

PLAYER NAME:

CAREER:	Guardian
---------	----------

**SPECIALIZATIONS:** Armorer

## CHARACTERISTICS

4  
BRAWN

3  
AGILITY

2  
INTELLECT

2  
CUNNING

4  
WILLPOWER

1  
PRESENCE

## ATTRIBUTES

<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">WOUND</div> <div style="border: 1px solid black; padding: 10px; font-size: 24px; font-weight: bold;">15</div>	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">STRAIN</div> <div style="border: 1px solid black; padding: 10px; font-size: 24px; font-weight: bold;">16</div>	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">SOAK</div> <div style="border: 1px solid black; padding: 10px; font-size: 24px; font-weight: bold;">6</div>	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">CRITICAL INJURIES</div> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 80%;">RESULT</th> <th style="width: 20%;">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		◆◆◆◆		◆◆◆◆		◆◆◆◆		◆◆◆◆
RESULT	SEVERITY												
	◆◆◆◆												
	◆◆◆◆												
	◆◆◆◆												
	◆◆◆◆												
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">CURRENT</div>			<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">DEFENSE</div> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center; font-size: 24px; font-weight: bold;">1</td> <td style="width: 50%; text-align: center; font-size: 24px; font-weight: bold;">1</td> </tr> <tr> <td style="text-align: center; font-size: 10px;">RANGED</td> <td style="text-align: center; font-size: 10px;">MELEE</td> </tr> </table>	1	1	RANGED	MELEE						
1	1												
RANGED	MELEE												

## SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogragation (Int)		-	2x D6
Athletics (Br)		-	3x D6, 1x D10
Charm (Pr)		-	2x D6
Coercion (Wil)		-	3x D6, 1x D8
Computers (Int)		-	3x D6
Cool (Pr)	✓	-	2x D6
Coordination (Ag)		-	3x D6
Cybernetics (Int)		-	3x D6
Deception (Cun)		-	3x D6
Discipline (Wil)	✓	1	1x D10, 3x D6
Leadership (Pr)		-	2x D6
Mechanics (Int)	✓	1	1x D10, 2x D6, 1x D8
Medicine (Int)		-	2x D6
Negotiation (Pr)		-	2x D6
Perception (Cun)		-	3x D6
Piloting - Planetary (Ag)		-	3x D6
Piloting - Space (Ag)		-	3x D6
Resilience (Br)	✓	-	3x D6
Skulduggery (Cun)		-	2x D6
Stealth (Ag)		-	3x D6

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

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	1	🎲🎲🎲
Gunnery (Ag)		-	🎲🎲🎲
Lightsaber (Br)	✓	2	🎲🎲🎲🎲
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)		-	◆◆

## WEAPONS

Weapon Name	Skill	Range	DAM	Critical	Dice Pool	Special
Spray Foam Grenade	Ranged - Light	Short	4		3d6	Ensnare 4, Limited Ammo 1
CR-2 Heavy Blaster Pistol	Ranged - Light	Medium	7	0000	3d6	Stun Setting
Basic Lightsaber	Lightsaber	Engaged	6	00	1d6, 1d6, 1d6	Breach 1, Sunder
Unarmed	Brawl	Engaged	4	000000	1d6, 1d6, 1d6	(One- or Two-Handed) Disorient 1, Knockdown, Stun Setting

