

CHARACTER

CHARACTER NAME **DAL KIR**

SPECIES **KEL DOR**

CAREER **CONSULAR**

SPECIALIZATION TREES **NIMAN DISCIPLE**

PLAYER

SOAK VALUE
3

WOUNDS
12
THRESHOLD CURRENT

STRAIN
14
THRESHOLD CURRENT

DEFENSE
0 **0**
RANGED MELEE

CHARACTERISTICS

2
BRAWN

2
AGILITY

2
INTELLECT

2
CUNNING

4
WILLPOWER

2
PRESENCE

SKILLS (CAREER ☆)

| GENERAL SKILLS | RANK |
|---------------------------|--------|
| Astrogation (Int) | ▢▢▢▢▢▢ |
| Athletics (Br) | ▢▢▢▢▢▢ |
| Charm (Pr) | ▢▢▢▢▢▢ |
| Coercion (Will) | ▢▢▢▢▢▢ |
| Computers (Int) | ▢▢▢▢▢▢ |
| Cool (Pr) ☆ | ▢▢▢▢▢▢ |
| Coordination (Ag) | ▢▢▢▢▢▢ |
| Deception (Cun) | ▢▢▢▢▢▢ |
| Discipline (Will) ☆ | ▢▢▢▢▢▢ |
| Leadership (Pr) ☆ | ▢▢▢▢▢▢ |
| Mechanics (Int) | ▢▢▢▢▢▢ |
| Medicine (Int) | ▢▢▢▢▢▢ |
| Negotiation (Pr) ☆ | ▢▢▢▢▢▢ |
| Perception (Cun) | ▢▢▢▢▢▢ |
| Piloting - Planetary (Ag) | ▢▢▢▢▢▢ |
| Piloting - Space (Ag) | ▢▢▢▢▢▢ |
| Resilience (Br) | ▢▢▢▢▢▢ |
| Skulduggery (Cun) | ▢▢▢▢▢▢ |
| Stealth (Ag) | ▢▢▢▢▢▢ |
| Streetwise (Cun) | ▢▢▢▢▢▢ |
| Survival (Cun) | ▢▢▢▢▢▢ |
| Vigilance (Will) | ▢▢▢▢▢▢ |

| COMBAT SKILLS | RANK |
|------------------------|--------|
| Brawl (Br) | ▢▢▢▢▢▢ |
| Gunnery (Ag) | ▢▢▢▢▢▢ |
| Lightsaber (Br/Will) ☆ | ▢▢▢▢▢▢ |
| Melee (Br) | ▢▢▢▢▢▢ |
| Ranged - Light (Ag) | ▢▢▢▢▢▢ |
| Ranged - Heavy (Ag) | ▢▢▢▢▢▢ |

| KNOWLEDGE SKILLS | RANK |
|-------------------|--------|
| Core Worlds (Int) | ▢▢▢▢▢▢ |
| Education (Int) ☆ | ▢▢▢▢▢▢ |
| Lore (Int) ☆ | ▢▢▢▢▢▢ |
| Outer Rim (Int) | ▢▢▢▢▢▢ |
| Underworld (Int) | ▢▢▢▢▢▢ |
| Xenology (Int) | ▢▢▢▢▢▢ |
| Other: | ▢▢▢▢▢▢ |

| CUSTOM SKILLS | RANK |
|---------------|--------|
| | ▢▢▢▢▢▢ |
| | ▢▢▢▢▢▢ |
| | ▢▢▢▢▢▢ |
| | ▢▢▢▢▢▢ |
| | ▢▢▢▢▢▢ |

WEAPONS

| WEAPON | SKILL | DAMAGE | RANGE | CRIT | SPECIAL |
|--------------------------|------------|--------|---------|------|--|
| Double-Bladed Lightsaber | Lightsaber | 6 | Engaged | 2 | Breach 1, Linked 1, Sunder, Unwieldy 2 |
| Fists | Brawl | 2 | Engaged | 5 | Disorient 1, Knockdown |
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200

TOTAL XP

CHARACTER SHEET

AVAILABLE XP

MOTIVATIONS

TYPE: **BECOME A JEDI**

Dal was just a child when the Jedi were exterminated, but he heard tales of their heroism on his home planet of Dorin. Upon discovering his ability to touch the Force, he realized he wanted nothing more than to restore their legacy to the galaxy, and count himself as one of them.

