TYPE: BECOME A JEDI

Dali was just a child when the Jedi were exterminated, but he heard tales of their heroism on his home planet of Dorrin. Upon discovering his ability to touch the Force, he realized he wanted nothing more than to restore their legacy to the galaxy, and count himself as one of them.

EMOTIONAL STRENGTH: DISCIPLINE
Dali’s greatest asset in becoming a Jedi is his formidable mental discipline and dedication.

EMOTIONAL WEAKNESS: OBSTINATENESS
Sometimes, Dali's focus and drive blinds him to potential problems with his course of action.

CRITICAL INJURIES

NOTABLE FEATURES:
Decorated breath mask.

CREDITS

WEAPONS & ARMOR

Double-Bladed Lightsaber
Heavy Clothing (robes)

PERSONAL GEAR

Respirator
2 Stimpacks
Comlink
Glow Rod

TALENTS AND SPECIAL ABILITIES

NAME
Nobody's Fool
Reflect (2)
Nimick Technique
Sense Emotions
Draw Closer
Dark Vision
Atmospheric Requirement

ABILITY SUMMARY
May upgrade difficulty of incoming Charm, Coercion, or Deception check once.
When hit by a ranged attack, suffer 3 strain to reduce damage by 4.
When making a Lightsaber skill check, may use Willpower instead of Brawn.
Add [ ] to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.
Action: Make a Lightsaber/Will check and add [ ] Spend [ ] to move target one range band closer.
Remove up to [ ] imposed due to darkness from any skill checks.
Must wear antitox mask to breathe and see. Can survive in vacuum for 5 minutes.

FORCE POWER
Move: Dali can use the Force to move objects around him.

• Spend [ ] to move silhouette 0 object within short range.
  ✦ [ ] increase silhouette to 1.
• Make Discipline check with a Move power check to deal damage to target equal to 10 times silhouette of object hurled.

FORCE RATING
1
TYPE: CAUSE - HELP THE HELPLESS

Even before Markus could touch the Force, he served in the Republic military expressly to help those who could not protect themselves. Long after he left the military due to the rise of the Empire, he realized his own abilities. In his mind, this only increases his responsibility to defend the helpless.

EMOTIONAL STRENGTH: COMPASSION
Caring for others’ well-being brings out the best in Markus and drives him to great deeds.

EMOTIONAL WEAKNESS: HATRED
Markus finds it all too easy to hate those who would harm others for amusement or profit.

AGE: 40
HEIGHT: 1.8m
BUILD: Fit
HAIR: Gray
EYES: Gray-blue.

CRITICAL INJURIES
SEVERITY: RESULT:

TALENTS AND SPECIAL ABILITIES

<table>
<thead>
<tr>
<th>TALENT(PC)</th>
<th>PAGE #</th>
<th>ABILITY SUMMARY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parry (2)</td>
<td>105(Beta)</td>
<td>When hit by a melee attack, suffer 3 strain to reduce damage by 4.</td>
</tr>
<tr>
<td>Improved Parry</td>
<td>106(Beta)</td>
<td>When parrying a hit that generated ○ or ● ▲ ▼ ●, hit attacker once with lightsaber for base damage.</td>
</tr>
<tr>
<td>Reflect (1)</td>
<td>106(Beta)</td>
<td>When hit by a ranged attack, suffer 3 strain to reduce damage by 3.</td>
</tr>
<tr>
<td>Stimpack Specialization (2)</td>
<td>109(Beta)</td>
<td>Whenever using a stimpack, the target heals 2 additional wounds.</td>
</tr>
<tr>
<td>Physician</td>
<td>106(Beta)</td>
<td>When making a Medicine check to heal wounds, the target heals 1 additional strain.</td>
</tr>
<tr>
<td>Force Protection</td>
<td>101(Beta)</td>
<td>Maneuver: suffer 1 strain and commit ○ to increase soak by 1.</td>
</tr>
<tr>
<td>Body Guard</td>
<td>98(Beta)</td>
<td>Maneuver: suffer 1 strain to upgrade difficulty of combat checks targeting engaged character once.</td>
</tr>
</tbody>
</table>

FORCE POWER

FORCE POWER

FORCE RATING: 1
**TYPE:** OVERTHROW THE EMPIRE

Sai wants to see the Empire defeated, and works towards this goal. Though she believes the Empire is a dangerous and tyrannical government, she thinks most of the people within it are simply misguided. She hopes that she can overthrow the Empire by showing them the error of their ways.

