Brinda'shi'kimeni PLAYER NAME: **CHARACTER NAME:** phinn SPECIES: CAREER: Chiss Mystic SPECIALIZATIONS: Makashi Duelist, Seer CHARACTERISTICS 1 **BRAWN** AGILITY INTELLECT **CUNNING** WILLPOWER PRESENCE **ATTRIBUTES** WOUND STRAIN SOAK CRITICAL INJURIES SEVERITY 12 13 2 DEFENSE 0 MELEE **GENERAL SKILLS** DICE POOL GENERAL SKILLS (Cont) DICE POOL CAREER RANK CAREER RANK Astrogation (Int) Streetwise (Cun) Athletics (Br) Survival (Cun) 0000 Charm (Pr) Vigilance (Wil) 1 Coercion (Wil) 0000 COMBAT SKILLS CAREER RANK DICE POOL Computers (Int) Brawl (Br) Cool (Pr) Gunnery (Ag) Coordination (Ag) Lightsaber (Pr) 1 Cybernetics (Int) Melee (Br) Deception (Cun) 1 Ranged - Heavy (Ag) ***** Discipline (Wil) Ranged - Light (Ag) Leadership (Pr) Mechanics (Int) KNOWLEDGE SKILLS CAREER RANK DICE POOL Medicine (Int) Core Worlds (Int) Negotiation (Pr) Education (Int) Perception (Cun) Lore (Int) Piloting - Planetary (Ag) Outer Rim (Int) Piloting - Space (Ag) Underworld (Int) Resilience (Br) Warfare (Int) Skulduggery (Cun) Xenology (Int) Stealth (Ag) NOTES

Brinda'shi'kimeni PLAYER NAME: **CHARACTER NAME:** phinn SPECIES: CAREER: Chiss Mystic SPECIALIZATIONS: Makashi Duelist, Seer DESCRIPTION NOTABLE FEATURES **GENDER:** Female AGE: HEIGHT: 60 BUILD: Slender HAIR: Black EYES: Red MORALITY STARTING CURRENT CONFLICT 50 Light-Side Force User BACKGROUND BEGINNINGS ATTITUDE TOWARD FORCE REASON FOR ADVENTURE The Outsider Wrong Place, Wrong Time One with the Force NOTES

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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
Dedication	1	Passive	Makashi Duelist	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. Bonus Characteristic : Presence +1
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	22	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	2	Passive	Seer	Gain +1 Force Rating.
Grit	1	Passive	Seer	Gain +1 strain threshold
Intense Presence		OOT Incidental	Makashi Duelist	Spend 1 Destiny Point to recover strain equal to Presence rating.
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 (
Makashi Technique		Passive	Makashi Duelist	When making a check using the Lightsaber skill, the character may use Presence instead of Brawn.
Natural Mystic	22	Incidental	Seer	Once per session, may reroll any 1 Force power check.
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	122	OOT Incidental	Makashi Duelist	Suffer 2 strain to avoid being disarmed or have weapon damaged or destroyed.
Sense Advantage	22	OOT Incidental	Seer	Once per session, may add to 1 NPC's skill check.
☆ Sense Danger		Incidental	Seer	Once per session, remove from any 1 check.
The Force Is My Ally		Incidental	Seer	Once per session, may suffer 2 strain to perform Force power action as maneuver.
Uncanny Reactions	1	Passive	Seer	Add ☐ per rank of Uncanny Reactions to all Vigilance checks.

FORCE ABILITIES

FORCE RATING: 3

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 (O/ 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 O or .
			The character may spend $oldsymbol{\Phi}$ to stress the mind of one living target he is engaged with, inflicting 1 strain.
Influence	Magnitude	1	Spend ${\bf 0}$ to increase targets affected equal to Magnitude upgrades purchased.

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FORCE ABILITIES (Cont)

FORCE RATING: 3

POWER	UPGRADE	PURCHASED	DESCRIPTION
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 ① 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 ① to gain ☆ or ② (user's choice) on the check.
Sense	Sense Basic Power	1	The Force user can sense the Force interacting with the world around him. The user may spend ① to sense all living things within short range (including sentient and non-sentient beings). The user may spend ① to sense the current emotional state of one living target with whom he is engaged.
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 🍸 to force power checks made against him or any ally within short range until the end of his next turn.
Suppress	Strength	2	Spend \bullet to add additional \bigvee equal to Strength upgrades purchased to hostile Force power checks.
Suppress	Duration	1	Ongoing effect: Commit \bigcirc to sustain ongoing effects of the power on each affected target within range.
Suppress	Control: Commit	1	Commit one or more \bigcirc . When an opponent targets the user with a Force power, after the opponent generates \bigcirc , reduce the total \bigcirc generated by 1 per \bigcirc committed, to a minimum of 0.

