

CHARACTER NAME: **Keilara Tye / Tersu** PLAYER NAME: **Andy**  
 SPECIES: **Umbaran Alt** CAREER: **Bounty Hunter**  
 SPECIALIZATIONS: **Force Sensitive Exile, Martial Artist**

## CHARACTERISTICS

<b>3</b>	<b>3</b>	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>
<b>BRAWN</b>	<b>AGILITY</b>	<b>INTELLECT</b>	<b>CUNNING</b>	<b>WILLPOWER</b>	<b>PRESENCE</b>

## ATTRIBUTES

<b>WOUND</b> <b>16</b>	<b>STRAIN</b> <b>16</b>	<b>SOAK</b> <b>5</b> <small>Pain: 4</small>	<b>CRITICAL INJURIES</b> <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		◇◇◇◇		◇◇◇◇		◇◇◇◇		◇◇◇◇
RESULT	SEVERITY												
	◇◇◇◇												
	◇◇◇◇												
	◇◇◇◇												
	◇◇◇◇												
<b>DEFENSE</b> <table border="1"> <tr> <td><b>1</b></td> <td><b>1</b></td> </tr> <tr> <td><b>RANGED</b></td> <td><b>MELEE</b></td> </tr> </table>			<b>1</b>	<b>1</b>	<b>RANGED</b>	<b>MELEE</b>							
<b>1</b>	<b>1</b>												
<b>RANGED</b>	<b>MELEE</b>												

## SKILLS

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

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Streetwise (Cun)	✓	2	◇◇◇◇◇◇
Survival (Cun)	-	-	◇◇◇◇◇◇
Vigilance (Wil)	✓	1	◇◇◇◇◇◇

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	2	◇◇◇◇◇◇
Gunnery (Ag)	-	-	◇◇◇◇◇◇
Lightsaber (Br)	-	-	◇◇◇◇◇◇
Melee (Br)	-	-	◇◇◇◇◇◇
Ranged - Heavy (Ag)	✓	1	◇◇◇◇◇◇
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
<b>HBT-4 Hunting Blaster</b>	Ranged - Heavy	Medium	<b>10</b>	○○○○	◇◇◇◇	Cumbersome 2, Stun Setting

## NOTES

CHARACTER NAME: **Keilara Tye / Tersu** PLAYER NAME: **Andy**  
 SPECIES: **Umbaran Alt** CAREER: **Bounty Hunter**  
 SPECIALIZATIONS: **Force Sensitive Exile, Martial Artist**

## DESCRIPTION

GENDER: *Female*AGE: *25*HEIGHT: *5'8*BUILD: *Athletic*HAIR: *White*EYES: *Colorless*

## NOTABLE FEATURES

Keilara does not appear in public except in a full environmental suit under the guise of "Tersu".

## OBLIGATIONS



BOUNTY



## MORALITY

STARTING

CURRENT

CONFLICT

**50**

CAUTION

FEAR

Light-Side Force User

## BACKGROUND

BEGINNINGS

The Down and Out

ATTITUDE TOWARD FORCE

An Ancient Religion

REASON FOR ADVENTURE

Opportunity Knocks

## NOTES

CHARACTER NAME: **Keilara Tye / Tersu** PLAYER NAME: **Andy**  
 SPECIES: **Umbaran Alt** CAREER: **Bounty Hunter**  
 SPECIALIZATIONS: **Force Sensitive Exile, Martial Artist**

## EXPERIENCE

TOTAL XP <b>500</b>	EARNED XP <b>390</b>	USED XP <b>500</b>	UNUSED XP <b>0</b>
------------------------	-------------------------	-----------------------	-----------------------



## ACQUIRED XP

## SPECIES FEATURES







Skills *Entrancing Gaze*

Umbarans add  to all Charm, Deception, and Negotiation checks.

Skills *Shadow Dweller*




When making skill checks, Umbarans remove up to  due to darkness, and add  to checks made in bright natural light.

## TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
<b>Convincing Demeanor</b>	1	Passive	Force Sensitive Exile	Remove  per rank of Convincing Demeanor from any Deception or Skulduggery checks.
<b>Dedication</b>	2	Passive	Force Sensitive Exile, Martial Artist	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. <b>Bonus Characteristics:</b> Agility +1, Brawn +1
★ <b>Force Rating</b>	1	Passive	Force Sensitive Exile	Gain +1 Force Rating.
<b>Grapple</b>	--	Maneuver	Martial Artist	Once per round, the character may perform the Grapple maneuver. Until the beginning of the character's next turn, enemies must spend two maneuvers instead of one maneuver to move from engaged range to short range of him.
<b>Grit</b>	2	Passive	Martial Artist	Gain +1 strain threshold
★ <b>Insight</b>	--	Passive	Force Sensitive Exile	Perception and Discipline become career skills. <b>Bonus Career Skills:</b> Discipline, Perception
<b>Iron Body</b>	1	Passive	Martial Artist	Remove  per rank of Iron Body from Coordination and Resilience checks. Reduce the critical rating of unarmed attacks by 1 per rank of Iron Body (to a minimum of 1).
<b>Martial Grace</b>	--	Incidental	Martial Artist	Once per round, suffers 2 strain to add damage equal to ranks in Coordination to next Brawl check made this turn.
<b>Parry</b>	2	OOT Incidental	Martial Artist	When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
<b>Quick Draw</b>	--	Incidental	Force Sensitive Exile	Once per round, draw or holster a weapon or accessible item as an incidental.
★ <b>Sense Danger</b>	--	Incidental	Force Sensitive Exile	Once per session, remove  from any 1 check.
<b>Sixth Sense</b>	--	Passive	Force Sensitive Exile	Gain +1 ranged defense.
<b>Street Smarts</b>	1	Passive	Force Sensitive Exile	Remove  per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
<b>Toughened</b>	2	Passive	Martial Artist	Gain +2 wound threshold.
<b>Unarmed Parry</b>	--	Passive	Martial Artist	May Parry while unarmed Reduce strain cost to Parry while unarmed by 1 (to a minimum of 1).
★ <b>Uncanny Reactions</b>	1	Passive	Force Sensitive Exile	Add  per rank of Uncanny Reactions to all Vigilance checks.
★ <b>Uncanny Senses</b>	1	Passive	Force Sensitive Exile	Add  per rank of Uncanny Senses to all Perception checks.

## FORCE ABILITIES

## FORCE RATING: 2

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>Enhance</b>	Control: Resilience	1	Enhance can be used with the Resilience skill.
<b>Enhance</b>	Control: Brawl	1	Enhance can be used with the Brawl skill.
<b>Enhance</b>	Control: Brawn	1	Ongoing Effect: Commit  . The user increases his Brawn characteristic by 1 (to maximum of 6).

CHARACTER NAME: **Keilara Tye / Tersu** PLAYER NAME: **Andy**  
 SPECIES: **Umbaran Alt** CAREER: **Bounty Hunter**  
 SPECIALIZATIONS: **Force Sensitive Exile, Martial Artist**

