


CHARACTER NAME: *Casey*SPECIES: *Zabrak*CAREER: *Warrior*SPECIALIZATIONS: *Juyo Berserker*

SOAK 4	DEFENSE 0 0 RANGED MELEE	WOUND 16 THRESHOLD CURRENT	STRAIN 13 THRESHOLD CURRENT
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4 BRAWN	2 AGILITY	2 INTELLECT
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3 CUNNING	3 WILLPOWER	2 PRESENCE
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SPECIES

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



500

1 **9**
VALUE THRESHOLD

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Athletics (Br)	✓	1	
Brawl (Br)	✓	1	
Coercion (Wil)	✓	3	
Cool (Pr)	✓	-	
Deception (Cun)		2	
Perception (Cun)	✓	1	
Resilience (Br)		-	
Survival (Cun)	✓	1	
Vigilance (Wil)		-	





COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	1	
Lightsaber (Br)	✓	2	

TALENTS

TALENT	RANK	DESCRIPTION
Intimidating	1	May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.
Parry	1	When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
Toughened	1	Gain +2 wound threshold.

FORCE ABILITIES

FORCE RATING: 1

UPGRADE	PUR	DESCRIPTION
Enhance Basic Power (Enhance)	1	When making an Athletics check, the Force user may roll an Enhance power check as part of pool.
Control: Resilience (Enhance)	1	The user may spend  to gain  or  (user's choice) on the check.
Control: Brawl (Enhance)	1	Enhance can be used with the Brawl skill.
Control: Brawn (Enhance)	1	Ongoing Effect: Commit  . The user increase Brawn characteristic by 1 (to maximum of 6).



CRITICAL INJURIES

MORALITY **CURRENT** **CONFLICT** **STRENGTH** **WEAKNESS**

50

EQUIPMENT














WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Basic Lightsaber	Lightsaber	8	Engaged	


Critical:   **Qualities:** Breach 1, Sunder **Attachments:** *Mephite Crystal* (Changes Base Damage to 8 Mod, Changes Base Critical Rating to 2 Mod, 1 Grant Quality (Breach 1) Mod, Quality (Sunder) Mod, Force-sensitive characters using Force powers to sense their surroundings automatically detect a lightsaber using a mephite crystal if it is within the range of the power.)

Unarmed	Brawl	4	Engaged	
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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	
Average	
Hard	
Daunting	
Formidable	