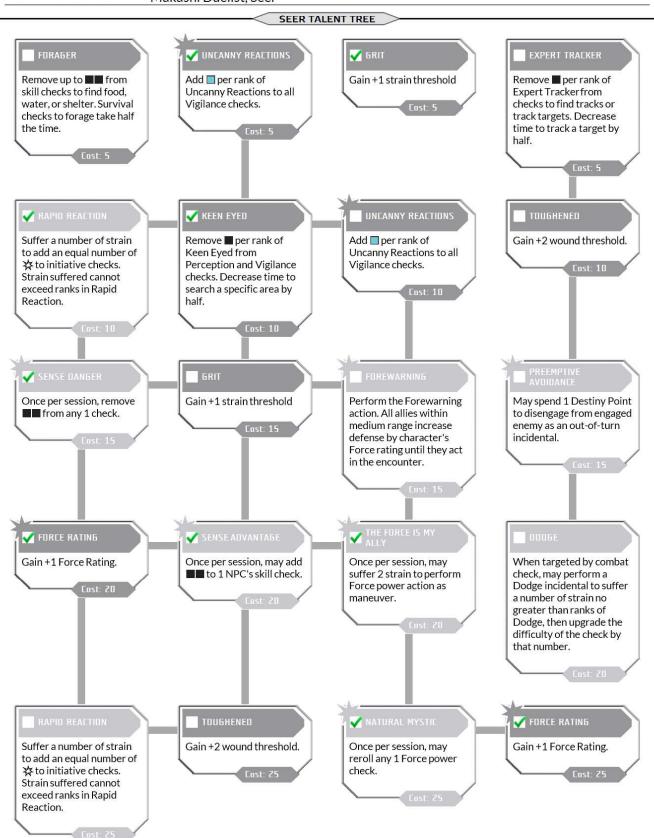
NOTES

Last Modified: Tuesday, June 16, 2020 7:28 PM Brinda'shi'kimeni CHARACTER NAME: PLAYER NAME: phinn SPECIES: CAREER: Chiss Mystic SPECIALIZATIONS: Makashi Duelist, Seer MAKASHI DUELIST TALENT TREE 🗸 RESIST DISARM GRIT Gain +1 strain threshold Suffer 2 strain to avoid Gain +1 strain threshold When hit by a melee being disarmed or have attack, suffer 3 strain to weapon damaged or reduce damage by 2 plus destroyed. ranks in Parry. **✓** PARRY / DUELIST'S TRAINING ✓ FEINT Spend or UUU When hit by a melee When making a check Add to Melee and using the Lightsaber skill, generated on a missed attack, suffer 3 strain to Lightsaber checks when reduce damage by 2 plus the character may use engaged with only one melee attack to upgrade ranks in Parry. Presence instead of Brawn. opponent. difficulty of opponent's next attack targeting character by ranks in Feint. Cost: 10 Cost: 10 ✓ FEINT PARRY ✓ PARRY ✓ PARRY When hit by a melee Spend ⊕ or ♥♥♥ When hit by a melee When hit by a melee attack, suffer 3 strain to generated on a missed attack, suffer 3 strain to attack, suffer 3 strain to reduce damage by 2 plus melee attack to upgrade reduce damage by 2 plus reduce damage by 2 plus ranks in Parry. difficulty of opponent's ranks in Parry. ranks in Parry. next attack targeting character by ranks in Feint. DEFENSIVE TRAINING 📝 INTENSE PRESENCE Spend 1 Destiny Point to When parrying a hit that Gain +1 strain threshold When wielding a generate ♥ or ⟨፩⟩⟨፩⟩⟨δ⟩, recover strain equal to Lightsaber, Melee, or Presence rating. may hit attacker once with Brawl weapon, the weapon Lightsaber, Brawl, or gains the Defensive quality Melee weapon (dealing with a rating equal to ranks base damage) after original in Defensive Training. attack resolves.

✓ MAKASHI FLOURISH **V** DEDICATION Gain +1 to a single May spend or OO Takethe Makashi Finish Once per encounter, characteristic. This cannot with a successful action; Perform a perform Makashi Flourish bring a characteristic Lightsaber check to disarm Lightsaber (Presence) action. Make an Average (combat check against ♦♦) Lightsaber above 6. opponent. engaged target, adding 🔾 (Presence) check. 1 no greater than Force engaged opponent suffers rating. Spend ① to add +10 strain equal to 🔅, and heal to any resulting Critical an equal amount of strain. Injury rolls.

