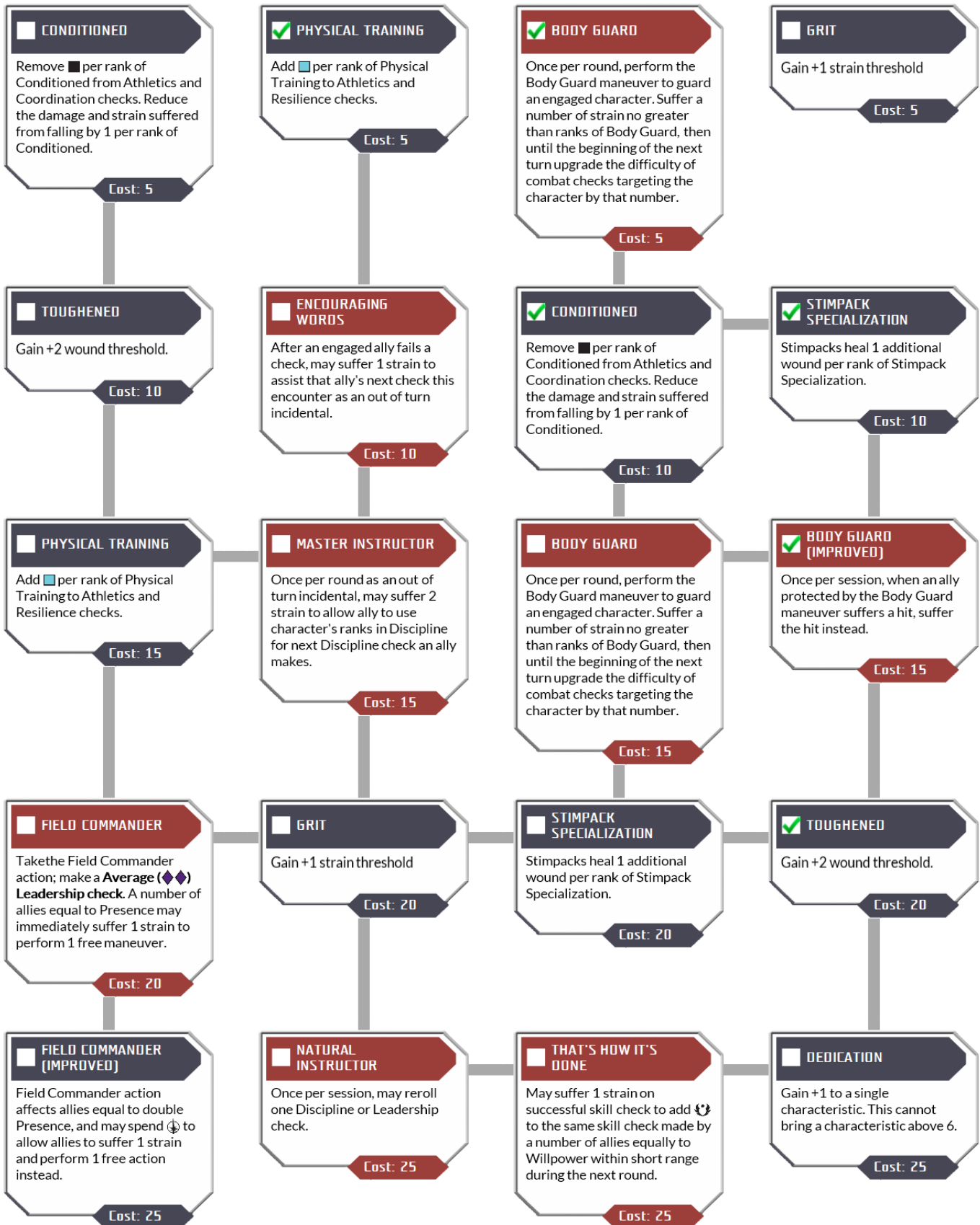
SPECIES: Drabatan

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INSTRUCTOR TALENT TREE



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ENCUMBRANCE

MONEY

**ENCUMBRANCE**  
**10** | **11**  
 VALUE | THRESHOLD

• You are unencumbered.

**CREDITS**  
**75**

**ACQUIRED CREDITS**

WEAPONS

| WEAPON  | QTY | ENCUM | CARRY | EQUIP | REPAIR | DAM | CRIT | RANGE  | SPECIAL  |
|---|-----|-------|-------|-------|--------|-----|------|--------|--|
| A280-CFE Convertible Heavy Blaster Pistol (Pistol Mode) | 1   | 3     | ✓     | ✓     | ✓      | 8   | 3    | Medium | Qualities: Stun Setting Features: May spend a maneuver to convert to and from pistol and rifle mode.                       |
| A280-CFE Convertible Heavy Blaster Pistol (Rifle Mode)  | 1   | 3     |       |       | ✓      | 8   | 3    | Long   | Qualities: Stun Setting, Accurate 1, Pierce 1 Features: May spend a maneuver to convert to and from pistol and rifle mode. |

Carried Encumbrance: 3

ARMOR

| ARMOR              | QTY | ENCUM | CARRY | EQUIP | REPAIR | SDAK | MDEF | RDEF | SPECIAL                                       |
|--------------------|-----|-------|-------|-------|--------|------|------|------|---|
| Cresh "Luck" Armor | 1   | 1     | ✓     | ✓     | ✓      | 2    | 0    | 0    | Features: Add automatic  to Vigilance checks. |

Carried Encumbrance: 1

GEAR

| GEAR                 | QTY | ENCUM | CARRY | EQUIP | REPAIR | SPECIAL   |
|----------------------|-----|-------|-------|-------|--------|---|
| Stimpack             | 3   | 0     | ✓     | ✓     | ✓      | Features: Heals 5 wounds.   |
| Load-Bearing Gear    | 1   | 0     | ✓     | ✓     | ✓      | Features: 1 Increase Encumbrance Threshold by 3 Mod                             |
| Comlink (long range) | 1   | 2     | ✓     | ✓     | ✓      |   |
| Utility Belt         | 1   | 0     | ✓     | ✓     | ✓      | Features: 1 Increase Encumbrance Threshold by 1 Mod                             |
| Medpac               | 1   | 2     | ✓     | ✓     | ✓      | Features: Grants  to all Medicine skill checks                                  |
| Syntherope           | 1   | 1     | ✓     | ✓     | ✓      |   |
| Extra Reload         | 1   | 1     | ✓     | ✓     | ✓      | Features: Allows character to ignore "out of ammo"  results with ranged weapons |
| Scanner Goggles      | 1   | 0     | ✓     | ✓     | ✓      | Features: User may see normally in dark conditions                              |

Carried Encumbrance: 6

NOTES