## FORCE ABILITIES (Cont)

FORCE RATING: 2

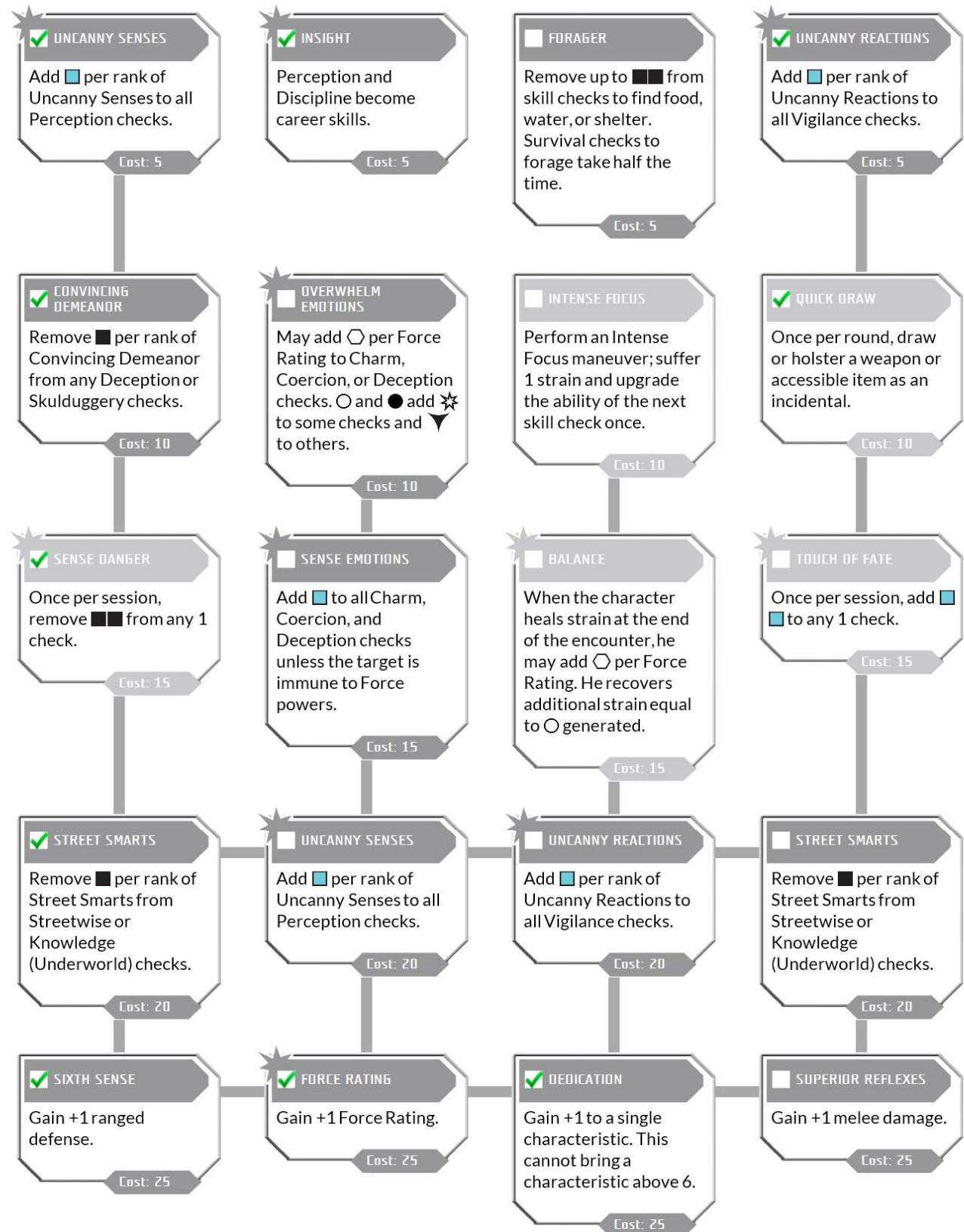
POWER	UPGRADE	PURCHASED	DESCRIPTION
Influence	Influence Basic Power	1	The character may attempt to guide, shape, and even twist the thoughts and feelings of other.
			<b>Special Rule (○/● use):</b> When guiding and shaping thoughts, only ● generated from ● may be used to generate negative emotions such 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 ○ or ●.
			The character may spend ● to stress the mind of one living target he is engaged with, inflicting 1 strain.
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).
			The user may spend ● to sense the current emotional state of one living target with whom he is engaged.