TYPE:

CHARACTER DESCRIPTION

GENDER: Male

AGE: 28

HEIGHT: 1.85

BUILD: Lanky

HAIR: None

EYES: Black

NOTABLE FEATURES:
Decorated breath mask.

MORALITY

EMOTIONAL STRENGTH: **DISCIPLINE**

Dal's greatest asset in becoming a Jedi is his formidable mental discipline and dedication.

EMOTIONAL WEAKNESS: **OBSTINATENESS**

Sometimes, Dal's focus and drive blinds him to potential problems with his course of action.

CONFLICT:

MORALITY:

50

CRITICAL INJURIES

SEVERITY: RESULT:

CREDITS 50

EQUIPMENT LOG

WEAPONS & ARMOR

Double-Bladed Lightsaber
Heavy Clothing (robes)

PERSONAL GEAR

Rebreather
2 Stimpacks
Comlink
Glow Rod

TALENTS AND SPECIAL ABILITIES

| NAME | PAGE # | ABILITY SUMMARY |
|-------------------------|------------|--|
| Nobody's Fool | 105 (Beta) | ☛ May upgrade difficulty of incoming Charm, Coercion, or Deception check once. |
| Reflect (2) | 106 (Beta) | ☛ When hit by a ranged attack, suffer 3 strain to reduce damage by 4. |
| Niman Technique | 105 (Beta) | ☛ When making a Lightsaber skill check, may use Willpower instead of Brawn. |
| Sense Emotions | 108 (Beta) | ☛ Add <input type="checkbox"/> to all Charm, Coercion, and Deception checks unless the target is immune to Force powers. |
| Draw Closer | 100 (Beta) | ☛ Action: Make a Lightsaber (Will) check and add <input type="checkbox"/> . Spend <input type="checkbox"/> to move target one range band closer. |
| Dark Vision | 39 (Beta) | ☛ Remove up to <input type="checkbox"/> imposed due to darkness from any skill checks. |
| Atmospheric Requirement | 39 (Beta) | ☛ Must wear antitox mask to breath and see. Can survive in vacuum for 5 minutes. |
| | | ☛ |
| | | ☛ |
| | | ☛ |
| | | ☛ |
| | | ☛ |

FORCE POWER

Move: Dal can use the Force to move objects around him.

- Spend to move silhouette 0 object within short range.
 - increase silhouette to 1.
 - increase range to medium.
- Make **Discipline check** with a **Move power check** to deal damage to target equal to 10 times silhouette of object hurled.

FORCE POWER

FORCE RATING 1

CHARACTER

CHARACTER NAME **MARKUS DORIVONN**

SPECIES **HUMAN**

CAREER **GUARDIAN**

SPECIALIZATION TREES **PROTECTOR / SORESU DEFENDER**

PLAYER

SOAK VALUE
5

WOUNDS
15
THRESHOLD CURRENT

STRAIN
13
THRESHOLD CURRENT

DEFENSE
1 1
RANGED MELEE

CHARACTERISTICS

3
BRAWN

2
AGILITY

3
INTELLECT

2
CUNNING

2
WILLPOWER

2
PRESENCE

SKILLS (CAREER ☆)

GENERAL SKILLS

RANK

| | |
|---------------------------|-------|
| Astrogation (Int) | ▢▢▢▢▢ |
| Athletics (Br) ☆ | ▢▢▢▢▢ |
| Charm (Pr) | ▢▢▢▢▢ |
| Coercion (Will) | ▢▢▢▢▢ |
| Computers (Int) | ▢▢▢▢▢ |
| Cool (Pr) ☆ | ▢▢▢▢▢ |
| Coordination (Ag) | ▢▢▢▢▢ |
| Deception (Cun) | ▢▢▢▢▢ |
| Discipline (Will) ☆ | ▢▢▢▢▢ |
| Leadership (Pr) | ▢▢▢▢▢ |
| Mechanics (Int) | ▢▢▢▢▢ |
| Medicine (Int) ☆ | ▢▢▢▢▢ |
| Negotiation (Pr) | ▢▢▢▢▢ |
| Perception (Cun) | ▢▢▢▢▢ |
| Piloting - Planetary (Ag) | ▢▢▢▢▢ |
| Piloting - Space (Ag) | ▢▢▢▢▢ |
| Resilience (Br) ☆ | ▢▢▢▢▢ |
| Skulduggery (Cun) | ▢▢▢▢▢ |
| Stealth (Ag) | ▢▢▢▢▢ |
| Streetwise (Cun) | ▢▢▢▢▢ |
| Survival (Cun) | ▢▢▢▢▢ |
| Vigilance (Will) ☆ | ▢▢▢▢▢ |

