

CHARACTER NAME: **Maarek Steele**SPECIES: *Corellian Human*CAREER: *Ace*SPECIALIZATIONS: *Hotshot, Force Sensitive Emergent*

SOAK 4	DEFENSE RANGED 0 MELEE 0	WOUND THRESHOLD 12 CURRENT	STRAIN THRESHOLD 13 CURRENT
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2 BRAWN	5 AGILITY	2 INTELLECT
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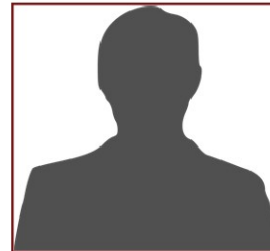
3 CUNNING	2 WILLPOWER	2 PRESENCE
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SKILLS			
GENERAL SKILLS	CAREER	RANK	DICE POOL
Athletics (Br)		-	◆◆◆◆
Cool (Pr)	✓	1	◆◆◆◆
Coordination (Ag)	✓	-	◆◆◆◆◆◆◆◆
Perception (Cun)	✓	-	◆◆◆◆◆◆◆◆
Piloting - Planetary (Ag)	✓	4	◆◆◆◆◆◆◆◆◆◆
Piloting - Space (Ag)	✓	4	◆◆◆◆◆◆◆◆◆◆
Stealth (Ag)		-	◆◆◆◆◆◆◆◆
Vigilance (Wil)		-	◆◆◆◆◆◆◆◆
Warfare (Int)		1	◆◆◆◆

COMBAT SKILLS	CAREER	RANK	DICE POOL
Gunnery (Ag)	✓	1	◆◆◆◆◆◆◆◆
Ranged - Light (Ag)	✓	1	◆◆◆◆◆◆◆◆

TALENTS		
TALENT	RANK	DESCRIPTION
Dedication	1	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. Bonus Characteristic: Agility +1
Grit	1	Gain +1 strain threshold
Indistinguishable	1	Upgrade difficulty of checks to identify character once per rank of Indistinguishable.
Koigrogran Turn	--	When an opponent has gained the advantage on a starship or vehicle being piloted, may perform a Koigrogran Turn maneuver to remove the effects.
Skilled Jockey	1	Remove ■ per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.
★ Uncanny Senses	1	Add ◆ per rank of Uncanny Senses to all Perception checks.

FORCE ABILITIES		
FORCE RATING: 1		
UPGRADE	PUR	DESCRIPTION
Enhance Basic Power (Enhance)	1	When making an Athletics check, the Force may roll an Enhance power check as part of pool. The user may spend ○ to gain ★ or ○ (use choice) on the check.
Control: Coordination (Enhance)	1	Enhance can be used with the Coordinator
Control: Piloting - Planetary (Enhance)	1	Enhance can be used with the Piloting (Planetary) skill.
Control: Piloting - Space (Enhance)	1	Enhance can be used with the Piloting (Space) skill.
Control: Agility (Enhance)	1	Ongoing Effect: Commit ○. The user increases Agility characteristic by 1 (to a maximum of



500
5 7
VALUE THRESHOLD

CRITICAL INJURIES	
◆◆◆◆	◆◆◆◆
◆◆◆◆	◆◆◆◆

MORALITY	CURRENT	CONFLICT	STRENGTH
42			---
			WEAKNESS

EQUIPMENT				
WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
CS14 "Ghost" Light Blaster Pistol	Ranged - Light	5	Short	◆◆◆◆◆◆◆◆
Critical: ○○○○ Qualities: Stun Setting Features: Finding a CS14 on an individual requires a Daunting (◆◆◆◆) Perception check. A character must make a Daunting (◆◆◆◆) Computers check to find the CS14 with a weapon scanner. The difficulty of the latter check can be reduced by one or two levels at the Game Master's discretion, depending on the type of scanner being used and the attentiveness of the operator.				
E-11D Blaster Carbine	Ranged - Heavy	9	Medium	◆◆◆◆◆◆◆◆
Critical: ○○○○ Qualities: Stun Setting Features: Upgrade the ability of combat checks made when using this weapon at short range once.				
Unarmed	Brawl	2	Engaged	◆◆
Critical: ○○○○ Qualities: Disorient 1, Knockdown, Stun Setting				

ARMOR AND OTHER GEAR	
Laminate	Soak: 2 Attachments: <i>Reflec Shadowskin</i> (Add automatic ○ to Stealth checks)
CAAF-2 Avionics Interface	Features: 1 Skill (Piloting - Space, Must have at least 1 rank) Mod, 1 Skill (Piloting - Planetary, Must have at least 1 rank) Mod

OBLIGATION		
OBLIGATION	SIZE	DESCRIPTION
Base of Operation	10	

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	◆◆◆◆◆