

CHARACTER NAME: **Binvuz Dret**
 SPECIES: Shistavanen
 SPECIALIZATIONS: Commando, Recruit

PLAYER NAME:
 CAREER: Soldier

CHARACTERISTICS

5
BRAWN

3
AGILITY

3
INTELLECT

2
CUNNING

1
WILLPOWER

1
PRESENCE

ATTRIBUTES

WOUND

18

STRAIN

11

SOAK

8

DEFENSE

0	0
RANGED	MELEE

CRITICAL INJURIES

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

SKILLS

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

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Streetwise (Cun)	-	-	◇ ◇ ◇ ◇
Survival (Cun)	✓	3	◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇
Vigilance (Wil)	✓	-	◇

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	2	◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇
Gunnery (Ag)	-	-	◇ ◇ ◇ ◇
Lightsaber (Br)	-	-	◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇
Melee (Br)	✓	-	◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇
Ranged - Heavy (Ag)	✓	1	◇ ◇ ◇ ◇
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
Vibroknucklers	Brawl	Engaged	6	☹☹	◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇	Pierce 1, Vicious 1, Disorient 1, Knockdown, Stun Setting
Brass Knuckles	Brawl	Engaged	6	☹☹☹☹	◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇	Disorient 3, Pierce 1, Knockdown, Stun Setting
Blaster Pistol	Ranged - Light	Medium	6	☹☹☹☹	◇ ◇ ◇ ◇	Stun Setting
Shock Gloves (Built-in)	Brawl	Engaged	5	☹☹☹☹☹	◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇	Stun 3, Disorient 1, Knockdown, Stun Setting
Unarmed	Brawl	Engaged	5	☹☹☹☹☹	◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇	(One- or Two-Handed) Disorient 1, Knockdown, Stun Setting

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DESCRIPTION

GENDER: *Male*

AGE:

HEIGHT:

BUILD:

HAIR:

EYES:



NOTABLE FEATURES

DUTIES



GROUND SUPERIORITY

No matter how good air support might be, battles are eventually decided on the ground. This PC knows that taking out enemy infantry and armor in combat from turrets, armored walkers and speeders, mechanized cavalry, and even traditional, mounted cavalry is what holds the line and wins the day. This PC is always on the lookout for key enemy ground assets to disable and destroy.

Source(s): Stay on Target, Page 19

BACKGROUND

BEGINNINGS
The Down and Out

ATTITUDE TOWARD FORCE
An Ancient Religion

REASON FOR ADVENTURE
Opportunity Knocks

NOTES

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EXPERIENCE

SPECIES FEATURES

TOTAL XP 180	EARNED XP 100	USED XP 175	UNUSED XP 5
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ACQUIRED XP

Initiative *Hunter's Instincts*

When making an Initiative check, a Shistavanens may use Survival instead of Vigilance or Cool.

Skills *Survival*

Shistavanens may begin the game with one rank in Survival.

