

CHARACTER

CHARACTER NAME

Joll Sarkin

SPECIES Human

CAREER Smuggler

SPECIALIZATION TREES Pilot and Force-Sensitive Exile



PLAYER

SOAK VALUE 2 (4)	WOUNDS 12 THRESHOLD CURRENT	STRAIN 13 THRESHOLD CURRENT	DEFENSE RANGED MELEE
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CHARACTERISTICS

2 BRAWN	3 AGILITY	2 INTELLECT	3 CUNNING	3 WILLPOWER	2 PRESENCE
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SKILLS

GENERAL SKILLS	CAREER?	RANK	COMBAT SKILLS	CAREER?	RANK
Astrogation (Int)	● ●	▶▶▶▶▶▶▶▶▶▶	Brawl (Br)	● ●	▶▶▶▶▶▶▶▶▶▶
Athletics (Br)		▶▶▶▶▶▶▶▶▶▶	Gunnery (Ag)	● ●	▶▶▶▶▶▶▶▶▶▶
Charm (Pr)		▶▶▶▶▶▶▶▶▶▶	Melee (Br)		▶▶▶▶▶▶▶▶▶▶
Coercion (Will)		▶▶▶▶▶▶▶▶▶▶	Ranged - Light (Ag)		▶▶▶▶▶▶▶▶▶▶
Computers (Int)		▶▶▶▶▶▶▶▶▶▶	Ranged - Heavy (Ag)	● ●	▶▶▶▶▶▶▶▶▶▶
Cool (Pr)		▶▶▶▶▶▶▶▶▶▶			
Coordination (Ag)	● ●	▶▶▶▶▶▶▶▶▶▶	KNOWLEDGE SKILLS		
Deception (Cun)	● ●	▶▶▶▶▶▶▶▶▶▶	Core Worlds (Int)		▶▶▶▶▶▶▶▶▶▶
Discipline (Will)		▶▶▶▶▶▶▶▶▶▶	Education (Int)		▶▶▶▶▶▶▶▶▶▶
Leadership (Pr)		▶▶▶▶▶▶▶▶▶▶	Lore (Int)		▶▶▶▶▶▶▶▶▶▶
Mechanics (Int)	● ●	▶▶▶▶▶▶▶▶▶▶	Outer Rim (Int)	● ●	▶▶▶▶▶▶▶▶▶▶
Medicine (Int)		▶▶▶▶▶▶▶▶▶▶	Underworld (Int)	● ●	▶▶▶▶▶▶▶▶▶▶
Negotiation (Pr)		▶▶▶▶▶▶▶▶▶▶	Xenology (Int)		▶▶▶▶▶▶▶▶▶▶
Perception (Cun)	● ● ● ●	▶▶▶▶▶▶▶▶▶▶	Other:		▶▶▶▶▶▶▶▶▶▶
Piloting - Planetary (Ag)	● ●	▶▶▶▶▶▶▶▶▶▶			
Piloting - Space (Ag)	● ● ● ●	▶▶▶▶▶▶▶▶▶▶	CUSTOM SKILLS		
Resilience (Br)		▶▶▶▶▶▶▶▶▶▶			▶▶▶▶▶▶▶▶▶▶
Skulduggery (Cun)	● ●	▶▶▶▶▶▶▶▶▶▶			▶▶▶▶▶▶▶▶▶▶
Stealth (Ag)		▶▶▶▶▶▶▶▶▶▶			▶▶▶▶▶▶▶▶▶▶
Streetwise (Cun)	● ●	▶▶▶▶▶▶▶▶▶▶			▶▶▶▶▶▶▶▶▶▶
Survival (Cun)		▶▶▶▶▶▶▶▶▶▶			▶▶▶▶▶▶▶▶▶▶
Vigilance (Will)	● ●	▶▶▶▶▶▶▶▶▶▶			▶▶▶▶▶▶▶▶▶▶

WEAPONS

WEAPON	SKILL	DAMAGE	RANGE	CRIT	SPECIAL
Blaster Carbine	Ranged (Heavy)	9	Medium	3	Stun
Fists	Brawl	2	Engaged	5	Disorient 1; Knockdown

CHARACTER SHEET

TOTAL XP

AVAILABLE XP

MOTIVATIONS

TYPE: <u>Relationship (Elessa)</u>	TYPE: _____
Joll's father worked for Kuat Drive Yards underneath Elessa's and the families became rather close with Elessa and Joll pretty much growing up together. After a period apart Joll helped Elessa escape Kuat when the Empire came down on her family. He's made it his mission to stick by her ever since.	

CHARACTER DESCRIPTION

GENDER: Male

AGE: 25

HEIGHT: 1.78

BUILD: Lithe

HAIR: Red

EYES: Brown

NOTABLE FEATURES:

OBLIGATIONS

TYPE: <u>Favor (Durlen Maress)</u>	TYPE: _____
MAGNITUDE: <u>5</u>	MAGNITUDE: _____
Some time ago Durlen helped Joll out of a jam with the customs on Iridonia and has promises to one day capitalize on that assistance.	
GROUP'S CONTRIBUTION RANK: _____	

CRITICAL INJURIES

SEVERITY: _____	RESULT: _____

EQUIPMENT LOG

WEAPONS & ARMOR	PERSONAL GEAR
Blaster Carbine (Enc 3) Padded Flightsuit (Enc 2) >Vacuum Sealed (Ignores vacuum effects for 10 minutes.)	Chance Cubes Comlink (Handheld) Emergency Repair Patches (2) Macrobinoculars (Enc 1) Stimpacks (2) Utility Belt

MISCELLANEOUS

CREDITS 400

ENCUMBRANCE Threshold 7 (8), Current 6

TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
Dead to Rights		☛ Spend 1 Destiny to add +2 Damage to one successful attack made with ship or vehicle mounted weapons.
Force Rating		☛ Force Rating: 1
Force Sense		☛ Spend 1 LSP to sense all living things within short range. Spend 1 LSP to sense the current emotions of a target you're engaged with.
Let's Ride 1		☛ Once per round may mount or dismount a vehicle or beast or enter a cockpit or station as an incidental.
Rapid Recovery 1		☛ When healing strain after an encounter, heal 1 additional strain.
Skilled Jockey 1		☛ Remove 1 Setback from all Piloting checks.
Uncanny Reactions		☛ Add 1 Boost to all Vigilance checks.
Uncanny Senses		☛ Add 1 Boost to all Perception checks.
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