CHARACTER NAME:	Six-Ten	PLAYER NAME:	Jackson Wise
SPECIES:	Human	CAREER:	Commander
SPECIALIZATIONS:	Retired Clone Trooper, Squadron Leader		

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	4	4	2	2	3

ATTRIBUTES

WOUND	STRAIN	SOAK
17	15	6

CURRENT

DEFENSE	
1	1
RANGED	MELEE

CRITICAL INJURIES

RESULT	SEVERITY
	◇◇◇◇
	◇◇◇◇
	◇◇◇◇
	◇◇◇◇

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)		-	
Athletics (Br)		-	
Charm (Pr)		-	
Coercion (Wil)	✓	-	
Computers (Int)		3	
Cool (Pr)	✓	-	
Coordination (Ag)		-	
Cybernetics (Int)		3	
Deception (Cun)		-	
Discipline (Wil)	✓	1	
Leadership (Pr)	✓	1	
Mechanics (Int)	✓	2	
Medicine (Int)		-	
Negotiation (Pr)		-	
Perception (Cun)	✓	3	
Piloting - Planetary (Ag)	✓	2	
Piloting - Space (Ag)	✓	3	
Resilience (Br)	✓	1	
Skulduggery (Cun)		-	
Stealth (Ag)		1	

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Streetwise (Cun)		-	
Survival (Cun)		-	
Vigilance (Wil)	✓	2	

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)		3	
Gunnery (Ag)	✓	1	
Lightsaber (Br)		-	
Melee (Br)		-	
Ranged - Heavy (Ag)	✓	4	
Ranged - Light (Ag)	✓	3	

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)		-	
Education (Int)		-	
Lore (Int)		-	
Outer Rim (Int)		-	
Underworld (Int)		3	
Warfare (Int)	✓	-	
Xenology (Int)		-	

NOTES

CHARACTER NAME:	**Six-Ten**	PLAYER NAME:	Jackson Wise
SPECIES:	Human	CAREER:	Commander
SPECIALIZATIONS:	Retired Clone Trooper, Squadron Leader		

DESCRIPTION

GENDER:	Male
AGE:	55
HEIGHT:	6 Feet
BUILD:	Athletic mostly robotic
HAIR:	Beard with shaggy top
EYES:	Brown

NOTABLE FEATURES

Six-Ten is 76% Cybernetic as the Beta Prototype of the Dark Trooper Project

OBLIGATIONS

10

CRIMINAL

BACKGROUND

BEGINNINGS	ATTITUDE TOWARD FORCE	REASON FOR ADVENTURE
The Down and Out	Pragmatic Power	Ex-Military

NOTES

CHARACTER NAME: Six-Ten
PLAYER NAME: Jackson Wise
SPECIES: Human
CAREER: Commander
SPECIALIZATIONS: Retired Clone Trooper, Squadron Leader

EXPERIENCE

TOTAL XP	EARNED XP	USED XP	UNUSED XP
650	535	650	0

ACQUIRED XP

SPECIES FEATURES

Skills — *Additional Non-Career Skills*

Humans start the game with one rank in two different non-career skills of their choice.

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Blooded	1	Passive	Cybernetic Respirator	Add ☐ per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by 1 round per rank of Blooded to a minimum of 1.
Combat Veteran	2	Passive	Retired Clone Trooper	The character adds ☐ to his Brawl and Discipline checks equal to his ranks in Combat Veteran.
Comrades in Arms (Improved)	--	Passive	Retired Clone Trooper	Spend ✪✪✪ or ✦ from Comrades in Arms check to also gain +1 soak or give one affected ally +1 soak.
Dedication	1	Passive	Retired Clone Trooper	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. **Bonus Characteristic:** Intellect +1
Defensive Driving	1	Passive	Squadron Leader	Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.
Durable	2	Passive	Retired Clone Trooper	May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
Full Stop	--	Maneuver	Squadron Leader	When piloting a ship or vehicle, take a full-stop maneuver to reduce speed to zero and suffer system strain equal to the speed reduced.
Grit	3	Passive	Retired Clone Trooper, Squadron Leader	Gain +1 strain threshold
Let's Ride	--	Incidental	Squadron Leader	Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental.
Persistent Targeting	--	Passive	Retired Clone Trooper	After making one or more successful combat checks against a target, add ☐ to combat checks against that same target for the remainder of the encounter.
Powerful Blast	2	Passive	Retired Clone Trooper	Increase Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.
Quick Strike	1	Passive	Squadron Leader	Add ☐ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
Rapid Recovery	1	Passive	Adrenal Implant	When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.
Situational Awareness	--	Passive	Squadron Leader	Allies with short range of the vehicle add ☐ to their Perception and Vigilance checks. Allies within close range add ☐☐ instead.
Spare Clip	--	Passive	Retired Clone Trooper	Cannot run out of ammo due to ▽. Items with Limited Ammo quality run out of ammo as normal.
Steady Aim	--	Passive	Retired Clone Trooper	The character does not lose the benefits of the Aim maneuver if he performs other maneuvers (including moving) or actions. He does lose the benefits of the Aim maneuver if the encounter ends.
Stimpack Specialization	1	Passive	Retired Clone Trooper	Stimpacks heal 1 additional wound per rank of Stimpack Specialization.
Swift	--	Passive	Retired Clone Trooper	Do not suffer usual penalties for moving through difficult terrain.
Toughened	2	Passive	Retired Clone Trooper	Gain +2 wound threshold.

