

CHARACTER NAME: **Mak Tsorr**      PLAYER NAME: \_\_\_\_\_  
 SPECIES: Sullustan      CAREER: Ace  
 SPECIALIZATIONS: Driver, Recruit

CHARACTERISTICS

Characteristics: **BRAWN** (2), **AGILITY** (4), **INTELLECT** (3), **CUNNING** (2), **WILLPOWER** (2), **PRESENCE** (2)

ATTRIBUTES

Attributes: **WOUND** (14), **STRAIN** (13), **SOAK** (3), **DEFENSE** (0 RANGED, 0 MELEE)

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

SKILLS

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

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

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	-	-	⬢
Gunnery (Ag)	✓	2	⬢⬢⬢⬢⬢
Lightsaber (Br)	-	-	⬢
Melee (Br)	-	-	⬢
Ranged - Heavy (Ag)	-	-	⬢
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>Blaster Carbine</b>	Ranged - Heavy	Medium	<b>9</b>	⓪⓪⓪	⬢⬢⬢	Stun Setting
<b>Unarmed</b>	Brawl	Engaged	<b>2</b>	⓪⓪⓪⓪⓪	⬢⬢	(One- or Two-Handed) Disorient 1, Knockdown, Stun Setting

NOTES

CHARACTER NAME: **Mak Tsorr**

PLAYER NAME:

SPECIES: Sullustan

CAREER: Ace

SPECIALIZATIONS: Driver, Recruit

DESCRIPTION

GENDER: *Male*

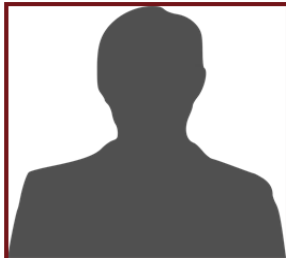
AGE:

HEIGHT:

BUILD:

HAIR:

EYES:



NOTABLE FEATURES

DUTIES

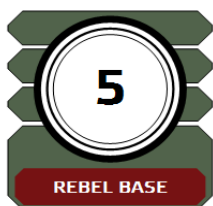
REBEL BASE

If a campaign is centered around a Rebel Base, then, at the CM's discretion, one or more of the characters may choose to have a Rebel Base be his Duty. This Duty behaves much like any other, and the CM can use the following as guidance for how to reflect it in the story. If multiple characters choose to have this be their Duty (or one of them, anyway), the CM should consider condensing it into a group Duty. A group Duty is tracked cumulatively. Whenever a group Duty triggers, it counts as triggering for all characters who share in it. Generally, when one or more characters' Rebel Base Duty triggers, the narrative events should relate to that facility and its inhabitants.

At times, this could be relatively mundane. The bonus to the PCs' wound thresholds might come from the base staff recognizing their hard work or even doing something special to make the team more at home. Alternatively, when it triggers, it might mean that the story focuses on the base itself in some way. Perhaps the base comes under attack, for instance, and the PCs' increased wound thresholds represent their desire to protect their home. Much like any other Duty, a Rebel Base Duty provides the CM with plenty of narrative hooks.

Alternatively or in addition to any narrative ramifications, the GM can use the Rebel Base Duty triggering to offer the PCs chances to upgrade their stronghold. If the PCs are at the base, this could mean that an opportunity comes to them. Perhaps a smuggler reaches the base, offering to trade various important supplies for protection from bounty hunters, or a group of fresh recruits arrives and the PCs must train them to work as support staff and soldiers on the base. If this Duty triggers while the PCs are off-base, it might mean that they run across a unique chance to improve the base, recruit a new staff member, or get much-needed supplies. At the GM's discretion, when the Rebel base Duty triggers, the GM can offer the PCs an opportunity to acquire one of the base upgrades found on pages 88-89 without paying the normal price in credits for it.

Source(s): Desperate Allies, Page 87



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**BACKGROUND**

**BEGINNINGS**  
The Down and Out

**ATTITUDE TOWARD FORCE**  
An Ancient Religion

**REASON FOR ADVENTURE**  
Opportunity Knocks

**NOTES**

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 SPECIALIZATIONS: Driver, Recruit

