

CHARACTER NAME: **Kavis Vang** PLAYER NAME: _____
 SPECIES: Human CAREER: Engineer
 SPECIALIZATIONS: Sapper, Recruit

CHARACTERISTICS

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

ATTRIBUTES

Attributes: **WOUND** (15), **STRAIN** (12), **SOAK** (5), **DEFENSE** (0 RANGED, 0 MELEE)

CRITICAL INJURIES	
RESULT	SEVERITY
	◇ ◇ ◇ ◇
	◇ ◇ ◇ ◇
	◇ ◇ ◇ ◇
	◇ ◇ ◇ ◇

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	-	-	◇ ◇ ◇ ◇
Athletics (Br)	✓	2	◇ ◇ ◇ ◇
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)	✓	1	◇ ◇ ◇ ◇
Resilience (Br)	-	1	◇ ◇ ◇ ◇
Skulduggery (Cun)	-	-	◇ ◇ ◇ ◇
Stealth (Ag)	-	-	◇ ◇ ◇ ◇

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

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	-	1	◇ ◇ ◇ ◇
Gunnery (Ag)	-	-	◇ ◇ ◇ ◇
Lightsaber (Br)	-	-	◇ ◇ ◇ ◇
Melee (Br)	-	-	◇ ◇ ◇ ◇
Ranged - Heavy (Ag)	-	-	◇ ◇ ◇ ◇
Ranged - Light (Ag)	✓	2	◇ ◇ ◇ ◇

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)	-	-	◇ ◇ ◇ ◇
Education (Int)	✓	2	◇ ◇ ◇ ◇
Lore (Int)	-	-	◇ ◇ ◇ ◇
Outer Rim (Int)	-	-	◇ ◇ ◇ ◇
Underworld (Int)	-	-	◇ ◇ ◇ ◇
Warfare (Int)	✓	-	◇ ◇ ◇ ◇
Xenology (Int)	-	-	◇ ◇ ◇ ◇

WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	CRITICAL	DICE POOL	SPECIAL
Model 80 Blaster Pistol	Ranged - Light	Medium	6	☹☹	◇ ◇ ◇ ◇	Stun Setting, Accurate 1
Entrenching Tool	Melee	Engaged	4	☹☹☹☹	◇ ◇ ◇ ◇	Inferior
Engineer's Hammer	Melee	Engaged	6	☹☹☹☹☹☹	◇ ◇ ◇ ◇	Cumbersome 3, Disorient 1, Knockdown
Unarmed	Brawl	Engaged	3	☹☹☹☹☹☹	◇ ◇ ◇ ◇	(One- or Two-Handed) Disorient 1, Knockdown, Stun Setting

NOTES

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SPECIALIZATIONS: Sapper, Recruit

DESCRIPTION

GENDER: *Male*

AGE:

HEIGHT:

BUILD:

HAIR:

EYES:



NOTABLE FEATURES

DUTIES

SABOTAGE

The largest and most powerful military force in the history of the galaxy is also the most vulnerable to acts of destruction and asset denial. The character is focused on disrupting Imperial operations in any way possible, whether it's the manufacture of weapons, troop movements, supply shipments, banking systems, or any other key operation, in order to make the Empire act more slowly and less capably. Truly showy acts of destruction also work to erode a population's will to support the Empire, or so the PC often believes (though the Alliance expressly forbids actual acts of terrorism).

Source(s): Age of Rebellion Core Rulebook, Page 47



BACKGROUND

BEGINNINGS

The Down and Out

ATTITUDE TOWARD FORCE

An Ancient Religion

REASON FOR ADVENTURE

Opportunity Knocks

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EXPERIENCE

SPECIES FEATURES

TOTAL XP: **210** | EARNED XP: **100** | USED XP: **210** | UNUSED XP: **0**

Skills *Additional Non-Career Skills*
 Humans start the game with one rank in two different non-career skills of their choice.

