

CHARACTER NAME: **Jedi Character**

PLAYER NAME:

SPECIES: **Zabrak**CAREER: **Warrior**SPECIALIZATIONS: **Aggressor**

CHARACTERISTICS

4	4	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

ATTRIBUTES

WOUND 15	STRAIN 14	SOAK 4	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)	✓	1	◆◆◆◆◆
Charm (Pr)		-	◆◆◆◆
Coercion (Wil)	✓	1	◆◆◆◆◆
Computers (Int)		-	◆◆◆◆
Cool (Pr)	✓	-	◆◆◆◆
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)	✓	1	◆◆◆◆◆
Vigilance (Wil)		-	◆◆◆◆

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	1	◆◆◆◆◆
Gunnery (Ag)		-	◆◆◆◆
Lightsaber (Br)		2	◆◆◆◆◆
Melee (Br)	✓	1	◆◆◆◆◆
Ranged - Heavy (Ag)		-	◆◆◆◆
Ranged - Light (Ag)	✓	1	◆◆◆◆◆

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: **Jedi Character**

PLAYER NAME:

SPECIES: **Zabrak**

CAREER: **Warrior**

SPECIALIZATIONS: **Aggressor**

DESCRIPTION

GENDER: *Male*

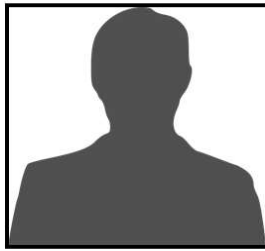
AGE:

HEIGHT:

BUILD:

HAIR:

EYES:



NOTABLE FEATURES

MORALITY

STARTING

50

CURRENT

CONFLICT

Start each game session with 1 Conflict

Light-Side Force User

BACKGROUND

BEGINNINGS

The Down and Out

ATTITUDE TOWARD FORCE

An Ancient Religion

REASON FOR ADVENTURE

Opportunity Knocks

NOTES

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EXPERIENCE

TOTAL XP

280

EARNED XP

180

USED XP


280

UNUSED XP















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ACQUIRED XP

SPECIES FEATURES




Fear*Fearsome Countenance*A Zabrak adds automatic  to all Coercion checks he makes.

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Dedication	1	Passive	Aggressor	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. Bonus Characteristic: Brawn +1
Fearsome	3	Passive	Aggressor	When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.
Grit	1	Passive	Aggressor	Gain +1 strain threshold
Intimidating	1	OOT Incidental	Aggressor	May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.
Plausible Deniability	1	Passive	Aggressor	Remove  per rank of Plausible Deniability from all Coercion and Deception checks.
 Terrify	--	Maneuver	Aggressor	Take the Terrify action; make a Hard (  ) Coercion check , adding  no greater than Force rating. Disorient one target within medium range per  . Spend   to extend duration and spend  to immobilize affected target.
 Terrify (Improved)	--	Passive	Aggressor	Reduce the difficulty of Terrify's check to Average ( ) and may spend  to stagger an affected target.
Toughened	1	Passive	Aggressor	Gain +2 wound threshold.

FORCE ABILITIES

FORCE RATING: 1

POWER	UPGRADE	PURCHASED	DESCRIPTION
			The Force user can sense the Force interacting with the world around him.
Sense	Sense Basic Power	1	The user may spend  to sense all living things within short range (including sentient and non-sentient beings).
			The user may spend  to sense the current emotional state of one living target with whom he is engaged.
Sense	Control: Upgrade Difficulty	1	Ongoing Effect: Commit  . Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

