CHARACTER

CHARACTER NAME **Din "Mando" Djarin**

SPECIES Mandalorian

CAREER Bounty Hunter

SPECIALIZATION TREES Gadgeteer

STAR WARS EDGE OF THE EMPIRE ROLEPLAYING GAME

PLAYER

SOAK VALUE	WOUNDS		STRAIN		DEFENSE	
6	18		13		2	2
	THRESHOLD	CURRENT	THRESHOLD	CURRENT	RANGED	MELEE

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	4	2	2	3	2

SKILLS

GENERAL SKILLS	CAREER?	RANK
Astrogation (Int)		
Athletics (Br)	●	■
Charm (Pr)		
Coercion (Will)	●	
Computers (Int)		
Cool (Pr)		
Coordination (Ag)		
Deception (Cun)		
Discipline (Will)		
Leadership (Pr)		
Mechanics (Int)	●	■
Medicine (Int)		
Negotiation (Pr)		
Perception (Cun)	●	■
Piloting - Planetary (Ag)	●	■
Piloting - Space (Ag)	●	■■
Resilience (Br)		
Skulduggery (Cun)		
Stealth (Ag)		
Streetwise (Cun)	●	
Survival (Cun)		
Vigilance (Will)	●	■■

COMBAT SKILLS	CAREER?	RANK
Brawl (Br)	●	■
Gunnery (Ag)		■
Melee (Br)		■
Ranged - Light (Ag)	●	■■
Ranged - Heavy (Ag)	●	■■

KNOWLEDGE SKILLS	CAREER?	RANK
Core Worlds (Int)		
Education (Int)		
Lore (Int)		
Outer Rim (Int)		
Underworld (Int)		
Xenology (Int)		
Other:		

CUSTOM SKILLS	CAREER?	RANK

WEAPONS

WEAPON	SKILL	DAMAGE	RANGE	CRIT	SPECIAL
Pulse Cannon	Range (Heavy)	9	Extreme	3	Cumbersome3, Pierce2, Slo1
					Primed: Breach1, Vicious3
Shock Pulse Emitter	Melee	3	Engaged	4	Stun 4, Disorient 1
Wrist Flamethrower	Ranged (Light)	5	Short	2	Blast2,Burn2,Pierce2,Vicious3
Whipcord	Ranged (Light)	1	Short	-	Ensare3, Ammo1
Blaster Pistol	Ranged (Light)	6	Medium	3	Stun setting
Vibroknife	Melee	4	Engaged	2	Pierce2, Vicious1
Whistling Birds	Ranged (Light)	8	Short	4	Breach1,Ammo6

200 TOTAL XP

CHARACTER SHEET

AVAILABLE XP

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MOTIVATIONS

TYPE: Protect the Child

TYPE:

OBLIGATIONS

TYPE: This is the Way

MAGNITUDE:

TYPE:

MAGNITUDE:

GROUP'S CONTRIBUITON RANK:

EQUIPMENT LOG

WEAPONS & ARMOR

Mandalorian Armor
- Integrated tracking system
- Light
- Whipcord
- Flamethrower
- Whistling Birds

PERSONAL GEAR

CHARACTER DESCRIPTION

GENDER:

AGE:

HEIGHT:

BUILD:

HAIR:

EYES:

NOTABLE FEATURES:

CRITICAL INJURIES

SEVERITY: RESULT:

MISCELLANEOUS

CREDITS

ENCUMBRANCE

TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
Toughened II	p. 60 Edge	+2 wound threshold (already added)
Jury Rigged	p. 60 Edge	Choose one weapon, armor, or other item and give it one permanent improvement as long as it remains in use
Armor Master	p. 60 Edge	When wearing armor, increase soak value by 1 (already added)
Tinkerer	p. 60 Edge	Add an additional hard point to a number of items equal to ranks. Each item may only be modified once.
Dedication	p. 60 Edge	Increase one characteristic. (already added)
Point blank	p. 60 Edge	Add 1 damage per rank to one hit of a successful attack using Ranged (Heavy or Light) at short or engaged
Spare Clip	p. 60 Edge	Cannot run out of ammo due to Despair result. Limited ammo runs out as normal.
Improved Armor Master	p. 60 Edge	While wearing armor of Soak 2 or higher, increase defense by 1

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BACKGROUND AND NOTES

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