

CHARACTER NAME: **Scout**      PLAYER NAME: \_\_\_\_\_  
 SPECIES: Gank      CAREER: Spy  
 SPECIALIZATIONS: Scout, Recruit

CHARACTERISTICS

<b>2</b> BRAWN	<b>3</b> AGILITY	<b>3</b> INTELLECT	<b>3</b> CUNNING	<b>2</b> WILLPOWER	<b>1</b> PRESENCE
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ATTRIBUTES

<b>WOUND</b> <b>12</b>	<b>STRAIN</b> <b>13</b>	<b>SOAK</b> <b>3</b>	<b>DEFENSE</b> <b>0</b>   <b>0</b> RANGED   MELEE	<table border="1"> <thead> <tr> <th colspan="2">CRITICAL INJURIES</th> </tr> <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>	CRITICAL INJURIES		RESULT	SEVERITY		◇ ◇ ◇ ◇		◇ ◇ ◇ ◇		◇ ◇ ◇ ◇		◇ ◇ ◇ ◇
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CURRENT																

SKILLS

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

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Streetwise (Cun)	-	-	◇ ◇ ◇ ◇
Survival (Cun)	✓	2	◇ ◇ ◇ ◇
Vigilance (Wil)	✓	2	◇ ◇ ◇ ◇

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	-	-	◇ ◇ ◇ ◇
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)	✓	1	◇ ◇ ◇ ◇
Xenology (Int)	-	-	◇ ◇ ◇ ◇

WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	CRITICAL	DICE POOL	SPECIAL
<b>Blaster Rifle</b>	Ranged - Heavy	Long	<b>9</b>	⓪⓪⓪⓪	◇ ◇ ◇ ◇	Stun Setting
<b>Unarmed</b>	Brawl	Engaged	<b>2</b>	⓪⓪⓪⓪⓪⓪	◇ ◇	(One- or Two-Handed) Disorient 1, Knockdown, Stun Setting

NOTES

CHARACTER NAME: **Scout**

PLAYER NAME:

SPECIES: Gank

CAREER: Spy

SPECIALIZATIONS: Scout, 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

NOTES

CHARACTER NAME: **Scout**

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EXPERIENCE

SPECIES FEATURES

TOTAL XP <b>190</b>	EARNED XP <b>80</b>	USED XP <b>185</b>	UNUSED XP <b>5</b>
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ACQUIRED XP

**Skills** *Vigilance*

Ganks may begin the game with one rank in Vigilance.

**Cybernetics** *Cyborg*

Ganks may begin play with up to two cybernetic implants that cost up to 5,000 credits. Extra credits for obligation may be applied to purchase these cybernetics.

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
<b>Forager</b>	--	Passive	Scout	Remove up to ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.
<b>Grit</b>	1	Passive	Scout	Gain +1 strain threshold
<b>Outdoorsman</b>	1	Passive	Recruit	Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.
<b>Rapid Recovery</b>	2	Passive	Scout	When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.
<b>Stalker</b>	1	Passive	Scout	Add □ per rank of Stalker to all Stealth and Coordination checks.
<b>Tactical Combat Training</b>	--	Passive	Recruit	Melee and Ranged (Heavy) become career skills. <b>Bonus Career Skills:</b> Melee, Ranged - Heavy

