CHARACTER

CHARACTER NAME LELSK

SPECIES BOTHAN

SPY CAREER

INFILTRATOR SPECIALIZATION TREES

STAR WARS. **ROLEPLAYING GAME** 

PLAYER

SOAK VALUE

WOUNDS CURRENT

STRAIN CURRENT DEFENSE









|                           |   |          |               | -        | SKI      | LLS       |
|---------------------------|---|----------|---------------|----------|----------|-----------|
| GENERAL SKILLS            |   |          | RA            | NK       |          |           |
| Astrogation (Int)         |   | >        | $\supset$     | >        | >        |           |
| Athletics (Br)            |   | <u> </u> | <u> </u>      | >        | <u> </u> | $\supset$ |
| Charm (Pr)                |   | <u> </u> | <u> </u>      | <u> </u> | <u> </u> |           |
| Coercion (Will)           | C | <u> </u> | <u> </u>      | <u> </u> | <u> </u> | $\supset$ |
| Computers (Int) 🛠         |   | <u> </u> | <u> </u>      | >        | >        | $\supset$ |
| Cool (Pr) 🔅               |   | <u> </u> | <u> </u>      | <u> </u> | >        | $\supset$ |
| Coordination (Ag) 🔅       |   | ·····    | $\rightarrow$ | <u> </u> | <u> </u> |           |
| Deception (Cun) ☆         |   | ·····    | <u> </u>      | <u> </u> | <u> </u> |           |
| Discipline (Will)         |   | <u> </u> | <u> </u>      | <u> </u> | <u> </u> |           |
| Leadership (Pr)           |   | ·····    | <u> </u>      | <u> </u> | <u> </u> |           |
| Mechanics (Int)           |   | <u> </u> | <u> </u>      | <u> </u> | <u> </u> | $\supset$ |
| Medicine (Int)            |   | <u> </u> | <u> </u>      | <u> </u> | <u> </u> | $\supset$ |
| Negotiation (Pr)          |   | <u> </u> | >             | <u> </u> | <u> </u> | $\supset$ |
| Perception (Cun) 🔅        |   | <u> </u> | <u> </u>      | <u> </u> | <u> </u> |           |
| Piloting - Planetary (Ag) |   | <u> </u> | >             | <u> </u> | <u> </u> |           |
| Piloting - Space (Ag)     |   | ·····    | >             | <u> </u> | >        |           |
| Resilience (Br)           | - | ·····    | <u> </u>      | <u> </u> | <u> </u> |           |
| Skulduggery (Cun) 🔆       |   | ·····    | ·····         | >        | >        |           |
| Stealth (Ag) 🌣            |   | ·····    | <u> </u>      | >        | >        |           |
| Streetwise (Cun) 🛠        |   | ·····    | >             | >        | >        | 7         |
| Survival (Cun)            |   | ·····    | >             | <u> </u> | >        | 7         |
| Vigilance (Will)          |   |          |               | <u> </u> | 7        |           |
| Vigilatios (VVIII)        | - |          |               |          |          |           |

| RANK |  |  |  |  |
|------|--|--|--|--|
|      |  |  |  |  |
|      |  |  |  |  |
|      |  |  |  |  |
|      |  |  |  |  |
|      |  |  |  |  |
|      |  |  |  |  |

# KNOWLEDGE SKILLS

| Core Worlds (Int)          | >         | >         | $\rightarrow$ | >             |           |
|----------------------------|-----------|-----------|---------------|---------------|-----------|
| Education (Int)            | $\supset$ | $\supset$ | >             | >             | $\supset$ |
| Galactic Civil War (Int) 🔅 | <u> </u>  | >         | >             | >             |           |
| Lore (Int)                 | $\supset$ | $\supset$ | >             | <u> </u>      |           |
| Outer Rim (Int)            | >         | >         | >             | >             |           |
| Underworld (Int)           | >         | >         | >             | >             |           |
| Xenology (Int)             | >         | >         | >             | >             |           |
| Other:                     | >         | >         | >             | $\rightarrow$ |           |
|                            |           |           |               |               |           |

| CUSTOM SKILLS |            |  |
|---------------|------------|--|
|               |            |  |
|               |            |  |
|               |            |  |
|               | $\bigcirc$ |  |
|               | $\bigcirc$ |  |

| WEAPON     | SKILL | DAMAGE             | RANGE   | CRIT | SPECIAL                |
|------------|-------|--------------------|---------|------|------------------------|
| Vibroknife | Melee | 3                  | Engaged | Z    | Pierce 2, Vicious 1    |
| Fists      | Brawl | Z                  | Engaged | 5    | Disorient 1, Knockdown |
|            |       |                    |         |      |                        |
|            |       |                    |         |      | I                      |
|            |       |                    |         |      |                        |
|            |       |                    |         |      |                        |
|            |       |                    |         |      |                        |
|            |       | Transition and the | 1.00    |      |                        |



# **CHARACTER SHEET**

## MOTIVATIONS

# TYPE: QUEST - VENGEANCE Lelsk and her close friend Leira grew up as orphans in the streets of Nar Shaddaa, using their skills to survive. However, in a bad run-in with the Imperials, Leira was shot and killed. Now, Lelsk puts her skills to use helping the Rebellion topple the Empire.

| _STAR_WARS.      |
|------------------|
| ACLOS            |
| HGE              |
| REBELLION        |
| ROLEPLAYING GAME |

|  | ARACTER DESCRIPTIO | 11 |
|--|--------------------|----|
|--|--------------------|----|

| AGE:         | 2-14-470 |  |
|--------------|----------|--|
| HEIGHT:      | ,        |  |
| BUILD:       |          |  |
| HAIR:        |          |  |
| EYES:        |          |  |
| NOTABLE FEAT | URES:    |  |

|           | CRITICAL INJURIES |
|-----------|-------------------|
| SEVERITY: | RESULT:           |
|           |                   |
|           |                   |
|           |                   |
|           |                   |
|           |                   |
|           |                   |
|           |                   |

# TYPE: INTELLIGENCE Lelsk knows every victory hinges on knowing as much about the Empire as possible. She is driven to gather any and all useful data. MAGNITUDE: 0 MAGNITUDE: GROUP'S CONTRIBUTION RANK: CREDITS: 5 EQUIPMENT LOG

WEAPONS & ARMOR

Vibroknife, infiltration suit (+1 soak).

PERSONAL GEAR

Climbing gear, disguise kit, utility belt.

# TALENTS AND SPECIAL ABILITIES

| NAME                | PAGE # | ABILITY SUMMARY   |
|---------------------|--------|---|
| Convincing Demeanor | 95     | ◆ Remove ■ from any Deception or Skulduggery check.   |
| Dodge               | 96     | • When targeted by a combat check, may suffer 1 strain to upgrade difficulty of the check once.                 |
| Frenzied Attack     | 97     | ◆ When making a Melee or Brawl check, may suffer 1 strain to upgrade the attack once.                           |
| Soft Spot           | 104    | <ul> <li>After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning.</li> </ul> |
|                     |        | •   |
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|                     | A. I   | •   |
| 64                  |        | •   |