## NOTES



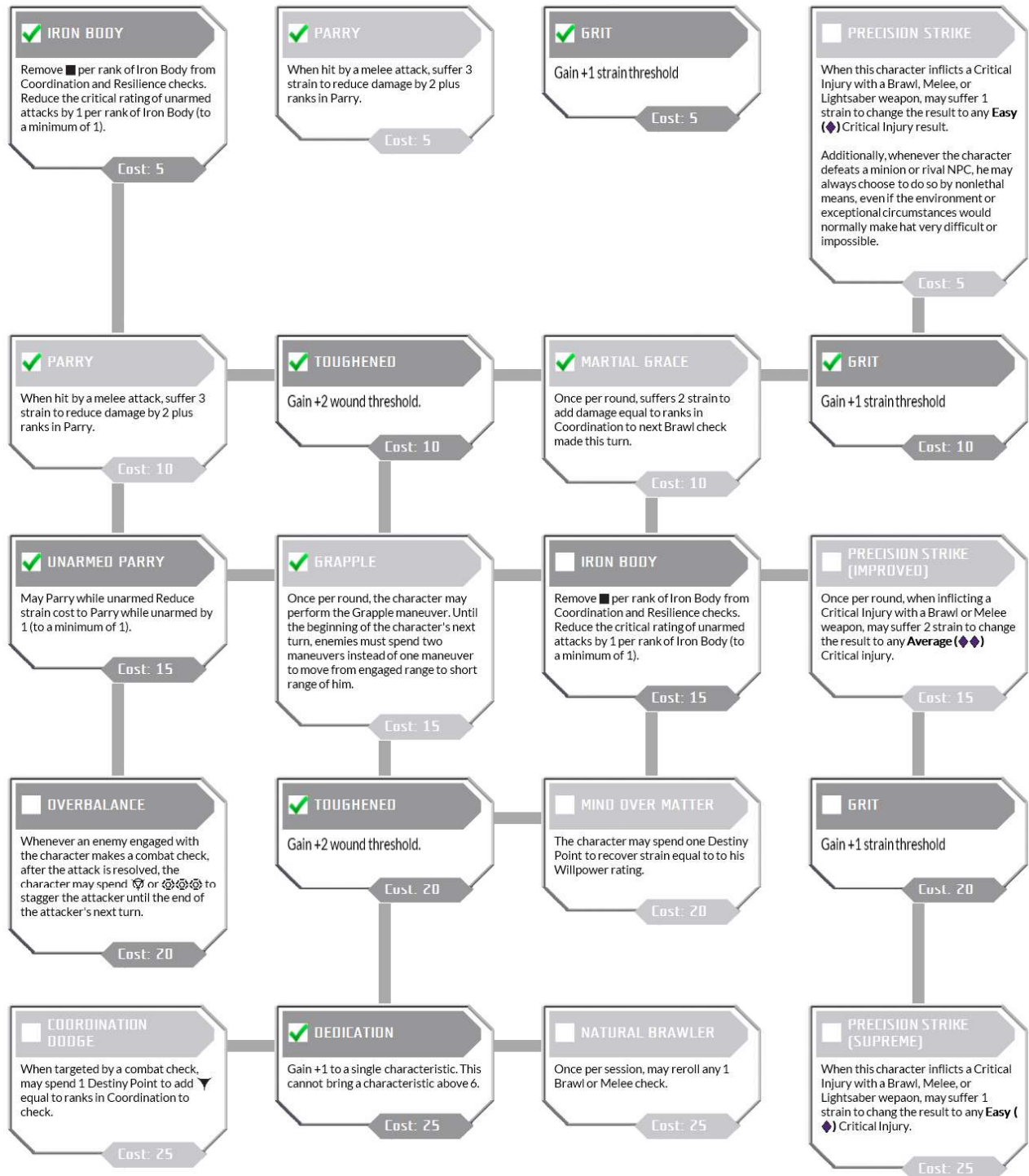
CHARACTER NAME: **Keilara Tye / Tersu** PLAYER NAME: **Andy**  
 SPECIES: **Umbaran Alt** CAREER: **Bounty Hunter**  
 SPECIALIZATIONS: **Force Sensitive Exile, Martial Artist**

