

NAME **Ogharod**

PLAYER **Scott David Gray**

CLASSES **Soldier 1 / Scout 1 / Scoundrel 1**

LEVEL **3**

SPECIES **Gamorrean**

SEX **M**

AGE **15**

HEIGHT **1.98m**

WEIGHT **102kg**

DESTINY **NA**

XP

STAR WARS

ROLEPLAYING GAME

CHARACTER SHEET 1.0 BY EMA

PORTRAIT



CONDITION

-	-1	-2	-5	-10	OUT
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DARK SIDE

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

SKILLS

	LEV/2	TOT	AB.	TRAIN	FOCUS	MISC	ARM.
ACROBATICS	+1	+2	C+1X				
CLIMB		+3	E+2R				
DECEPTION		+1	C+0A				
ENDURANCE		+2	C+1N				
GATHER INFORMATION		+1	C+0A				
INITIATIVE		+3	C+2X				
JUMP		+2	E+1R				
KNOWLEDGE: BUREAUCR.			I+2T				
KNOWLEDGE: GAL. LORE		+8	I+2T	+5			
KNOWLEDGE: LIFE SCI.			I+2T				
KNOWLEDGE: PH. SCI.			I+2T				
KNOWLEDGE: SOC. SCI.			I+2T				
KNOWLEDGE: TACTICS		+8	I+2T	+5			
KNOWLEDGE: TECHN.			I+2T				
(TRAINED) MECHANICS		+8	I+2T	+5			reroll
PERCEPTION		+0	V+1S				
PERSUASION		+1	C+0A				
PILOT		+13	C+2X	+5	+5		
RIDE		+3	C+2X				
STEALTH		+3	C+2X				
SURVIVAL		+1	V+1S			+1	
SWIM		+3	E+2R				
TREAT INJURY		+0	V+1S				
USE COMPUTER		+7	I+2T	+5			
USE THE FORCE		+1	C+0A				

HIT POINTS

TOT. **42** CURRENT

DAMAGE THRESHOLD **23** FORT **+18** MISC **+5**

DAMAGE REDUCTION **0** SHIELD **/**

BASE ATTACK **+1** SPEED **6**

FORCE POINTS **6** DESTINY POINTS **NA**

DEFENSES

FORT **+18** **10** LEVEL/ARMOR **+3/+0** ABILITY **C+1N** CLASS **+2** MISC **+2**

REF **+18** **10** LEVEL/ARMOR **+3/+4** ABILITY **D+2X** CLASS **+2** MISC **0**

WILL **+14** **10** LEVEL/ARMOR **+3/+0** ABILITY **V+0S** CLASS **+1** MISC **0**

STR **14** **+2** SCORE MOD.

DEX **14** **+2** SCORE MOD.

CON **12** **+1** SCORE MOD.

INT **14** **+2** SCORE MOD.

WIS **8** **-1** SCORE MOD.

CHA **10** **+0** SCORE MOD.

ARMOR **Combat Jumpsuit** SPEED **-**

REF DEF **+4** FORT DEF **0** MAX. DEX **+4**

NOTES

WEAPON **Blaster Pistol** RANGE **20/40/60/80**

ATTACK **+3*** DAMAGE **3d6+1/2d6+1S*** CRIT. **20**

NOTES **Energy / restricted** TYPE **Small pistol ranged**

WEAPON **Bow** RANGE **20/40/60/80**

ATTACK **+3*** DAMAGE **2d6+1*** CRIT. **20**

NOTES **Piercing** TYPE **medium simple range**

WEAPON **Stun Baton** RANGE **reach**

ATTACK **+3** DAMAGE **2d6+3/4d6+3S** CRIT. **20**

NOTES **bludgeoning** TYPE **small simple melee**

Net (large simple range) initiate grab at range 2/4/6/8*

SPECIAL ACTIONS

- Increased resistance: If a Fort attack fails +2 Fort til end of next turn.
- Indomitable: 1x/day, as swift action, move +5 steps on the condition track
- Primitive Warrior: +1 die damage with simple melee weapons
- Quick Comeback: When moved down the condition track by an attack over damage threshold, may (once per attack) spend a swift action to move +1 step up the condition track before the end of next turn