NOTES

CHARACTER NAME: **Scout**

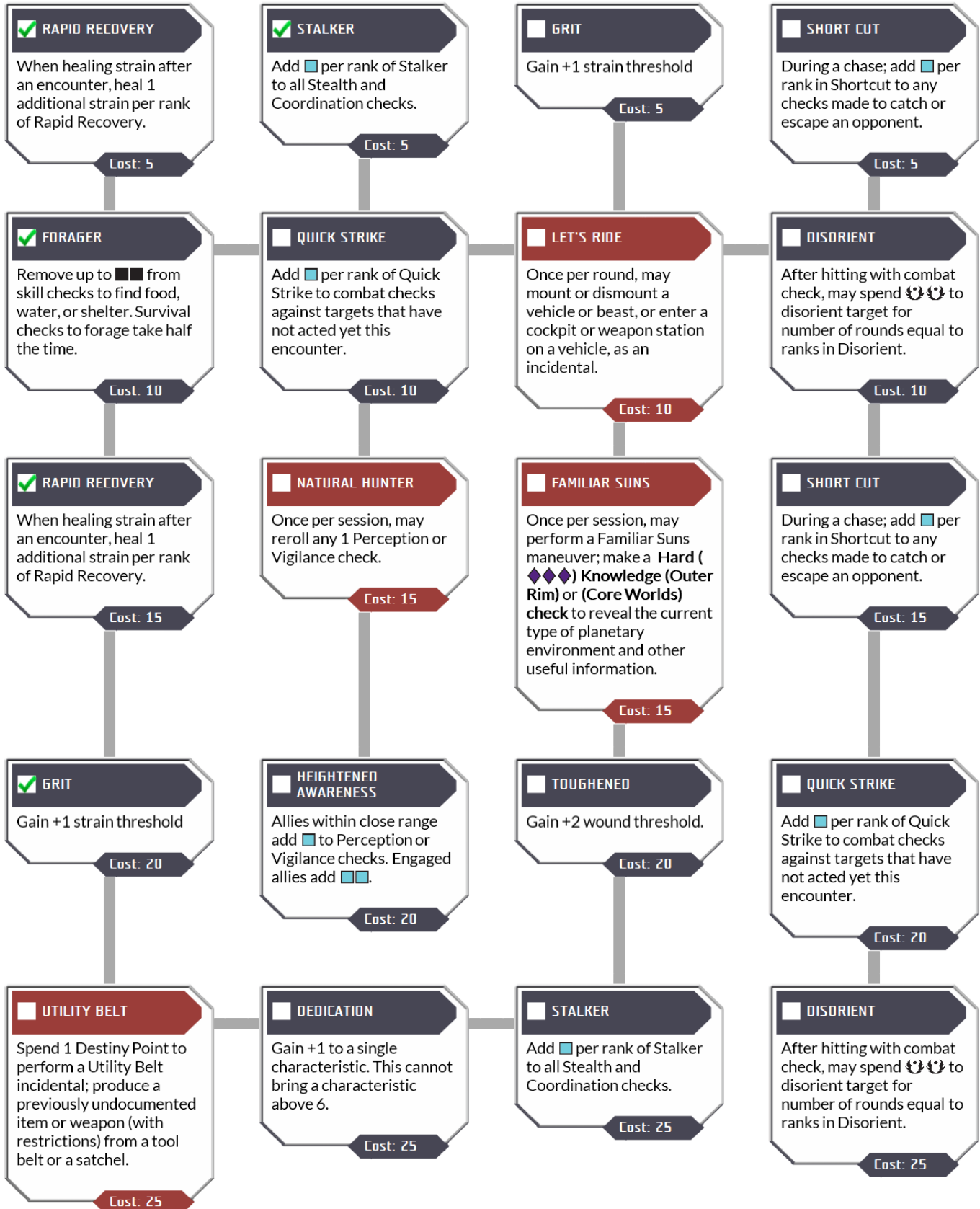
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SCOUT TALENT TREE



