

CHARACTER NAME: **Brinda'shi'kimeni** PLAYER NAME: **phinn**
 SPECIES: **Chiss** CAREER: **Mystic**
 SPECIALIZATIONS: **Makashi Duelist, Seer**

CHARACTERISTICS

2	2	3	2	2	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

ATTRIBUTES

WOUND 12	STRAIN 13	SOAK 2 <small>Pain: 7</small>	CRITICAL INJURIES <table border="1"> <thead> <tr> <th>RESULT</th> <th>SEVERITY</th> </tr> </thead> <tbody> <tr><td></td><td>◆◆◆◆</td></tr> <tr><td></td><td>◆◆◆◆</td></tr> <tr><td></td><td>◆◆◆◆</td></tr> <tr><td></td><td>◆◆◆◆</td></tr> </tbody> </table>	RESULT	SEVERITY		◆◆◆◆		◆◆◆◆		◆◆◆◆		◆◆◆◆
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DEFENSE <table border="1"> <tr> <td>0</td> <td>0</td> </tr> <tr> <td>RANGED</td> <td>MELEE</td> </tr> </table>			0	0	RANGED	MELEE							
0	0												
RANGED	MELEE												

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	-	-	◆◆◆◆
Athletics (Br)	-	-	◆◆◆◆
Charm (Pr)	✓	1	◆◆◆◆◆◆
Coercion (Wil)	✓	1	◆◆◆◆◆◆
Computers (Int)	-	-	◆◆◆◆◆◆
Cool (Pr)	✓	1	◆◆◆◆◆◆
Coordination (Ag)	✓	-	◆◆◆◆◆◆
Cybernetics (Int)	-	-	◆◆◆◆◆◆
Deception (Cun)	-	-	◆◆◆◆◆◆
Discipline (Wil)	✓	-	◆◆◆◆◆◆
Leadership (Pr)	-	-	◆◆◆◆◆◆
Mechanics (Int)	-	-	◆◆◆◆◆◆
Medicine (Int)	-	-	◆◆◆◆◆◆
Negotiation (Pr)	-	-	◆◆◆◆◆◆
Perception (Cun)	✓	1	◆◆◆◆◆◆
Piloting - Planetary (Ag)	-	-	◆◆◆◆◆◆
Piloting - Space (Ag)	-	-	◆◆◆◆◆◆
Resilience (Br)	-	-	◆◆◆◆◆◆
Skulduggery (Cun)	-	-	◆◆◆◆◆◆
Stealth (Ag)	-	-	◆◆◆◆◆◆

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Streetwise (Cun)	-	-	◆◆◆◆
Survival (Cun)	✓	-	◆◆◆◆
Vigilance (Wil)	✓	1	◆◆◆◆◆◆

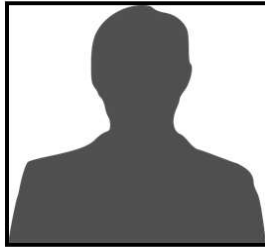
COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	-	-	◆◆◆◆
Gunnery (Ag)	-	-	◆◆◆◆
Lightsaber (Pr)	✓	1	◆◆◆◆◆◆
Melee (Br)	-	-	◆◆◆◆◆◆
Ranged - Heavy (Ag)	-	-	◆◆◆◆◆◆
Ranged - Light (Ag)	-	-	◆◆◆◆◆◆

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)	-	-	◆◆◆◆◆◆
Education (Int)	-	-	◆◆◆◆◆◆
Lore (Int)	✓	-	◆◆◆◆◆◆
Outer Rim (Int)	✓	-	◆◆◆◆◆◆
Underworld (Int)	-	-	◆◆◆◆◆◆
Warfare (Int)	-	-	◆◆◆◆◆◆
Xenology (Int)	-	-	◆◆◆◆◆◆

