

CHARACTER NAME: **Kaz Doth 4**PLAYER NAME: **phinn**SPECIES: **Zabrak**CAREER: **Guardian**SPECIALIZATIONS: **Armorer**

CHARACTERISTICS

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

ATTRIBUTES

WOUND 15	STRAIN 15	SOAK 6	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>1</td> <td>1</td> </tr> <tr> <td>RANGED</td> <td>MELEE</td> </tr> </table>			1	1	RANGED	MELEE							
1	1												
RANGED	MELEE												

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	-	-	◆◆◆◆◆◆
Athletics (Br)	-	-	◆◆◆◆◆◆
Charm (Pr)	-	-	◆◆◆◆◆◆
Coercion (Wil)	-	-	◆◆◆◆◆◆
Computers (Int)	-	-	◆◆◆◆◆◆
Cool (Pr)	✓	1	◆◆◆◆◆◆
Coordination (Ag)	-	-	◆◆◆◆◆◆
Cybernetics (Int)	-	-	◆◆◆◆◆◆
Deception (Cun)	-	-	◆◆◆◆◆◆
Discipline (Wil)	✓	1	◆◆◆◆◆◆
Leadership (Pr)	-	-	◆◆◆◆◆◆
Mechanics (Int)	✓	1	◆◆◆◆◆◆
Medicine (Int)	-	-	◆◆◆◆◆◆
Negotiation (Pr)	-	-	◆◆◆◆◆◆
Perception (Cun)	-	-	◆◆◆◆◆◆
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)	✓	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		◆◆◆◆	Ensnare 4, Limited Ammo 1
CR-2 Heavy Blaster Pistol	Ranged - Light	Medium	7	○○○○○	◆◆◆◆	Stun Setting
Double-Bladed Lightsaber	Lightsaber	Engaged	6	○○○	◆◆◆◆◆◆	Breach 1, Linked 1, Sunder, Unwieldy 3
Unarmed	Brawl	Engaged	4	○○○○○○	◆◆◆◆◆◆	(One- or Two-Handed) Disorient 1, Knockdown, Stun Setting

NOTES

CHARACTER NAME: **Kaz Doth 4**
 SPECIES: **Zabrak**
 SPECIALIZATIONS: **Armorer**

PLAYER NAME: **phinn**
 CAREER: **Guardian**

DESCRIPTION

GENDER: *Male*

AGE: *27*

HEIGHT: *6'0*

BUILD: *Athletic*

HAIR: *Bald*

EYES: *Amber*



NOTABLE FEATURES

MOTIVATIONS

AMBITION

Ambition: Power

Kaz does not necessarily wish to have power -over others-, but there is something in him that wants to prove that he can overcome the challenges set before him. Jedi Masters are some of the most respected and formidable people in the galaxy, and Kaz believes that joining their ranks one day will prove -to others and to himself - that he's not the fuck-up he started out as.

POWER

BELIEF

Belief: The Jedi

Kaz's Master was the first person who made Kaz feel like he was worth reaching. Wo is an exacting Master, but Kaz wouldn't change anything about his tutelage. He believes it's made him stronger, more ready to withstand the trials ahead. The path of the Jedi is a lifeline of hope and promise. Kaz has seen their teachings affect good in the world, and he is vehemently proud to be part of that effort.

THE JEDI

CAUSE

Kaz has taken to heart the idea that might doesn't make right, despite how often his natural self leans away from that. He believes in helping the innocent and seeing the guilty brought to justice, and takes a great deal of comfort in looking back on how his efforts have helped to accomplish this, even in small ways.

JUSTICE

MORALITY

STARTING

50

CURRENT

CONFLICT

Light-Side Force User

BRAVERY

ANGER

BACKGROUND

BEGINNINGS

Justified Avengers

ATTITUDE TOWARD FORCE

Duty to Tradition

REASON FOR ADVENTURE

With Great Power...