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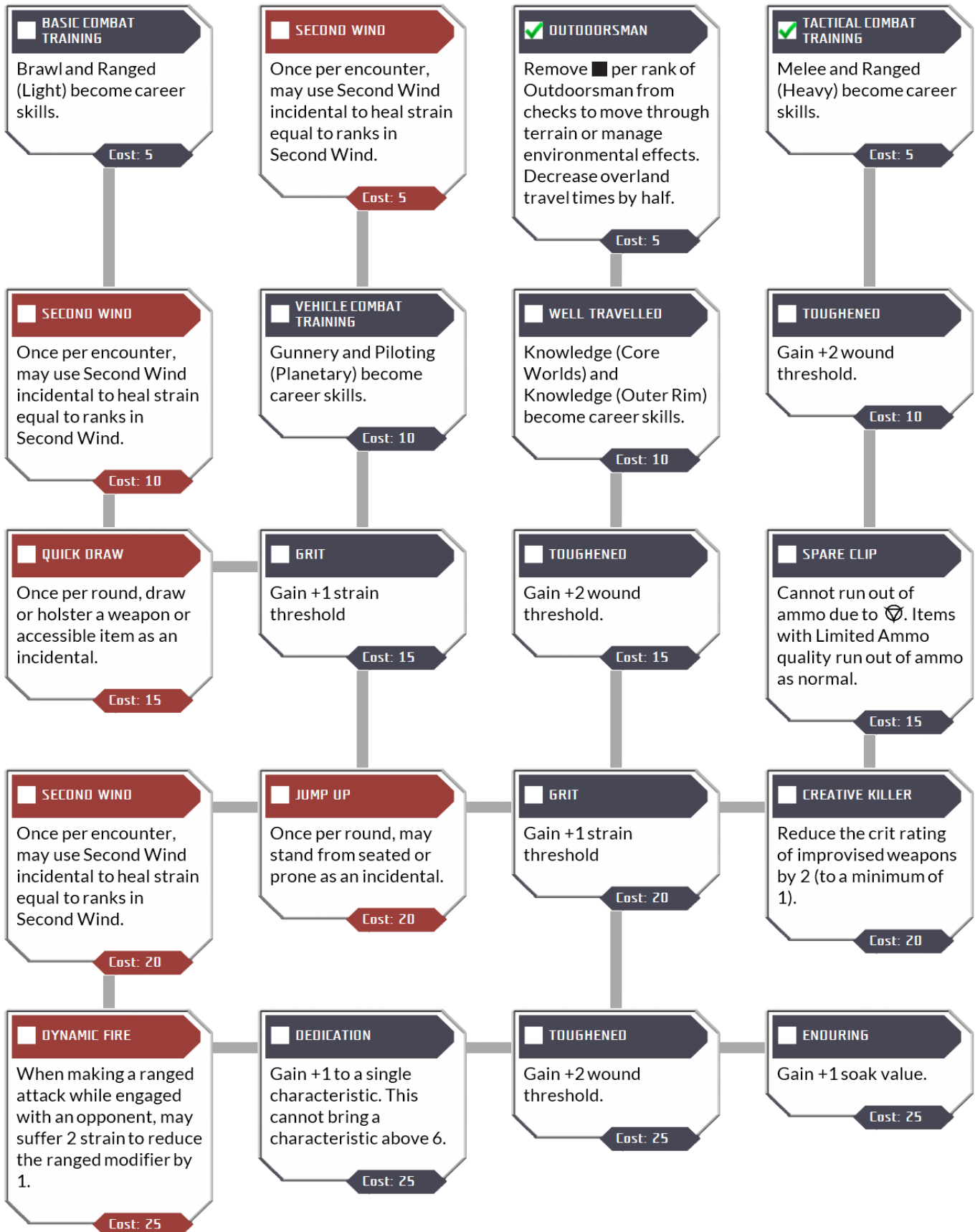
PLAYER NAME:

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RECRUIT TALENT TREE



CHARACTER NAME: **Scout**

PLAYER NAME:

SPECIES: **Gank**

CAREER: **Spy**

SPECIALIZATIONS: **Scout, Recruit**

ENCUMBRANCE

MONEY

**ENCUMBRANCE**  
**15** | **16**  
 VALUE | THRESHOLD

• You are unencumbered.

**CREDITS**  
**25**

**ACQUIRED CREDITS**

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
<b>Blaster Rifle</b>	1	4	✓	✓	█	9	3	Long	Qualities: Stun Setting
Carried Encumbrance:		4							

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SDAK	MDEF	RDEF	SPECIAL
<b>Adverse Environmental Gear</b>	1	0	✓	✓	█	1	0	0	Features: Wearer may ignore █ imposed by the environment
Carried Encumbrance:		0							

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
<b>Wilderness Survival Kit</b>	1	5	✓	✓	█	
<b>Stimpack</b>	3	0	✓	✓	█	Features: Heals 5 wounds.
<b>Climbing Gear</b>	1	1	✓	✓	█	
<b>Water Purifier</b>	1	1	✓	✓	█	
<b>Mk. VI Modular Backpack</b>	1	0	✓	✓	█	Features: 1 Increase Encumbrance Threshold by 3 Mod, <b>Attachments:</b> <i>Modular Backpack Accessory Pouch</i> (1 Increase Encumbrance Threshold by 3 Mod)
<b>"Survivalist" Mess Kit</b>	1	0	✓	✓	█	
<b>FlashFire Camp Stove</b>	1	2	✓	✓	█	
<b>Portable Survival Shelter</b>	1	2	✓	✓	█	
<b>Load-Bearing Gear</b>	1	0	✓	✓	█	Features: 1 Increase Encumbrance Threshold by 3 Mod
<b>Gank Comm Implant</b>	1	0	✓	✓	█	
<b>Cybernetic Eyes</b>	1	0	✓	✓	█	Features: 1 Skill (Vigilance) Mod, 1 Skill (Perception) Mod
Carried Encumbrance:		11				

NOTES