COMBAT SKILLS

RANK

| | |
|-----------------------|-------|
| Brawl (Br) ☆ | ▢▢▢▢▢ |
| Gunnery (Ag) | ▢▢▢▢▢ |
| Lightsaber (Br) ☆ | ▢▢▢▢▢ |
| Melee (Br) ☆ | ▢▢▢▢▢ |
| Ranged - Light (Ag) ☆ | ▢▢▢▢▢ |
| Ranged - Heavy (Ag) | ▢▢▢▢▢ |

KNOWLEDGE SKILLS

| | |
|-------------------|-------|
| Core Worlds (Int) | ▢▢▢▢▢ |
| Education (Int) | ▢▢▢▢▢ |
| Lore (Int) ☆ | ▢▢▢▢▢ |
| Outer Rim (Int) | ▢▢▢▢▢ |
| Underworld (Int) | ▢▢▢▢▢ |
| Xenology (Int) | ▢▢▢▢▢ |
| Other: | ▢▢▢▢▢ |

CUSTOM SKILLS

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|--|-------|
| | ▢▢▢▢▢ |
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| | ▢▢▢▢▢ |
| | ▢▢▢▢▢ |

WEAPONS

| WEAPON | SKILL | DAMAGE | RANGE | CRIT | SPECIAL |
|------------------|------------|--------|---------|------|------------------------|
| Basic Lightsaber | Lightsaber | 6 | Engaged | 2 | Breach 1, Sunder |
| Fists | Brawl | 3 | Engaged | 5 | Disorient 1, Knockdown |
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210

TOTAL XP

CHARACTER SHEET

AVAILABLE XP

MOTIVATIONS

CHARACTER DESCRIPTION

TYPE: **CAUSE - HELP THE HELPLESS**

Even before Markus could touch the Force, he served in the Republic military expressly to help those who could not protect themselves. Long after he left the military due to the rise of the Empire, he realized his own abilities. In his mind, this only increases his responsibility to defend the helpless.

TYPE: _____

GENDER: Male
 AGE: 48
 HEIGHT: 1.8m
 BUILD: Fit
 HAIR: Gray
 EYES: Gray-blue.

NOTABLE FEATURES:
 Numerous scars, Republic military tattoo, eternally serious expression.

MORALITY

EMOTIONAL STRENGTH: **COMPASSION**

Caring for others' well-being brings out the best in Markus and drives him to great deeds.

EMOTIONAL WEAKNESS: **HATRED**

Markus finds it all too easy to hate those who would harm others for amusement or profit.

CONFLICT: _____

MORALITY: _____

50

CRITICAL INJURIES

SEVERITY: _____ RESULT: _____

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EQUIPMENT LOG

CREDITS 100

WEAPONS & ARMOR

Basic Lightsaber
Armored Robes

PERSONAL GEAR

Portable Healing Kit
6 Stimpacks
Breath Mask
Comlink
Spacesuit

TALENTS AND SPECIAL ABILITIES

| NAME | PAGE # | ABILITY SUMMARY |
|-----------------------------|------------|---|
| Parry (2) | 105 (Beta) | ☛ When hit by a melee attack, suffer 3 strain to reduce damage by 4. |
| Improved Parry | 106 (Beta) | ☛ When parrying a hit that generated or or or , hit attacker once with lightsaber for base damage. |
| Reflect (1) | 106 (Beta) | ☛ When hit by a ranged attack, suffer 3 strain to reduce damage by 3. |
| Stimpack Specialization (2) | 109 (Beta) | ☛ Whenever using a stimpack, the target heals 2 additional wounds. |
| Physician | 106 (Beta) | ☛ When making a Medicine check to heal wounds, the target heals 1 additional strain. |
| Force Protection | 101 (Beta) | ☛ Maneuver: suffer 1 strain and commit to increase soak by 1. |
| Body Guard | 98 (Beta) | ☛ Maneuver: suffer 1 strain to upgrade difficulty of combat checks targeting engaged character once. |
| | | ☛ |
| | | ☛ |
| | | ☛ |
| | | ☛ |
| | | ☛ |