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Brinda'shi'kimeni CHARACTER NAME: PLAYER NAME: phinn SPECIES: CAREER: Chiss Mystic SPECIALIZATIONS: Makashi Duelist, Seer INFLUENCE POWER TREE ✓ INFLUENCE BASIC POWER The character may attempt to guide, shape, and even twist the thoughts and feelings of other. Special Rule (\bigcirc/\bigcirc use): When guiding and shaping thoughts, only \bigcirc generated from \bigcirc may be used to generate negative emotions such as rage, fear, and hatred. Only @generated from Omay be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be created from **①** generated from either **○** or **●**. The character may spend ① to stress the mind of one living target he is engaged with, inflicting 1 strain. Cost: 10 RANGE **MAGNITUDE** CONTROL: EMOTION/BELIEF Spend ① to increase Spend ① to increase The Force user may make an opposed Discipline power's range by a targets affected equal vs. Discipline check combined with an Influence number of range to Magnitude power check. If the user spends and succeeds on bands equal to Range upgrades purchased. the check, he can force the target to adopt an upgrades purchased. emotional state or believe something untrue, lasting for 1 round or 5 minutes. Cost: 5 ✓ CONTROL: SKILLS STRENGTH When making a Coercion, Charm, Deception, Leadership, or Negotiation check, When stressing the the Force user may roll an Influence power check as part of his dice pool. He may mind of a target, the spend • to gain * or • (user's choice) on the check. character inflicts 2 strain. Cost: 15 Cost: 10 RANGE MAGNITUDE DURATION DURATION Spend ① to increase Spend ① to increase Spend ① to increase Spend ① to increase power's range by a targets affected equal duration by number of duration by number of number of range to Magnitude rounds (or minutes) rounds (or minutes) bands equal to Range upgrades purchased. equal to Duration equal to Duration upgrades purchased. upgrades purchased. upgrades purchased. Cost: 10 Cost: 5 Cost: 5 RANGE MAGNITUDE OURATION DURATION Spend ① to increase Spend ① to increase Spend ① to increase Spend ① to increase power's range by a targets affected equal duration by number of duration by number of rounds (or minutes) rounds (or minutes) number of range to Magnitude bands equal to Range upgrades purchased. equal to Duration equal to Duration upgrades purchased. upgrades purchased. upgrades purchased. Cost: 10 Cost: 10 Cost: 5 Cost: 5

SPECIES: CAREER: Chiss Mystic SPECIALIZATIONS: Makashi Duelist, Seer SENSE POWER TREE ✓ SENSE BASIC POWER The Force user can sense the Force interacting with the world around him. The user may spend ① to sense all living things within short range (including sentient and non-sentient beings). The user may spend ① to sense the current emotional state of one living target with whom he is engaged. CONTROL: UPGRADE DIFFICULTY Ongoing Effect: Commit (). Once per round, when Effect: Spend ①. The Force user senses the current an attack targets the Force user, he upgrades the thoughts of one living target with whom he is difficulty of the pool once. engaged. DURATION RANGE MAGNITUDE Sense's ongoing effect may be triggered one Spend ① to increase Spend () to increase additional time per round. number of targets power's range by a number of range affected by power Cost: 10 bands equal to Range equal to magnitude upgrades purchased. upgrades purchased. STRENGTH RANGE MAGNITUDE When using Sense's ongoing effects, upgrade the Spend ① to increase Spend ① to increase pool twice, instead of once. power's range by a number of targets number of range affected by power bands equal to Range equal to magnitude upgrades purchased. upgrades purchased. Cost: 10 CONTROL: UPGRADE ABILITY RANGE MAGNITUDE Ongoing Effect: Commit (). Once per round, when Spend ① to increase Spend ① to increase the Force user makes a combat check, he upgrades power's range by a number of targets the ability of that check once. number of range affected by power bands equal to Range equal to magnitude upgrades purchased. upgrades purchased. Cost: 10 Cost: 10 NOTES

PLAYER NAME:

phinn

Brinda'shi'kimeni

CHARACTER NAME:

Brinda'shi'kimeni CHARACTER NAME: PLAYER NAME: phinn SPECIES: CAREER: Chiss Mystic SPECIALIZATIONS: Makashi Duelist, Seer 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 \odot to add automatic \bigvee to force power checks made against him or any ally within short range until the end of his next turn. Cost: 10 **URATION ✓** STRENGTH RANGE Spend ① to add additional Y equal to Strength Ongoing effect: Spend (1) to increase upgrades purchased to hostile Force power checks. power's range by a ongoing effects of the number of range power on each bands equal to Range affected target within upgrades purchased. range. Cost: 5 CONTROL: COMMIT RANGE Commit one or more \bigcirc . When an opponent targets the user with a Force power, Spend ① to increase after the opponent generates ①, reduce the total ① generated by 1 per 🔾 power's range by a committed, to a minimum of 0. number of range bands equal to Range upgrades purchased. **✓** STRENGTH CONTROL: DESTINY RANGE Spend **①** to add additional **▼** equal to Strength Spend 1 Destiny Point Spend ① to increase upgrades purchased to hostile Force power checks. to use Suppress as an power's range by a out of turn incidental number of range once per session. bands equal to Range upgrades purchased. MASTERY CONTROL: STRAIN Whenever a Force user targets a character affected The user may make a Suppress power check along with an opposed Discipline vs. Discipline check by Suppress with a hostile Force power, if that targeting another Force user within short range. If opponentused • to generate • on the check, he the user spends **1** and succeeds on the check, the suffers strain equal to the user's ranks in Discipline. target Force user immediately uncommitsall ○ and ends all ongoing effects of Force powers and Force talents that required committed \bigcirc .

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