

CHARACTER

CHARACTER NAME

Rekka'mrash

SPECIES Trandoshan

CAREER Bounty Hunter

SPECIALIZATION TREES Assassin and Doctor



PLAYER

SOAK VALUE 4 (5)	WOUNDS 16 THRESHOLD CURRENT	STRAIN 12 THRESHOLD CURRENT	DEFENSE RANGED MELEE
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CHARACTERISTICS

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

GENERAL SKILLS	CAREER?		RANK
Astrogation (Int)		◆◆◆	▶▶▶▶▶
Athletics (Br)	●	◆◆◆◆	▶▶▶▶▶
Charm (Pr)		◆◆	▶▶▶▶▶
Coercion (Will)		●●	▶▶▶▶▶
Computers (Int)		◆◆◆	▶▶▶▶▶
Cool (Pr)	●	●◆	▶▶▶▶▶
Coordination (Ag)		◆◆◆	▶▶▶▶▶
Deception (Cun)		◆◆	▶▶▶▶▶
Discipline (Will)		◆◆	▶▶▶▶▶
Leadership (Pr)		◆◆	▶▶▶▶▶
Mechanics (Int)		◆◆◆	▶▶▶▶▶
Medicine (Int)	●	●●◆	▶▶▶▶▶
Negotiation (Pr)		◆◆	▶▶▶▶▶
Perception (Cun)	●	●◆	▶▶▶▶▶
Piloting - Planetary (Ag)	●	◆◆	▶▶▶▶▶
Piloting - Space (Ag)	●	●◆	▶▶▶▶▶
Resilience (Br)	●	●◆◆	▶▶▶▶▶
Skulduggery (Cun)	●	●◆	▶▶▶▶▶
Stealth (Ag)	●	●◆	▶▶▶▶▶
Streetwise (Cun)	●	●●	▶▶▶▶▶
Survival (Cun)		◆◆	▶▶▶▶▶
Vigilance (Will)	●	◆◆	▶▶▶▶▶

COMBAT SKILLS	CAREER?		RANK
Brawl (Br)	●	●◆◆	▶▶▶▶▶
Gunnery (Ag)		◆◆	▶▶▶▶▶
Melee (Br)	●	●●◆	▶▶▶▶▶
Ranged - Light (Ag)		◆◆	▶▶▶▶▶
Ranged - Heavy (Ag)	●	●◆	▶▶▶▶▶

KNOWLEDGE SKILLS	CAREER?		RANK
Core Worlds (Int)		◆◆◆	▶▶▶▶▶
Education (Int)	●	◆◆◆	▶▶▶▶▶
Lore (Int)		◆◆◆	▶▶▶▶▶
Outer Rim (Int)		◆◆◆	▶▶▶▶▶
Underworld (Int)		◆◆◆	▶▶▶▶▶
Xenology (Int)		◆◆◆	▶▶▶▶▶
Other:		◆◆◆	▶▶▶▶▶

CUSTOM SKILLS	CAREER?		RANK
			▶▶▶▶▶
			▶▶▶▶▶
			▶▶▶▶▶
			▶▶▶▶▶

WEAPONS

WEAPON	SKILL	DAMAGE	RANGE	CRIT	SPECIAL
Vibrosword	Melee	6	Engaged	2	Pierce 2; Vicious 1; Def. 1
Holdout Stingbeam	Ranged (Light)	5	Short	4	Stun Only
Claws	Brawl	5	Engaged	3	Disorient 1; Knockdown

CHARACTER SHEET

TOTAL XP

AVAILABLE XP

MOTIVATIONS

TYPE: <u>Religion</u>	TYPE: _____
Once upon a time Rekka was a devout worshiper of the Scorekeeper but this changed when another hunter, Askrik, killed her family for points. Bitter to say the least, she now actively tries to save lives and wipe the Jagannath from other Trandoshans.	

CHARACTER DESCRIPTION

GENDER: Female

AGE: 34

HEIGHT: 1.91

BUILD: Brawny

HAIR: None

EYES: Red

NOTABLE FEATURES:

OBLIGATIONS

TYPE: <u>Betrayal (Askrik)</u>	TYPE: _____
MAGNITUDE: <u>10</u>	MAGNITUDE: _____
The trandoshan Askrik killed Rekka's family who "got in the way of his hunt" and added their lives to his Jagannath score. She beat Askrik within an inch of his life. Now he can only earn his points back by killing the one who shamed him. Rekka. ++	
GROUP'S CONTRIBUTION RANK: _____	

CRITICAL INJURIES

SEVERITY:	RESULT:

EQUIPMENT LOG

<p>WEAPONS & ARMOR</p> <p>Vibrosword (Enc 3) Holdout Stingbeam (Enc 1) Thick Shawl (Soak 1; Enc 1)</p>	<p>PERSONAL GEAR</p> <p>Anesthetic (5) Comlink (Handheld) Medpac (Enc 2) Stimpacks (3) Utility Belt</p>
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MISCELLANEOUS

CREDITS 200

ENCUMBRANCE Threshold: 8 (9), Current: 7

TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
Anatomy Lessons		After a successful attack, spend 1 Destiny to add Intellect to damage.
Claws		Unarmed damage +1, Crit: 3 (Added in above.)
Dodge 1		When targeted by an attack may Dodge as an incidental to suffer 1 strain to upgrade incoming attack difficulty.
Grit 1		+1 Strain Threshold (Added in above.)
Lethal Blows 1		Add +10 to any Critical Injury results inflicted on opponents.
Quick Draw 1		Once per round may draw or holster a weapon or accessible item as an incidental.
Regeneration		Heals 1 more wound whenever recovering from rest or Bacta. Can regrow lost limbs with time.
Resolve 1		When involuntarily suffering strain, subtract strain suffered by 1 to a minimum of 1.
Surgeon 1		When making a Medicine check to heal the wounds of others, the target heals 1 additional wound.