FORCE POWER

FORCE POWER

FORCE RATING 1

CHARACTER

CHARACTER NAME **SAL SOR'CHAN**

SPECIES **NAUTOLAN**

CAREER **MYSTIC**

SPECIALIZATION TREES **ADVISOR**

PLAYER

SOAK VALUE
4

WOUNDS
14
THRESHOLD CURRENT

STRAIN
11
THRESHOLD CURRENT

DEFENSE
1 1
RANGED MELEE

CHARACTERISTICS

3
BRAWN

2
AGILITY

2
INTELLECT

3
CUNNING

1
WILLPOWER

4
PRESENCE

SKILLS (CAREER ✧)

| GENERAL SKILLS | RANK |
|---------------------------|--------|
| Astrogation (Int) | ▢▢▢▢▢▢ |
| Athletics (Br) | ▢▢▢▢▢▢ |
| Charm (Pr) ✧ | ▢▢▢▢▢▢ |
| Coercion (Will) ✧ | ▢▢▢▢▢▢ |
| Computers (Int) | ▢▢▢▢▢▢ |
| Cool (Pr) | ▢▢▢▢▢▢ |
| Coordination (Ag) | ▢▢▢▢▢▢ |
| Deception (Cun) ✧ | ▢▢▢▢▢▢ |
| Discipline (Will) | ▢▢▢▢▢▢ |
| Leadership (Pr) | ▢▢▢▢▢▢ |
| Mechanics (Int) | ▢▢▢▢▢▢ |
| Medicine (Int) | ▢▢▢▢▢▢ |
| Negotiation (Pr) ✧ | ▢▢▢▢▢▢ |
| Perception (Cun) ✧ | ▢▢▢▢▢▢ |
| Piloting - Planetary (Ag) | ▢▢▢▢▢▢ |
| Piloting - Space (Ag) | ▢▢▢▢▢▢ |
| Resilience (Br) | ▢▢▢▢▢▢ |
| Skulduggery (Cun) | ▢▢▢▢▢▢ |
| Stealth (Ag) | ▢▢▢▢▢▢ |
| Streetwise (Cun) ✧ | ▢▢▢▢▢▢ |
| Survival (Cun) | ▢▢▢▢▢▢ |
| Vigilance (Will) ✧ | ▢▢▢▢▢▢ |

| COMBAT SKILLS | RANK |
|---------------------|--------|
| Brawl (Br) | ▢▢▢▢▢▢ |
| Gunnery (Ag) | ▢▢▢▢▢▢ |
| Lightsaber (Br) | ▢▢▢▢▢▢ |
| Melee (Br) | ▢▢▢▢▢▢ |
| Ranged - Light (Ag) | ▢▢▢▢▢▢ |
| Ranged - Heavy (Ag) | ▢▢▢▢▢▢ |

| KNOWLEDGE SKILLS | RANK |
|-------------------|--------|
| Core Worlds (Int) | ▢▢▢▢▢▢ |
| Education (Int) | ▢▢▢▢▢▢ |
| Lore (Int) ✧ | ▢▢▢▢▢▢ |
| Outer Rim (Int) ✧ | ▢▢▢▢▢▢ |
| Underworld (Int) | ▢▢▢▢▢▢ |
| Xenology (Int) | ▢▢▢▢▢▢ |
| Other: | ▢▢▢▢▢▢ |

| CUSTOM SKILLS | RANK |
|---------------|--------|
| | ▢▢▢▢▢▢ |
| | ▢▢▢▢▢▢ |
| | ▢▢▢▢▢▢ |
| | ▢▢▢▢▢▢ |

WEAPONS

| WEAPON | SKILL | DAMAGE | RANGE | CRIT | SPECIAL |
|----------------|----------------|--------|---------|------|--------------------------------|
| Blaster Pistol | Ranged - Light | 6 | Medium | 3 | Stun Setting |
| Shock Gloves | Brawl | 3 | Engaged | 5 | Disorient 1, Knockdown, Stun 3 |
| Fists | Brawl | 3 | Engaged | 5 | Disorient 1, Knockdown |
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200

TOTAL XP

CHARACTER SHEET

AVAILABLE XP

MOTIVATIONS

TYPE: **OVERTHROW THE EMPIRE**

Sal wants to see the Empire defeated, and works towards this goal. Though she believes the Empire is a dangerous and tyrannical government, she thinks most of the people within it are simply misguided. She hopes that she can overthrow the Empire by showing them the error of their ways.