## NOTES

CHARACTER NAME: **Jedi 3**SPECIES: **Zabrak**SPECIALIZATIONS: **Armorer**

PLAYER NAME: \_\_\_\_\_

CAREER: **Guardian**

## DESCRIPTION

GENDER: *Male*

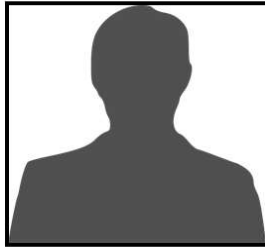
AGE: \_\_\_\_\_

HEIGHT: \_\_\_\_\_

BUILD: \_\_\_\_\_

HAIR: \_\_\_\_\_

EYES: \_\_\_\_\_



## NOTABLE FEATURES

## OBLIGATIONS

0

ADDICTION

0

ADRENALINE RUSH

## MORALITY

STARTING

50

CURRENT

CONFLICT

Light-Side Force User

## BACKGROUND

BEGINNINGS

The Down and Out

ATTITUDE TOWARD FORCE

An Ancient Religion

REASON FOR ADVENTURE

Opportunity Knocks

## NOTES

CHARACTER NAME: **Jedi 3**SPECIES: **Zabrak**SPECIALIZATIONS: **Armorer**

PLAYER NAME: \_\_\_\_\_

CAREER: **Guardian**

## EXPERIENCE

TOTAL XP

**280**

EARNED XP

**180**

USED XP


**280**

UNUSED XP





**0**

## ACQUIRED XP

## SPECIES FEATURES







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

## TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
<b>Armor Master</b>	--	Passive	Armorer	When wearing armor, increase total soak value by 1.
<b>Armor Master (Improved)</b>	--	Passive	Armorer	When wearing armor with a soak value of 2 or higher, increase defense by 1.
<b>Armor Master (Supreme)</b>	--	OOT Incidental	Armorer	Once per round, when the character suffers a Critical Injury, he may suffer 3 strain to take the Armor Master incidental. If he does he reduces the Critical Injury result that he suffers by 10 per point of his soak, to a minimum of 1.
<b>Dedication</b>	1	Passive	Armorer	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. <b>Bonus Characteristic:</b> Brawn +1
<b>Gearhead</b>	2	Passive	Armorer	Remove  per rank of Gearhead from Mechanics checks. Have the credit cost to add mods to attachments.
<b>Grit</b>	2	Passive	Armorer	Gain +1 strain threshold
<b>Inventor</b>	1	Passive	Armorer	When constructing new items or modifying existing attachments, add  or remove  per rank of Inventor.
 <b>Mental Tools</b>	--	Passive	Armorer	Always count as having the right tools for the job when performing Mechanics checks.
<b>Tinkerer</b>	1	Passive	Armorer	May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once. <b>Tinkered Item:</b> Concealing Robes
<b>Toughened</b>	1	Passive	Armorer	Gain +2 wound threshold.

## FORCE ABILITIES

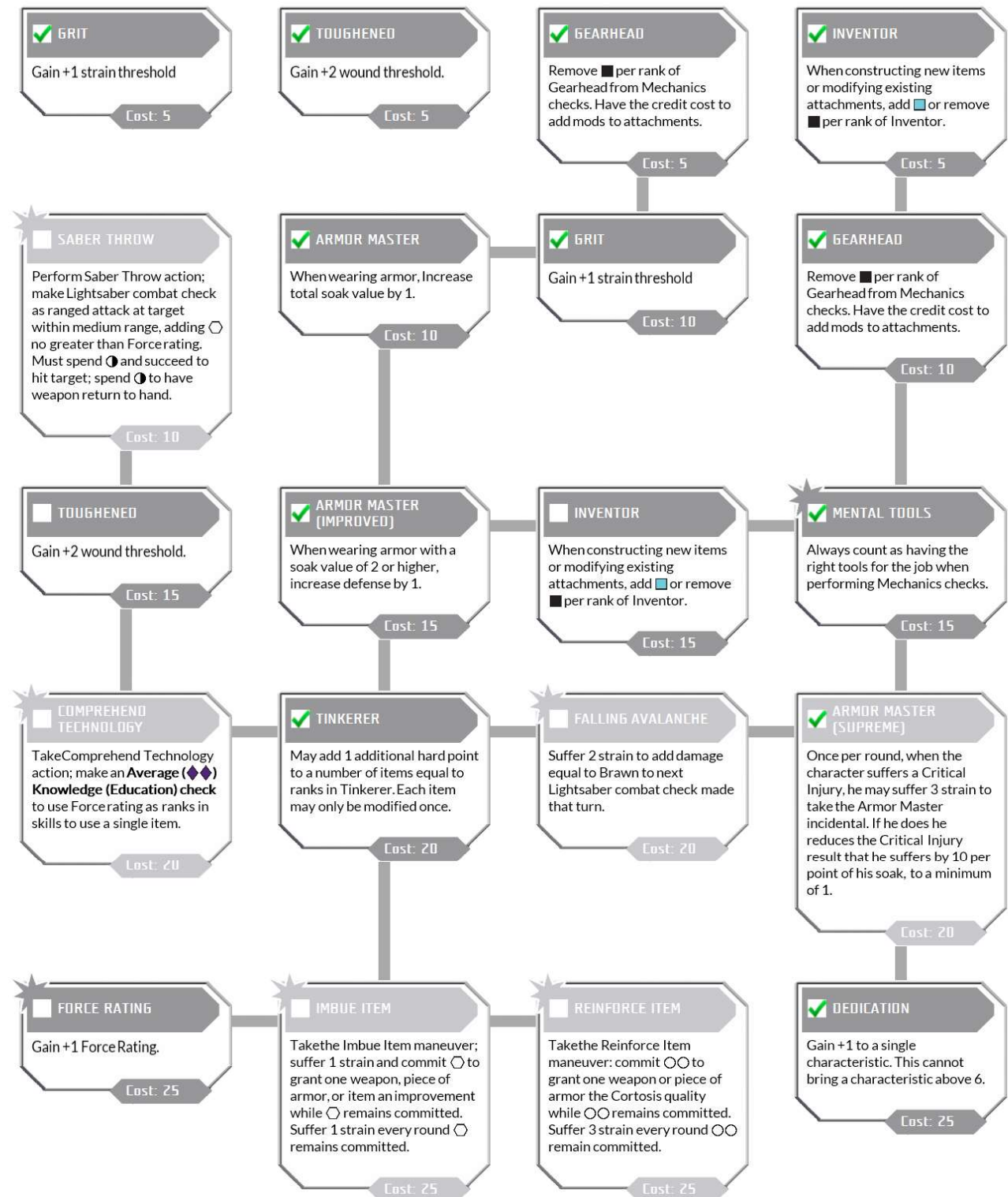
FORCE RATING: 1

POWER	UPGRADE	PURCHASED	DESCRIPTION
<b>Enhance</b>	Enhance Basic Power	1	When making an Athletics check, the Force user may roll an <b>Enhance power check</b> as part of the pool. The user may spend  to gain  or  (user's choice) on the check.
<b>Sense</b>	Sense Basic Power	1	The Force user can sense the Force interacting with the world around him. 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.
<b>Sense</b>	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.

