

CHARACTER NAME:

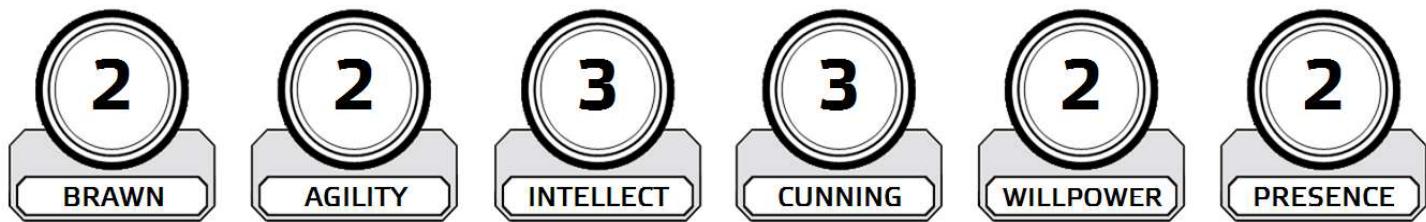
Rokko Kalker

PLAYER NAME:

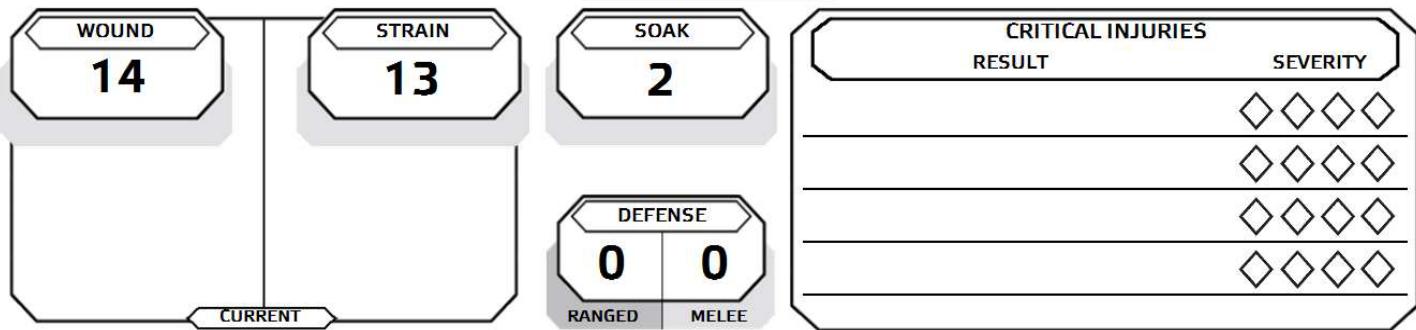
CAREER:

Smuggler

CHARACTERISTICS



ATTRIBUTES



SKILLS

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

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Survival (Cun)		-	
Vigilance (Wil)	✓	1	
COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)		-	
Gunnery (Ag)		1	
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)	✓	1	
Warfare (Int)		-	
Xenology (Int)		-	

NOTES

CHARACTER NAME:

Rokko Kalker

PLAYER NAME:

CAREER: **Smuggler**

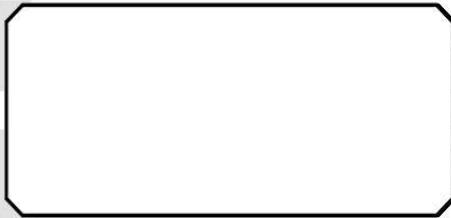
SPECIES:

Human

SPECIALIZATIONS:

Gambler**DESCRIPTION**

GENDER:	<i>Male</i>
AGE:	63
HEIGHT:	1.87
BUILD:	<i>Atlético</i>
HAIR:	<i>Branco</i>
EYES:	<i>Verde - esmeralda</i>

**NOTABLE FEATURES****MOTIVATIONS****CONFLICT****PROFESSIONAL****DUTIES****BACKGROUND****BEGINNINGS****Visionary Opportunists****REASON FOR ADVENTURE****Criminal****NOTES**

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Rokko Kalker

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CAREER: Smuggler

SPECIES:

Human

SPECIALIZATIONS:

Gambler

EXPERIENCE

TOTAL XP	EARNED XP	USED XP	UNUSED XP
110	0	110	0

ACQUIRED XP

SPECIES FEATURES

Skills

Additional Non-Career Skills

Humans start the game with one rank in two different non-career skills of their choice.