TYPE: _____

CHARACTER DESCRIPTION

GENDER: Female

AGE: 31

HEIGHT: 1.8m

BUILD: Muscular

HAIR: None

EYES: Black

NOTABLE FEATURES:

Prominent tentacle markings, hidden tattoo of Rebel crest.

MORALITY

EMOTIONAL STRENGTH: **MERCY**

Sal sees mercy as a strength, and would rather spare a defeated foe than kill him.

EMOTIONAL WEAKNESS: **APATHY**

On occasion, Sal's impulse towards mercy is simply avoiding tough decisions concerning her enemies.

CONFLICT: _____

MORALITY: _____

50

CRITICAL INJURIES

SEVERITY: _____ RESULT: _____

EQUIPMENT LOG

CREDITS 175

WEAPONS & ARMOR

Blaster Pistol
Shock Gloves
Armored Clothing

PERSONAL GEAR

Cowlink
Datapad
1 Stimpack
Disguise Kit

TALENTS AND SPECIAL ABILITIES

| NAME | PAGE # | ABILITY SUMMARY |
|--------------------|------------|--|
| Nobody's Fool | 105 (Beta) | • May upgrade difficulty of incoming Charm, Coercion, or Deception check once. |
| Kill with Kindness | 103 (Beta) | • Remove ■ from Charm and Leadership checks. |
| Amphibious | 39 (Beta) | • May breathe underwater and can travel through water without penalty. |
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FORCE POWER

Misdirect: Sal can manipulate the minds of others into seeing illusions or not noticing something right in front of them.

- Spend 1 to make target at short range unable to perceive a chosen person or object (silhouette 1) until the end of Sal's next turn.
 - May alter the appearance of the chosen person or object instead of hiding it.
 - May instead use this power to force a target to perceive single illusory person or object.

FORCE POWER

FORCE RATING 1

CHARACTER

CHARACTER NAME **KASUNI TAMM**

SPECIES **TOGRUTA**

CAREER **SEEKER**

SPECIALIZATION TREES **PATHFINDER**

PLAYER

SOAK VALUE
3

WOUNDS
11
THRESHOLD CURRENT

STRAIN
13
THRESHOLD CURRENT

DEFENSE
0 **0**
RANGED MELEE

CHARACTERISTICS

1
BRAWN

3
AGILITY

2
INTELLECT

4
CUNNING

2
WILLPOWER

2
PRESENCE

SKILLS (CAREER ☆)

| GENERAL SKILLS | RANK |
|---------------------------|-------|
| Astrogation (Int) | ▢▢▢▢▢ |
| Athletics (Br) | ▢▢▢▢▢ |
| Charm (Pr) | ▢▢▢▢▢ |
| Coercion (Will) | ▢▢▢▢▢ |
| Computers (Int) | ▢▢▢▢▢ |
| Cool (Pr) | ▢▢▢▢▢ |
| Coordination (Ag) | ▢▢▢▢▢ |
| Deception (Cun) | ▢▢▢▢▢ |
| Discipline (Will) | ▢▢▢▢▢ |
| Leadership (Pr) | ▢▢▢▢▢ |
| Mechanics (Int) | ▢▢▢▢▢ |
| Medicine (Int) ☆ | ▢▢▢▢▢ |
| Negotiation (Pr) | ▢▢▢▢▢ |
| Perception (Cun) | ▢▢▢▢▢ |
| Piloting-Planetary (Ag) ☆ | ▢▢▢▢▢ |
| Piloting-Space (Ag) ☆ | ▢▢▢▢▢ |
| Resilience (Br) ☆ | ▢▢▢▢▢ |
| Skulduggery (Cun) | ▢▢▢▢▢ |
| Stealth (Ag) | ▢▢▢▢▢ |
| Streetwise (Cun) | ▢▢▢▢▢ |
| Survival (Cun) ☆ | ▢▢▢▢▢ |
| Vigilance (Will) ☆ | ▢▢▢▢▢ |

| COMBAT SKILLS | RANK |
|-----------------------|-------|
| Brawl (Br) | ▢▢▢▢▢ |
| Gunnery (Ag) | ▢▢▢▢▢ |
| Lightsaber (Br) | ▢▢▢▢▢ |
| Melee (Br) | ▢▢▢▢▢ |
| Ranged - Light (Ag) ☆ | ▢▢▢▢▢ |
| Ranged - Heavy (Ag) ☆ | ▢▢▢▢▢ |

