

Last Modified: Wednesday, February 15, 2017 9:58 PM

CHARACTER NAME: **Kren Sendorra**

PLAYER NAME: vic

SPECIES: **Bothan**

CAREER: **Engineer**

SPECIALIZATIONS: **Mechanic, Recruit**

CHARACTERISTICS

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

ATTRIBUTES

WOUND 15	STRAIN 14	SOAK 3	CRITICAL INJURIES <table border="1"> <thead> <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>	RESULT	SEVERITY		◇ ◇ ◇ ◇		◇ ◇ ◇ ◇		◇ ◇ ◇ ◇		◇ ◇ ◇ ◇
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DEFENSE <table border="1"> <tr> <td>0</td> <td>0</td> </tr> <tr> <td>RANGED</td> <td>MELEE</td> </tr> </table>			0	0	RANGED	MELEE							
0	0												
RANGED	MELEE												

SKILLS

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

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

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	1	◇ ◇ ◇
Gunnery (Ag)	-	-	◇ ◇ ◇
Lightsaber (Br)	-	-	◇ ◇ ◇
Melee (Br)	✓	-	◇ ◇ ◇
Ranged - Heavy (Ag)	✓	-	◇ ◇ ◇
Ranged - Light (Ag)	✓	1	◇ ◇ ◇

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)	-	-	◇ ◇ ◇
Education (Int)	✓	1	◇ ◇ ◇
Lore (Int)	-	-	◇ ◇ ◇
Outer Rim (Int)	-	-	◇ ◇ ◇
Underworld (Int)	-	-	◇ ◇ ◇
Warfare (Int)	-	-	◇ ◇ ◇
Xenology (Int)	-	-	◇ ◇ ◇

WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	CRITICAL	DICE POOL	SPECIAL
Blunt Weapon (Template)	Melee	Engaged	5	◇ ◇ ◇ ◇ ◇	◇ ◇ ◇	Disorient 2
Holdout Blaster	Ranged - Light	Short	5	◇ ◇ ◇ ◇ ◇	◇ ◇ ◇	Stun Setting

CHARACTER NAME: **Kren Sendorra**

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SPECIES: Bothan

CAREER: Engineer

SPECIALIZATIONS: Mechanic, Recruit

DESCRIPTION

GENDER: Male

AGE: 35

HEIGHT: 1.38M

BUILD: sligth chubby

HAIR: Brown

EYES: Green



NOTABLE FEATURES

as a snivvian/bothan hybrid his physicality is a weird mix of both in general he is rather short has a thin layer of hair covering his whole body his skull structure tends towards his snivvian mother with their typical large nostrils, his ears resemble his bothan father otherwise his body and organs mostly resemble bothan physically lacking the thick resistant skin his mother had

MOTIVATIONS

RELATIONSHIP

PARENTS

longing to find any information of what happened to his parents and what secrets there might lay in their ledger

OBLIGATIONS

5

A SCORE TO SETTLE

as kren had to deal with the criminal side to maintain his business after his parents disappeared, it was bound to happen that he had a falling out with them, after a racing accident with one of his repaired (and on request illegally tuned) machines he was accused of sabotage by the group's leader and then driven out of his home and family shop as well as the planet

DUTIES

5

RECRUITING

after his recruitment into the rebellion his standing as a merchant and mechanic was considered a good option as a small supply base for smaller rebel cells when they were in need of discreet additional supplies for missions (or during missions near it), but more importantly as a look out for sympathizers to the rebel cause, or fools that requested suspicious and dangerous items that they clearly intended to use against the empire (and would surely die trying) and lead their ways to better use of their time and skills

NOTES

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BACKGROUND

BEGINNINGS

Middle Class Struggles

REASON FOR ADVENTURE

Opportunity Knocks

STORY

he had a decent youth on near outerrim city planet where his parents run a repair shop, where they traded parts, repaired small and medium ships, and on occasion orders on not too complicated custom parts, they also had a ship they used to deliver on occasion salvage scrap left from the old (clone wars) and ongoing wars (early empire rebel conflicts) (not sure where we gonna end up in the timeline setting wise *Shrug*) usually one would stay behind while the other parent was doing one of the runs until Kren old enough to help and work in the repair shop when he was ready to run it himself they started going both, the shop went decent enough and Kren learned their craft on a fateful day his parents gone for another trade run but after weeks didn't return later he got word that near the area where more pirate activity and it was to assume they got caught in that,

so he was left to run the shop on his own, though it became increasingly hard to run it without their family ship, eventually though after years and years of running the shop and some questionable business ties he managed to get an old rusty salvage ship with which he managed to pick up old businesses again from his parents business lists (is that a proper term??) while reading through those he notices codes in their trades

(plot possibility:

X-illegal trade accomplishes coming back to bite

X-parents used to smuggle supply to the early rebels,

X-parents killed by pirates (find old ship),

X-possible explanation for rebel recruit subclass if plot setting is pre-joining that parent passed some training on without disclosing rebel origin of it)

X-trying decoding parent business ledger for possible old/new friends at far of places aside of possible ties to rebel alliance

X-if plot start at already formed team Kren gets recruited after poking in rebel business by trying to decode ledger and stumble into supply drop points and get temporarily imprisoned by them in turn with possible parent connection to rebels reveal

)

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EXPERIENCE

TOTAL XP

100

EARNED XP

0

USED XP

100

UNUSED XP

0

ACQUIRED XP

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Convincing Demeanor	1	Passive	Bothan	Remove Setback Dice (Black Dice) per rank of Convincing Demeanor from any Deception or Skulduggery check.
Grit	1	Passive	Mechanic	Each rank of Grit increases a character's strain threshold by one
Solid Repairs	1	Passive	Mechanic	Whenever the character repairs hull trauma on a starship or vehicle, he repairs one additional hull trauma per rank of Solid Repairs.
Tactical Combat Training	—	Passive	Recruit	Melee and Ranged (Heavy) become career skills.
Toughened	1	Passive	Recruit	The character increases his wound threshold by two per rank of Toughened.

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ENCUMBRANCE

ENCUMBRANCE

4

8

VALUE

THRESHOLD

You are unencumbered.

MONEY

CREDITS

5

ACQUIRED CREDITS

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	DAM	CRIT	RANGE	REPAIR	SPECIAL
Blunt Weapon (Template)	1	3	✓	✓	5	5	Engaged	✓	Qualities: Disorient 2
Holdout Blaster	1	1	✓	✓	5	4	Short	✓	Qualities: Stun Setting

Carried Encumbrance: 4

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	SOAK	MDEF	RDEF	REPAIR	SPECIAL
Heavy Clothing	1	1			1	0	0	✓	

Carried Encumbrance: 0

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Syntherope	1	1			✓	
Disguise Kit	1	2			✓	
Breath Mask	1	1			✓	
Hand Scanner	1	0			✓	
Military Belt Pouch	1	0			✓	Features: Can hold two items of encumbrance 0.
Scout 5 Field Goggles	1	0			✓	

Carried Encumbrance: 0

VEHICLES

VEHICLE MODEL/NAME	TYPE	SILH	SPEED	HAND	ARMOR	F-DEF	A-DEF	P-DEF	S-DEF	HULL	STRAIN
HT-2200 Medium Freighter "the Rusty pelican"	Freighter	5	2	-2	5	1	0	1	1	35	14

NOTES

NAME: **the Rusty pelican** CATEGORY: **Starship, Non-Fighter Starship**
 MODEL: **HT-2200 Medium Freighter** HULL TYPE: **Freighter**
 HARD POINTS: **Total: 5, Remaining: 5** COST/RARITY: **140,000/5**

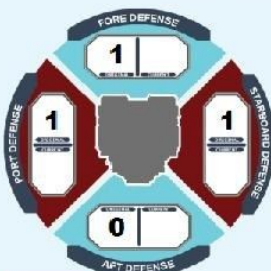
5
SILHOUETTE

2
SPEED

-2
HANDLING

ARMOR
5

ENCUMBRANCE
0 800
VALUE CAPACITY



HULL TRAUMA
35

SYSTEM STRAIN
14

CURRENT

SPEED TRACK

0 1 2 3 4 5 6 7 8 9

DESCRIPTION

Hyperdrive: Primary Class 3, Backup Class 15

Navicomputer: Yes

Consumables: Three Months

Sensor Range: Short

Crew: One pilot, one co-pilot, one engineer, one loadmaster

Passengers: 8

CRITICAL HITS	
RESULT	SEVERITY
	◇ ◇ ◇ ◇
	◇ ◇ ◇ ◇
	◇ ◇ ◇ ◇
	◇ ◇ ◇ ◇

ABOUT THE THE RUSTY PELICAN

(just taking this firgter as a base for stats) (this vehicle depending of party intro and ship decisions can be lost or destroyd)the rusty pelican is an od and old scavange ship with a weird resemblince to the iconic tank like vehicel the jafa on tatoine have but like flipped and the actual bride and vailcitys on top vaguely resembling Y shape containing the bride a medium common room 4 private room 2 on each side with a spartanian design and doubl bed bunk at the very end of teh Y tips are rather smal storage compartment (more like locker room insted of cargo use) the lower part that is resembling jafa vehicle is separated in a 3/1 veshion the back 25% of it are used as cargo space esell for engines and the front 75% are extremly stron plated inside and are one large room the front of this section is a gate with a atmposhpehre shield behind it (another one is at the connection point of the scavange room and the storage room) this room is designed to just scoop up space debris from destroyd ships

CURRENT ACTIONS

☐ Target Lock
 ☐ Watch Your Back!