TALENTS

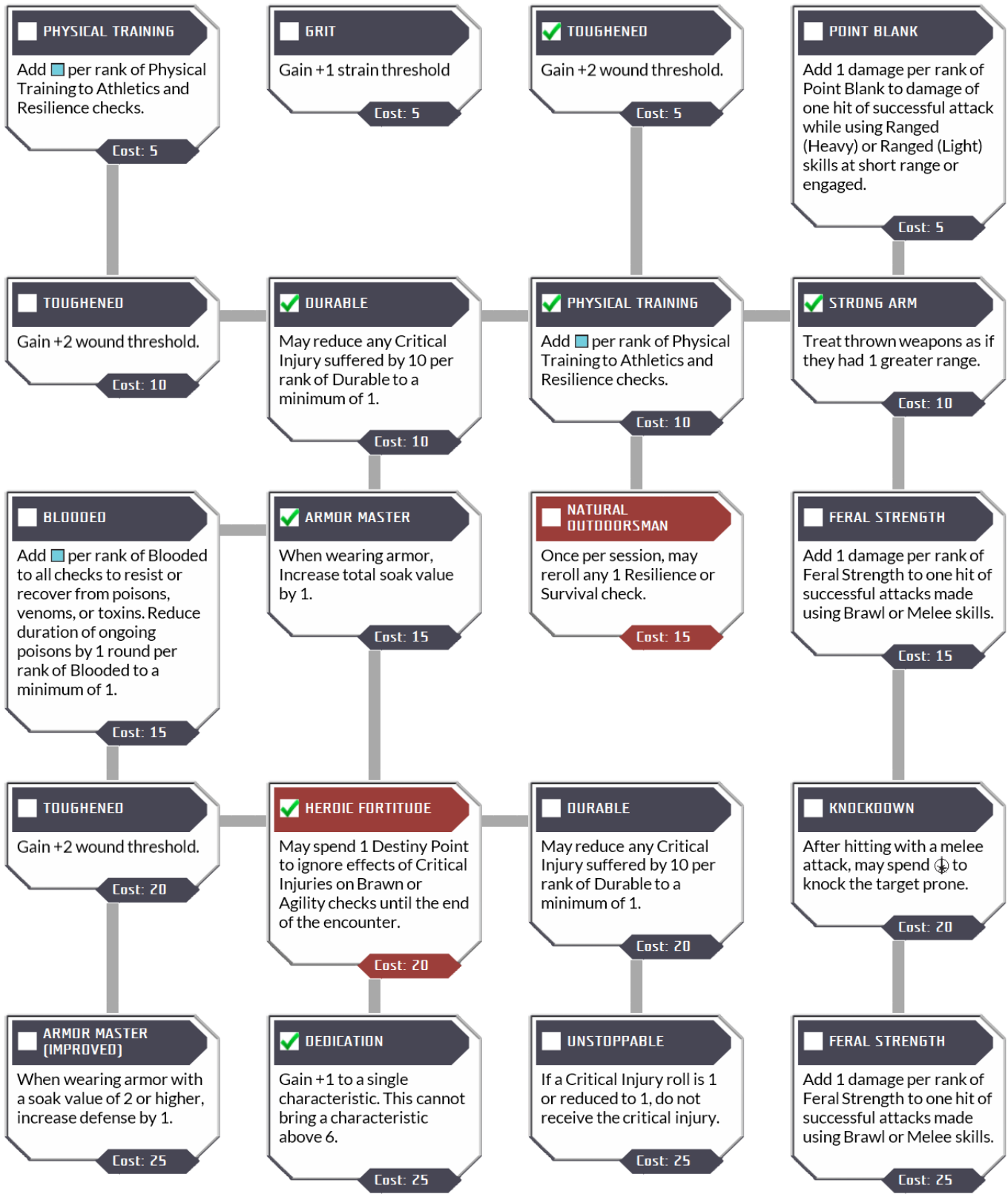
TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Armor Master	--	Passive	Commando	When wearing armor, Increase total soak value by 1.
Dedication	1	Passive	Commando	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. Bonus Characteristic: Brawn +1
Durable	1	Passive	Commando	May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
Heroic Fortitude	--	Incidental	Commando	May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.
Physical Training	1	Passive	Commando	Add <input type="checkbox"/> per rank of Physical Training to Athletics and Resilience checks.
Strong Arm	--	Passive	Commando	Treat thrown weapons as if they had 1 greater range.
Toughened	1	Passive	Commando	Gain +2 wound threshold.

