Jedi Character **CHARACTER NAME:** PLAYER NAME: SPECIES: CAREER: Zabrak Warrior SPECIALIZATIONS: Aggressor CHARACTERISTICS 1 **BRAWN** AGILITY INTELLECT **CUNNING** WILLPOWER PRESENCE **ATTRIBUTES** WOUND STRAIN SOAK CRITICAL INJURIES SEVERITY 15 14 4 DEFENSE 0 0 MELEE SKILLS **GENERAL SKILLS** DICE POOL GENERAL SKILLS (Cont) DICE POOL CAREER RANK CAREER RANK Astrogation (Int) Streetwise (Cun) 0 Athletics (Br) Survival (Cun) 1 Charm (Pr) Vigilance (Wil) Coercion (Wil) COMBAT SKILLS CAREER RANK DICE POOL Computers (Int) Brawl (Br) 1 Cool (Pr) Gunnery (Ag) Coordination (Ag) Lightsaber (Br) 2 Cybernetics (Int) Melee (Br) 1 Deception (Cun) Ranged - Heavy (Ag) Discipline (Wil) Ranged - Light (Ag) 1 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

Jedi Character PLAYER NAME: **CHARACTER NAME:** SPECIES: CAREER: Zabrak Warrior SPECIALIZATIONS: Aggressor DESCRIPTION NOTABLE FEATURES GENDER: Male AGE: HEIGHT: BUILD: HAIR: EYES: MORALITY STARTING CURRENT CONFLICT 50 Start each game session with 1 Conflict Light-Side Force User BACKGROUND BEGINNINGS ATTITUDE TOWARD FORCE REASON FOR ADVENTURE The Down and Out An Ancient Religion Opportunity Knocks NOTES

Last Modified: Sunday, May 17, 2020 3:44 PM Jedi Character CHARACTER NAME: PLAYER NAME: SPECIES: CAREER: Zabrak Warrior SPECIALIZATIONS: Aggressor **EXPERIENCE** SPECIES FEATURES TOTAL XP EARNED XP UNUSED XP Fear Fearsome Countenance 280 180 280 0 A Zabrak adds automatic 😲 to all Coercion checks he makes. ACQUIRED XP **TALENTS** TALENT RANK ACTIVATION **ACQUISITION** DESCRIPTION Gain +1 to a single characteristic. This cannot bring a Dedication 1 **Passive** Aggressor characteristic above 6. Bonus Characteristic: Brawn +1 When an adversary becomes engaged with the character, the Fearsome **Passive** character may force the adversary to make a fear check, with the $\,$ 3 Aggressor difficulty equal to the character's ranks in Fearsome. Grit Gain +1 strain threshold 1 Passive Aggressor May suffer a number of strain to downgrade difficulty of Coercion OOT checks, or upgrade difficulty when targeted by Coercion checks, Intimidating 1 Aggressor by an equal number. Strain suffered this way cannot exceed ranks Incidental in Intimidating. Remove per rank of Plausible Deniability from all Coercion and **Plausible Deniability** 1 **Passive** Aggressor Deception checks. adding O no greater than Force rating. Disorient one target **☆ Terrify** Maneuver Aggressor within medium range per 🗱. Spend 😲 😲 to extend duration and spend \odot to immobilize affected target. Reduce the difficulty of Terrify's check to **Average ()** and may Terrify (Improved) **Passive** Aggressor spend & to stagger an affected target. Toughened Aggressor Gain +2 wound threshold. 1 **Passive FORCE ABILITIES FORCE RATING: 1** POWER **UPGRADE PURCHASED** DESCRIPTION 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 Sense Sense Basic Power 1 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. Ongoing Effect: Commit (2). Once per round, when an attack targets the Force Sense Control: Upgrade Difficulty 1 user, he upgrades the difficulty of the pool once. NOTES

Last Modified: Sunday, May 17, 2020 3:44 PM Jedi Character CHARACTER NAME: PLAYER NAME: SPECIES: CAREER: Zabrak Warrior SPECIALIZATIONS: Aggressor AGGRESSOR TALENT TREE PLAUSIBLE DENIABILITY **✓** GRIT **✓** TOUGHENED May suffer a number of strain Remove per rank of Plausible Gain +1 strain threshold Gain +2 wound threshold. to downgrade difficulty of Deniability from all Coercion Coercion checks, or upgrade and Deception checks. difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceedranks in Intimidating. ✓ FEARSOME **✓** INTIMIDATING PREY ON THE WEAK When an adversary becomes May suffer a number of strain Add +1 damage to one hit of Once per session, may add engaged with the character, the to downgrade difficulty of successful combat checks to 1 NPC's skill check. Coercion checks, or upgrade character may force the against disoriented targets per adversary to make a fear check, difficulty when targeted by rank of Prey on the Weak. with the difficulty equal to the Coercion checks, by an equal character's ranks in Fearsome. number. Strain suffered this way cannot exceedranks in Intimidating. FEARSOME When an adversary becomes Takethe Terrify action; make a Increase the difficulty of next Gain +2 wound threshold. Hard (♦ ♦ ♦) Coercion check, adding ○ no greater than engaged with the character, the combat check by 1. If check character may force the deals damage, target suffers 1 adversary to make a fear check, Forcerating. Disorient one strain whenever he moves for with the difficulty equal to the target within medium range per the remainder of the encounter. Spend () () to extend character's ranks in Fearsome. duration and spend () to immobilize affected target.

✓ TERRIFY (IMPROVED) GRIT Reduce the difficulty of Gain +1 strain threshold Terrify's check to Average ()) and may spend 🏟 to stagger an affected target.

Gain +1 Force Rating.

✓ FEARSOME

When an adversary becomes

character may force the

engaged with the character, the

adversary to make a fear check.

with the difficulty equal to the

character's ranks in Fearsome.

Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.

V DEDICATION Gain +1 to a single characteristic. This cannot bring a characteristic above 6. May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.

When incapacitated, perform Against All Odds action; making Hard (Resilience check with () equal to Forcerating. Heal wounds equal to ☆, spend ◆ to add ☆.

Jedi Character CHARACTER NAME: PLAYER NAME: SPECIES: CAREER: Zabrak Warrior SPECIALIZATIONS: Aggressor 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 CONTROL: SENSE THOUGHTS 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 Spend ① to increase Sense's ongoing effect may be triggered one 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 Spend ① to increase When using Sense's ongoing effects, upgrade the 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

Jedi Character **CHARACTER NAME:** PLAYER NAME: SPECIES: Zabrak CAREER: Warrior SPECIALIZATIONS: Aggressor ENCUMBRANCE MONEY ACQUIRED CREDITS ENCUMBRANCE CREDITS • You are unencumbered. 9 0 3,500 VALUE THRESHOLD NOTES