CHARACTER NAME: Six-Ten
PLAYER NAME: Jackson Wise
SPECIES: Human
CAREER: Commander
SPECIALIZATIONS: Retired Clone Trooper, Squadron Leader

RETIRED CLONE TROOPER TALENT TREE

✅ TOUGHENED	✅ STEADY AIM	✅ SPARE CLIP	✅ GRIT
Gain +2 wound threshold.	The character does not lose the benefits of the Aim maneuver if he performs other maneuvers (including moving) or actions. He does lose the benefits of the Aim maneuver if the encounter ends.	Cannot run out of ammo due to ▽. Items with Limited Ammo quality run out of ammo as normal.	Gain +1 strain threshold
Cost: 5	Cost: 5	Cost: 5	Cost: 5

✅ COMBAT VETERAN	✅ DURABLE	✅ SWIFT	⬜ FAMILIAR SUNS
The character adds ▫ to his Brawl and Discipline checks equal to his ranks in Combat Veteran.	May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.	Do not suffer usual penalties for moving through difficult terrain.	Once per session, may perform a Familiar Suns maneuver; make a **Hard (◆◆◆) Knowledge (Outer Rim)** or **(Core Worlds) check** to reveal the current type of planetary environment and other useful information.
Cost: 10	Cost: 10	Cost: 10	Cost: 10

✅ GRIT	✅ STIMPACK SPECIALIZATION	✅ TOUGHENED	✅ DURABLE
Gain +1 strain threshold	Stimpacks heal 1 additional wound per rank of Stimpack Specialization.	Gain +2 wound threshold.	May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
Cost: 15	Cost: 15	Cost: 15	Cost: 15

✅ PERSISTENT TARGETING	✅ POWERFUL BLAST	✅ COMBAT VETERAN	✅ POWERFUL BLAST
After making one or more successful combat checks against a target, add ▫ to combat checks against that same target for the remainder of the encounter.	Increase Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.	The character adds ▫ to his Brawl and Discipline checks equal to his ranks in Combat Veteran.	Increase Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.
Cost: 20	Cost: 20	Cost: 20	Cost: 20

✅ DEDICATION	✅ COMRADES IN ARMS (IMPROVED)	🟥 COMRADES IN ARMS	⬜ ENDURING
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Spend ⟳⟳⟳ or ⊕ from Comrades in Arms check to also gain +1 soak or give one affected ally +1 soak.	Once per encounter, take Comrades in Arms action and make a **Hard (◆◆◆) Discipline check**. If successful, the character plus one ally per ☼ within medium range gains +1 defense for the remainder of the encounter.	Gain +1 soak value.
Cost: 25	Cost: 25	Cost: 25	Cost: 25

CHARACTER NAME: Six-Ten
PLAYER NAME: Jackson Wise
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CAREER: Commander
SPECIALIZATIONS: Retired Clone Trooper, Squadron Leader

SQUADRON LEADER TALENT TREE

☑ GRIT
Gain +1 strain threshold

Cost: 5

☐ QUICK STRIKE
Add ☐ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

Cost: 5

☑ LET'S RIDE
Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental.

Cost: 5

☑ DEFENSIVE DRIVING
Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.

Cost: 5

☐ FIELD COMMANDER
Take the Field Commander action; make a **Average (◆◆) Leadership check**. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.