ACQUIRED XP

TALENTS

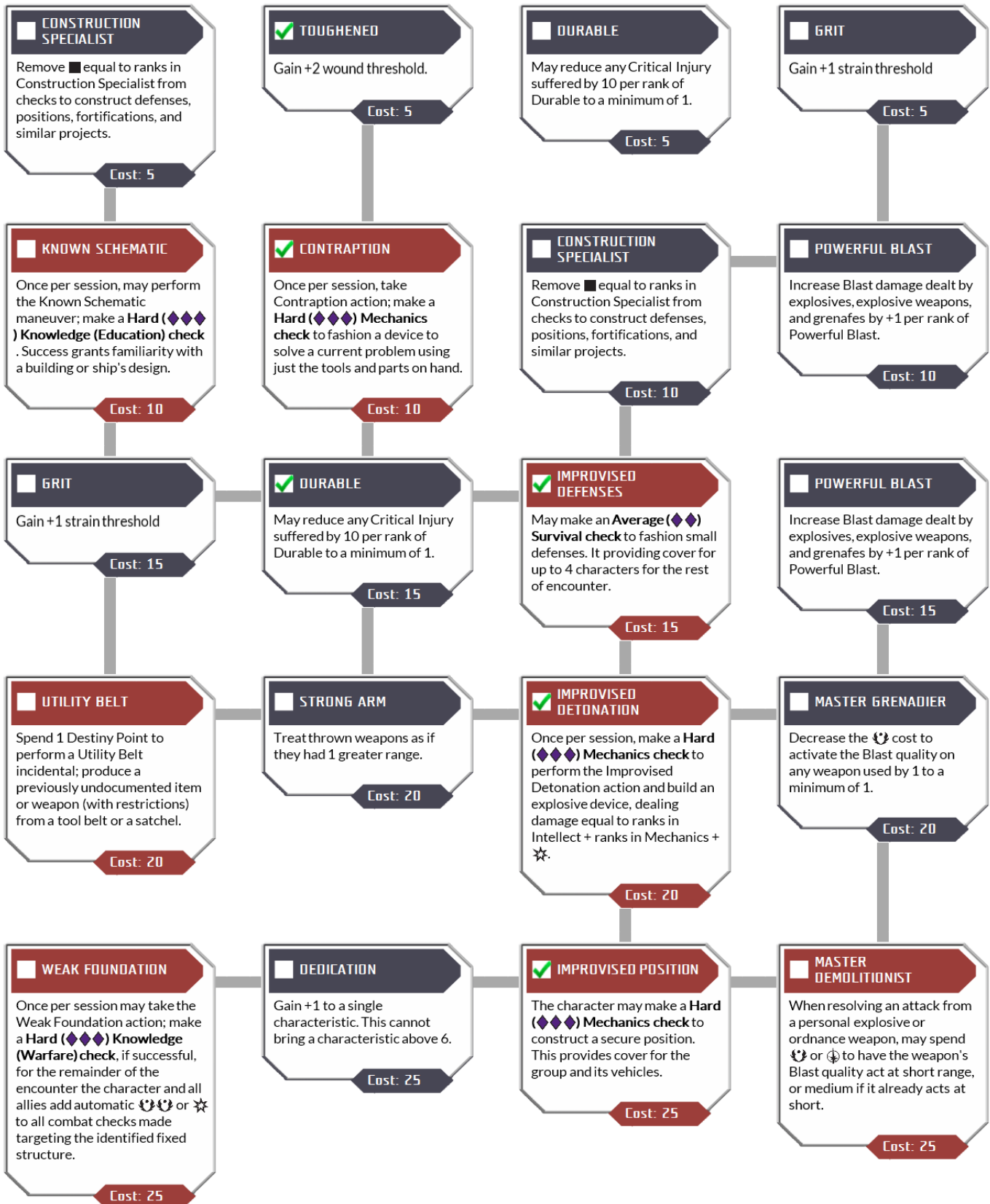
TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Contraption	--	Action	Sapper	Once per session, take Contraption action; make a Hard (◆◆◆) Mechanics check to fashion a device to solve a current problem using just the tools and parts on hand.
Durable	1	Passive	Sapper	May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
Improvised Defenses	--	Action	Sapper	May make an Average (◆◆) Survival check to fashion small defenses. It providing cover for up to 4 characters for the rest of encounter.
Improvised Detonation	--	Action	Sapper	Once per session, make a Hard (◆◆◆) Mechanics check to perform the Improvised Detonation action and build an explosive device, dealing damage equal to ranks in Intellect + ranks in Mechanics + ✨.
Improvised Position	--	Action	Sapper	The character may make a Hard (◆◆◆) Mechanics check to construct a secure position. This provides cover for the group and its vehicles.
Toughened	1	Passive	Sapper	Gain +2 wound threshold.

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SAPPER TALENT TREE



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RECRUIT TALENT TREE