STORY

Kaz Doth remembers less about his home world of Iridonia than he cares to admit. He was removed from it at a young age when his sensitivity to the Force was uncovered. Like so many young Zabrak males, Kaz was over-confident, aggressive, and impatient, and constantly butted heads with his brother and parents. It was his mother who worked to get the attention of the Jedi, in hopes they would teach her son to temper his will before he did real harm somehow. In his youth, Kaz saw this as a kind of betrayal, an attempt by his mother to shunt a problematic child off to be someone else's burden. Though age has softened his view of his mother's efforts, his relationship with his family never truly recovered.

He has found a new family in the Jedi, not the least of which is Master Wo Rosh, who oversaw Kaz's ascension into knighthood. Also a Zabrak, Master Wo empathized a great deal with Kaz's struggles, but was a no-nonsense Master who had blisteringly high expectations of young Kaz. There were plenty of missteps, not the least of which was the loss of a fellow padawan's arm when Kaz failed to rein himself in during training. But eventually, with great effort, Kaz began to master his emotions and energy, and succeeded in joining the ranks of the Jedi Knights.

Kaz still struggles at times with the balance between positive energy and naked aggression, but it is a war in which he is ever vigilant. His reputation includes tales of his great discipline, but also the fearsome warrior who emerges when that discipline slips.

CHARACTER NAME: **Kaz Doth 4**PLAYER NAME: **phinn**SPECIES: **Zabrak**CAREER: **Guardian**SPECIALIZATIONS: **Armorer**

EXPERIENCE

TOTAL XP

370

EARNED XP

270

USED XP


370

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
Armor Master	--	Passive	Armorer	When wearing armor, increase total soak value by 1.
Armor Master (Improved)	--	Passive	Armorer	When wearing armor with a soak value of 2 or higher, increase defense by 1.
Armor Master (Supreme)	--	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.
Dedication	1	Passive	Armorer	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. Bonus Characteristic: Brawn +1
★ Force Rating	1	Passive	Armorer	Gain +1 Force Rating.
Gearhead	2	Passive	Armorer	Remove  per rank of Gearhead from Mechanics checks. Have the credit cost to add mods to attachments.
Grit	1	Passive	Armorer	Gain +1 strain threshold
★ Imbue Item	--	Maneuver	Armorer	Take the Imbue Item maneuver; suffer 1 strain and commit  to grant one weapon, piece of armor, or item an improvement while  remains committed. Suffer 1 strain every round  remains committed.
Inventor	1	Passive	Armorer	When constructing new items or modifying existing attachments, add  or remove  per rank of Inventor.
★ Mental Tools	--	Passive	Armorer	Always count as having the right tools for the job when performing Mechanics checks.
Tinkerer	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. Tinkered Item: Concealing Robes
Toughened	1	Passive	Armorer	Gain +2 wound threshold.

FORCE ABILITIES

FORCE RATING: 2

POWER	UPGRADE	PURCHASED	DESCRIPTION
Move	Move Basic Power	1	The Force user can move small objects via the power of the Force.
			The user may spend  to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.
Move	Range	1	Spend  to increase power's range by a number of range bands equal to Range upgrades purchased.
Sense	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).
	Control: Upgrade Difficulty	1	The user may spend  to sense the current emotional state of one living target with whom he is engaged.
			Ongoing Effect: Commit  . Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.
			Sense's ongoing effect may be triggered one additional time per round.
Sense	Duration	1	Sense's ongoing effect may be triggered one additional time per round.
Sense	Strength	1	When using Sense's ongoing effects, upgrade the pool twice, instead of once.
Bind	Bind Basic Power	1	The Force user restrains an enemy, preventing the target from acting.
			The user may spend  to immobilize a target within short range until the end of the user's next turn. If the user used any  to generate  , the target also suffers 1 wound per  spend on the check (ignoring soak).

