

CHARACTER NAME: **Gri'tan Fant**      PLAYER NAME: Saw  
 SPECIES: Muun      CAREER: Diplomat  
 SPECIALIZATIONS: Ambassador, Padawan Survivor, Makashi Duelist

CHARACTERISTICS

<b>2</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>4</b>
<b>BRAWN</b>	<b>AGILITY</b>	<b>INTELLECT</b>	<b>CUNNING</b>	<b>WILLPOWER</b>	<b>PRESENCE</b>

ATTRIBUTES

<b>WOUND</b> <b>13</b>	<b>STRAIN</b> <b>13</b>	<b>SOAK</b> <b>4</b> <i>Parry: 3, Reflect: 3</i>	<table border="1"> <thead> <tr> <th colspan="2">CRITICAL INJURIES</th> </tr> <tr> <th>RESULT</th> <th>SEVERITY</th> </tr> </thead> <tbody> <tr><td> </td><td>◇◇◇◇</td></tr> <tr><td> </td><td>◇◇◇◇</td></tr> <tr><td> </td><td>◇◇◇◇</td></tr> <tr><td> </td><td>◇◇◇◇</td></tr> </tbody> </table>	CRITICAL INJURIES		RESULT	SEVERITY		◇◇◇◇		◇◇◇◇		◇◇◇◇		◇◇◇◇
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<b>CURRENT</b>		<table border="1"> <thead> <tr> <th colspan="2">DEFENSE</th> </tr> <tr> <th>RANGED</th> <th>MELEE</th> </tr> </thead> <tbody> <tr> <td><b>0</b></td> <td><b>0</b></td> </tr> </tbody> </table>	DEFENSE		RANGED	MELEE	<b>0</b>	<b>0</b>							
DEFENSE															
RANGED	MELEE														
<b>0</b>	<b>0</b>														

SKILLS

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

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

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	-	-	◇◇◇◇
Gunnery (Ag)	-	-	◇◇◇◇
Lightsaber (Pr)	✓	2	◇◇◇◇
Melee (Br)	-	3	◇◇◇◇
Ranged - Heavy (Ag)	-	-	◇◇◇◇
Ranged - Light (Ag)	-	-	◇◇◇◇

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)	✓	1	◇◇◇◇
Education (Int)	-	1	◇◇◇◇
Lore (Int)	✓	-	◇◇◇◇
Outer Rim (Int)	✓	-	◇◇◇◇
Underworld (Int)	-	-	◇◇◇◇
Warfare (Int)	-	-	◇◇◇◇
Xenology (Int)	✓	1	◇◇◇◇

NOTES

CHARACTER NAME: **Gri'tan Fant**

PLAYER NAME: Saw

SPECIES: Muun

CAREER: Diplomat

SPECIALIZATIONS: Ambassador, Padawan Survivor, Makashi Duelist

DESCRIPTION

GENDER: *Male*

AGE: *53*

HEIGHT: *6'6*

BUILD: *Slender*

HAIR:

EYES: *Grey*



NOTABLE FEATURES

Level Up - 3

OBLIGATIONS

15

NOTORIETY

MORALITY

STARTING

CURRENT

CONFLICT

50

Light-Side Force User

BACKGROUND

BEGINNINGS

The Privileged Few

ATTITUDE TOWARD FORCE

Pragmatic Power

REASON FOR ADVENTURE

Political Experts

NOTES

CHARACTER NAME: **Gri'tan Fant**      PLAYER NAME: **Saw**  
 SPECIES: **Muun**      CAREER: **Diplomat**  
 SPECIALIZATIONS: **Ambassador, Padawan Survivor, Makashi Duelist**

EXPERIENCE

TOTAL XP **650**    EARNED XP **560**    USED XP **650**    UNUSED XP **0**

ACQUIRED XP

SPECIES FEATURES

**Credits**      *Deep Pockets*  
 Muun characters start the game with an additional 1,000 credits. They may not spend during character creation.