**EMOTIONAL STRENGTH:** MERCY

Sai sees mercy as a strength, and would rather spare a defeated foe than kill him.

**EMOTIONAL WEAKNESS:** APATHY

On occasion, Sai's impulse towards mercy is simply avoiding tough decisions concerning her enemies.

**CONFLICT:**

**MORALITY:**

50

**WEAPONS & ARMOR**

- Blaster Pistol
- Shock Gloves
- Armored Clothing

**PERSONAL GEAR**

- Comlink
- Datapad
- 1 Strippack
- Insigne Kit

**TALENTS AND SPECIAL ABILITIES**

- **Nobody's Fool**
  - Page: 105
  - Ability Summary:
    - May upgrade difficulty of incoming Charm, Coercion, or Deception check once.

- **Kill with Kindness**
  - Page: 106
  - Ability Summary:
    - Remove 3 from Charm and Leadership checks.

- **Amphibious**
  - Page: 39
  - Ability Summary:
    - May breathe underwater and can travel through water without penalty.

**FORCE POWER:**

Misdirec itself. Sai can manipulate the minds of others into seeing illusions or not noticing something right in front of them.

- **FORCE POWER:**

  - Spend 3 to make target at short range unable to perceive a chosen person or object (silhouette 1) until the end of Sai's next turn.
  - May alter the appearance of the chosen person or object instead of hiding it.
  - May instead use this power to force a target to perceive single illusion person or object.

**FORCE RATING:**

1

**NOTABLE FEATURES:**

Prominent tentacle markings, hidden tattoo of Rebel crest.
**CHARACTER NAME** Kasuni Tamm  
**SPECIES** Togruta  
**CAREER** Seeker  
**SPECIALIZATION TREES** Pathfinder

### CHARACTERISTICS

<table>
<thead>
<tr>
<th>Trait</th>
<th>Brawn</th>
<th>Agility</th>
<th>Intellect</th>
<th>Cunning</th>
<th>Willpower</th>
<th>Presence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value</td>
<td>1</td>
<td>3</td>
<td>2</td>
<td>4</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

### SKILLS (CAREER 10)

#### GENERAL SKILLS
- Astrology (Int)
- Athletics (Br)
- Charm (Pr)
- Coercion (Will)
- Computers (Int)
- Cool (Pr)
- Coordination (Ag)
- Deception (Cun)
- Discipline (Will)
- Leadership (Pr)
- Mechanics (Int)
- Medicine (Int)
- Negotiation (Pr)
- Perception (Cun)
- Piloting (Ag)
- Piloting-Space (Ag)
- Resilience (Br)
- Sluiceway (Cun)
- Stealth (Ag)
- Streetwise (Cun)
- Survival (Cun)
- Vigilance (Will)

#### COMBAT SKILLS
- Brawl (Br)
- Gunnery (Ag)
- Lightsaber (Br)
- Melee (Br)
- Ranged - Light (Ag)
- Ranged - Heavy (Ag)

#### KNOWLEDGE SKILLS
- Core Worlds (Int)
- Education (Int)
- Lore (Int)
- Outer Rim (Int)
- Underworld (Int)
- Xenology (Int)
- Other

#### CUSTOM SKILLS

<table>
<thead>
<tr>
<th>Skill</th>
<th>Rank</th>
<th>Description</th>
</tr>
</thead>
</table>

### WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Skill</th>
<th>Damage</th>
<th>Range</th>
<th>Crit</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blaster Rifle</td>
<td>Ranged - Heavy</td>
<td>9</td>
<td>Long</td>
<td>3</td>
<td>Sun Setting</td>
</tr>
<tr>
<td>Stun Grenade x2</td>
<td>Ranged - Light</td>
<td>8</td>
<td>Short</td>
<td>N/A</td>
<td>Blast 8, Disorient 3, Limited Amino 1, Stun Damage</td>
</tr>
<tr>
<td>Fists</td>
<td>Brawl</td>
<td>1</td>
<td>Engaged</td>
<td>5</td>
<td>Disorient 1, Knockdown</td>
</tr>
</tbody>
</table>

**CHARACTER SHEET**

**TOTAL XP** 200  
**AVAILABLE XP**
TYPE: FAITH - GOODNESS OF PEOPLE

In her travels, Kasuni has learned to trust in the kindness of strangers. She finds that while corporations, governments, and organizations can be evil or tyrannical, individuals tend to be good at heart. She works hard to reinforce her faith by being a good person to others whenever she can.