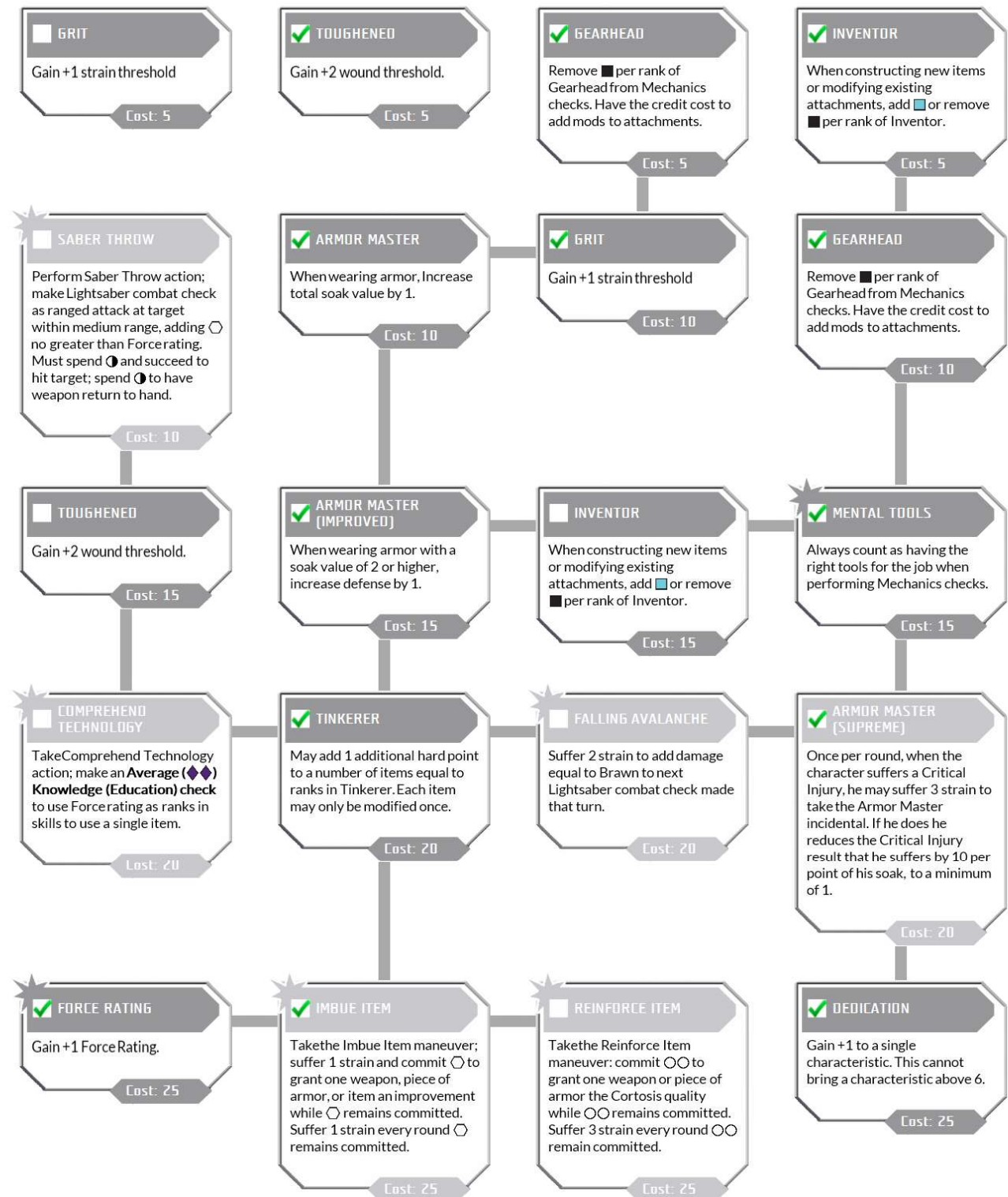
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FORCE ABILITIES (Cont)

FORCE RATING: 2

POWER	UPGRADE	PURCHASED	DESCRIPTION
Bind	Control: Strain	1	Spend [DP], whenever a target affected by Bind takes an action, that target suffers strain equal to Willpower.