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
<b>Confidence</b>	1	Passive	Ambassador	May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
<b>Constant Vigilance</b>	--	Passive	Padawan Survivor	May always use Vigilance when making checks to determine initiative.
✦ <b>Force Rating</b>	1	Passive	GM Grant	Gain +1 Force Rating.
<b>Grit</b>	2	Passive	Ambassador	Gain +1 strain threshold
<b>Indistinguishable</b>	1	Passive	Ambassador	Upgrade difficulty of checks to identify character once per rank of Indistinguishable.
<b>Inspiring Rhetoric</b>	--	Action	Ambassador	Take the Inspiring Rhetoric action; making an <b>Average (◆◆) Leadership check</b> . Each ✦, 1 ally within close range recovers 1 strain. Spend ☹ to cause 1 affected ally to recover 1 additional strain.
<b>Kill With Kindness</b>	1	Passive	Ambassador	Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks.
✦ <b>Makashi Technique</b>	--	Passive	Makashi Duelist	When making a check using the Lightsaber skill, the character may use Presence instead of Brawn.
<b>Nobody's Fool</b>	1	Passive	Ambassador	May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.
<b>Parry</b>	1	OOT Incidental	Padawan Survivor	When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
✦ <b>Reflect</b>	1	OOT Incidental	Padawan Survivor	When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.
<b>Resist Disarm</b>	--	OOT Incidental	Makashi Duelist	Suffer 2 strain to avoid being disarmed or have weapon damaged or destroyed.
✦ <b>Sleight of Mind</b>	1	Passive	Padawan Survivor	Add □ to all Stealth checks unless the opposition is immune to Force powers.
<b>Toughened</b>	1	Passive	Padawan Survivor	Gain +2 wound threshold.

FORCE ABILITIES

**FORCE RATING: 2**

POWER	UPGRADE	PURCHASED	DESCRIPTION
<b>Conjure</b>	Conjure Basic Power	1	The Force user calls forth a spectral object to their hand, which lasts for a short time.
<b>Conjure</b>	Number	2	The user may spend ☹ to create a facsimile of a Brawl or Melee weapon anywhere within engaged range. At the end of the user's next turn, this item dissipates. At the GM's discretion, the user can instead conjure a simple tool and other useful low-tech item with an encumbrance no greater than 1.
<b>Conjure</b>	Magnitude	2	Spend ☹☹ to create additional, identical conjurations equal to ranks in Number upgrade purchased.
<b>Conjure</b>	Control: Defensive, Deflection, Stun	2	Spend ☹ to increase the maximum encumbrance of the facsimile that can be conjured by 2 per Magnitude upgrade purchased.
<b>Conjure</b>		1	Spend ☹ to add 1 of the following weapon qualities to the conjuration: Defensive 1, Deflection 1, Stun 4.

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SPECIALIZATIONS: **Ambassador, Padawan Survivor, Makashi Duelist**

**FORCE ABILITIES (Cont)**

**FORCE RATING: 2**

POWER	UPGRADE	PURCHASED	DESCRIPTION
Conjure	Control: Burn, Pierce, Vicious	1	Spend 1 to add 1 of the following weapon qualities to the conjuration: Burn 3, Pierce 3, Vicious 3.
Conjure	Mastery	1	Spend 111 to summon the facsimile of a creature of silhouette 1 or smaller instead of an object. This creature is bound to the user's will, and mindlessly follows that character's commands until the end of the Force user's next turn. If the user has the corpse of the creature being conjured to imbue with false life, this facsimile lasts until the end of the encounter instead, but the user gains 7 conflict for doing so.
Heal/Harm	Heal/Harm Basic Power	1	The Force user bolsters his ally with renewed vigor or saps his foe of vital energy. <b>Heal (light side Force user only):</b> Spend 1 to heal a number of wounds equal to Intellect from an engaged living creature (including user). <b>Harm:</b> Spend 1 to inflict a number of wounds equal to Intellect (ignoring soak) on an engaged living target. The user gains 1 Conflict. <b>Heal:</b> If no 1 generated, target heals strain equal to wounds healed.
Heal/Harm	Control: Strain	1	<b>Harm:</b> If any 1 were used to generated 1, user heals strain equal to wounds inflicted. <b>Heal:</b> Spend 1 to remove one status effect from target.
Heal/Harm	Control: Status	1	<b>Harm:</b> The user may spend 1 to heal wounds equal to wounds inflicted on target. Healed character gains 1 Conflict. The character may attempt to guide, shape, and even twist the thoughts and feelings of other. <b>Special Rule (1/1 use):</b> When guiding and shaping thoughts, only 1 generated from 1 may be used to generate negative emotions such as rage, fear, and hatred. Only 1 generated from 1 may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be created from 1 generated from either 1 or 1.
Influence	Influence Basic Power	1	The character may spend 1 to stress the mind of one living target he is engaged with, inflicting 1 strain.
Influence	Magnitude	1	Spend 1 to increase targets affected equal to Magnitude upgrades purchased.
Influence	Control: Emotion/Belief	1	The Force user may make an <b>opposed Discipline vs. Discipline check</b> combined with an <b>Influence power check</b> . If the user spends 1 and succeeds on the check, he can force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes.
Influence	Control: Skills	1	When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Force user may roll an <b>Influence power check</b> as part of his dice pool. He may spend 1 to gain 1 or 1 (user's choice) on the check.
Influence	Strength	1	When stressing the mind of a target, the character inflicts 2 strain.
Suppress	Suppress Basic Power	1	The Force user can dampen the effect of incoming force powers, dramatically diminishing their effects on himself and his allies. The user may spend 1 to add automatic 1 to force power checks made against him or any ally within short range until the end of his next turn.
Suppress	Strength	1	Spend 1 to add additional 1 equal to Strength upgrades purchased to hostile Force power checks.
Suppress	Duration	1	Ongoing effect: Commit 1 to sustain ongoing effects of the power on each affected target within range.

