Last Modified: Thursday, November 14, 2019 7:47 PM

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

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

SOAK	DEFENSE (RANGED)	DEFENSE (MELEE)	WOUND THRESHOLD	WOUND CURRENT	STRAIN THRESHOLD	STRAIN CURRENT
4	1	1	14		15	

500

VALUE	THRESHOLD
3	7

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Cool (Pr)	✔	1	
Discipline (Wil)	✔	1	
Medicine (Int)		1	
Perception (Cun)		1	
Resilience (Br)	✔	1	
Survival (Cun)		1	
Vigilance (Wil)	✔	2	
Warfare (Int)		1	

COMBAT SKILLS	CAREER	RANK	DICE POOL
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 ⚠⚠.
Defensive Stance	1	Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.
Grit	2	Gain +1 strain threshold
Parry	2	When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
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.
Soresu Technique	--	When making a Lightsaber skill check, the character may use Intellect instead of Brawn.
Toughened	1	Gain +2 wound threshold.

EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Basic Lightsaber	Lightsaber	6	Engaged	

Critical: ⚠⚠ **Qualities:** Breach 1, Sunder

ARMOR AND OTHER GEAR

Armored Robes — Soak: 2 Defense: 1

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	◆◆◆◆◆