Cost: 10

☐ CONFIDENCE
May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

Cost: 10

☑ QUICK STRIKE
Add ☐ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

Cost: 10

☑ SITUATIONAL AWARENESS
Allies with short range of the vehicle add ☐ to their Perception and Vigilance checks. Allies within close range add ☐☐ instead.

Cost: 10

☐ COMMAND
Add ☐ per rank of Command when making Leadership checks. Affected targets add ☐ to Discipline checks for next 24 hours.

Cost: 15

☐ GRIT
Gain +1 strain threshold

Cost: 15

☑ FULL STOP
When piloting a ship or vehicle, take a full-stop maneuver to reduce speed to zero and suffer system strain equal to the speed reduced.

Cost: 15

☐ DEFENSIVE DRIVING
Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.

Cost: 15

☐ FIELD COMMANDER (IMPROVED)
Field Commander action affects allies equal to double Presence, and may spend ⟐ to allow allies to suffer 1 strain and perform 1 free action instead.

Cost: 20

☐ COMMAND
Add ☐ per rank of Command when making Leadership checks. Affected targets add ☐ to Discipline checks for next 24 hours.

Cost: 20

☐ FORM ON ME
Allies equal to ranks in Leadership in close range gain the benefits of the Gain the Advantage action.

Cost: 20

☐ TRICKY TARGET
Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.

Cost: 20

☐ MASTER LEADER
Once per round, suffer 2 strain to decrease difficulty of the next Leadership check by one, to a minimum of **Easy (◆)**.

Cost: 25

☐ CONFIDENCE
May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

Cost: 25

☐ DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

Cost: 25

☐ BRILLIANT EVASION
Once per encounter may take Brilliant Evasion action. Select 1 opponent and make Opposed Piloting (Planetary or Space) check to stop opponent from attacking character for rounds equal to Agility.

Cost: 25

CHARACTER NAME: Six-Ten	**PLAYER NAME:** Jackson Wise
SPECIES: Human	**CAREER:** Commander
SPECIALIZATIONS: Retired Clone Trooper, Squadron Leader	

COMPANIONS

RT-99* [MINION]

2	1	2	3	0	2	SOAK 8	WOUND 4	DEFENSE 1 / 1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE			RANGED / MELEE

RT-99* is a stolen Imperial Security droid who has a sarcastic attitude yet kind nature. This droid was hacked by Six-Ten while escaping the Imperial Ship Arc Hammer and the two have traveled ever since.

Skills:
Computers (◆◆), Coordination (◆), Core Worlds (◆◆), Cybernetics (◆◆), Deception (◆◆◆), Mechanics (◆◆)

Weapons:
Energy Slingshot - **Skill:** Ranged - Light (◆) **Range:** Short, **Damage:** 3, **Critical:** --, **Qualities:** Disorient 2, Stun Setting **Features:** Triggering the Disorient quality requires ☯ instead of ☯☯.

Armor:
New Armor - **Soak:** 6, **Defense:** 1

NOTES

CHARACTER NAME: Six-Ten
PLAYER NAME: Jackson Wise
SPECIES: Human
CAREER: Commander
SPECIALIZATIONS: Retired Clone Trooper, Squadron Leader

ENCUMBRANCE

ENCUMBRANCE

10	11
VALUE	THRESHOLD

• You are unencumbered.

MONEY

CREDITS

200

ACQUIRED CREDITS

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
12 Defender	2	2	✓	✓	✓	4	5	Short	**Qualities:** Inferior, Limited Ammo 2 **Features:** Add ■■ to Perception and Computers checks to find this weapon on a body. May not be reloaded.
OK-98 Blaster Carbine	1	4	✓		✓	9	3	Medium	**Qualities:** Stun Setting **Features:** May ignore first ⬡ "out of ammo" during combat, or may modify with **Easy (◆) Mechanics check** to add +2 damage. Modded weapon may explode with ⬡.
Vibroknife	1	1	✓		✓	4	2	Engaged	**Qualities:** Pierce 2, Vicious 1
Disruptor Pistol	1	2	✓	✓	✓ ⛔	10	2	Short	**Qualities:** Vicious 4 **Features:** Any Critical Injury results are changed to "Crippled",unless result is more grievous
Shaped Thermal Grenade	5	5			✓ ⛔	20	2	Short	**Qualities:** Breach 2, Limited Ammo 1, Vicious 5

Carried Encumbrance: **9**

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL
Phase I ARC Trooper Armor	1	1	✓	✓	✓ ⛔	3	1	1	**Features:** The various systems built into Phase I ARC trooper armor remove ■ from all Perception checks made by the wearer and provide all the benefits of a hardened comlink, 1 Increase Encumbrance Threshold by 3 Mod