## FORCE SENSITIVE EXILE TALENT TREE



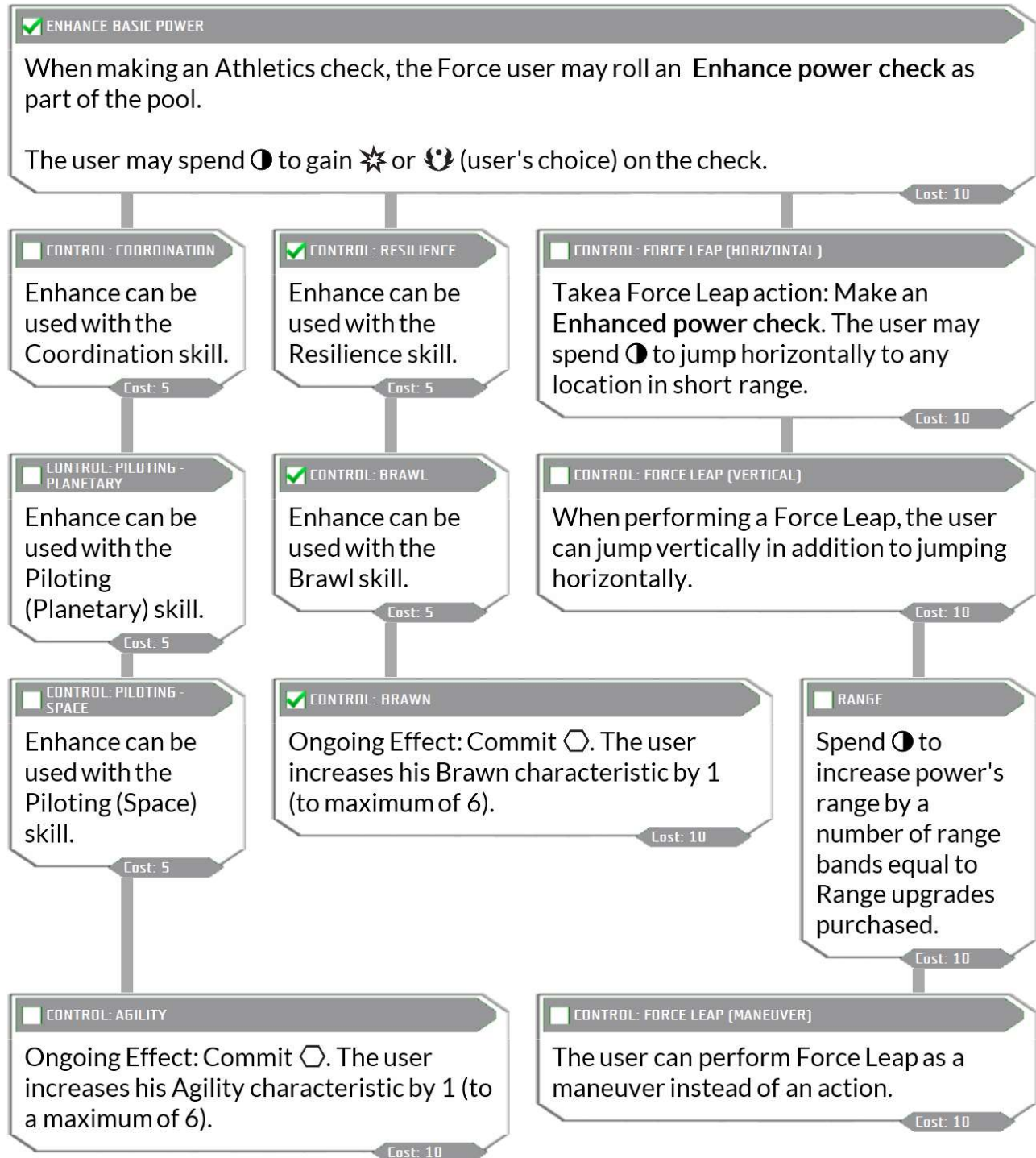
CHARACTER NAME: **Keilara Tye / Tersu** PLAYER NAME: **Andy**  
 SPECIES: **Umbaran Alt** CAREER: **Bounty Hunter**  
 SPECIALIZATIONS: **Force Sensitive Exile, Martial Artist**

