CHARACTER SHEET

CHARACTER NAME : JOVEL NIAL

SPECIES **BOTHAN** OBLIGATION 5 10 15 20

CAREER **TECHNICIAN (SLICER)**

STAR WARS EDGE OF THE EMPIRE ROLEPLAYING GAME

CHARACTERISTICS

1 BRAWN	**2** AGILITY	**3** INTELLECT
3 CUNNING	**3** WILLPOWER	**2** PRESENCE

SOAK VALUE	WOUNDS		STRAIN		CRITICAL INJURIES
2	**12** THRESHOLD	CURRENT	**14** THRESHOLD	CURRENT	

CHARACTER BACKGROUND

Obligation: Favor (5)

The Nial clan is a family of politicos, and they arranged for their eldest daughter to follow in their line of work as a Senate aide. For the young Bothan, the intrigue of slicing into government databases far surpassed the constant bickering and posturing on the Senate floor. Consequently, she used much of her time as an aide honing her skills as a technician. Senator Trellev Aquem discovered her talents by accident and kept them a secret. Now she works for him, and by extension, the Pyke crime syndicate, which has Aquem in its pocket.

Jovel starts with an Obligation value of 5 but can increase the magnitude of her favor to as much as 20 in order to add an additional talent or piece of equipment. She is able to do this by benefiting from her Senatorial connections, but the Obligation she incurs may come back to haunt her in the future. Add the original and any newly incurred Obligation, and circle the appropriate value above.

Playing Jovel

- You are the go-to person for dealing with databases, security systems, and repairs.

- The Nials are an expansive family with roots set down all over Coruscant and beyond. One of your clansmen, Korsin Fenn, occasionally feeds you interesting tidbits of information from his sabacc parlor, the Spyder.

- Your stun grenades are perfect for dealing with large groups of enemies and keeping them off your tail long enough for you to make your escape!

SKILLS

GENERAL SKILLS	RANK	DICE POOL
Computers (Int)	2	🟡🟡🟢
Discipline (Will)	1	🟢🟢🟢
Mechanics (Int)	2	🟡🟡🟢
Medicine (Int)	1	🟢🟢🟢
Streetwise (Cun)	2	🟡🟡🟢
Stealth (Ag)	1	🟡🟢

COMBAT SKILLS	RANK	DICE POOL
Ranged - Light (Ag)	2	🟡🟡

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Holdout Blaster	Ranged (Light)	5	Short	🟡🟡

- You deal 5 damage on a hit + 1 damage per Success ✦ symbol rolled.
- Inflict a Critical Injury on a hit for ⟐⟐⟐.

Stun Grenades	Ranged (Light)	8 stun	Short	🟡🟡

- You deal 8 stun damage on a hit + 1 damage per Success ✦ symbol rolled. This damage is suffered as strain rather than wounds.
- Spend ⟐⟐ for Blast 8: all characters engaged with target suffer 8 stun damage.
- You have 3 stun grenades. Each grenade can be used once.

Fists	Brawl	1	Engaged	🟢

- You deal 1 damage on a hit + 1 damage per Success ✦ symbol rolled.
- Inflict a Critical Injury on a hit for ⟐⟐⟐⟐⟐.

GEAR, EQUIPMENT & OTHER ITEMS

2 Stimpacks	Use a maneuver to heal 5 wounds to a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Jumpsuit	Soak 1; already included in soak value.
Datapad	Used to record, store, display, and organize almost any kind of data.
50 Credits	Money with which to buy equipment, information, or cooperation.

OPTIONAL: ADD 10 OBLIGATION TO UNLOCK

☐ **General Purpose Scanner**	Life-form tracking, motion sensing, metal detection, and the ability to intercept standard-frequency comlink transmissions. Motion sensor range is 0.5km, all others 1.0km.

SYMBOLS & DICE

Symbol	Name
✦	Success
⊕	Triumph
⬡	Advantage
▼	Failure
⬡	Despair
⬢	Threat

Die	Name
🟢	Ability Die
🟡	Proficiency Die
🟣	Difficulty Die
🔴	Challenge Die
🔵	Boost Die
⬛	Setback Die
⬜	Force Die

TALENTS

NAME	ABILITY SUMMARY
Technical Aptitude	Reduce time needed to complete Computers-related tasks by 25%.
Bypass Security	Remove 1 Setback die ⬛ from skill checks made to disable a security device or open a locked door.

OPTIONAL: ADD 5 OBLIGATION TO UNLOCK

☐ Codebreaker	Remove 1 Setback die ⬛ from skill checks to break codes or decrypt communications, and decrease difficulty of skill checks to break codes or decrypt communications by 1.