* +1 additional attack/damage at point blank range, no penalty for shooting into melee

TALENTS

Indomitable: 1x/day, as swift action, move +5 steps on the condition track

Jury-Rigger: Reroll Mechanics skills
Space Hound: No zero-G penalty, proficient with all Starship Weapons

Ogharod's vox-box: Yes, No, Maybe, Gretings, Go away, How much, Please take me to someone with authority, I understand, I need assistance, I can help you, I mean no harm, I am hungry

LANGUAGES

Gamorrean

Basic (understand only)

Huttese (understand only)

Rodian (understand only)

SPECIES INFO

FEATS

- ACROBATIC STRIKE
 - ARMOR PROFICIENCY, LIGHT
 - ARMOR PROFICIENCY, MEDIUM
 - ARMOR PROFICIENCY, HEAVY
 - BANTHA RUSH
 - CHARGING FIRE
 - COMBAT REFLEXES
 - COORDINATED ATTACK
 - CYBERNETIC SURGERY
 - DODGE
 - MOBILITY
 - IMPROVED CHARGE
 - DREADFUL RAGE
 - DUAL WEAPON MASTERY I
 - DUAL WEAPON MASTERY II
 - DUAL WEAPON MASTERY III
 - EXOTIC WEAPON PROFICIENCY
 - (_____)
 - (_____)
 - (_____)
 - EXTRA RAGE (___)
 - EXTRA SECOND WIND (___)
 - FORCE SENSITIVITY
 - FORCE BOON
 - FORCE TRAINING (___)
 - IMPROVED DEFENSES
 - IMPROVED DAM. THRESH. (___)
 - LINGUIST (___)
 - MARTIAL ARTS I
 - MARTIAL ARTS II
 - MARTIAL ARTS III
 - MELEE DEFENSE
 - IMPROVED DISARM
 - WHIRLWIND ATTACK
 - MIGHTY SWING
 - PIN
 - CRUSH
 - POINT BLANK SHOT
 - CAREFUL SHOT
 - FAR SHOT
 - PRECISE SHOT
 - DEAD EYE
 - SNIPER
 - POWER ATTACK
 - CLEAVE
 - GREAT CLEAVE
 - POWERFUL CHARGE
 - QUICK DRAW
 - RUNNING ATTACK
 - SHAKE IT OFF
- SKILL FOCUS
 - (Pilot _____)
 - (_____)
 - (_____)
 - (_____)
 - SKILL TRAINING
 - (_____)
 - (_____)
 - (_____)
 - (_____)
 - STRONG IN THE FORCE
 - SURGICAL EXPERTISE
 - TOUGHNESS
 - TRIP
 - THROW
 - VEHICULAR COMBAT
 - WEAPON FINESSE
 - WEAPON PROFICIENCY
 - (Simple weapons _____)
 - (Pistols _____)
 - (_____)
 - (_____)
 - (_____)
 - (_____)
 - BURST FIRE
 - DOUBLE ATTACK
 - (_____)
 - (_____)
 - (_____)
 - TRIPLE ATTACK
 - (_____)
 - (_____)
 - (_____)
 - RAPID SHOT
 - RAPID STRIKE
 - TRIPLE CRIT
 - (_____)
 - (_____)
 - (_____)
 - WEAPON FOCUS
 - (_____)
 - (_____)
 - (_____)
 - (Increased Resistance _____)
 - (Primitive Warrior _____)
 - (Quick Comeback _____)
 - (_____)
 - (_____)
 - (_____)
 - (_____)
 - (_____)
 - (_____)