## MARTIAL ARTIST TALENT TREE



CHARACTER NAME:	<b>Keilara Tye / Tersu</b>	PLAYER NAME:	Andy
SPECIES:	Umbaran Alt	CAREER:	Bounty Hunter
SPECIALIZATIONS:	Force Sensitive Exile, Martial Artist		

### ENHANCE POWER TREE





CHARACTER NAME: **Keilara Tye / Tersu** PLAYER NAME: **Andy**  
 SPECIES: **Umbaran Alt** CAREER: **Bounty Hunter**  
 SPECIALIZATIONS: **Force Sensitive Exile, Martial Artist**

## INFLUENCE POWER TREE

## INFLUENCE BASIC POWER

The character may attempt to guide, shape, and even twist the thoughts and feelings of other.

**Special Rule (○/● 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 ○ or ●.

The character may spend ○ to stress the mind of one living target he is engaged with, inflicting 1 strain.

Cost: 10

## RANGE

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

Cost: 5

## MAGNITUDE

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

Cost: 5

## CONTROL: EMOTION/BELIEF

The Force user may make an **opposed Discipline vs. Discipline check** combined with an **Influence power check**. If the user spends ○ 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.

Cost: 10

## CONTROL: SKILLS

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 ○ to gain ☆ or ☹ (user's choice) on the check.

Cost: 15

## STRENGTH

When stressing the mind of a target, the character inflicts 2 strain.

Cost: 10

## RANGE

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

Cost: 10

## MAGNITUDE

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

Cost: 5

## DURATION

Spend ○ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

Cost: 5

## DURATION

Spend ○ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

Cost: 5

## RANGE

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

Cost: 10

## MAGNITUDE

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

Cost: 10

## DURATION

Spend ○ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

Cost: 5

## DURATION

Spend ○ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

Cost: 5



CHARACTER NAME: **Keilara Tye / Tersu** PLAYER NAME: **Andy**  
 SPECIES: **Umbaran Alt** CAREER: **Bounty Hunter**  
 SPECIALIZATIONS: **Force Sensitive Exile, Martial Artist**

## 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: **Keilara Tye / Tersu** PLAYER NAME: **Andy**  
 SPECIES: **Umbaran Alt** CAREER: **Bounty Hunter**  
 SPECIALIZATIONS: **Force Sensitive Exile, Martial Artist**

## ENCUMBRANCE

ENCUMBRANCE	
8	8
VALUE	THRESHOLD

- You are unencumbered.

## MONEY

CREDITS
1,600

## ACQUIRED CREDITS

## WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
<b>Qualities:</b> Cumbersome 2, Stun Setting <b>Attachments:</b> <i>Built-In Blaster Sight</i> (Remove ■ added by the Called Shot use of the Aim maneuver from Ranged Light and Ranged Heavy checks.), <i>Electronic Sighting System</i> (Allows shooter to aim as an incidental once per round at short range. Decreases the difficulty of Perception checks to locate the shooter in low light conditions by 1.)									
HBt-4 Hunting Blaster	1	5	✓	✓	✓■□□	10	3	Medium	
Basic Lightsaber	1	1	✓	✓	✓■□□	6	2	Engaged	<b>Qualities:</b> Breach 1, Sunder
Carried Encumbrance:		6							

## ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL
<b>Features:</b> As a maneuver, may recharge energy weapon that has run out of ammo., <b>Attachments:</b> <i>Boot Blade</i> , <i>Helmet Comlink</i> (A long-range comlink is integrated into the helmet), <i>Integrated Ascension Gear</i> (As an action, may make an <b>Average (◆◆) Ranged (Light) check</b> to secure grappling hook to an object within medium range and reel in cord., May pull another character aloft by making an <b>Easy (◆) Athletics check</b> .), <i>Low-Friction Coating</i> (1 Increases Melee Defense value by 1 Mod, Add ■ to Mechanics checks to modify of maintain armor.)									
N-57 Armor	1	2	✓	✓	✓■□□	2	1	0	
Carried Encumbrance:		2							

## NOTES