

Hey there, Sam and Steven! Name's Hammer Senpai. I played a lot of Saga Edition back in high school and college, and when I recently decided to run it for my current play group I found your podcast and I have loved it. Thanks for the high-quality radio. You've given me something to listen to so I can keep my motivation up while preparing to run my game, and I've already used some of your advice in my sessions already.

I know that I'm late to the build bounty, but I had an idea for it anyway so here it is! When you were talking about the Assassin's sniping talents I had a moment of inspiration so I made Zyn Velgarn. Zyn here has a standard blaster rifle set for sniping, but he also has one that he stripped the range down on. He uses it as a one-handed pistol, so it uses thrown weapon ranges-meaning that as long as he can keep his enemies between 7-10 spaces away, he can get all the benefits of his sniping talents in more cramped maps.

Of note is the combination of Piercing Hit with Sniping Marksman. Ignoring someone's armor to reflex on the attack that removes their armor to reflex sounds like a great way to scare your party soldier! :)

Zyn Velgarn

Umbaran Scout 5/Scoundrel 2/Assassin 5

Destiny Points: N/A Force Points: 12

Initiative: +16 Senses: Perception +14

DEFENSES

Reflex Defense: 31 (Flat-Footed 26), Fortitude Defense: 21, Will Defense: 25

Hit Points: 80, Damage Threshold: 26

OFFENSE

Speed: 6 Squares

Melee: Unarmed +11 (1d4+7 Bludgeoning)

Ranged: Zyn's Blaster "Rifle" +15 (3d8+8 Energy)

Zyn's Blaster "Rifle" (Marked) +15 (3d8+10 Energy)

Zyn's Blaster "Rifle" (Marked, Short Range) +15 (3d8+12 Energy)

Zyn's Blaster "Rifle" (Aimed) +15 (4d8+8 Energy)

Zyn's Blaster "Rifle" (Aimed, Marked) +15 (4d8+10 Energy)

Zyn's Blaster "Rifle" (Aimed, Marked, Short Range) +15 (4d8+12 Energy)

Base Attack Bonus: +10, Grapple: +11

Attack Options: Point-Blank Shot, Dastardly Strike, Sniping Marksman, Piercing Hit

Special Actions: Mark, Sniping Master, Piercing Hit

BASE STATS:

Strength 12, Dexterity 20, Constitution 8, Intelligence 12, Wisdom 16, Charisma 12

Talents: Acute Senses, Keen Shot, Piercing Hit Dastardly Strike, Sniping Assassin, Sniping Marksman, Sniping Master

Feats: Weapon Proficiency (Pistols, Rifles, Simple Weapons), Skill Focus (Stealth, Mechanics) Point-Blank Shot, Precise Shot, Informer, Sniper, Deadeye, Tech Specialist, Riflemaster

Skills: Initiative +16, Mechanics +17, Perception +14, Stealth +21, Survival +14, Use Computer +12

Possessions: Utility Belt, Zyn's Blaster "Rifle", Zyn's Sniper Rifle, Security Kit

-Zyn's Blaster "Rifle" is a standard Blaster Rifle that has had its range stripped down one step, which he uses with the stock folded. This means it uses the thrown weapon ranges, so it's at short range at 7 squares. His ideal range is 9-10 squares away, which lets him fire at "short" range by aiming (with no penalty because of Riflemaster). It's Miniaturized and Cloaked, so he can smuggle it on his person and make it harder to detect. He's also used Tech Specialist to give it +2 damage.

-Zyn's Sniper Rifle is for actual sniping. It has had its autofire ability stripped out, and the Deluxe Componentization upgrade installed along with a targeting scope.