Carried Encumbrance: **1**

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Cybernetic Eyes	1	0	✓	✓	✓	**Features:** 1 Skill (Vigilance) Mod, 1 Skill (Perception) Mod
Cybernetic Leg (Mod III)	1	0	✓	✓	✓	**Features:** 1 Characteristic (Agility) Mod
Immune Implant	1	0	✓	✓	✓	**Features:** 1 Skill (Resilience) Mod
Cybernetic Respirator	1	0	✓	✓	✓	**Features:** Provides benefits of breath mask and respirator., 1 Innate Talent (Blooded) Mod
Cyborg/Droid Interface	1	0	✓	✓	✓	**Features:** Allows access to hidden information in a droid's memory banks when linked., When attempting to access information that a linked droid does not want revealed, Computer checks may be upgraded once.
Biofeedback Regulator	1	0	✓	✓	✓	**Features:** 1 Add 2 to Cybernetics Cap Mod, Does not count toward Cybernetics Cap Mod, Cannot be installed on droids., May only install a single biofeedback regulator.
Networked Slicing Uplink	1	0	✓	✓	✓ ⛔	**Features:** Can only be installed on droids., Counts as having slicer gear., When droid is slicing or assisting in slicing, add ■ to **Computers checks** to identify slicer (e.g., the Trace User action).
Cyberscanner Limb	1	0	✓	✓	✓	
Adrenal Implant	1	0	✓	✓	✓	**Features:** 1 Innate Talent (Rapid Recovery) Mod
Gank Comm Implant	1	0	✓	✓	✓	
Surge Override Switch	1	0	✓	✓	✓	**Features:** Once per encounter as an action, may make an **Average (◆◆) Discipline check**. If successful, may reactivate any overloaded cybernetic implants, such as from the Ion quality or similar effects, by suffering 2 strain per overloaded implant reactivated., Cannot be overloaded by the Ion quality or similar effects.

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GEAR (Cont)

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Gyrowheel 1.42.08 Recycling Droid	1	0	✓	✓	🟩🟨🟧🟥	**Notes:** 1.42.08 is a recycling droid who is kept on "The Onslaught" because of his extreme "personallity".
Carried Encumbrance:	0					

VEHICLES

VEHICLE MODEL/NAME	TYPE	SILH	SPEED	HAND	ARMOR	F-DEF	A-DEF	P-DEF	S-DEF	HULL	STRAIN
Firespray Patrol Craft "The Onslaught"	Patrol Boat	4	4	0	4	1	1	--	--	15	12

NOTES

NAME:	The Onslaught	CATEGORY:	Starship, Non-Fighter Starship
MODEL:	Firespray Patrol Craft	HULL TYPE:	Patrol Boat
HARD POINTS:	Total: 4, Remaining: 4	COST/RARITY:	80,000/4

SILHOUETTE 4
SPEED 4
HANDLING --

ARMOR 4

ENCUMBRANCE
VALUE	CAPACITY
0	40

FORE DEFENSE
ORIGINAL	CURRENT
1	

AFT DEFENSE
ORIGINAL	CURRENT
1	

HULL TRAUMA 15

SYSTEM STRAIN 12

CURRENT

SPEED TRACK

0	1	2	3	4	5	6	7	8	9

FULL STOP — PUNCH IT!

DESCRIPTION

Hyperdrive:	Primary: Class 3, Backup: Class 15
NaviComputer:	Yes
Consumables:	One month
Sensor Range:	Short
Crew:	One Pilot, Two Guards
Passengers:	6

ABOUT THE THE ONSLAUGHT

CRITICAL HITS

RESULT	SEVERITY
	◇◇◇◇
	◇◇◇◇
	◇◇◇◇
	◇◇◇◇

CURRENT ACTIONS

☐ Evasive Maneuvers ☐ Gain the Advantage ☐ Stay on Target ☐ Target Lock
☐ Watch Your Back!

WEAPON SYSTEMS

CNT	WEAPON SYSTEM	ARC	RANGE	DAM	CRITICAL	QUALITIES
1	Forward-Mounted Auto-Blaster	▼	Close	3	⬦⬦⬦⬦⬦	Auto Fire
1	Forward-Mounted Light Tractor Beam	▼	Close	--	⬦⬦⬦	Tractor 2

NOTES