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Convincing Demeanor	1	Passive	Gambler	Please see page 133 of the Edge of the Empire Core Rulebook, or page 145 of the Age of Rebellion Core Rulebook, for details.
Grit	1	Passive	Gambler	Please see page 136 of the Edge of the Empire Core Rulebook, page 148 of the Age of Rebellion Core Rulebook, or page 144 of the Force and Destiny Core Rulebook, for details.
Toughened	1	Passive	Gambler	Please see page 145 of the Edge of the Empire Core Rulebook, page 158 of the Age of Rebellion Core Rulebook, or page 153 of the Force and Destiny Core Rulebook, for details.
Up the Ante	1	Passive	Gambler	Please see page 33 of the Fly Casual Sourcebook for details.

NOTES

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SPECIES:

Human

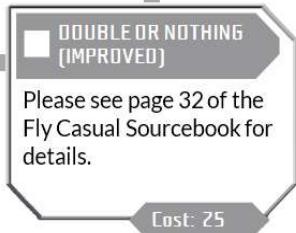
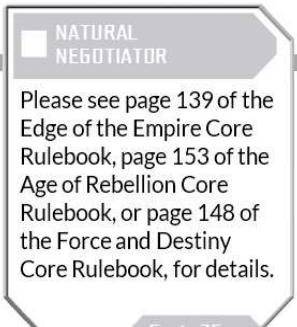
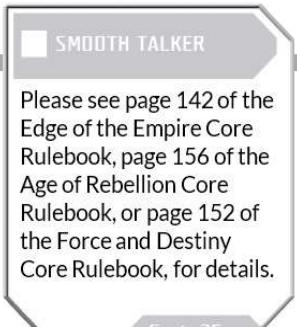
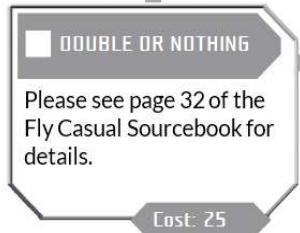
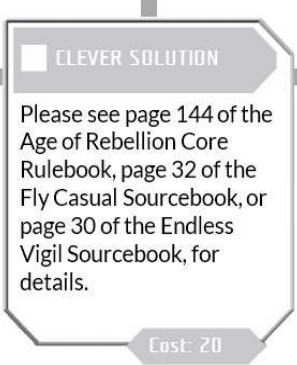
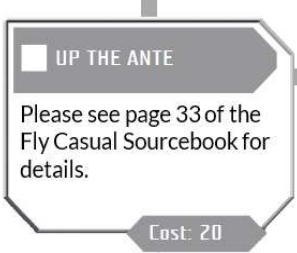
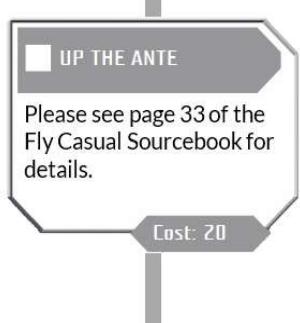
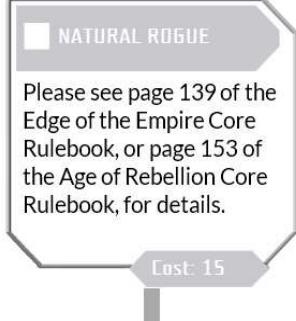
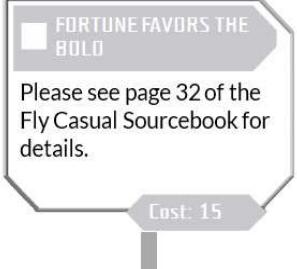
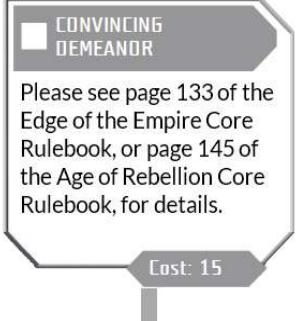
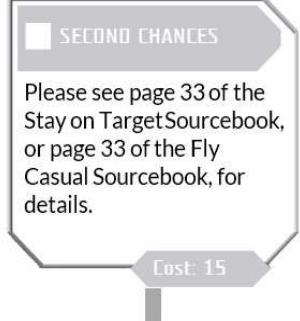
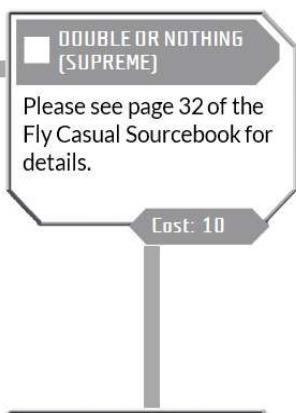
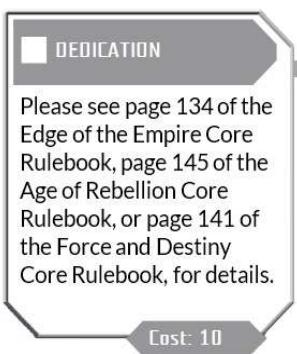
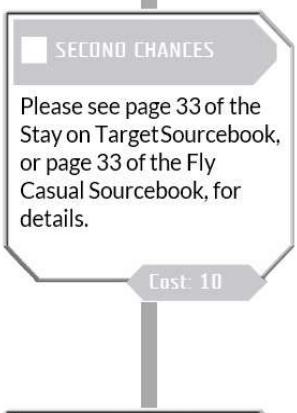
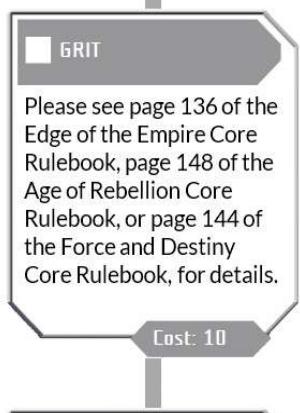
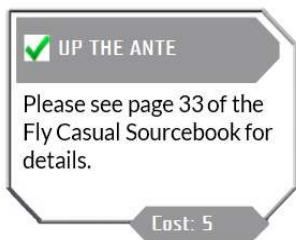
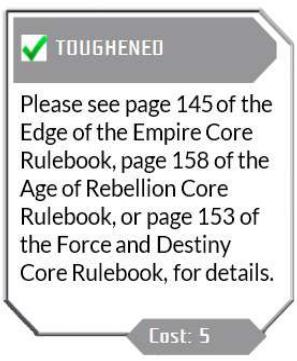
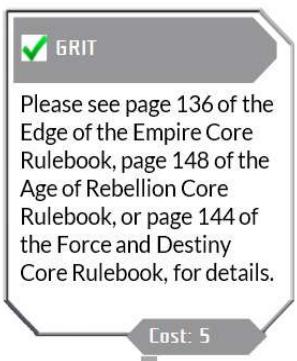
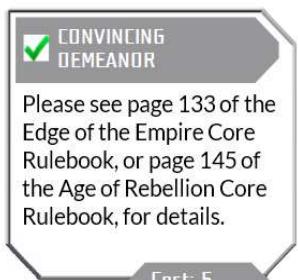
SPECIALIZATIONS:

Gambler

PLAYER NAME:

CAREER:

Smuggler

GAMBLER TALENT TREE

CHARACTER NAME:

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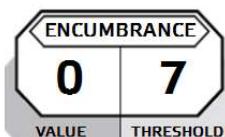
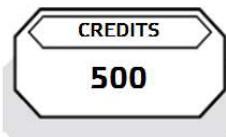
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ENCUMBRANCE**MONEY****ACQUIRED CREDITS****WEAPONS**

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
Holdout Blaster	1	1			✓	5	4	Short	Qualities: Stun Setting
Carried Encumbrance:		0							

VEHICLES

VEHICLE MODEL/NAME	TYPE	SILH	SPEED	HAND	ARMOR	F-DEF	A-DEF	P-DEF	S-DEF	HULL	STRAIN
CSS-1 Corellian Star Shuttle	Shuttle	5	3	-2	4	2	1	2	2	30	22

NOTES

NAME: *Starship, Non-Fighter Starship*
MODEL: *CSS-1 Corellian Star Shuttle*
HARD POINTS: *Total: 4, Remaining: 4*

CATEGORY: *Starship, Non-Fighter Starship*
HULL TYPE: *Shuttle*
COST/RARITY: *325.000/6*



DESCRIPTION

Hyperdrive: Primary: Class 1,5; Backup: Class 12

NaviComputer: Yes

Consumables: Three months to three years

Sensor Range: Medium

Crew: One pilot, one co-pilot, one navigator, two comm officers, three engineers

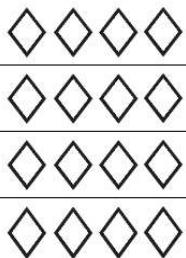
Passengers: 200



CRITICAL HITS

RESULT

SEVERITY



ABOUT THIS STARSHIP

CURRENT ACTIONS

Target Lock

Watch Your Back!

NOTES