NOTES

CHARACTER NAME:	Brinda'shi'kimeni	PLAYER NAME:	phinn
SPECIES:	Chiss	CAREER:	Mystic
SPECIALIZATIONS:	Makashi Duelist, Seer		

DESCRIPTION

GENDER: *Female*AGE: *30*HEIGHT: *6'0*BUILD: *Slender*HAIR: *Black*EYES: *Red*

NOTABLE FEATURES

MORALITY

STARTING

50

CURRENT

CONFLICT

Light-Side Force User

BACKGROUND

BEGINNINGS

The Outsider

ATTITUDE TOWARD FORCE

One with the Force

REASON FOR ADVENTURE

Wrong Place, Wrong Time

NOTES

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EXPERIENCE

TOTAL XP

400

EARNED XP

300

USED XP

400

UNUSED XP

0

ACQUIRED XP

SPECIES FEATURES

Sight

Infravision

Chiss have adapted to be able to see in both the infrared and normal visual spectra. This enables Chiss characters to remove up to ■ added to checks by lighting conditions.

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Defensive Training	1	Passive	Makashi Duelist	When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.
Duelist's Training	--	Passive	Makashi Duelist	Add ■ to Melee and Lightsaber checks when engaged with only one opponent.
Feint	2	Passive	Makashi Duelist	Spend ☉ or ☉☉☉ generated on a missed melee attack to upgrade difficulty of opponent's next attack targeting character by ranks in Feint.
★ Force Rating	1	Passive	Seer	Gain +1 Force Rating.
Grit	1	Passive	Seer	Gain +1 strain threshold
Keen Eyed	1	Passive	Seer	Remove ■ per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.
★ Makashi Flourish	--	Action	Makashi Duelist	Once per encounter, perform Makashi Flourish action. Make an Average (◆◆) Lightsaber (Presence) check . 1 engaged opponent suffers strain equal to ★, and heal an equal amount of strain.
★ Makashi Technique	--	Passive	Makashi Duelist	When making a check using the Lightsaber skill, the character may use Presence instead of Brawn.
Parry	5	OOT Incidental	Makashi Duelist	When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
Rapid Reaction	1	OOT Incidental	Seer	Suffer a number of strain to add an equal number of ★ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
Resist Disarm	--	OOT Incidental	Makashi Duelist	Suffer 2 strain to avoid being disarmed or have weapon damaged or destroyed.
★ Sense Danger	--	Incidental	Seer	Once per session, remove ■■ from any 1 check.
★ Uncanny Reactions	1	Passive	Seer	Add ■ per rank of Uncanny Reactions to all Vigilance checks.

FORCE ABILITIES

FORCE RATING: 2

POWER	UPGRADE	PURCHASED	DESCRIPTION
Influence	Influence Basic Power	1	The character may attempt to guide, shape, and even twist the thoughts and feelings of other. Special Rule (○/● use): When guiding and shaping thoughts, only ● generated from ● may be used to generate negative emotions such as rage, fear, and hatred. Only ○ generated from ○ may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be created from ● generated from either ○ or ●.
Influence	Magnitude	1	The character may spend ● to stress the mind of one living target he is engaged with, inflicting 1 strain. Spend ● to increase targets affected equal to Magnitude upgrades purchased.
Influence	Control: Emotion/Belief	1	The Force user may make an opposed Discipline vs. Discipline check combined with an Influence power check . If the user spends ● and succeeds on the check, he can force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes.
Influence	Control: Skills	1	When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Force user may roll an Influence power check as part of his dice pool. He may spend ● to gain ★ or ☉ (user's choice) on the check.