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**FORCE ABILITIES (Cont)**

**FORCE RATING: 2**

POWER	UPGRADE	PURCHASED	DESCRIPTION
Suppress	Control: Commit	1	Commit one or more $\odot$ . When an opponent targets the user with a Force power, after the opponent generates $\odot$ , reduce the total $\odot$ generated by 1 per $\odot$ committed, to a minimum of 0.
Suppress	Control: Destiny	1	Spend 1 Destiny Point to use Suppress as an out of turn incidental once per session.

**NOTES**

CHARACTER NAME: **Gri'tan Fant**

PLAYER NAME: **Saw**

SPECIES: **Muun**

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SPECIALIZATIONS: **Ambassador, Padawan Survivor, Makashi Duelist**

AMBASSADOR TALENT TREE



CHARACTER NAME: **Gri'tan Fant**

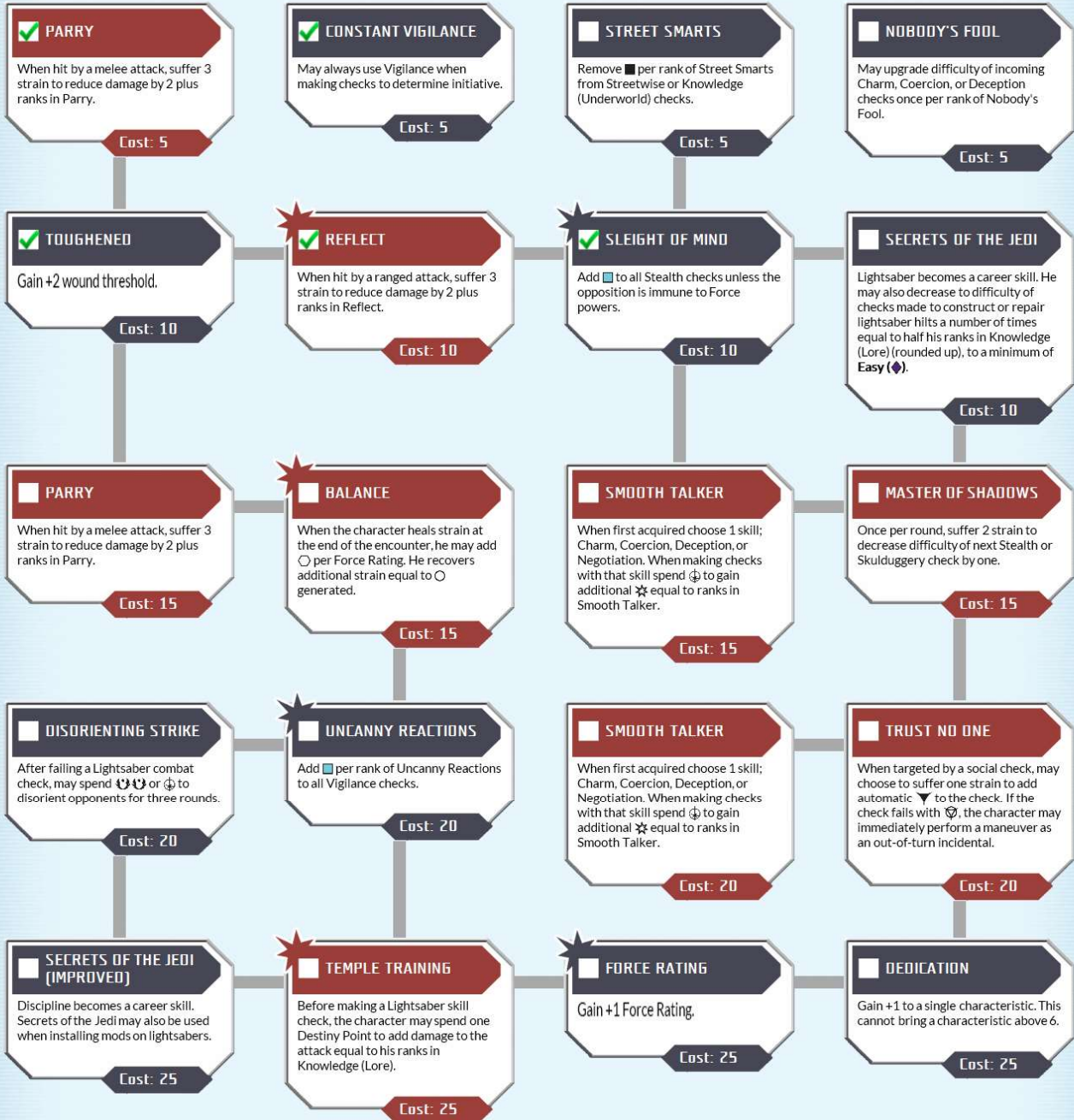
PLAYER NAME: **Saw**

SPECIES: **Muun**

CAREER: **Diplomat**

SPECIALIZATIONS: **Ambassador, Padawan Survivor, Makashi Duelist**

PADAWAN SURVIVOR TALENT TREE



CHARACTER NAME: **Gri'tan Fant**

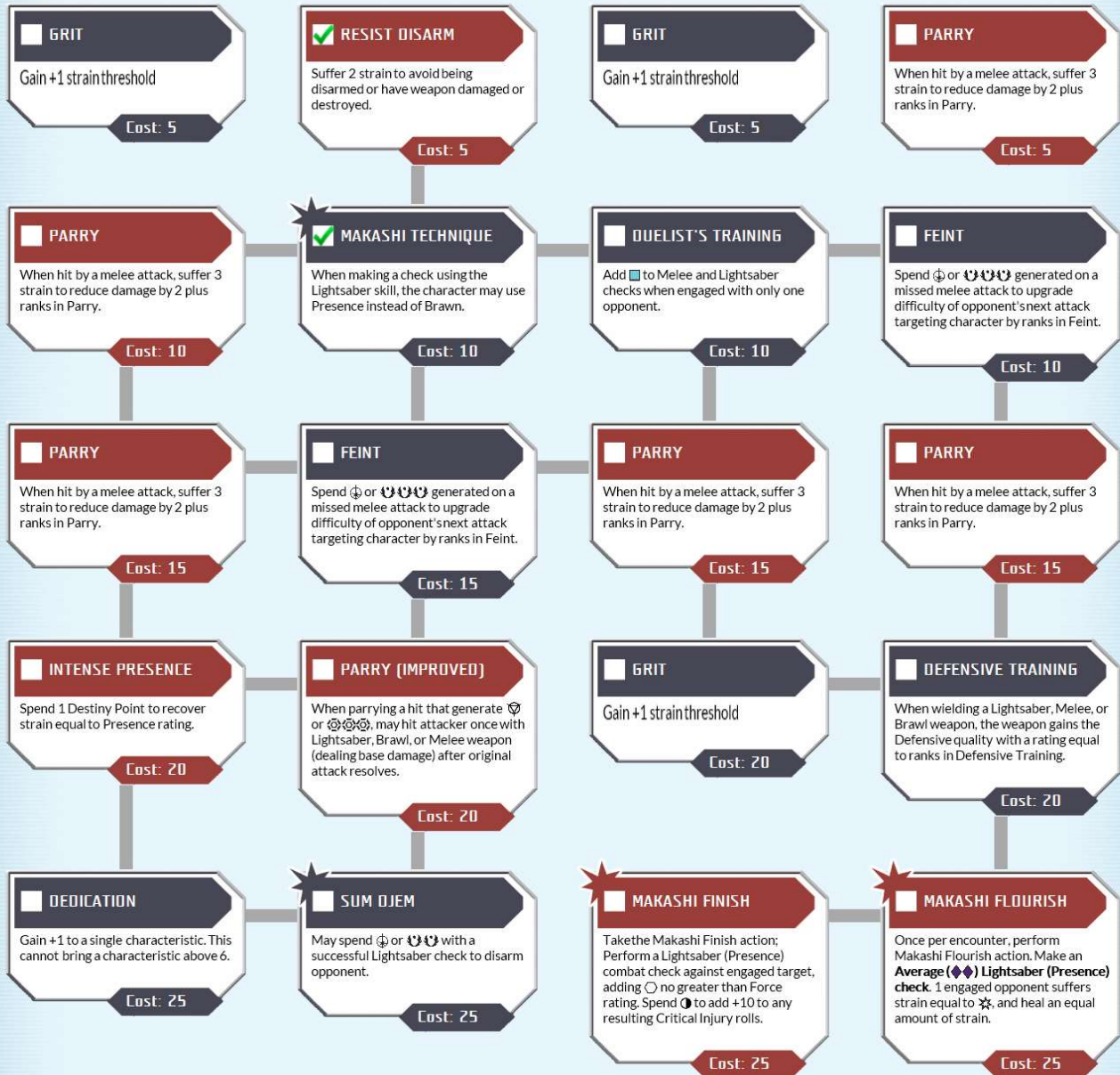
PLAYER NAME: **Saw**

SPECIES: **Muun**

CAREER: **Diplomat**

SPECIALIZATIONS: **Ambassador, Padawan Survivor, Makashi Duelist**

MAKASHI DUELIST TALENT TREE





CHARACTER NAME: **Gri'tan Fant**

PLAYER NAME: Saw

SPECIES: Muun

CAREER: Diplomat

SPECIALIZATIONS: Ambassador, Padawan Survivor, Makashi Duelist

