CHARACTER

CHARACTER NAME GORBEK FASK

SPECIES GRAN

CAREER DIPLOMAT

SPECIALIZATION TREES AMBASSADOR

PLAYER

STAR WARS AGE OF REBELLION ROLEPLAYING GAME

SOAK VALUE	WOUNDS		STRAIN		DEFENSE	
3	11		12		0	0
	THRESHOLD	CURRENT	THRESHOLD	CURRENT	RANGED	MELEE

CHARACTERISTICS

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

SKILLS (CAREER ✲)

GENERAL SKILLS	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	RANK
Brawl (Br)	
Gunnery (Ag)	
Melee (Br)	
Ranged - Light (Ag)	
Ranged - Heavy (Ag)	

KNOWLEDGE SKILLS	
Core Worlds (Int) ✲	
Education (Int)	
Galactic Civil War (Int)	
Lore (Int) ✲	
Outer Rim (Int) ✲	
Underworld (Int)	
Xenology (Int) ✲	
Other:	

CUSTOM SKILLS	

WEAPONS

WEAPON	SKILL	DAMAGE	RANGE	CRIT	SPECIAL
Holdout blaster	Ranged (Light)	5	Short	4	Stun Setting
Fists	Brawl	2	Engaged	5	Disorient 1, Knockdown

TOTAL XP

CHARACTER SHEET

AVAILABLE XP

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MOTIVATIONS

TYPE: **CONNECTION - INTELLIGENCE**

Gorbek has one or more contacts within the Alliance Intelligence network, and has somehow been ensnared to work more and more for the cause of the Rebellion. He may owe more than a few favors, or he may genuinely care about the people he's been working with.

TYPE:

DUTIES

TYPE: **POLITICAL SUPPORT**

Gorbek is determined to see to it that as many factions, systems, and sectors as possible come to the aid of the Alliance against the Empire.

MAGNITUDE: **5**

TYPE:

MAGNITUDE:

GROUP'S CONTRIBUTION RANK:

CHARACTER DESCRIPTION

GENDER:

AGE:

HEIGHT:

BUILD:

HAIR:

EYES:

NOTABLE FEATURES:

CRITICAL INJURIES

SEVERITY:	RESULT:

EQUIPMENT LOG

CREDITS: 73

WEAPONS & ARMOR

Holdout blaster, ambassador's robes (+1 soak).

PERSONAL GEAR

Comlink (handheld), datapad, emergency medpac, 2 stimpacks (use a maneuver to heal 5 wounds to a living creature; consumed on use).

TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
Kill with Kindness	100	Remove ■ from all Charm and Leadership checks.
Nobody's Fool	102	May upgrade difficulty of incoming Charm, Coercion, or Deception checks once.

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