NOTES

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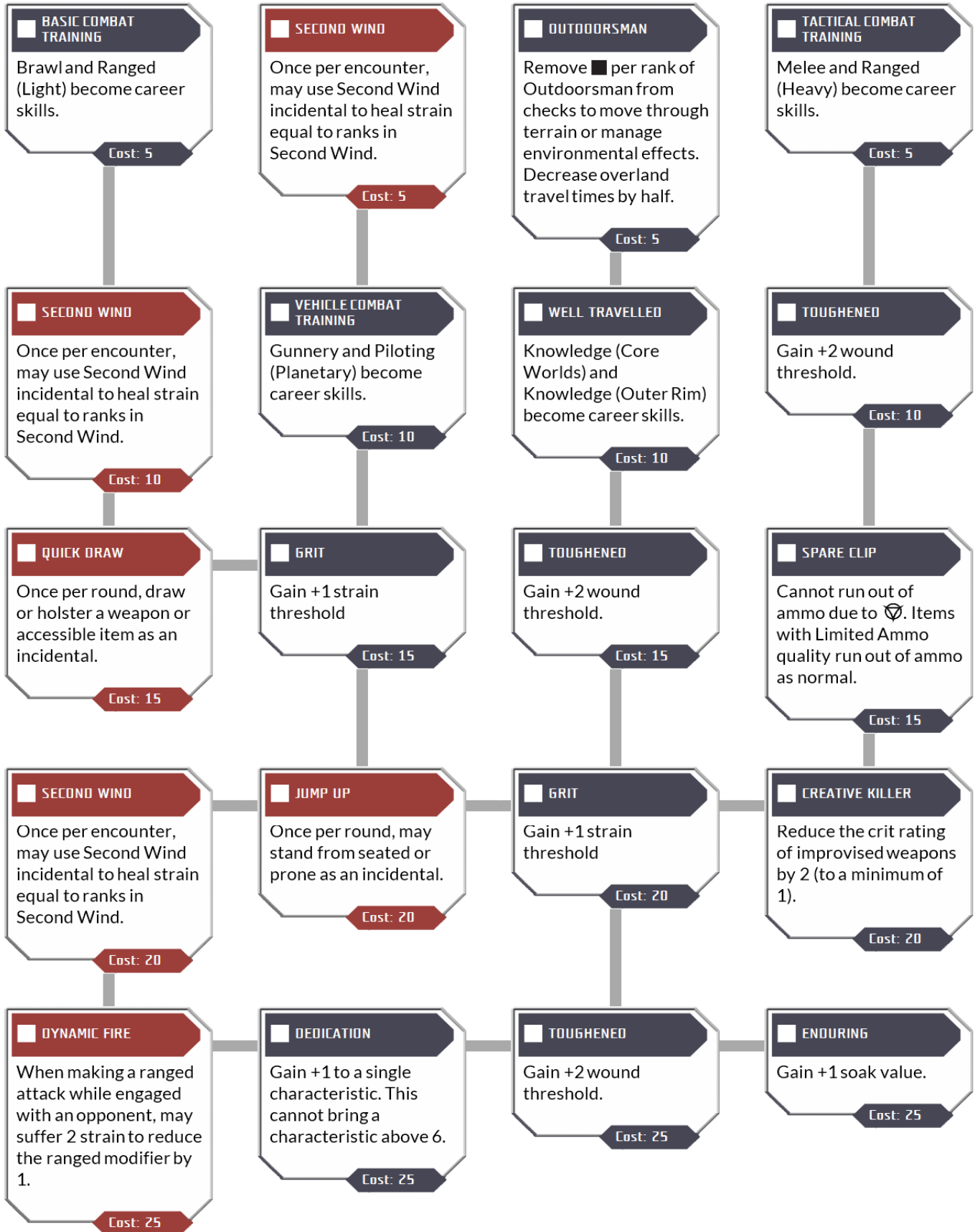
COMMANDO TALENT TREE



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RECRUIT TALENT TREE



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ENCUMBRANCE

MONEY

ENCUMBRANCE
 VALUE: **4** | THRESHOLD: **19**

• You are unencumbered.

CREDITS
130

ACQUIRED CREDITS

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL	
Vibroknucklers	1	0	✓	✓	█ █ █ █ █ █	6	2	Engaged	Qualities: Pierce 1, Vicious 1 Features: Cannot deal strain damage Mod, Add █ to attempts to locate a concealed vibroknuckler.	
Brass Knuckles	1	1	✓	✓	█ █ █ █ █ █	6	4	Engaged	Qualities: Disorient 3, Pierce 1 Features: Add █ to Perception checks to find brass knuckles on a person's body.	
Blaster Pistol	1	1	✓	✓	█ █ █ █ █ █	6	3	Medium	Qualities: Stun Setting	
Carried Encumbrance:		2								

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MOEF	RDEF	SPECIAL	
"Storm" Charge Suit	1	0	✓	✓	█ █ █ █ █ █	2	0	0	Features: If attack against armor generates ⚡, attacker is disoriented for 1 round., If attack against armor generates ⚡, attacker is automatically hit for 8 damage., Counts as being equipped with shock gloves	
Carried Encumbrance:		0								

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL	
Stimpack	3	0	✓	✓	█ █ █ █ █ █	Features: Heals 5 wounds.	
Syntherope	1	1	✓	✓	█ █ █ █ █ █		
Scanner Goggles	1	0	✓	✓	█ █ █ █ █ █	Features: User may see normally in dark conditions	
Load-Bearing Gear	1	0	✓	✓	█ █ █ █ █ █	Features: 1 Increase Encumbrance Threshold by 3 Mod	
Extra Reload	1	1	✓	✓	█ █ █ █ █ █	Features: Allows character to ignore "out of ammo" ⚡ results with ranged weapons	
Comlink (handheld)	1	0	✓	✓	█ █ █ █ █ █		
Military Pack	1	0	✓	✓	█ █ █ █ █ █	Features: 1 Increase Encumbrance Threshold by 6 Mod, Cumbersome 2	
Carried Encumbrance:		2					

NOTES