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FORCE ABILITIES (Cont)

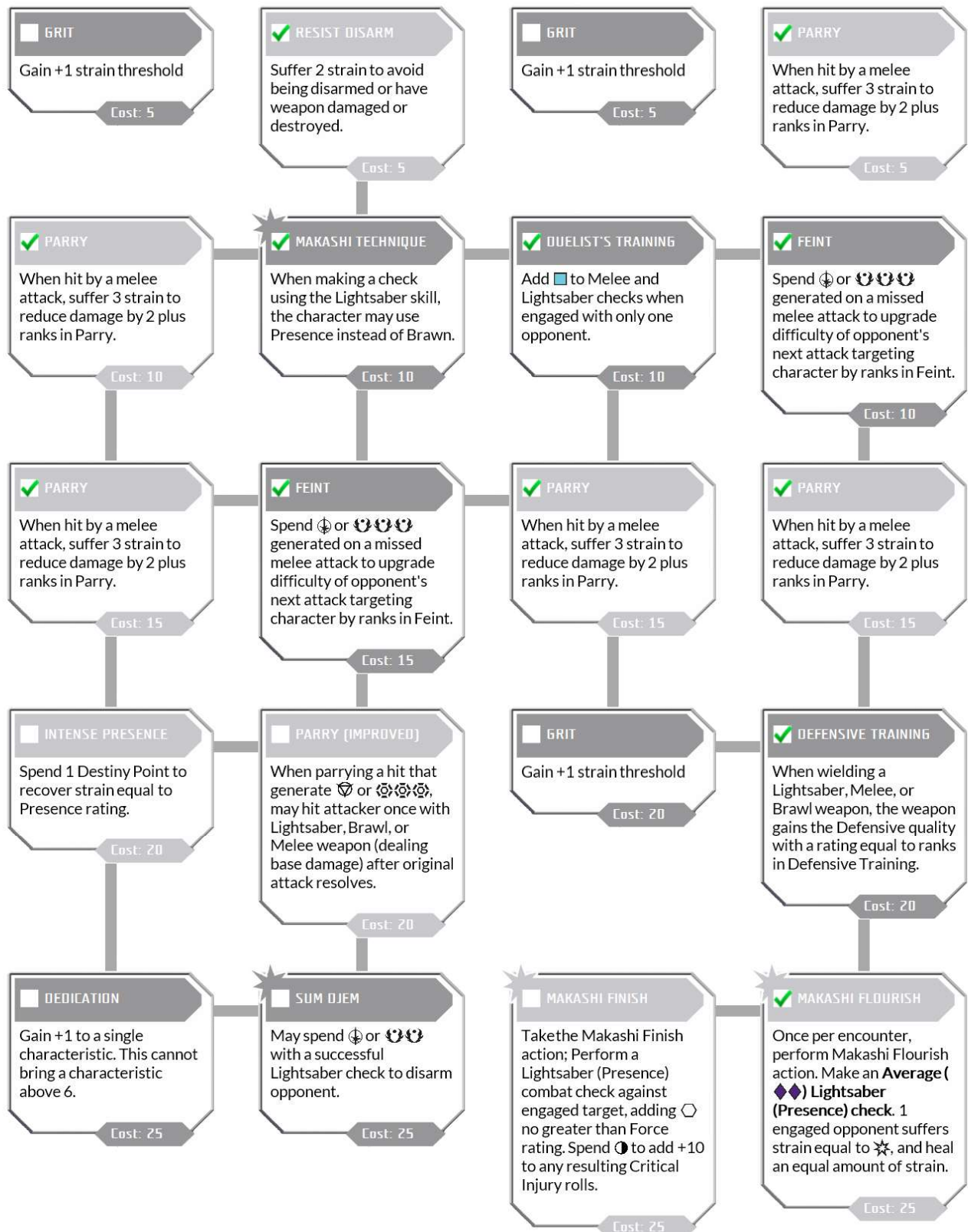
FORCE RATING: 2

POWER	UPGRADE	PURCHASED	DESCRIPTION
Suppress	Suppress Basic Power	1	The Force user can dampen the effect of incoming force powers, dramatically diminishing their effects on himself and his allies. The user may spend 1 to add automatic 1 to force power checks made against him or any ally within short range until the end of his next turn.
Suppress	Strength	2	Spend 1 to add additional 1 equal to Strength upgrades purchased to hostile Force power checks.
Suppress	Duration	1	Ongoing effect: Commit 1 to sustain ongoing effects of the power on each affected target within range.
Suppress	Control: Commit	1	Commit one or more 1. When an opponent targets the user with a Force power, after the opponent generates 1, reduce the total 1 generated by 1 per 1 committed, to a minimum of 0.