NOTES

CHARACTER NAME: **Kaz Doth 4**PLAYER NAME: **phinn**SPECIES: **Zabrak**CAREER: **Guardian**SPECIALIZATIONS: **Armorer****ARMORER TALENT TREE**

CHARACTER NAME: **Kaz Doth 4**PLAYER NAME: **phinn**SPECIES: **Zabrak**CAREER: **Guardian**SPECIALIZATIONS: **Armorer**

MOVE POWER TREE

✓ MOVE BASIC POWER

The Force user can move small objects via the power of the Force.

The user may spend 1 to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.

Cost: 10

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

Cost: 5

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

Cost: 10

✓ RANGE

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

Cost: 5

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 targets affected equal to Magnitude upgrades purchased.

Cost: 5

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

Cost: 10

CONTROL: HURL

The Force user can hurl objects to damage targets by making a **ranged combat check** combined with a **Move power check**, dealing damage equal to 10 times silhouette.

Cost: 10

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

Cost: 10

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

Cost: 15

CONTROL: PULL

The Force user can pull objects out of secure mountings or out of an opponent's grasp.

Cost: 5

RANGE

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

Cost: 15

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

Cost: 10

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

Cost: 20

CONTROL: MANIPULATE

The character can perform fine manipulation of items, allowing him to do whatever he could normally do with his hands via this power at this power's range.

Cost: 15

CHARACTER NAME: **Kaz Doth 4**PLAYER NAME: **phinn**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: **Kaz Doth 4**PLAYER NAME: **phinn**SPECIES: **Zabrak**CAREER: **Guardian**SPECIALIZATIONS: **Armorer****BIND POWER TREE****BIND BASIC POWER**

The Force user restrains an enemy, preventing the target from acting.

The user may spend 1 to immobilize a target within short range until the end of the user's next turn. If the user used any 2 to generate 1, the target also suffers 1 wound per 1 spend on the check (ignoring soak).

Cost: 15

RANGE

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

Cost: 10

MAGNITUDE

Spend 11 to affect 1 additional target within range per rank of Magnitude purchased.

Cost: 15

STRENGTH

Spend 1 to disorient the target for a number of rounds equal to Strength upgrades purchased.

Cost: 5

CONTROL: STRAIN

Spend [DP], whenever a target affected by Bind takes an action, that target suffers strain equal to Willpower.

Cost: 10

RANGE

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

Cost: 15

MAGNITUDE

Spend 11 to affect 1 additional target within range per rank of Magnitude purchased.

Cost: 20

STRENGTH

Spend 1 to disorient the target for a number of rounds equal to Strength upgrades purchased.

Cost: 10

DURATION

Commit 111 to sustain the ongoing effects of the power on each affected target.

Cost: 15

CONTROL: MOVE

Spend 1 to move the target one range band closer or farther away.

Cost: 10

MAGNITUDE

Spend 11 to affect 1 additional target within range per rank of Magnitude purchased.

Cost: 25

STRENGTH

Spend 1 to disorient the target for a number of rounds equal to Strength upgrades purchased.

Cost: 20

RANGE

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

Cost: 20

MASTERY

When the user is making a **Bind power check**, if the check was not already opposed, the user may roll an opposed **Discipline vs. Discipline** check against one target of the power. If no 2 were used to generate 1 and the user succeeds on the check, he may immediately stagger the target until the end of his next turn. If any 2 were used to generate 1 and the check succeeds, the target suffers a Critical Injury, adding +10 to the roll per 1 spent on the check.

Cost: 25

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ENCUMBRANCE

ENCUMBRANCE	
6	9
VALUE	THRESHOLD

- You are unencumbered.

MONEY

CREDITS
1,250

ACQUIRED CREDITS

WEAPONS

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

ARMOR

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

GEAR

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

NOTES