| KNOWLEDGE SKILLS | RANK |
|-------------------|-------|
| Core Worlds (Int) | ▢▢▢▢▢ |
| Education (Int) | ▢▢▢▢▢ |
| Lore (Int) | ▢▢▢▢▢ |
| Outer Rim (Int) | ▢▢▢▢▢ |
| Underworld (Int) | ▢▢▢▢▢ |
| Xenology (Int) ☆ | ▢▢▢▢▢ |
| Other: | ▢▢▢▢▢ |

| CUSTOM SKILLS | RANK |
|---------------|-------|
| | ▢▢▢▢▢ |
| | ▢▢▢▢▢ |
| | ▢▢▢▢▢ |
| | ▢▢▢▢▢ |

WEAPONS

| WEAPON | SKILL | DAMAGE | RANGE | CRIT | SPECIAL |
|-----------------|----------------|--------|---------|------|---|
| Blester Rifle | Ranged - Heavy | 9 | Long | 3 | Stun Setting |
| Stun Grenade x2 | Ranged - Light | 8 | Short | N/A | Blast 8, Disorient 3, Limited Ammo 1, Stun Damage |
| Fists | Brawl | 1 | Engaged | 5 | Disorient 1, Knockdown |
| | | | | | |
| | | | | | |
| | | | | | |



200

TOTAL XP

CHARACTER SHEET

AVAILABLE XP

MOTIVATIONS

CHARACTER DESCRIPTION

TYPE: **FAITH - GOODNESS OF PEOPLE**

In her travels, Kasuni has learned to trust in the kindness of strangers. She's found that while corporations, governments, and organizations can be evil or tyrannical, individuals tend to be good at heart. She works hard to reinforce her faith by being a good person to others whenever she can.

TYPE: _____

GENDER: Female
 AGE: 24
 HEIGHT: 1.65m
 BUILD: Lean
 HAIR: None
 EYES: Violet

NOTABLE FEATURES:
 Leather charm bracelet, claw scars on arm.

MORALITY

EMOTIONAL STRENGTH: **ENTHUSIASM**

Kasuni's greatest asset is her ability to maintain boundless enthusiasm no matter what she faces.

EMOTIONAL WEAKNESS: **RECKLESSNESS**

Kasuni's enthusiasm can lead her into dangerous situations someone more cautious might have avoided.

CONFLICT: _____

MORALITY: _____

50

CRITICAL INJURIES

SEVERITY: _____ RESULT: _____

CREDITS 25

EQUIPMENT LOG

WEAPONS & ARMOR

Blaster Rifle
2 Stun Grenades
Padded Armor

PERSONAL GEAR

Backpack
2 Stimpacks
Electrobinoculars
Extra Reloads
Comlink
Pet Bogwing (Vaxim)

TALENTS AND SPECIAL ABILITIES

| NAME | PAGE # | ABILITY SUMMARY |
|----------------|------------|---|
| Keen Eyed | 103 (Beta) | Remove ■ from Perception and Vigilance checks. Decrease time to search an area by half. |
| Animal Empathy | 97 (Beta) | Add ○ to checks to tame or handle animals. Spend ● to add ☆ or ☺ to the check. |
| Animal Bond | 97 (Beta) | Develop a long-term bond with a single animal of silhouette 0 (Vaxim). |
| Pack Hunter | 40 (Beta) | When performing the assist maneuver, add □ □ instead of □ |
| Mental Bond | 104 (Beta) | Action: Commit ○. As long as it remains committed, may see and hear what Vaxim sees. |
| | | ● |
| | | ● |
| | | ● |
| | | ● |
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| | | ● |
| | | ● |

FORCE POWER
 Seek: The Force guides Kasuni towards items or locations long forgotten.

- Spend ●● to gain insight into general location or direction of a person or object previously encountered.
- Spend ● and succeed at an **Average (◆◆) Vigilance check** to see through illusions.
- Commit ○. Upgrade the ability of Vigilance and Perception checks once.

ANIMAL COMPANION
 Vaxim is a bogwing, a flying reptile native to swamps and bogs. He's also mischievous, clever, and loves all forms of insects.

| | | | | | |
|------------|---------|--------------|---------|-------------|----------|
| 1 | 3 | 1 | 3 | 1 | 2 |
| BRAWN | AGILITY | INTELLECT | TUNNING | WILLPOWER | PRESENCE |
| SOAK VALUE | | W. THRESHOLD | | M/R DEFENSE | |
| 1 | | 3 | | 0 1 | |

Skills: Coordination 1, Perception 2, Stealth 2, Survival 1
Talents: None.
Abilities: Distraction (as an action, Vaxim can distract one target within short range, adding ■■ to its next check this encounter), Flyer (Vaxim can fly, see page 145 (Beta)), Silhouette 0.
Equipment: Beak (Brawl; Damage 1; Critical 6; Range [Engaged]; Disorient 3).