EQUIPMENT

GEAR	WEIGHT
Combat jumpsuit [1500]	8.0
w/ License [75]	-
Datapad [1000]	0.5
Blaster Pistol [500]	1.0
Bow [300]	1.4
Security kit [750]	1.0
Tool kit [250]	1.0
Vox-Box [200]	0.1
Audio/holo/video recorder [175]	0.3
3 Power packs [75]	0.3
Blaster Pistol License [50]	-
2 spare energy cels [50]	-
Credit Chip [25]	-
Fusion Lantern [25]	2.0
Net [25]	4.5
Short-range commlink [25]	0.1
Stun Baton [15]	0.5
2 rolls mesh tape [10]	1.0

TOTAL WEIGHT **21.3**

CARRYING CAPACITY **49kg**

CREDITS

1298

FORCE POWERS

POWER	USES	SPENT	FORCE TECHNIQUES
<input type="checkbox"/> BATTLE STRIKE	()	(00000)	<input type="checkbox"/> FORCE POINT RECOV.
<input type="checkbox"/> DARK RAGE <small>DARK</small>	()	(00000)	<input type="checkbox"/> FORCE POWER MAST.
<input type="checkbox"/> FARSEEING	()	(00000)	(_____)
<input type="checkbox"/> FORCE DISARM	()	(00000)	(_____)
<input type="checkbox"/> FORCE GRIP	()	(00000)	(_____)
<input type="checkbox"/> FORCE LIGHTNING <small>DARK</small>	()	(00000)	(_____)
<input type="checkbox"/> FORCE SLAM	()	(00000)	(_____)
<input type="checkbox"/> FORCE STUN	()	(00000)	<input type="checkbox"/> IMP. FORCE TRANCE
<input type="checkbox"/> FORCE THRUST	()	(00000)	<input type="checkbox"/> IMP. MOVE LIGHT OBJ.
<input type="checkbox"/> MIND TRICK	()	(00000)	<input type="checkbox"/> IMP. SENSE FORCE
<input type="checkbox"/> MOVE OBJECT	()	(00000)	<input type="checkbox"/> IMP. SENSE SURR.
<input type="checkbox"/> NEGATE ENERGY	()	(00000)	<input type="checkbox"/> IMP. TELEPATHY
<input type="checkbox"/> REBUKE	()	(00000)	(_____)
<input type="checkbox"/> SEVER FORCE <small>LIGHT</small>	()	(00000)	(_____)
<input type="checkbox"/> SURGE <small>LIGHT</small>	()	(00000)	(_____)
<input type="checkbox"/> VITAL TRANSFER <small>LIGHT</small>	()	(00000)	(_____)
<input type="checkbox"/> (_____)	()	(00000)	<input type="checkbox"/> DEVASTATING POWER
<input type="checkbox"/> (_____)	()	(00000)	<input type="checkbox"/> DISTANT POWER
<input type="checkbox"/> (_____)	()	(00000)	<input type="checkbox"/> MULTITARGET POWER
<input type="checkbox"/> (_____)	()	(00000)	<input type="checkbox"/> QUICKEN POWER
<input type="checkbox"/> (_____)	()	(00000)	<input type="checkbox"/> SHAPED POWER
<input type="checkbox"/> (_____)	()	(00000)	(_____)
<input type="checkbox"/> (_____)	()	(00000)	(_____)
<input type="checkbox"/> (_____)	()	(00000)	(_____)

Nature: Guardian (he is personally satisfied when he has had the mental, emotional or physical strength to protect weaker beings)

Demeanor: Jobsworth (the face he presents the world, and an ideal he aspires to, is pleasure in a simple routine)

Myers-Briggs Personality Type: ISTJ ("Examiner") – relative to other Gamorreans

Family: Ogharod (meaning "quiet") was born to a sow named Ghemma, in the Buckleb clan (meaning "rock-tooth"), on Gamorr.