EXPERIENCE

TOTAL XP: **200**      EARNED XP: **100**      USED XP: **200**      UNUSED XP: **0**

ACQUIRED XP

TALENTS

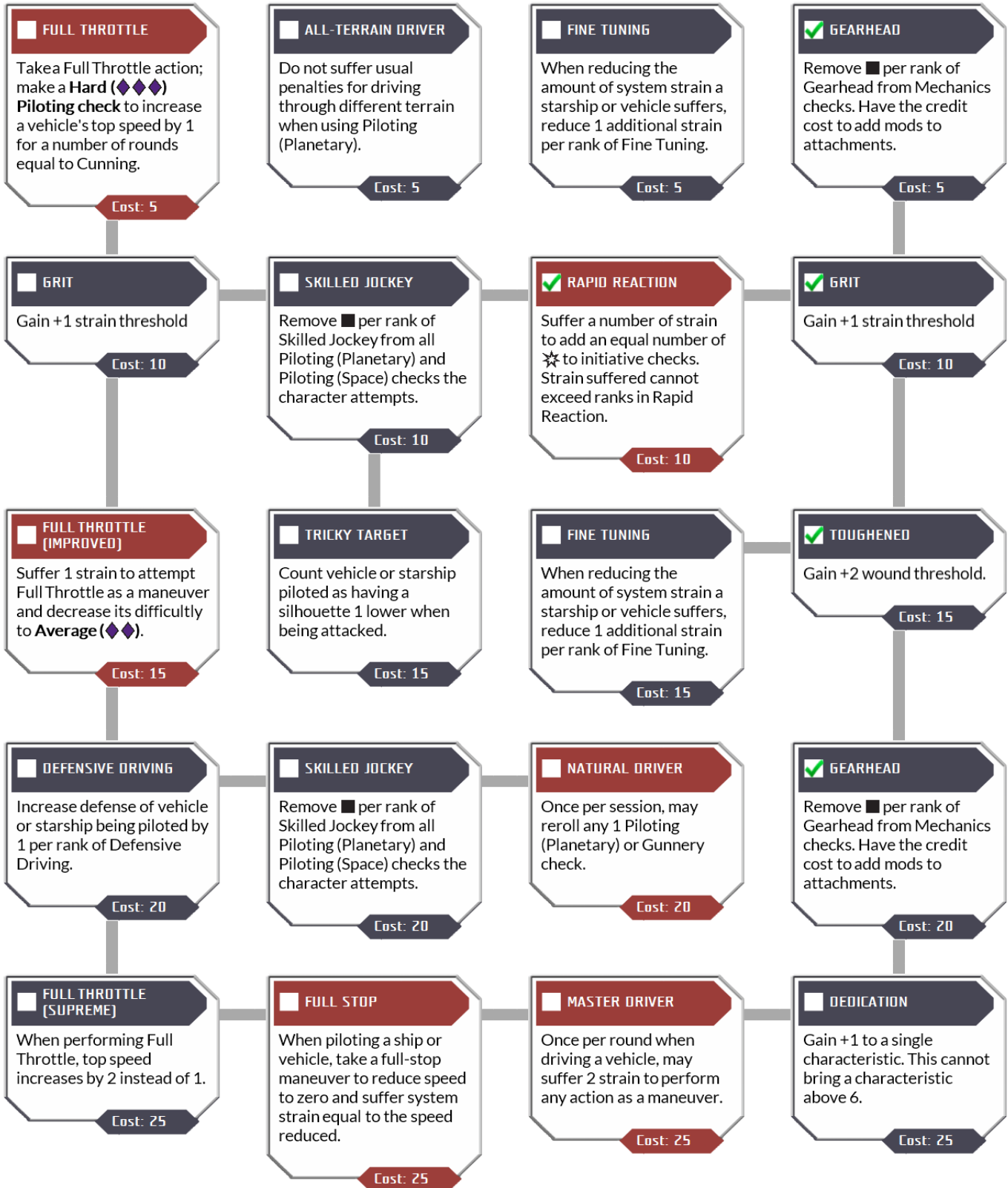
TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
<b>Gearhead</b>	2	Passive	Driver	Remove ■ per rank of Gearhead from Mechanics checks. Have the credit cost to add mods to attachments.
<b>Grit</b>	1	Passive	Driver	Gain +1 strain threshold
<b>Rapid Reaction</b>	1	OOT Incidental	Driver	Suffer a number of strain to add an equal number of ✨ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
<b>Skilled Jockey</b>	1	Passive	Sullustan	Remove ■ per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.
<b>Toughened</b>	1	Passive	Driver	Gain +2 wound threshold.