WEAPON SYSTEMS						
CNT	WEAPON SYSTEM	ARC	RANGE	DAM	CRITICAL	QUALITIES
1	Dorsal Mounted Medium Laser Cannon		Close	6		
1	Ventral Mounted Medium Laser Cannon		Close	6		

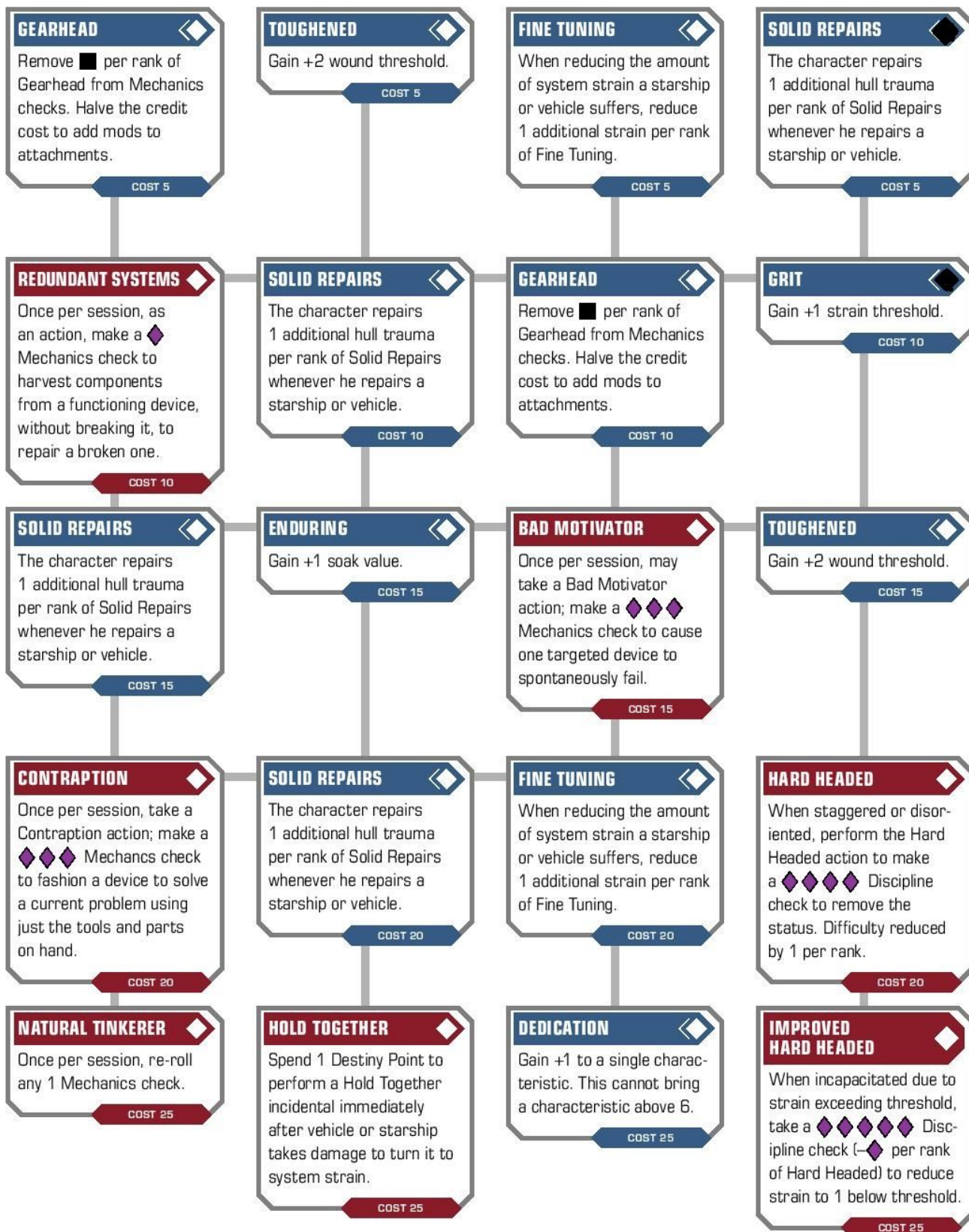
NOTES

ENGINEER MECHANIC

ACTIVE 
PASSIVE 
RANKED 

Spec Bonus Career Skills: **Brawl, Mechanics, Piloting (Space), Skulduggery**

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UNIVERSAL RECRUIT

ACTIVE 
PASSIVE 
RANKED 

Spec Bonus Career Skills: **Athletics, Discipline, Survival, Vigilance**

Find more handouts at BeggingForXP.com 