EMOTIONAL STRENGTH: ENTHUSIASM

Kasuni's greatest asset is her ability to maintain boundless enthusiasm no matter what she faces.

EMOTIONAL WEAKNESS: RECKLESSNESS

Kasuni's enthusiasm can lead her into dangerous situations someone more cautious might have avoided.

GENDER: Female
AGE: 24
HEIGHT: 1.65m
BUILD: Lean
HAIR: None
EYES: Violet

NOTABLE FEATURES:
Leather charm bracelet, claw scars on arm.

CREDITS 25

WEAPONS & ARMOR

Blaster Rifle
2 Stonewaraxes
Padded Armor

PERSONAL GEAR
Backpack
2 Stimpacks
Electrobinoculars
Extra Kalodes
Comlink

Pet Bogwing (Vaxim)

TALENTS AND SPECIAL ABILITIES

<table>
<thead>
<tr>
<th>NAME</th>
<th>PAGE #</th>
<th>ABILITY SUMMARY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Keen Eyed</td>
<td>103</td>
<td>Remove from Perception and Vigilance checks. Decrease time to search an area by half.</td>
</tr>
<tr>
<td>Animal Empathy</td>
<td>97</td>
<td>Add to checks to tame or handle animals. Spend to add to the check.</td>
</tr>
<tr>
<td>Animal Bond</td>
<td>97</td>
<td>Develop a long-term bond with a single animal of silhouette Q (Vaxim).</td>
</tr>
<tr>
<td>Pack Hunter</td>
<td>40</td>
<td>When performing the assist maneuver: add instead of .</td>
</tr>
<tr>
<td>Mental Bond</td>
<td>104</td>
<td>Action: Commit. As long as it remains committed, may see and hear what Vaxim sees.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
| FORCE POWER
Seek: The Force guides Kasuni towards items or locations long forgotten.

Vaxim is a bogwing, a flying reptile native to swamps and bogs. He's also mischievous, clever, and loves all forms of insects.

FORCE RATING 1

Skills: Coordination 1, Perception 2, Stealth 2, Survival 1
Talents: None.
Abilities: Distraction (as an action, Vaxim can distract one target within short range, adding to its next check this encounter), Flyer (Vaxim can fly, see page 145 (Beta). Silhouette 0).
Equipment: Beak (Brawl, Damage 1), Critical 6, Range (Engaged), Disorient 3.

Permission granted to photostleye for personal use only. 4-0417M/CA/10200158106.
**TYPE:** Discovery  
Tik's prime motivation is the thrill of discovery and the chance to learn new and interesting facts. Why stick with what everyone already knows, when there's a whole galaxy out there to understand?

**Gender:** Male  
**Age:** 54  
**Height:** 2.2m  
**Build:** Tall  
**Hair:** White  
**Eyes:** Reddish Brown

**Notable Features:** A slight limp. The shadow of a tattoo, long since removed.

**Emotional Strength:** Curiosity  
Each new discovery enthuses Tik and pushes him to ever greater heights of success.

**Emotional Weakness:** Obsession  
Tik can become obsessed with a single discovery and not consider the broader picture.

**Conflict:**

**Morality:** 50

**Credits:** 75

**Equipment Log**

**Weapons & Armor**
- Cortosis Staff
- Fully modded stun pulse attachment
- Heavy Clothing

**Personal Gear**
- General Purpose Scanner
- Backpack
- Electric Lock Breaker
- Comlink
- Padded hat
- Glow Rod

**Talents and Special Abilities**

<table>
<thead>
<tr>
<th>Name</th>
<th>Page #</th>
<th>Ability Summary</th>
</tr>
</thead>
<tbody>
<tr>
<td>Solid Repairs</td>
<td>103</td>
<td>Whenever repairing hull trauma, repair 1 additional hull trauma.</td>
</tr>
<tr>
<td>Fine Tuning</td>
<td>101</td>
<td>Whenever repairing system strain, repair 1 additional system strain.</td>
</tr>
<tr>
<td>Mental Tools</td>
<td>104</td>
<td>Always counts as having the right tools for the job when performing Mechanics checks.</td>
</tr>
<tr>
<td>Imbue Item</td>
<td>102</td>
<td>Maneuver: Suffer 1 strain and commit 0 to give weapon or item a temporary enhancement.</td>
</tr>
<tr>
<td>Binary Processing</td>
<td>38</td>
<td>All Knowledge skills are career skills.</td>
</tr>
</tbody>
</table>

**Force Power**

Enhance: The Force flows through Tik A'Monis, enhancing his strength and athletic ability.