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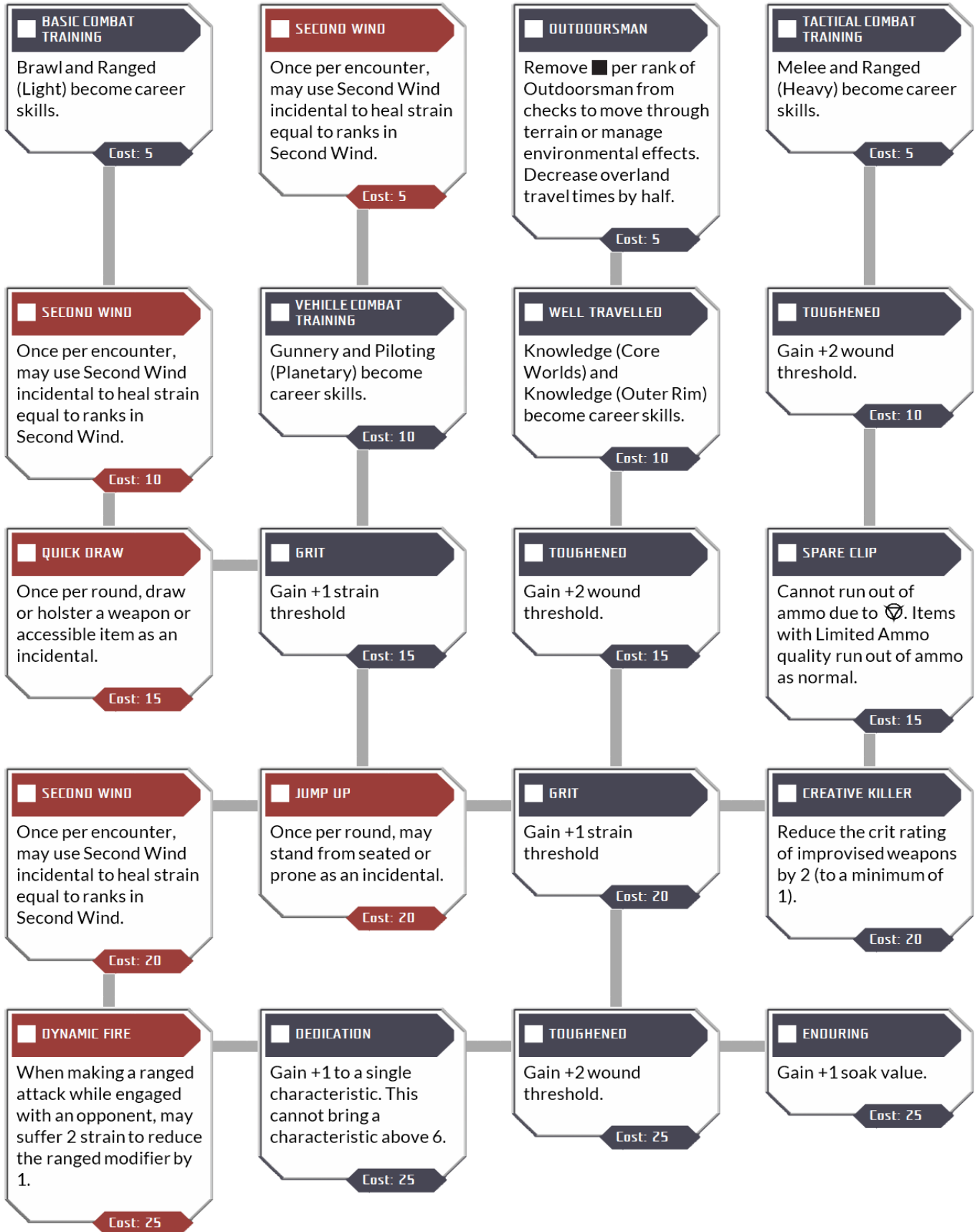
DRIVER TALENT TREE



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PLAYER NAME:  
 CAREER: Ace

RECRUIT TALENT TREE



CHARACTER NAME: **Mak Tsorr**

PLAYER NAME:

SPECIES: Sullustan

CAREER: Ace

SPECIALIZATIONS: Driver, Recruit

ENCUMBRANCE

MONEY

**ENCUMBRANCE**  
**10** | **13**  
 VALUE | THRESHOLD

• You are unencumbered.