Early life: Ogharod was raised by several sows. The sows were very protective of him when the boars became upset at Ogharod's tendency toward contemplation and attention to detail. The buckleb clan regularly collected rare mushrooms with different hallucinogenic properties, to trade for weapons and tools with smugglers on the Triellus trade route. A particular protocol droid, CZ-3-Do, always represented the traders – Ogharod was intrigued by how thoughtful and polite the droid was in the face of the abuse and taunting that came from both the Gamorrean bulls and the traders themselves, and began what Ogharod took to be a friendship with the droid.

A little older: Ogharod was labelled a sissy-pig, and slated for execution within two years, if he did not take self-imposed exile (which would involve the complex network of Gamorr family and clan connections spreading the word about his disgrace to the whole planet). Ogharod decided that he wanted to go to Coruscant, where he could become educated with beings that didn't consider it sow-ish to try and understand the world. He worked hard digging tradeable mushrooms for a warlord who controlled several caves, and like many of the other bulls on the line pocketed a couple. On one of the visits by the traders, he asked CZ-3-Do to accept the mushrooms in trade for passage to Coruscant. After CZ-3-Do consulted with the traders, he replied that he could get Ogharod to another planet, not Coruscant, where Ogharod would work for credits to eventually get passage to Coruscant. There were a lot of terms that Ogharod didn't fully understand, like "interest" and "principal" "amortization" "capital investment" and "down-payment" – the upshot was that Ogharod had sold himself into debt-bondage to a Hutt named Babur on the planet Teth.

Earning freedom: Freedom was hard-won. On a Teth vacation resort ("Grand Cove") owned by Babur he bussed tables, did some cleaning and maintenance of guest rooms, and general handy-bull work. After two years of menial labor, to pay for his transport over-and-above the cash value of the mushrooms, and another three years of more skilled labor working off the interest on his debt and room-and-board (originally keeping the tour-ship clean for short exogorth-watch cruises but after apprenticing to the Zabrak Captain Skag Volptune eventually learning to pilot the ship solo for short runs), Ogharod was released from debt-bondage, and had earned a one-way ticket off Teth. Overall, Ogharod did not abject to being a servant – life was richer even for a menial laborer on Teth, some of the customers were nice, and Babur was honest enough that Ogharod always knew how much work he would have to do and how frugally he would have to live to become his own master. It was also an easy introduction to galactic life, where Ogharod met all types.

A Free Gamorran: By this point, Ogharod had become very respectful of hard work and good accounting practices as a primary means by which the lowly or destitute could raise themselves. He began to see credits and money as the means by which the work or labor done to fulfill others' wants and needs at one time could be held in reserve to be traded for one's own (or one's descendants' own) wants and needs later. Ogharod is very respectful of rule-of-law as the means by which the hard work of the lowly could eventually purchase freedom and self-sufficiency, and fulfill thier dreams. Without rule-of-law and respect for persons and property there could only be corruption, and the meaning of money would be nought.

Attitudes towards Empire: It became clear, based on overheard conversation between customers at Grand Cove, that the Coruscant of today would not be as welcoming to a free Gamorrean as the Coruscant of yesterday. Apparently Palpatine had used some legal fictions and trickery to destroy rule-of-law itself, and to begin replacing it with a cult of personality – in which no property (including life or freedom) would be respected. Ogharod longs for the fairy-tale Coruscant in which free beings could purchase esteem and respect by supplying the needs of others through honest trade, and blames Palpatine in particular for the decay of regular authority and justice in the Empire, and for the rise in corruption. He particularly respects the Twi'Lek Senator Cato'Ar Torazz'A who speaks so forcefully for a return to traditional Republican virtue in both public and private life.

Ogharod's Loves: Rule of law,. Independence. A friendly word from any sow with good birthing hips.

Ogharod's Hates: Those who substitute power for justice. Those who substitute glory for honor. Those who substitute skim Bantha-milk for whole.

Why he's on a transport to a core world: To immigrate to a civilized planet, where he can be his own master and make his fortune. To try and live the Republican dream. The brochure made it sound exciting, and had a picture of a Gamorrean bull on the beach surrounded by sows.