CHARACTER NAME: DERO JIN

SPECIES: SULLUSTAN

CAREER: ACE

SPECIALIZATION TREES: PILOT

**SOAK VALUE**
- **4**

**WOUNDS**
- **13**

**STRAIN**
- **12**

**DEFENSE**
- **0 / 0**

**CHARACTERISTICS**
- **BRAWL:** 3
- **ABILITY:** 4
- **INTELLECT:** 2
- **CUNNING:** 1
- **WILLPOWER:** 2
- **PRESENCE:** 2

**GENERAL SKILLS**
- Astrogation (Int)
- Athletics (Bri)
- Charm (Ph)
- Coercion (Will)
- Computers (Int)
- Cool (Ph)
- Coordination (Ag)
- Deception (Con)
- Discipline (Will)
- Leadership (Ppl)
- Mechanics (Int)
- Medicine (Int)
- Negotiation (Ppl)
- Perception (Con)
- Piloting - Planetary (Ag)
- Piloting - Space (Ag)
- Resilience (Bri)
- Sleight of Hand (Con)
- Stealth (Ag)
- Streetwise (Con)
- Survival (Con)
- Vigilance (Will)

**SKILLS (CAREER):**

**COMBAT SKILLS**
- Brawl (Bri)
- Gunnery (Ag)
- Melee (Bri)
- Ranged - Light (Ag)
- Ranged - Heavy (Ag)

**KNOWLEDGE SKILLS**
- Core Worlds (Int)
- Education (Int)
- Galactic Civil War (Int)
- Lore (Int)
- Outer Rim (Int)
- Underworld (Int)
- Xenology (Int)

**CUSTOM SKILLS**

**WEAPONS**

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>SKILL</th>
<th>DAMAGE</th>
<th>RANGE</th>
<th>CRIT</th>
<th>SPECIAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light blaster pistol</td>
<td>Ranged (Light)</td>
<td>5</td>
<td>Medium</td>
<td>4</td>
<td>Stun setting</td>
</tr>
<tr>
<td>Stun grenade</td>
<td>Ranged (Light)</td>
<td>8</td>
<td>Short</td>
<td>-</td>
<td>Disorient 3, Stun Damage, Blast 8, Limited Ammo 1</td>
</tr>
<tr>
<td>Fists</td>
<td>Brawl</td>
<td>3</td>
<td>Engaged</td>
<td>5</td>
<td>Disorient 1, Knockdown</td>
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**STARCRAFT: STEEL RODS**

**TOTAL XP:*********

**AVAILABLE XP:*********
**Type: Quest - Rescue**

The character has a loved one, a family, a group of colleagues, or perhaps even an entire planet he is hoping to see rescued from Imperial control. He is in the Alliance because they offer the best chance he has to save those he seeks to save.

**Type: Space Superiority**

To Dari, the war will be decided in the stars, and what the Alliance lacks in sheer numbers, it makes up for in the quality and tenacity of its pilots.

**Magnitude:** 5

**Group's Contribution Rank:**

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**Credits: 41**

**Weapons & Armor**

Light blaster pistol, 2 stun grenades, flight suit (+1 soak).

**Personal Gear**

2 stompods (use a maneuver to heal 3 wounds to a living creature; consumed on use).

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**Talents and Special Abilities**

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
<th>Ability Summary</th>
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</thead>
<tbody>
<tr>
<td>Skilled Jockey</td>
<td>104</td>
<td>- Remove 1 from all Piloting (Planetary) and Piloting (Space) checks the character attempts.</td>
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<tr>
<td>Full Throttle</td>
<td>98</td>
<td>- Make a Hard [ ] Piloting check to increase vehicle’s top speed by 1 for rounds equal to Cunning.</td>
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<td>Let’s Ride</td>
<td>100</td>
<td>- Once per round, may mount or dismount a vehicle as an incidental.</td>
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