CONJURE POWER TREE

CONJURE BASIC POWER

The Forceuser calls forth a spectral object to their hand, which lasts for a short time.

The user may spend 1 to create a facsimile of a Brawl or Melee weapon anywhere within engaged range. At the end of the user's next turn, this item dissipates. At the GM's discretion, the user can instead conjure a simple tool and other useful low-tech item with an encumbrance no greater than 1.

Cost: 20

DURATION

Commit 1 to sustain 1 conjuration per Duration upgrade purchased while it remains at medium range.

Cost: 15

NUMBER

Spend 2 to create additional, identical conjurations equal to ranks in Number upgrade purchased.

Cost: 10

MAGNITUDE

Spend 1 to increase the maximum encumbrance of the facsimile that can be conjured by 2 per Magnitude upgrade purchased.

Cost: 10

MAGNITUDE

Spend 1 to increase the maximum encumbrance of the facsimile that can be conjured by 2 per Magnitude upgrade purchased.

Cost: 20

CONTROL: DEFENSIVE, DEFLECTION, STUN

Spend 1 to add 1 of the following weapon qualities to the conjuration: Defensive 1, Deflection 1, Stun 4.

Cost: 10

DURATION

Commit 1 to sustain 1 conjuration per Duration upgrade purchased while it remains at medium range.

Cost: 15

NUMBER

Spend 2 to create additional, identical conjurations equal to ranks in Number upgrade purchased.

Cost: 10

CONTROL: BURN, PIERCE, VICIOUS

Spend 1 to add 1 of the following weapon qualities to the conjuration: Burn 3, Pierce 3, Vicious 3.

Cost: 15

RANGE

Spend 1 to increase the range at which the facsimile can be conjured and sustained by 1 (to a maximum of extreme).

Cost: 20

DURATION

Commit 1 to sustain 1 conjuration per Duration upgrade purchased while it remains at medium range.

Cost: 15

MASTERY

Spend 3 to summon the facsimile of a creature of silhouette 1 or smaller instead of an object. This creature is bound to the user's will, and mindlessly follows that character's commands until the end of the Forceuser's next turn. If the user has the corpse of the creature being conjured to imbue with false life, this facsimile lasts until the end of the encounter instead, but the user gains 7 conflict for doing so.

Cost: 20

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HEAL/HARM POWER TREE

HEAL/HARM BASIC POWER

The Force user bolsters his ally with renewed vigor or saps his foe of vital energy.

**Heal (light side Force user only):** Spend 1 to heal a number of wounds equal to Intellect from an engaged living creature (including user).

**Harm:** Spend 1 to inflict a number of wounds equal to Intellect (ignoring soak) on an engaged living target. The user gains 1 Conflict.