FORCE RATING 1

CHARACTER

CHARACTER NAME **TIK'A'MORIS**

SPECIES **CEREAN**

CAREER **SENTINEL**

SPECIALIZATION TREES **ARTISAN**

PLAYER

SOAK VALUE
3

WOUNDS
12
THRESHOLD CURRENT

STRAIN
14
THRESHOLD CURRENT

DEFENSE
0 **0**
RANGED MELEE

CHARACTERISTICS

2
BRAWN

1
AGILITY

4
INTELLECT

2
CUNNING

2
WILLPOWER

3
PRESENCE

SKILLS (CAREER ✱)

GENERAL SKILLS

RANK

| | |
|---------------------------|--------------------------|
| Astrogation (Int) ✱ | <input type="checkbox"/> |
| Athletics (Br) | <input type="checkbox"/> |
| Charm (Pr) | <input type="checkbox"/> |
| Coercion (Will) | <input type="checkbox"/> |
| Computers (Int) ✱ | <input type="checkbox"/> |
| Cool (Pr) | <input type="checkbox"/> |
| Coordination (Ag) | <input type="checkbox"/> |
| Deception (Cun) ✱ | <input type="checkbox"/> |
| Discipline (Will) | <input type="checkbox"/> |
| Leadership (Pr) | <input type="checkbox"/> |
| Mechanics (Int) ✱ | <input type="checkbox"/> |
| Medicine (Int) | <input type="checkbox"/> |
| Negotiation (Pr) | <input type="checkbox"/> |
| Perception (Cun) ✱ | <input type="checkbox"/> |
| Piloting - Planetary (Ag) | <input type="checkbox"/> |
| Piloting - Space (Ag) | <input type="checkbox"/> |
| Resilience (Br) | <input type="checkbox"/> |
| Skulduggery (Cun) ✱ | <input type="checkbox"/> |
| Stealth (Ag) ✱ | <input type="checkbox"/> |
| Streetwise (Cun) | <input type="checkbox"/> |
| Survival (Cun) | <input type="checkbox"/> |
| Vigilance (Will) | <input type="checkbox"/> |

COMBAT SKILLS

RANK

| | |
|---------------------|--------------------------|
| Brawl (Br) | <input type="checkbox"/> |
| Gunnery (Ag) | <input type="checkbox"/> |
| Lightsaber (Br) | <input type="checkbox"/> |
| Melee (Br) | <input type="checkbox"/> |
| Ranged - Light (Ag) | <input type="checkbox"/> |
| Ranged - Heavy (Ag) | <input type="checkbox"/> |

KNOWLEDGE SKILLS

| | |
|---------------------|--------------------------|
| Core Worlds (Int) ✱ | <input type="checkbox"/> |
| Education (Int) ✱ | <input type="checkbox"/> |
| Lore (Int) ✱ | <input type="checkbox"/> |
| Outer Rim (Int) ✱ | <input type="checkbox"/> |
| Underworld (Int) ✱ | <input type="checkbox"/> |
| Xenology (Int) ✱ | <input type="checkbox"/> |
| Other: | <input type="checkbox"/> |

CUSTOM SKILLS

| | |
|--|--------------------------|
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |

WEAPONS

| WEAPON | SKILL | DAMAGE | RANGE | CRIT | SPECIAL |
|--------------------------------|-------|--------|---------|------|------------------------|
| Cortosis Staff with stun pulse | Melee | 5 | Engaged | 4 | Cortosis, Stun 5 |
| Fists | Brawl | 2 | Engaged | 5 | Disorient 1, Knockdown |
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190

TOTAL XP

CHARACTER SHEET

AVAILABLE XP

MOTIVATIONS

CHARACTER DESCRIPTION

TYPE: **DISCOVERY**

Tik's prime motivation is the thrill of discovery and the chance to learn new and interesting facts. Why stick with what everyone already knows, when there's a whole galaxy out there to understand?

TYPE:

GENDER: Male

AGE: 54

HEIGHT: 2.2m

BUILD: Tall

HAIR: White

EYES: Reddish Brown

NOTABLE FEATURES:

A slight limp. The shadow of a tattoo, long since removed.