## NOTES

CHARACTER NAME: **Jedi 3**SPECIES: **Zabrak**SPECIALIZATIONS: **Armorer**

PLAYER NAME:

CAREER: **Guardian****ARMORER TALENT TREE**



CHARACTER NAME: **Jedi 3**

PLAYER NAME:

SPECIES: **Zabrak**CAREER: **Guardian**SPECIALIZATIONS: **Armorer**

### ENHANCE POWER TREE

#### ✓ ENHANCE BASIC POWER

When making an Athletics check, the Force user may roll an **Enhance power check** as part of the pool.

The user may spend 1 to gain ☆ or 🌀 (user's choice) on the check.

Cost: 10

#### CONTROL: COORDINATION

Enhance can be used with the Coordination skill.

Cost: 5

#### CONTROL: RESILIENCE

Enhance can be used with the Resilience skill.

Cost: 5

#### CONTROL: FORCE LEAP (HORIZONTAL)

Take a Force Leap action: Make an **Enhanced power check**. The user may spend 1 to jump horizontally to any location in short range.

Cost: 10

#### CONTROL: PILOTING - PLANETARY

Enhance can be used with the Piloting (Planetary) skill.

Cost: 5

#### CONTROL: BRAWL

Enhance can be used with the Brawl skill.

Cost: 5

#### CONTROL: FORCE LEAP (VERTICAL)

When performing a Force Leap, the user can jump vertically in addition to jumping horizontally.

Cost: 10

#### CONTROL: PILOTING - SPACE

Enhance can be used with the Piloting (Space) skill.

Cost: 5

#### CONTROL: BRAWN

Ongoing Effect: Commit 📁. The user increases his Brawn characteristic by 1 (to maximum of 6).

Cost: 10

#### RANGE

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

Cost: 10

#### CONTROL: AGILITY

Ongoing Effect: Commit 📁. The user increases his Agility characteristic by 1 (to a maximum of 6).

Cost: 10

#### CONTROL: FORCE LEAP (MANEUVER)

The user can perform Force Leap as a maneuver instead of an action.

Cost: 10

CHARACTER NAME: **Jedi 3**

PLAYER NAME:

SPECIES: **Zabrak**CAREER: **Guardian**SPECIALIZATIONS: **Armorer**

## 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

## NOTES

CHARACTER NAME: **Jedi 3**

PLAYER NAME:

SPECIES: **Zabrak**CAREER: **Guardian**SPECIALIZATIONS: **Armorer**

## ENCUMBRANCE

ENCUMBRANCE	
<b>5</b>	<b>9</b>
VALUE	THRESHOLD

- You are unencumbered.

## MONEY

CREDITS
<b>1,250</b>

## ACQUIRED CREDITS

## WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
<b>Spray Foam Grenade</b>	1	1	✓			4	0	Short	<b>Qualities:</b> Ensnare 4, Limited Ammo 1 <b>Features:</b> Ensnare quality automatically activates if grenade hits, with no need to spend ⚡.
<b>CR-2 Heavy Blaster Pistol</b>	1	3	✓			7	4	Medium	<b>Qualities:</b> Stun Setting <b>Attachments:</b> <i>Ascension Gun</i> (User may fire ascension gun at an anchor point within medium range with an Easy (♦) <b>Ranged Light</b> or <b>Coordination</b> check, adding ■ for precise placement. May asend one range band every round.)
<b>Basic Lightsaber</b>	1	1	✓	✓		6	2	Engaged	<b>Qualities:</b> Breach 1, Sunder
Carried Encumbrance:		5							

## ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL
<b>Concealing Robes</b>	1	0	✓	✓		1	1	1	<b>Features:</b> Add ■ to checks to notice or recognize an individual wearing concealing robes. , <b>Attachments:</b> <i>Armor Insert</i> (1 Set Soak value 1 Mod, 1 Set Defense value to 1 Mod, Armor inserts can be noticed by making an <b>Average</b> (♦♦) <b>Perception</b> check.)
Carried Encumbrance:		0							

## GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
<b>Comlink (handheld)</b>	1	0				
<b>Stimpack</b>	4	0				<b>Features:</b> Heals 5 wounds.
<b>Breath Mask</b>	1	1				
<b>Space Suit</b>	1	4				
<b>Fusion Lantern</b>	1	2				
Carried Encumbrance:		0				

## NOTES