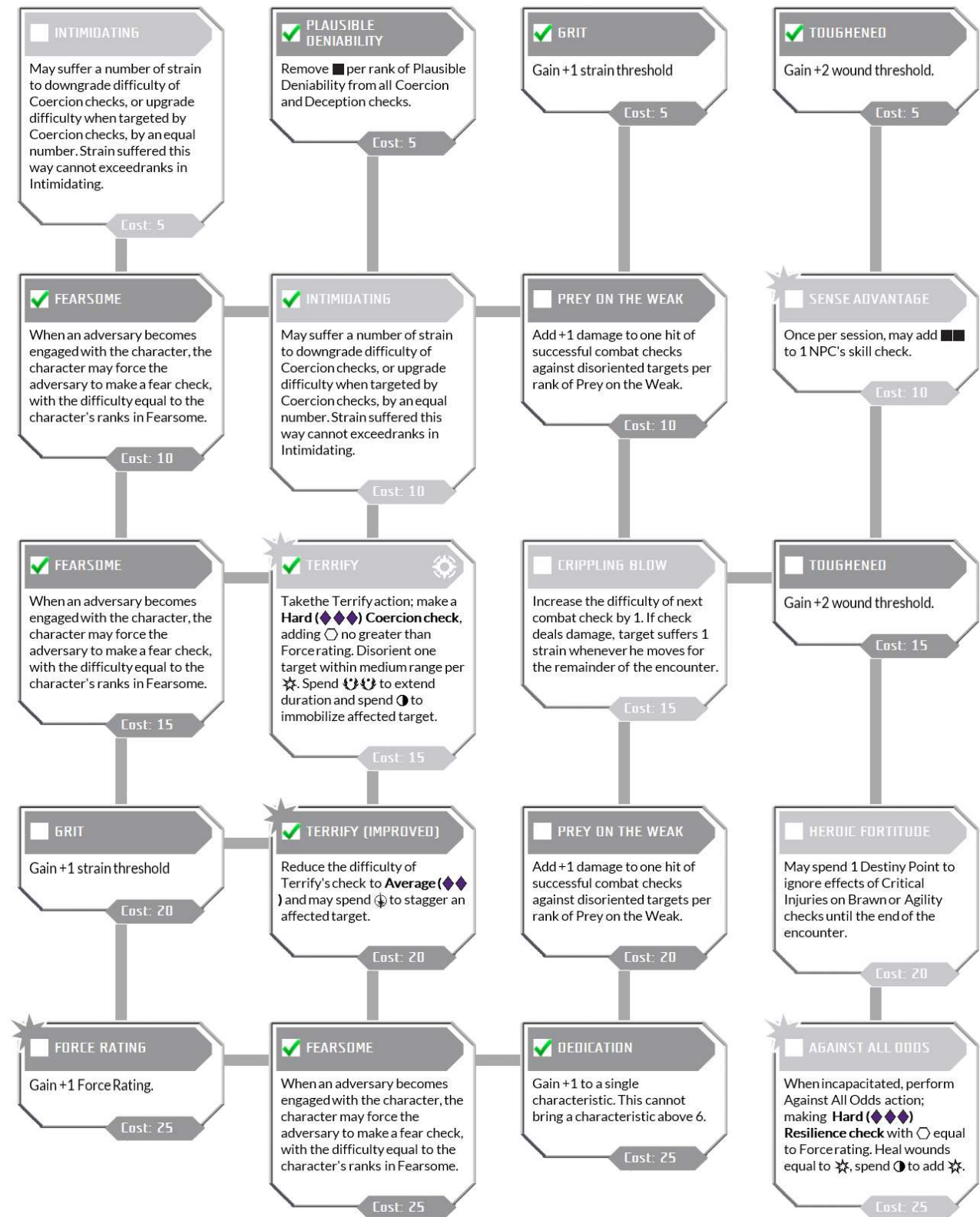
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AGGRESSOR TALENT TREE



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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.

Cost: 10

✓ CONTROL: UPGRADE DIFFICULTY

Ongoing Effect: Commit 1. Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

Cost: 10

CONTROL: SENSE THOUGHTS

Effect: Spend 1. The Force user senses the current thoughts of one living target with whom he is engaged.

Cost: 10

DURATION

Sense's ongoing effect may be triggered one additional time per round.

Cost: 10

RANGE

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

Cost: 5

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to magnitude upgrades purchased.

Cost: 5

STRENGTH

When using Sense's ongoing effects, upgrade the pool twice, instead of once.

Cost: 10

RANGE

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

Cost: 10

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to magnitude upgrades purchased.

Cost: 10

CONTROL: UPGRADE ABILITY

Ongoing Effect: Commit 1. Once per round, when the Force user makes a combat check, he upgrades the ability of that check once.

Cost: 10

RANGE

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

Cost: 10

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to magnitude upgrades purchased.

Cost: 10

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ENCUMBRANCE

ENCUMBRANCE

0

9

VALUE

THRESHOLD

- You are unencumbered.

MONEY

CREDITS

3,500

ACQUIRED CREDITS

NOTES