MORALITY

EMOTIONAL STRENGTH: **CURIOSITY**

Each new discovery enthuses Tik and pushes him to ever greater heights of success.

EMOTIONAL WEAKNESS: **OBSESSION**

Tik can become obsessed with a single discovery and not consider the broader picture.

CONFLICT:

MORALITY:

50

CRITICAL INJURIES

SEVERITY:

RESULT:

CREDITS 75

EQUIPMENT LOG

WEAPONS & ARMOR

Cortosis Staff
fully modded stun pulse attachment
Heavy Clothing

PERSONAL GEAR

General Purpose Scanner **Backpack**
Electric Lock Breaker
Comlink
Datapad
Glow Rod

TALENTS AND SPECIAL ABILITIES

| NAME | PAGE # | ABILITY SUMMARY |
|-------------------|------------|---|
| Solid Repairs | 103 (Beta) | Whenever repairing hull trauma, repair 1 additional hull trauma. |
| Fine Tuning | 101 (Beta) | Whenever repairing system strain, repair 1 additional system strain. |
| Mental Tools | 104 (Beta) | Always counts as having the right tools for the job when performing Mechanics checks. |
| Imbue Item | 102 (Beta) | Maneuver: Suffer 1 strain and commit <input type="checkbox"/> to give weapon or item a temporary enhancement. |
| Binary Processing | 3B (Beta) | All Knowledge skills are career skills. |
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FORCE POWER

Enhance: The Force flows through Tik'A'Moris, enhancing his strength and athletic ability.

- When making an Athletics or Coordination check, may roll an **Enhance power check** as part of the pool. Tik'A'Moris may spend 1 to gain or on the check.
- Force Leap action: Make an **Enhance power check**. Spend 1 to jump horizontally to location in short range.

FORCE POWER

FORCE RATING 1

MOTIVATIONS

CHARACTER DESCRIPTION

| | |
|---|-------------------------------|
| TYPE: JUSTICE Zora grew up in a galaxy of cruelty and oppression, watching as those who perpetrated inequity grew rich and powerful for their crimes. She has trained for years to bring justice to those who deserve it. | TYPE: _____ _____ _____ |
|---|-------------------------------|

| | |
|---------|--------|
| GENDER: | Female |
| AGE: | 19 |
| HEIGHT: | 1.7m |
| BUILD: | Wirey |
| HAIR: | Black |
| EYES: | Brown |

NOTABLE FEATURES:
Plain silver ring on a chain around neck.

MORALITY

| | |
|---|--------------------------|
| EMOTIONAL STRENGTH: JUSTICE When Zora brings judgment to the wicked, she rests easy knowing she's made a difference. | CONFLICT: _____ _____ |
| EMOTIONAL WEAKNESS: CRUELTY No action seems too severe for the deserving, and Zora must guard against indulging in cruelty. | MORALITY: _____ 50 |

CRITICAL INJURIES

| SEVERITY: | RESULT: |
|-----------|---------|
| | |
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EQUIPMENT LOG

| | |
|--|--|
| CREDITS 75 | |
| WEAPONS & ARMOR Modded Lightsaber Concealing Robes | PERSONAL GEAR 2 Stimpacks Breath Mask Climbing Gear Utility Belt Comlink |

TALENTS AND SPECIAL ABILITIES

| NAME | PAGE # | ABILITY SUMMARY |
|---------------------|------------|--|
| Parry (2) | 105 (Beta) | ☛ When hit by a melee attack, suffer 3 strain to reduce damage by 4. |
| Second Wind (2) | 107 (Beta) | ☛ Incidental (once per encounter): recover 2 strain. |
| Multiple Opponents | 104 (Beta) | ☛ Add <input type="checkbox"/> to Brawl, Melee, and Lightsaber combat checks when engaged with multiple opponents. |
| Quick Draw | 106 (Beta) | ☛ Once per round, draw or holster a weapon or accesible item as an incidental. |
| Natural Blademaster | 104 (Beta) | ☛ Once per session, may reroll any 1 Lightsaber or Melee check. |
| | | ☛ |
| | | ☛ |
| | | ☛ |
| | | ☛ |
| | | ☛ |
| | | ☛ |
| | | ☛ |
| | | ☛ |

FORCE POWER: _____

FORCE POWER: _____

FORCE RATING 1

