

CHARACTER NAME: *I-dathomiri human*SPECIES: *Human*CAREER: *Ace*SPECIALIZATIONS: *Beast Rider*SOAK  
**4**DEFENSE  
RANGED **0** MELEE **0**WOUND  
THRESHOLD **16** CURRENTSTRAIN  
THRESHOLD **12** CURRENT**4**  
BRAWN**2**  
AGILITY**2**  
INTELLECT**3**  
CUNNING**2**  
WILLPOWER**2**  
PRESENCE

## SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Athletics (Br)	✓	1	1 yellow, 4 green
Cool (Pr)	✓	1	1 yellow, 4 green
Perception (Cun)	✓	1	1 yellow, 4 green
Piloting - Planetary (Ag)	✓	1	1 yellow, 4 green
Survival (Cun)	✓	1	1 yellow, 4 green
Vigilance (Wil)	-	-	4 green

COMBAT SKILLS	CAREER	RANK	DICE POOL
Melee (Br)		1	1 yellow, 4 green
Ranged - Light (Ag)	✓	1	1 yellow, 4 green

## TALENTS

TALENT	RANK	DESCRIPTION
<b>Beast Wrangler</b>	1	Add  per rank of Beast Wrangler to checks to tame or wrangle creatures.
<b>Toughened</b>	1	Gain +2 wound threshold.

**500**VALUE **0** THRESHOLD **9**

## CRITICAL INJURIES

◇ ◇ ◇ ◇

◇ ◇ ◇ ◇

◇ ◇ ◇ ◇

◇ ◇ ◇ ◇

## EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Staff of Office	Melee	6	Engaged	1 yellow, 4 green

Critical: Qualities: Defensive 1, Disorient 2 Features: Add when attempting to convince others to allow him to retain his staff of office.

Unarmed	Brawl	4	Engaged	4 green
---------	-------	---	---------	---------

Critical: Qualities: Disorient 1, Knockdown, Stun Setting

## SYMBOLS AND DICE



Success



Advantage



Triumph



Failure



Threat



Despair



Proficiency



Ability



Boost



Challenge



Difficulty



Setback



Force



Removes a setback die from a check for each icon displayed

## Standard Difficulties

Simple	—
Easy	1 purple
Average	2 purple, 1 black
Hard	3 purple, 2 black
Daunting	4 purple, 3 black
Formidable	5 purple, 4 black