**CREDITS**  
**50**

**ACQUIRED CREDITS**

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL	
<b>Blaster Carbine</b>	1	3	✓	✓	✓	9	3	Medium	Qualities: Stun Setting	
Carried Encumbrance:		3								

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SDAK	MDEF	RDEF	SPECIAL	
<b>Crash Gear</b>	1	0	✓	✓	✓	1	0	0	Features: Wearer ignores the effects of ongoing Critical Injuries on any Intellect- or Cunning-related checks, but still suffers from the injuries.	
Carried Encumbrance:		0								

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL	
<b>Comlink (handheld)</b>	1	0	✓	✓	✓		
<b>Stimpack</b>	3	0	✓	✓	✓	Features: Heals 5 wounds.	
<b>Syntherope</b>	1	1	✓	✓	✓		
<b>Crash Survival Kit</b>	1	5	✓	✓	✓		
<b>Electrobinoculars</b>	1	1	✓	✓	✓	Features: User may see in low light or extreme bright light conditions., Magnifies targetets up to 10 kilometers away., User may remove █ imposed due to long range or low light.	
<b>Mk. VI Modular Backpack</b>	1	0	✓	✓	✓	Features: 1 Increase Encumbrance Threshold by 3 Mod, Attachments: <i>Modular Backpack Accessory Pouch</i> (1 Increase Encumbrance Threshold by 3 Mod)	
Carried Encumbrance:		7					

VEHICLES

VEHICLE MODEL/NAME	TYPE	SILH	SPEED	HAND	ARMOR	F-DEF	A-DEF	P-DEF	S-DEF	HULL	STRAIN
<b>Loronar B-7 light freighter</b>	Freighter	4	3	-1	2	1	0	--	--	19	15
<b>YV-666 Light Freighter</b>	Light Freighter	4	3	-2	3	2	1	--	--	30	12

NOTES

NAME: *Loronar B-7 light freighter* CATEGORY: *Starship*  
 MODEL: *Loronar B-7 light freighter* HULL TYPE: *Freighter*  
 HARD POINTS: *Total: 2, Remaining: 2* COST/RARITY: *80.000/6*

**4** SILHOUETTE    **3** SPEED    **-1** HANDLING

**2** ARMOR

**0** VALUE    **20** CAPACITY

ENCUMBRANCE

FORE DEFENSE **1**

AFT DEFENSE **0**

HULL TRAUMA **19**    SYSTEM STRAIN **15**

CURRENT

SPEED TRACK

**0** 1 2 **3** 4 5 6 7 8 9

FULL STOP    PUNCH IT!

DESCRIPTION

Hyperdrive: *Primary: Class 2, Backup: Class 12*

NaviComputer: *Yes*

Consumables: *2 Month*

Sensor Range: *Short*

Crew: *Pilot, Gunner*

Passengers: *8*



CRITICAL HITS

RESULT    SEVERITY

◆ ◆ ◆ ◆

◆ ◆ ◆ ◆

◆ ◆ ◆ ◆

◆ ◆ ◆ ◆

ABOUT THIS STARSHIP

CURRENT ACTIONS

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

WEAPON SYSTEMS

CNT	WEAPON SYSTEM	ARC	RANGE	DAM	CRITICAL	QUALITIES
1	Turret-Mounted Light Laser Cannon		Close	<b>5</b>		

NOTES

NAME: *Starship, Non-Fighter Starship*  
 MODEL: *YV-666 Light Freighter* HULL TYPE: *Light Freighter*  
 HARD POINTS: *Total: 6, Remaining: 5* COST/RARITY: *138.400/6*

**4** SILHOUETTE    **3** SPEED    **-2** HANDLING

**3** ARMOR

**0** ENCUMBRANCE VALUE    **200** CAPACITY

FORE DEFENSE **2**

AFT DEFENSE **1**

**30** HULL TRAUMA    **12** SYSTEM STRAIN

CURRENT

SPEED TRACK

**0** 1 2 **3** 4 5 6 7 8 9

FULL STOP    PUNCH IT!

DESCRIPTION

Hyperdrive: *Primary: Class 2, Backup: Class 14*

NaviComputer: *Yes*

Consumables: *Three months*

Sensor Range: *Short*

Crew: *One pilot, one co-pilot*

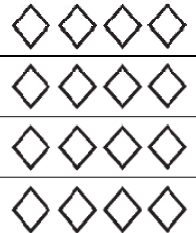
Passengers: *6*



CRITICAL HITS

RESULT

SEVERITY



ABOUT THIS STARSHIP

CURRENT ACTIONS

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

WEAPON SYSTEMS

CNT	WEAPON SYSTEM	ARC	RANGE	DAM	CRITICAL	QUALITIES
1	Dorsal-Mounted Retractable Quad Laser Cannon		Close	<b>5</b>		Accurate 1, Linked 3
1	Forward-Mounted Twin Light Laser Cannon		Close	<b>5</b>		Linked 1

VEHICLE ATTACHMENTS

NAME	MODS
Hyperdrive Generator	1 Decreases Hyperdrive Class by 1, to a minimum of 1 Mod

NOTES