- When making an Athletics or Coordination check, may roll an *Enhance power check* as part of the pool. Tik A'Monis may spend 3 to gain 5 or 6 on the check.
- Force Leap action: Make an *Enhance power check*. Spend 3 to jump horizontally to location in short range.

**Force Rating:** 1
TYPE: JUSTICE

Zora grew up in a galaxy of cruelty and oppression, watching as those who perpetrated inequity grew rich and powerful for their crimes. She has trained for years to bring justice to those who deserve it.

EMOTIONAL STRENGTH: JUSTICE

When Zora brings judgment to the wicked, she rests easy knowing she’s made a difference.

EMOTIONAL WEAKNESS: CRUELTY

No action seems too severe for the deserving, and Zora must guard against indulging in cruelty.

CONFLICT:

MORALITY:
50

GENDER: Female
AGE: 19
HEIGHT: 1.7m
BUILD: Wiry
HAIR: Black
EYES: Brown

NOTABLE FEATURES:
Plain silver ring on a chain around neck.

CREDITS: 75

WEAPONS & ARMOR

Modded Lightsaber
Concealing Robes

PERSONAL GEAR

2 Stimpacks
Breath Mask
Climbing Gear
Utility Belt
Comlink

TALENTS AND SPECIAL ABILITIES

- Parry (2) [105 (Beta)]
  - When hit by a melee attack, suffer 3 strain to reduce damage by 4.

- Second Wind (2) [107 (Beta)]
  - Incidental (once per encounter): recover 2 strain.

- Multiple Opponents [104 (Beta)]
  - Add +2 to Brawl, Melee, and Lightsaber combat checks when engaged with multiple opponents.

- Quick Draw [106 (Beta)]
  - Once per round, draw or holster a weapon or accessible item as an incidental.

- Natural Bide Master [104 (Beta)]
  - Once per session, may reroll any 1 Lightsaber or Melee check.

FORCE POWER

FORCE POWER

FORCE RATING: 1

[Removable grant for photocopy for personal use only: Bible]
### CHARACTER

**CHARACTER NAME**

**SPECIES**

**CAREER**

**SPECIALIZATION TREES**

---

### CHARACTERISTICS

- **BRAWN**
- **AGILITY**
- **INTELLECT**
- **CUNNING**
- **WILLPOWER**
- **PRESENCE**

### SKILLS

#### GENERAL SKILLS

- Astrogation (Int)
- Athletics (Br)
- Charm (Pr)
- Coercion (Will)
- Computers (Int)
- Cool (Pr)
- Coordination (Ag)
- Deception (Cun)
- Discipline (Will)
- Leadership (Pr)
- Mechanics (Int)
- Medicine (Int)
- Negotiation (Pr)
- Perception (Cun)
- Piloting - Planetary (Ag)
- Piloting - Space (Ag)
- Resilience (Br)
- Skullduggery (Cun)
- Stealth (Ag)
- Streetwise (Cun)
- Survival (Cun)
- Vigilance (Will)

#### COMBAT SKILLS

- Brawl (Br)
- Gunnery (Ag)
- Lightsaber (Br)
- Melee (Br)
- Ranged - Light (Ag)
- Ranged - Heavy (Ag)

#### KNOWLEDGE SKILLS

- Core Worlds (Int)
- Education (Int)
- Lore (Int)
- Outer Rim (Int)
- Underworld (Int)
- Xenology (Int)
- Other:

#### CUSTOM SKILLS

- 

---

### WEAPONS

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>SKILL</th>
<th>DAMAGE</th>
<th>MIN</th>
<th>RANGE</th>
<th>SPECIAL</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

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### CHARACTER SHEET

**TOTAL XP**

**AVAILABLE XP**
**Motivations**

- **Type:**
- **Type:**

**Character Description**

- **Gender:**
- **Age:**
- **Height:**
- **Build:**
- **Hair:**
- **Eyes:**
- **Notable Features:**

**Morality**

- **Emotional Strength:**
- **Conflict:**
- **Emotional Weakness:**
- **Morality:**

**Critical Injuries**

<table>
<thead>
<tr>
<th>Severity</th>
<th>Result</th>
</tr>
</thead>
</table>

**Credits**

- **Equipment Log**
  - **Weapons & Armor**
  - **Personal Gear**

**Talents and Special Abilities**

<table>
<thead>
<tr>
<th>Name</th>
<th>Page #</th>
<th>Ability Summary</th>
</tr>
</thead>
</table>

**Force Power:**

**Force Rating:**

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