Last Modified: Thursday, November 14, 2019 8:30 PM

CHARACTER NAME:	*sophie*
SPECIES:	*Human*
CAREER:	*Guardian*
SPECIALIZATIONS:	*Soresu Defender*

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

SOAK	DEFENSE (RANGED)	DEFENSE (MELEE)	WOUND THRESHOLD	WOUND CURRENT	STRAIN THRESHOLD	STRAIN CURRENT
4	1	1	15		13	

500

VALUE	THRESHOLD
1	8

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Cool (Pr)	✓	1	
Education (Int)		1	
Lore (Int)	✓	2	
Medicine (Int)		1	
Perception (Cun)		1	
Resilience (Br)	✓	1	
Vigilance (Wil)	✓	2	

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

CRITICAL INJURIES

MORALITY	CURRENT	CONFLICT
50		

STRENGTH: ---

WEAKNESS: ---

TALENTS

TALENT	RANK	DESCRIPTION
Defensive Circle	--	May take the Defensive Circle action, making a **Hard (◆◆◆) Lightsaber (Intellect) check.** The character, plus one ally within short range per ✡, gains X defense until the beginning of next turn. X equals 1, plus 1 per ⚇⚇.
Parry (Improved)	--	When parrying a hit that generate ▽ or ⚙⚙⚙, may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage) after original attack resolves.
Reflect	2	When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Basic Lightsaber	**Lightsaber**	**6**	**Engaged**	
Critical: ⚇⚇ **Qualities:** Breach 1, Sunder				
Unarmed	**Brawl**	**3**	**Engaged**	
Critical: ⚇⚇⚇⚇⚇ **Qualities:** Disorient 1, Knockdown, Stun Setting				

ARMOR AND OTHER GEAR

Second Skin Armor	**Soak:** 1 **Defense:** 1 **Features:** Add ■■ to Perception checks to notice second skin armor on the wearer.

FORCE ABILITIES

FORCE RATING: 1

UPGRADE	PUR	DESCRIPTION
Influence Basic Power (Influence)	1	The character may attempt to guide, sha even twist the thoughts and feelings of o **Special Rule (○/● use):** When guiding a shaping thoughts, only ◑ generated fron be used to generate negative emotions s rage, fear, and hatred. Only ◑ generated may be used to generate positive emotio as peace, tranquility, and friendliness. Ot emotions such as confusion can be creat ◑ generated from either ○ or ●. The character may spend ◑ to stress the one living target he is engaged with, infli strain.
Control: Emotion/Belief (Influence)	1	The Force user may make an **opposed D vs. Discipline check** combined with an **Ir power check**. If the user spends ◑ and s on the check, he can force the target to a emotional state or believe something un lasting for 1 round or 5 minutes.

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	◆◆◆◆◆