

Amos Colonist

PHYSICAL

AGILITY BRAWN



FEATURES

++Quick Draw
+Frontiersman
-Lanky

3			
2			
1			

STRESS & RESISTANCE

MENTAL

INTELLECT WILLPOWER



FEATURES

+Vigilant
-Outer Rim Education

3			
2			
1			

STRESS & RESISTANCE

SOCIAL

PRESENCE CUNNING



FEATURES

+Ex-Marshall
-Bad Cop

3			
2			
1			

STRESS & RESISTANCE

TRAUMAS

1D 1W 1M

1D 1W 1M

1D 1W 1M

1D 1W 1M

Neutralize Ghidrah before the Resistance attacks Exegol

1D 1W 1M

1D 1W 1M

1D 1W 1M

1D 1W 1M

1D 1W 1M

EQUIPMENT

Tailored Longcoat & Battle Armor^(+3 Physical Resistance, Helmet Comlink, Scanner, Breath Mask)
DT-29 Heavy Blaster Pistol^(1 Pos Dice, +4 Damage)
SX-21 Scatter Blaster^(+6 Damage)

Vibro-machete^(1 Pos Dice, +2 Damage)

Concussion Grenade^(+4 Damage)

Knockout Grenade^(2 Neg Dice, +8 Damage, Sedative)

Plasma Grenade^(1 Neg Dice, +5 Damage)

BACKGROUND

Click game token below to view *Star Wars: Force & Destiny* version of character sheet



CHARACTER NAME: **AMOS**

PLAYER NAME: KenSeg

SPECIES: Human

CAREER: Colonist

SPECIALIZATIONS: Marshal

CHARACTERISTICS

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

ATTRIBUTES

WOUND 12	STRAIN 13	SOAK 4	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 0 0 RANGED MELEE													

SKILLS

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

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Streetwise (Cun)	✓	1	◇ ◇ ◇ ◇
Survival (Cun)	-	1	◇ ◇ ◇ ◇
Vigilance (Wil)	✓	1	◇ ◇ ◇ ◇

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

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

WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	CRITICAL	DICE POOL	SPECIAL
SX-21 Scatter Blaster	Ranged - Light	Short	8	⓪⓪⓪⓪	◇ ◇ ◇ ◇	Blast 6, Knockdown, Accurate 1
Stun Grenade	Ranged - Light	Short	8		◇ ◇ ◇ ◇	Blast 8, Disorient 3, Limited Ammo 1, Stun Damage
Vibro-Machete	Melee	Engaged	4	⓪⓪	◇ ◇	Pierce 1, Sunder, Vicious 1

NOTES

CHARACTER NAME: **AMOS**

PLAYER NAME:

KenSeg

SPECIES: Human

CAREER:

Colonist

SPECIALIZATIONS: Marshal

DESCRIPTION

GENDER: *Male*AGE: *Late-Thirties*HEIGHT: *Medium*BUILD: *Lean*HAIR: *Brown*EYES: *Grey*

NOTABLE FEATURES

Rugged, careworn, long coat

BACKGROUND

BEGINNINGS

The Down and Out

REASON FOR ADVENTURE

Peace Turned To War

STORY

The rugged marshall of a small colony on the Outer Rim world of Dantooine, Amos enjoyed a good life after a rough upbringing. His town of Halvin was a haven for those who wanted to be far away from the turmoil of the inner planets, raising animals for sale and enjoying the rugged beauty of the colony world. There was plenty of fights in the local bars and the typical troubles anytime sentients live together and Amos was kept busy keeping the peace and earning the respect of the people whom he was the lawman for with a keen eye for liars and a fair application of the laws of the colony.

Home life brought him peace from the dark upbringing and he found comfort in the arms of his wife Letha and the joyful laugh of his son David. Afternoons in the sun, rough housing with David and taking long walks along the river with Letha. They were trying for a second child, perhaps a daughter, that they would never have since one black night the skies were lit up with the fury of blasters as the First Order raided his colony to fill their ranks with recruits. Amos made his stand on the porch of their home, killing several Stormtroopers with his scatter blaster and vibro machete before he was brought down and left on the edge of death and his family ripped apart.

Found and nursed to health by survivors, his soul was filled with the need for revenge at the death of Letha and the kidnapping of his son. Amos sort to strike back at the people who destroyed his happiness and joined the Resistance, being evacuated from his once peaceful world to the space station Colossus. In the Resistance, he found a place he could pay the First Order pay and keep his eyes open for any information about David or the others from Dantooine.

NOTES

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PLAYER NAME:

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SPECIES: Human

CAREER:

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SPECIALIZATIONS: Marshal

EXPERIENCE

SPECIES FEATURES

TOTAL XP

150

EARNED XP

30

USED XP

150

UNUSED XP

0




ACQUIRED XP

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
Bad Cop	1	Passive	Marshal	May spend   from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.
Quick Draw	--	Incidental	Marshal	Once per round, draw or holster a weapon or accessible item as an incidental.
Street Smarts	1	Passive	Marshal	Remove  per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

NOTES

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ENCUMBRANCE

ENCUMBRANCE	
7	8
VALUE	THRESHOLD

- You are unencumbered.

MONEY

CREDITS
50

ACQUIRED CREDITS

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
Qualities: Blast 6, Knockdown, Accurate 1 Attachments: <i>H9 Pistol Grip</i> (1 Weapon's skill changes to Ranged-Light Mod, Add ■ to any combat check made when firing one-handed., 1 Reduces weapon's range to Medium, if longer Mod), <i>Custom Grip</i> (1 Remove 1 ■ from all attack checks when using this weapon Mod, Anyone other than owner adds ■■ to combat checks using this weapon., 1 Quality (Accurate 1) Mod), <i>Lightweight Frame</i> (1 Decrease Encumbrance by 2 Mod)									
SX-21 Scatter Blaster	1	3	✓	✓	✓■□□	8	4	Short	
Stun Grenade	2	2	✓		✓■□□	8	0	Short	Qualities: Blast 8, Disorient 3, Limited Ammo 1, Stun Damage
Vibro-Machete	1	2	✓		✓■□□	4	2	Engaged	Qualities: Pierce 1, Sunder, Vicious 1
Carried Encumbrance:		7							

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL
Tailored Armored Coat	1	0	✓	✓	✓■□□	2	0	0	Features: Add ☺ to any successful Charm, Deception, or Negotiation checks.
Carried Encumbrance:		0							

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Comlink (handheld)	1	0	✓	✓	<div><div>✓</div><div></div><div></div><div></div></div>	
Utility Belt	1	0	✓	✓	<div><div>✓</div><div></div><div></div><div></div></div>	Features: 1 Increase Encumbrance Threshold by 1 Mod
Carried Encumbrance:		0				

NOTES