

ROGAN SOKOLOV

Species	ExoHuman
Born	2598, aboard Last Frontier
Affiliations	Freelancer / Retrieval & Protection Agent (OfSO subcontract)
Residence	Firetown
Wiki:	https://102lightyearsaway.com/doku.php?id=rogan_sokolov

Role	Bouncer / Retrieval Operative / Field Shield
Tier	Pro
Background	Former Guarding Trooper apprentice turned Firetown bouncer.

VITALS & SKILLS

AC	14
HP	32 (4xd8 + CON)
Speed	9 m
Passive Perception	11
STR	Athletics (P) Smith's Tools (P) Improvised Weapons (P)
CON	Survival (P)
WIS	Insight (P) Perception (P)
CHA	Intimidation (P)



STR 16 (+3)	DEX 12 (+1)	CON 15 (+2)
WIS 13 (+1)	CHA 11 (+0)	INT 10 (+20)
Saving Throws:		STR; CON
Proficiency Bonus:		(+2)

PERSONALITY:

Traits: Stoic, dependable, dry-humored, protective

Behaviors: Counts loads; scans exits; drinks only water on duty

Values: Honest work, safe exits, keeping civilians unharmed

FLAWS:

Slow Mounts: Refuses to ride Veyras; travels only by cart or foot.”

Poor Eyesight: Disadvantage on ranged firearm attacks beyond 6 m.

Firearm Skeptic: Hesitant to use guns; first firearm attack each scene -1 penalty.

LANGUAGES:

ExoCommon, Honga Dialect (basic)

EQUIPMENT & TACTICAL FEATURES

Armor	Reinforced work coat	AC 14, 4 kg
Tools	Smith's Tools, Rope & Hook Set, Utility Clamps	
Comms/ID	Firetown Bouncer Permit	Bouncer's Rolodex: Identify one relevant Firetown contact per session. +Advantage on Insight/Perception checks in crowded or tense venues.
Pack	Heavy-duty satchel with rations, cuffs, flask, gloves	
Load	Normal	
Mount:	Prefers cargo cart (Hoo-drawn)	Is afraid of fast Mounts

WEAPONS & AMMO & GEAR ACTION

Improvised Blunt Weapon	Melee Weapon	Range 1.5 m, Damage 1d8 bludgeoning (two-handed 1d10), <u>Attack Roll</u> : +5 (STR + Proficiency). On hit → may Shove 1 m or open a light latch as a free interaction.
Shoulder Check (Bonus Action)	Bonus Action	Adjacent target makes DC 13 STR save or is knocked prone (non-lethal).
Hook & Haul	Utility Action. Anchor a line or drag an obstacle.	Grants advantage on the next Athletics check to pull/hoist.
Human Shield	Reaction. When an adjacent ally would be hit, Rogan can interpose	Attack targets him instead and damage -2.

