

CHARACTER

CHARACTER NAME **GORBEK FASK**

SPECIES **GRAN**

CAREER **DIPLOMAT**

SPECIALIZATION TREES **AMBASSADOR**

STAR WARS AGE OF REBELLION ROLEPLAYING GAME

PLAYER

SOAK VALUE

3

WOUNDS

11

THRESHOLD CURRENT

STRAIN

12

THRESHOLD CURRENT

DEFENSE

0 0

RANGED MELEE

CHARACTERISTICS

2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

4

PRESENCE

SKILLS (CAREER ✱)

GENERAL SKILLS

RANK

| | |
|---------------------------|--------------------------|
| Astrogation (Int) | <input type="checkbox"/> |
| Athletics (Br) | <input type="checkbox"/> |
| Charm (Pr) ✱ | <input type="checkbox"/> |
| Coercion (Will) | <input type="checkbox"/> |
| Computers (Int) | <input type="checkbox"/> |
| Coal (Pr) | <input type="checkbox"/> |
| Coordination (Ag) | <input type="checkbox"/> |
| Deception (Cun) ✱ | <input type="checkbox"/> |
| Discipline (Will) ✱ | <input type="checkbox"/> |
| Leadership (Pr) ✱ | <input type="checkbox"/> |
| Mechanics (Int) | <input type="checkbox"/> |
| Medicine (Int) | <input type="checkbox"/> |
| Negotiation (Pr) ✱ | <input type="checkbox"/> |
| Perception (Cun) | <input type="checkbox"/> |
| Piloting - Planetary (Ag) | <input type="checkbox"/> |
| Piloting - Space (Ag) | <input type="checkbox"/> |
| Resilience (Br) | <input type="checkbox"/> |
| Skulduggery (Cun) | <input type="checkbox"/> |
| Stealth (Ag) | <input type="checkbox"/> |
| Streetwise (Cun) | <input type="checkbox"/> |
| Survival (Cun) | <input type="checkbox"/> |
| Vigilance (Will) | <input type="checkbox"/> |

COMBAT SKILLS

RANK

| | |
|---------------------|--------------------------|
| Brawl (Br) | <input type="checkbox"/> |
| Gunnery (Ag) | <input type="checkbox"/> |
| Melee (Br) | <input type="checkbox"/> |
| Ranged - Light (Ag) | <input type="checkbox"/> |
| Ranged - Heavy (Ag) | <input type="checkbox"/> |

KNOWLEDGE SKILLS

| | |
|--------------------------|--------------------------|
| Core Worlds (Int) ✱ | <input type="checkbox"/> |
| Education (Int) ✱ | <input type="checkbox"/> |
| Galactic Civil War (Int) | <input type="checkbox"/> |
| Lore (Int) ✱ | <input type="checkbox"/> |
| Outer Rim (Int) ✱ | <input type="checkbox"/> |
| Underworld (Int) | <input type="checkbox"/> |
| Xenology (Int) ✱ | <input type="checkbox"/> |
| Other: | <input type="checkbox"/> |

CUSTOM SKILLS

| | |
|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> |



WEAPONS

| WEAPON | SKILL | DAMAGE | RANGE | CRIT | SPECIAL |
|-----------------|----------------|--------|---------|------|------------------------|
| Holdout blaster | Ranged (Light) | 5 | Short | 4 | Stun Setting |
| Fists | Brawl | 2 | Engaged | 5 | Disorient 1, Knockdown |
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CHARACTER SHEET

TOTAL XP

AVAILABLE XP