NOTES

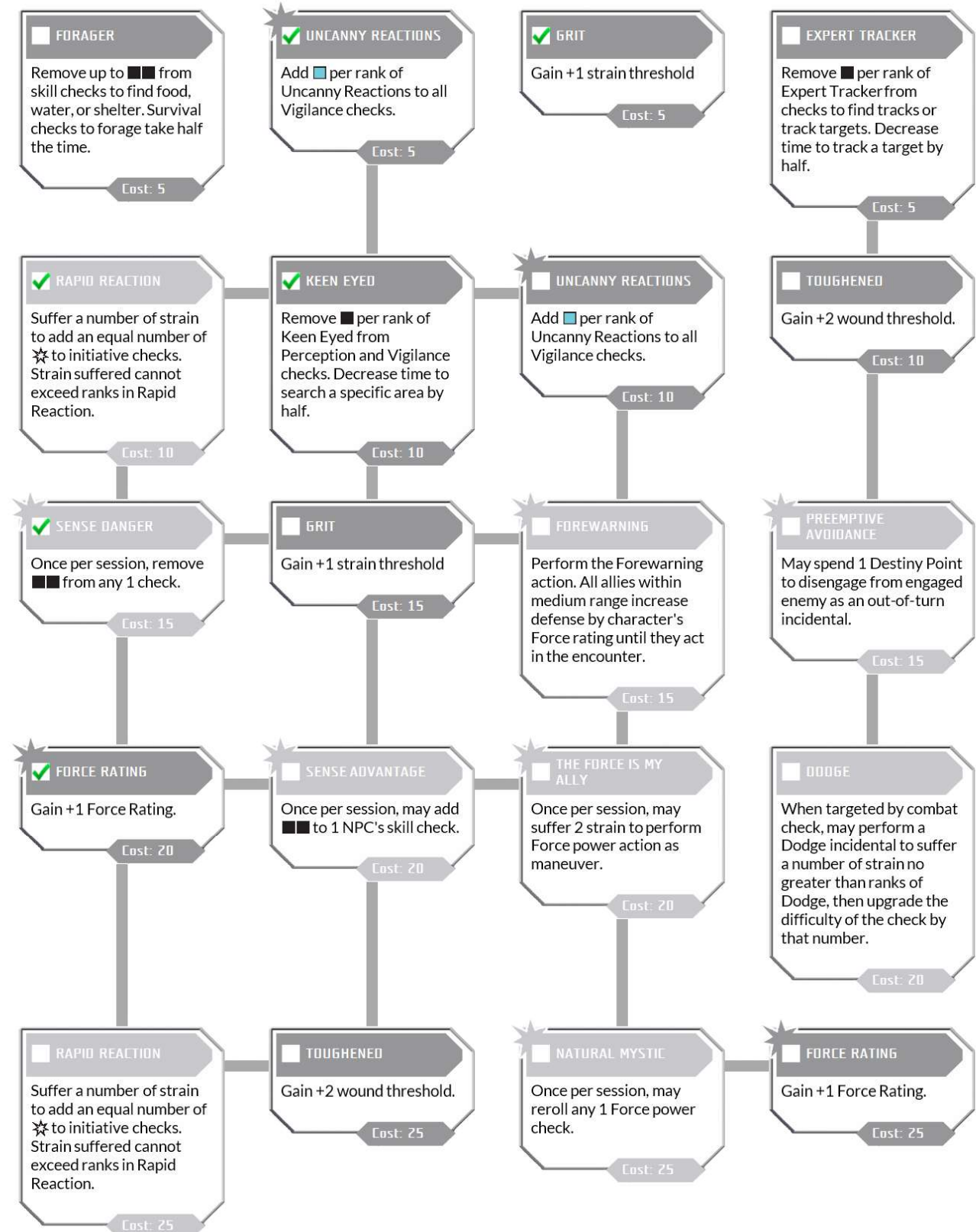
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MAKASHI DUELIST TALENT TREE