Cost: 15

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 15

MAGNITUDE

Spend 1 to affect 1 additional target within range per rank of Magnitude purchased.

Cost: 5

MAGNITUDE

Spend 1 to affect 1 additional target within range per rank of Magnitude purchased.

Cost: 5

CONTROL: STRAIN

**Heal:** If no 1 generated, target heals strain equal to wounds healed.

**Harm:** If any 1 were used to generated, user heals strain equal to wounds inflicted.

Cost: 20

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 20

MAGNITUDE

Spend 1 to affect 1 additional target within range per rank of Magnitude purchased.

Cost: 10

STRENGTH

**Heal:** Spend 1 to increase wounds healed by 1 per rank of Strength upgrades purchased.

**Harm:** Spend 1 to increase wounds inflicted by 1 per rank of Strength upgrades purchased.

Cost: 15

CONTROL: STATUS

**Heal:** Spend 1 to remove one status effect from target.

**Harm:** The user may spend 1 to heal wounds equal to wounds inflicted on target. Healed character gains 1 Conflict.

Cost: 20

CONTROL: MEDICINE

**Heal:** Heal additional wounds equal to ranks in Medicine.

**Harm:** Inflict additional wounds equal to ranks in Medicine.

Cost: 20

CONTROL: CRITICAL

**Heal:** May make a **Heal power check** combined with a **Hard (4) Medicine check**. If the check succeeds, one target who heals wounds also heal one Critical Injury.

**Harm:** May make a **Harm power check** combined with a **opposed Medicine vs. Resilience check**. If check succeeds, one target who suffers wounds also suffers one Critical Injury (adding +10 to the roll per 1).

Cost: 20

MASTERY

**Heal:** Once per session, spend 1 to restore 1 target who died after the end of user's last turn to life.

**Harm:** Once per session, when this power kills a target, may restore one engaged character who died this encounter to life. Each character gains 7 Conflict.

Cost: 20

STRENGTH

**Heal:** Spend 1 to increase wounds healed by 1 per rank of Strength upgrades purchased.

**Harm:** Spend 1 to increase wounds inflicted by 1 per rank of Strength upgrades purchased.

Cost: 15

CHARACTER NAME: **Gri'tan Fant**      PLAYER NAME: Saw  
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INFLUENCE POWER TREE

INFLUENCE BASIC POWER

The character may attempt to guide, shape, and even twist the thoughts and feelings of other.

**Special Rule (○/● use):** When guiding and shaping thoughts, only ● generated from ● may be used to generate negative emotions such as rage, fear, and hatred. Only ○ generated from ○ may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be created from ● generated from either ○ or ●.

The character may spend ● to stress the mind of one living target he is engaged with, inflicting 1 strain.

Cost: 10

RANGE

Spend ● to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 5

MAGNITUDE

Spend ● to increase targets affected equal to Magnitude upgrades purchased.

Cost: 5

CONTROL: EMOTION/BELIEF

The Force user may make an **opposed Discipline vs. Discipline check** combined with an **Influence power check**. If the user spends ● and succeeds on the check, he can force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes.

Cost: 10

CONTROL: SKILLS

When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Force user may roll an **Influence power check** as part of his dice pool. He may spend ● to gain ✨ or 🌀 (user's choice) on the check.

Cost: 15

STRENGTH

When stressing the mind of a target, the character inflicts 2 strain.

Cost: 10

RANGE

Spend ● to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 10

MAGNITUDE

Spend ● to increase targets affected equal to Magnitude upgrades purchased.

Cost: 5

DURATION

Spend ● to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

Cost: 5

DURATION

Spend ● to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

Cost: 5

RANGE

Spend ● to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 10

MAGNITUDE

Spend ● to increase targets affected equal to Magnitude upgrades purchased.

Cost: 10

DURATION

Spend ● to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

Cost: 5

DURATION

Spend ● to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

Cost: 5

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**SUPPRESS POWER TREE**

**SUPPRESS BASIC POWER**

The Force user can dampen the effect of incoming force powers, dramatically diminishing their effects on himself and his allies.

The user may spend 1 to add automatic 1 to force power checks made against him or any ally within short range until the end of his next turn.

Cost: 10

**STRENGTH**

Spend 1 to add additional 1 equal to Strength upgrades purchased to hostile Force power checks.

Cost: 5

**DURATION**

Ongoing effect: Commit 1 to sustain ongoing effects of the power on each affected target within range.

