

CHARACTER NAME: *Veero Chattza*
SPECIES: *Rodian*
CAREER: *Explorer*
SPECIALIZATIONS: *Scout*

2 **BRAWN** **3** **AGILITY** **3** **INTELLECT**

SOAK **3** **DEFENSE** **0** **0** **WOUND** **12** **STRAIN** **13**

RANGED MELEE THRESHOLD CURRENT THRESHOLD CURRENT

3 **CUNNING** **2** **WILLPOWER** **2** **PRESENCE**

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Athletics (Br)	✓	1	1 yellow die
Cool (Pr)	✓	-	0 dice
Coordination (Ag)	-	-	0 dice
Lore (Int)	✓	1	1 yellow die
Outer Rim (Int)	✓	1	1 yellow die
Perception (Cun)	✓	-	0 dice
Piloting - Planetary (Ag)	✓	1	1 yellow die
Stealth (Ag)	-	-	0 dice
Survival (Cun)	✓	2	2 yellow dice
Vigilance (Wil)	-	-	0 dice
Xenology (Int)	✓	1	1 yellow die
COMBAT SKILLS	CAREER	RANK	DICE POOL
Ranged - Light (Ag)	-	1	1 yellow die

TALENTS

TALENT	RANK	DESCRIPTION
Expert Tracker	1	Please see page 135 of the Edge of the Empire Core Rulebook, page 146 of the Age of Rebellion Core Rulebook, or page 142 of the Force and Destiny Core Rulebook, for details.
Grit	1	Please see page 136 of the Edge of the Empire Core Rulebook, page 148 of the Age of Rebellion Core Rulebook, or page 144 of the Force and Destiny Core Rulebook, for details.
Rapid Recovery	1	Please see page 141 of the Edge of the Empire Core Rulebook, page 154 of the Age of Rebellion Core Rulebook, or page 150 of the Force and Destiny Core Rulebook, for details.
Stalker	1	Please see page 143 of the Edge of the Empire Core Rulebook, or page 157 of the Age of Rebellion Core Rulebook, for details.



25

1 **7**

VALUE THRESHOLD

CRITICAL INJURIES

◆◆◆◆ ◆◆◆◆

◆◆◆◆ ◆◆◆◆

EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Blaster Pistol	Ranged - Light	6	Medium	1 yellow, 2 green dice
Unarmed	Brawl	2	Engaged	2 green dice

Critical: ○○○○ **Qualities:** Stun Setting

Critical: ○○○○○○ **Qualities:** Disorient 1, Knockdown, Stun Setting

ARMOR AND OTHER GEAR

Heavy Clothing Soak: 1

OBLIGATION

OBLIGATION	SIZE	DESCRIPTION
Responsibility	10	Care for a disabled Lizard pet.
Debt	5	Teemothe Hutt

STORY

Desire: Belonging, a need to befriend people and fit in.
Fear: Isolation, being left alone and left out.
Strength: Witty, always have the right quip, burn, pun, and retort.
Flaw: Anger, violence is a tool of first resort.

Freyyua doesn't trust me, and this needs to change.
 Bril doesn't understand my culture. I will keep explaining it to them.

Veero is from Rodia, where there is a keen focus on hunting. However, on the first time out, the solitude of the hunt really got to Veero, who ended up befriendng a little bogwing instead of killing it, just for the company. That bogwing has been with Veero ever since. Originally from a jungle planet, Veero came to Tatooine to explore a new environment and ended up working for Teemo the Hutt supporting smuggling jobs. That is how Veero knows the astromech scoundrel Remi and the human mercenary Anami. Veero is always trying to make friends, relying on a keen wit to keep people entertained. Some of Teemo's other workers don't seem to like Veero much, but Veero is working to change that. The Wookiee mechanic Freyyua seems put off by the bogwing, but if Freyyua just knew more about animals, they could be good friends. The Twi'lek doctor Bril has patched up Veero a number of times and seems to disapprove of Veero's use of physical force to solve problems. That is just because Bril doesn't understand what it means to be Rodian. Rodian culture is focused on hunting, and the world has a long history of violence. Veero needs to explain this, if they are ever to truly be friends.

SYMBOLS AND DICE

Success
 Advantage
 Triumph
 Failure
 Threat
 Despair
 Proficiency
 Ability
 Boost
 Challenge
 Difficulty
 Setback
 Force

Standard Difficulties	
Simple	—
Easy	◆
Average	◆◆
Hard	◆◆◆
Daunting	◆◆◆◆
Formidable	◆◆◆◆◆

Removes a setback die from a check for each icon displayed