

CHARACTER SHEET

CHARACTER NAME : TRAY'ESSEK

SPECIES **TRANDOSHAN** OBLIGATION 5 10 15 20

CAREER **HIRED GUN (MARAUDER)**



CHARACTERISTICS

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

SOAK VALUE 5/6	WOUNDS 18 THRESHOLD CURRENT	STRAIN 12 THRESHOLD CURRENT	CRITICAL INJURIES
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CHARACTER BACKGROUND

Obligation: Betrayal (5)

During a bounty hunting job, fellow clansman Lar'omx betrayed and humiliated Tray'Essek, which according to his beliefs "zeroed out" his jagannath points, denying him a place of honor in Trandoshan society and in the afterlife. The only way to restore his lost points is to kill the one who did this to him. Tray'Essek has devoted his life ever since to killing Lar'omx...and making sure that nobody else kills him first. Last he heard, the traitor was working for Black Sun, and Tray'Essek joined up with the Pykes recently for a chance to finally track Lar'omx down.

Tray'Essek starts with an Obligation value of 5, but can increase the magnitude of his humiliation up to as much as 20 in order to add an additional talent or piece of equipment. He is able to do this by benefiting more from the fury of his vendetta, but it may come back to haunt him in the future. Add the original and any newly incurred Obligation, and circle the appropriate value above.

Playing Tray'Essek

- You stand about a head taller than everyone else, and combined with your sharp claws and pointed teeth this makes for an intimidating sight. Threats of force are your forte, as are beat downs and muggings.
- As an ex-ganger, you know how to take a hit and shrug it off. Since you started working with Jovel, Matwe, and Sin, you've become fiercely protective of them and won't hesitate to defend them in a fight.
- If it comes down to it, you've got an old slugthrower rifle to take down enemies at range, and while it packs a punch, it's not the most accurate gun in the galaxy.



SKILLS

GENERAL SKILLS	RANK	DICE POOL
Athletics (Br)	1	4
Coercion (Will)	2	4
Perception (Cun)	1	3
Piloting - Planetary (Ag)	1	3
COMBAT SKILLS	RANK	DICE POOL
Brawl (Br)	2	5
Ranged - Heavy (Ag)	1	3

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Claws	Brawl	5	Engaged	4
<ul style="list-style-type: none"> You deal 5 damage on a hit + 1 damage per Success ☆ symbol rolled. Inflict a Critical Injury on a hit for 6. 				
Slugthrower Rifle	Ranged (Heavy)	7	Medium	3
<ul style="list-style-type: none"> You deal 7 damage on a hit + 1 damage per Success ☆ symbol rolled. Inflict a Critical Injury on a hit for 6. 				

GEAR, EQUIPMENT & OTHER ITEMS

2 Stimpacks	Use a maneuver to heal 5 wounds to a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Binders	Binds prisoners' hands. Slipping free requires a Daunting (4) Athletics or Coordination check.
Heavy Clothing	Soak 1; already included in soak value.
50 Credits	Money with which to buy equipment, information, or cooperation.

OPTIONAL: ADD 5 OBLIGATION TO UNLOCK

<input type="checkbox"/> Padded Armor	Soak 2; circle soak value 6 on character sheet.
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TALENTS

NAME	ABILITY SUMMARY
Intimidating	May suffer 1 strain to downgrade difficulty of Coercion checks once or upgrade difficulty when targeted by Coercion checks once. The character cannot suffer more than 1 strain per skill check.
Toughened	Gain +2 wound threshold; already included in wound threshold.

OPTIONAL: ADD 10 OBLIGATION TO UNLOCK

<input type="checkbox"/> Feral Strength	Add 1 damage to successful attacks made using Brawl or Melee.
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SYMBOLS & DICE

Success	Triumph	Advantage	Failure	Despair	Threat	
Ability Die	Proficiency Die	Difficulty Die	Challenge Die	Boost Die	Setback Die	Force Die