Cost: 5

**RANGE**

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 5

**CONTROL: COMMIT**

Commit one or more 1. When an opponent targets the user with a Force power, after the opponent generates 1, reduce the total 1 generated by 1 per 1 committed, to a minimum of 0.

Cost: 10

**RANGE**

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 5

**STRENGTH**

Spend 1 to add additional 1 equal to Strength upgrades purchased to hostile Force power checks.

Cost: 10

**CONTROL: DESTINY**

Spend 1 Destiny Point to use Suppress as an out of turn incidental once per session.

Cost: 10

**RANGE**

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 5

**MASTERY**

The user may make a Suppress power check along with an opposed Discipline vs. Discipline check targeting another Force user within short range. If the user spends 11 and succeeds on the check, the target Force user immediately uncommits all 1 and ends all ongoing effects of Force powers and Force talents that required committed 1.

Cost: 20

**CONTROL: STRAIN**

Whenever a Force user targets a character affected by Suppress with a hostile Force power, if that opponent used 1 to generate 1 on the check, he suffers strain equal to the user's ranks in Discipline.

Cost: 15

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**ENCUMBRANCE**

**ENCUMBRANCE**  
 VALUE **7**    THRESHOLD **7**

• You are unencumbered.

**MONEY**

**CREDITS**  
**475**

**ACQUIRED CREDITS**

**WEAPONS**

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL	
<b>12 Defender</b>	1	1	✓	✓	✓	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.	
<b>Blaster Carbine</b>	1	3	✓		✓	9	3	Medium	Qualities: Stun Setting	
<b>Basic Lightsaber</b>	1	1	✓	✓	✓	6	2	Engaged	Qualities: Breach 1, Sunder	
<b>Carried Encumbrance:</b>		<b>5</b>								

**ARMOR**

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL	
<b>Concealing Robes</b>	1	0	✓	✓	✓	1	0	0	Features: Add ■ to checks to notice or recognize an individual wearing concealing robes.	
<b>Heavy Clothing</b>	1	1	✓		✓	1	0	0		
<b>Jedi Training Suit (Unweighted)</b>	1	1	✓	✓	✓	2	0	0		
<b>Jedi Battle Armor</b>	1	5			✓	2	1	1	Features: Wearing Jedi Battle Armor fitted for someone else adds ■■ to all combat checks. Fitting to new wearer requires a Hard (◆◆) Mechanics check and an hour to complete.	
<b>Carried Encumbrance:</b>		<b>2</b>								

**GEAR**

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL	
<b>Comlink (handheld)</b>	1	0	✓	✓	✓		
<b>Sample Holocron</b>	1	1			✓	Features: Skill (Ranged - Light as Career Skill) Mod, Adds □□ to Vigilance checks, 2 Innate Talent (Sleight of Mind) Mods	
<b>Carried Encumbrance:</b>		<b>0</b>					

**VEHICLES**

VEHICLE MODEL/NAME	TYPE	SILH	SPEED	HAND	ARMOR	F-DEF	A-DEF	P-DEF	S-DEF	HULL	STRAIN
<b>Oduran Luxury Landspeeder "Evening Sun"</b>	Landspeeder	2	2	0	0	0	0	--	--	4	6

**NOTES**

NAME: *Evening Sun* CATEGORY: *Land Vehicle*  
 MODEL: *Oduran Luxury Landspeeder* HULL TYPE: *Landspeeder*  
 HARD POINTS: *Total: 0, Remaining: 0* COST/RARITY: *25,000/4*

**2**  
SILHOUETTE

**2**  
SPEED

**--**  
HANDLING

FORE DEFENSE  
**0**  
AFT DEFENSE  
**0**

HULL TRAUMA  
**4**

SYSTEM STRAIN  
**6**

ARMOR  
**0**

ENCUMBRANCE  
**0** VALUE **25** CAPACITY

CURRENT

DESCRIPTION

Sensor Range: *Close*

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Crew: *One pilot*

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Passengers: *5*



SPEED TRACK  
**0** **1** **2** 3 4 5 6 7 8 9  
FULL STOP PUNCH IT.

CRITICAL HITS	
RESULT	SEVERITY
	◆ ◆ ◆ ◆
	◆ ◆ ◆ ◆
	◆ ◆ ◆ ◆
	◆ ◆ ◆ ◆

ABOUT THE EVENING SUN

CURRENT ACTIONS

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

NOTES