CHARACTER NAME:	Rokko Kalker	PLAYER NAME:	
SPECIES:	Human	CAREER:	Smuggler
SPECIALIZATIONS:	Gambler		

CHARACTERISTICS

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

ATTRIBUTES

WOUND	STRAIN	SOAK
14	13	2

CURRENT

DEFENSE	
0	0
RANGED	MELEE

CRITICAL INJURIES

RESULT	SEVERITY
	◇◇◇◇
	◇◇◇◇
	◇◇◇◇
	◇◇◇◇

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:	
SPECIES:	Human	CAREER:	Smuggler
SPECIALIZATIONS:	Gambler		

DESCRIPTION

GENDER:	*Male*
AGE:	*63*
HEIGHT:	*1.87*
BUILD:	*Atlético*
HAIR:	*Brancos*
EYES:	*Verde - esmeralda*

NOTABLE FEATURES

MOTIVATIONS

CONFLICT

PROFESSIONAL

DUTIES

5

LEGEND CRAFTING

BACKGROUND

BEGINNINGS
Visionary Opportunists

REASON FOR ADVENTURE
Criminal

NOTES

CHARACTER NAME: Rokko Kalker
PLAYER NAME:
SPECIES: Human
CAREER: Smuggler
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

CHARACTER NAME:	Rokko Kalker	PLAYER NAME:	
SPECIES:	Human	CAREER:	Smuggler
SPECIALIZATIONS:	Gambler		

GAMBLER TALENT TREE

- ✓ CONVINCING DEMEANOR — Please see page 133 of the Edge of the Empire Core Rulebook, or page 145 of the Age of Rebellion Core Rulebook, for details. Cost: 5
- ✓ GRIT — 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. Cost: 5
- ✓ TOUGHENED — 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. Cost: 5
- ✓ UP THE ANTE — Please see page 33 of the Fly Casual Sourcebook for details. Cost: 5
- GRIT — 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. Cost: 10
- SECOND CHANCES — Please see page 33 of the Stay on Target Sourcebook, or page 33 of the Fly Casual Sourcebook, for details. Cost: 10
- DEDICATION — Please see page 134 of the Edge of the Empire Core Rulebook, page 145 of the Age of Rebellion Core Rulebook, or page 141 of the Force and Destiny Core Rulebook, for details. Cost: 10
- DOUBLE OR NOTHING (SUPREME) — Please see page 32 of the Fly Casual Sourcebook for details. Cost: 10
- SECOND CHANCES — Please see page 33 of the Stay on Target Sourcebook, or page 33 of the Fly Casual Sourcebook, for details. Cost: 15
- CONVINCING DEMEANOR — Please see page 133 of the Edge of the Empire Core Rulebook, or page 145 of the Age of Rebellion Core Rulebook, for details. Cost: 15
- FORTUNE FAVORS THE BOLD — Please see page 32 of the Fly Casual Sourcebook for details. Cost: 15
- NATURAL ROGUE — Please see page 139 of the Edge of the Empire Core Rulebook, or page 153 of the Age of Rebellion Core Rulebook, for details. Cost: 15
- UP THE ANTE — Please see page 33 of the Fly Casual Sourcebook for details. Cost: 20
- UP THE ANTE — Please see page 33 of the Fly Casual Sourcebook for details. Cost: 20
- CLEVER SOLUTION — Please see page 144 of the Age of Rebellion Core Rulebook, page 32 of the Fly Casual Sourcebook, or page 30 of the Endless Vigil Sourcebook, for details. Cost: 20
- SECOND CHANCES — Please see page 33 of the Stay on Target Sourcebook, or page 33 of the Fly Casual Sourcebook, for details. Cost: 20
- DOUBLE OR NOTHING — Please see page 32 of the Fly Casual Sourcebook for details. Cost: 25
- SMOOTH TALKER — Please see page 142 of the Edge of the Empire Core Rulebook, page 156 of the Age of Rebellion Core Rulebook, or page 152 of the Force and Destiny Core Rulebook, for details. Cost: 25
- NATURAL NEGOTIATOR — Please see page 139 of the Edge of the Empire Core Rulebook, page 153 of the Age of Rebellion Core Rulebook, or page 148 of the Force and Destiny Core Rulebook, for details. Cost: 25
- DOUBLE OR NOTHING (IMPROVED) — Please see page 32 of the Fly Casual Sourcebook for details. Cost: 25

CHARACTER NAME:	Rokko Kalker	PLAYER NAME:	
SPECIES:	Human	CAREER:	Smuggler
SPECIALIZATIONS:	Gambler		

ENCUMBRANCE

ENCUMBRANCE	
0	7
VALUE	THRESHOLD

- You are unencumbered.

MONEY

CREDITS: 500

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:		CATEGORY:	*Starship,Non-Fighter Starship*
MODEL:	*CSS-1 Corellian Star Shuttle*	HULL TYPE:	*Shuttle*
HARD POINTS:	*Total: 4, Remaining: 4*	COST/RARITY:	*325.000/6*

SILHOUETTE 5

SPEED 3

HANDLING -2

ARMOR 4

ENCUMBRANCE 0 (VALUE) | 1.000 (CAPACITY)

FORE DEFENSE 2 (ORIGINAL / CURRENT)

PORT DEFENSE 2 (ORIGINAL / CURRENT)

STARBOARD DEFENSE 2 (ORIGINAL / CURRENT)

AFT DEFENSE 1 (ORIGINAL / STRIKE)

HULL TRAUMA 30

SYSTEM STRAIN 22

CURRENT

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*

SPEED TRACK

0	1	2	3	4	5	6	7	8	9

FULL STOP — PUNCH IT!

CRITICAL HITS

RESULT	SEVERITY
	◇◇◇◇
	◇◇◇◇
	◇◇◇◇
	◇◇◇◇

ABOUT THIS STARSHIP

CURRENT ACTIONS

☐ **Target Lock**

☐ **Watch Your Back!**

NOTES