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SEER TALENT TREE



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INFLUENCE POWER TREE

INFLUENCE BASIC POWER

The character may attempt to guide, shape, and even twist the thoughts and feelings of other.

Special Rule (○/● use): When guiding and shaping thoughts, only ● generated from ● may be used to generate negative emotions such as rage, fear, and hatred. Only ○ generated from ○ may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be created from ● generated from either ○ or ●.

The character may spend ○ to stress the mind of one living target he is engaged with, inflicting 1 strain.

Cost: 10

RANGE

Spend ○ to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 5

MAGNITUDE

Spend ○ to increase targets affected equal to Magnitude upgrades purchased.

Cost: 5

CONTROL: EMOTION/BELIEF

The Force user may make an **opposed Discipline vs. Discipline check** combined with an **Influence power check**. If the user spends ○ and succeeds on the check, he can force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes.

Cost: 10

CONTROL: SKILLS

When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Force user may roll an **Influence power check** as part of his dice pool. He may spend ○ to gain ☆ or ☹ (user's choice) on the check.

Cost: 15

STRENGTH

When stressing the mind of a target, the character inflicts 2 strain.

Cost: 10

RANGE

Spend ○ to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 10

MAGNITUDE

Spend ○ to increase targets affected equal to Magnitude upgrades purchased.

Cost: 5

DURATION

Spend ○ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

Cost: 5

DURATION

Spend ○ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

Cost: 5

RANGE

Spend ○ to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 10

MAGNITUDE

Spend ○ to increase targets affected equal to Magnitude upgrades purchased.

Cost: 10

DURATION

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Cost: 5

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SUPPRESS POWER TREE

SUPPRESS BASIC POWER

The Force user can dampen the effect of incoming force powers, dramatically diminishing their effects on himself and his allies.

The user may spend 1 to add automatic 1 to force power checks made against him or any ally within short range until the end of his next turn.

Cost: 10

STRENGTH

Spend 1 to add additional 1 equal to Strength upgrades purchased to hostile Force power checks.

Cost: 5

DURATION

Ongoing effect: Commit 1 to sustain ongoing effects of the power on each affected target within range.

Cost: 5

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 5

CONTROL: COMMIT

Commit one or more 1. When an opponent targets the user with a Force power, after the opponent generates 1, reduce the total 1 generated by 1 per 1 committed, to a minimum of 0.

Cost: 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 5

STRENGTH

Spend 1 to add additional 1 equal to Strength upgrades purchased to hostile Force power checks.

Cost: 10

CONTROL: DESTINY

Spend 1 Destiny Point to use Suppress as an out of turn incidental once per session.

Cost: 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 5

MASTERY

The user may make a Suppress power check along with an opposed Discipline vs. Discipline check targeting another Force user within short range. If the user spends 11 and succeeds on the check, the target Force user immediately uncommits all 1 and ends all ongoing effects of Force powers and Force talents that required committed 1.

Cost: 20

CONTROL: STRAIN

Whenever a Force user targets a character affected by Suppress with a hostile Force power, if that opponent used 1 to generate 1 on the check, he suffers strain equal to the user's ranks in Discipline.

Cost: 15

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ENCUMBRANCE

ENCUMBRANCE

0

7

VALUE

THRESHOLD

- You are unencumbered.

MONEY

CREDITS

500

ACQUIRED CREDITS

NOTES