

CHARACTER NAME: **Korren Mayvus** PLAYER NAME: **Randall Dorn**
 SPECIES: **Tognath** CAREER: **Guardian**
 SPECIALIZATIONS: **Armorer, Niman Disciple, Knight**

CHARACTERISTICS

2 BRAWN	2 AGILITY	3 INTELLECT	2 CUNNING	6 WILLPOWER	2 PRESENCE
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ATTRIBUTES

WOUND 14	STRAIN 17	SOAK 5 <i>Parry: 7, Reflect: 7</i>	CRITICAL INJURIES
		DEFENSE 2 2 RANGED MELEE	RESULT SEVERITY
			◇ ◇ ◇ ◇
			◇ ◇ ◇ ◇
			◇ ◇ ◇ ◇
			◇ ◇ ◇ ◇

SKILLS

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

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Survival (Cun)	-	-	◇ ◇ ◇ ◇
Vigilance (Wil)	✓	6	◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	-	◇ ◇ ◇ ◇
Gunnery (Ag)	-	-	◇ ◇ ◇ ◇
Lightsaber (Wil)	✓	5	◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇
Melee (Br)	✓	-	◇ ◇ ◇ ◇
Ranged - Heavy (Ag)	-	-	◇ ◇ ◇ ◇
Ranged - Light (Ag)	-	-	◇ ◇ ◇ ◇

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

WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	CRITICAL	DICE POOL	SPECIAL
Gungan Personal Energy Shield	Melee	Engaged	1	◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇	◇ ◇	() Defensive 2, Deflection 2, Disorient 2
Korren's Lightsaber	Lightsaber	Engaged	10	◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇	◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇ ◇	() Breach 1, Sunder, Superior, Defensive 2

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DESCRIPTION

GENDER: *Male*
 AGE: *40*
 HEIGHT: *5'11"*
 BUILD: *Medium*
 HAIR: *None*
 EYES: *Cybernetic*



NOTABLE FEATURES

MOTIVATIONS

DISCOVERY

THE LOST

MORALITY

STARTING

CURRENT

CONFLICT

50

EMPATHY

VENGEANCE

Light-Side Force User

BACKGROUND

BEGINNINGS

The Down and Out

ATTITUDE TOWARD FORCE

An Ancient Religion

REASON FOR ADVENTURE

Opportunity Knocks

NOTES

Last Modified: Thursday, August 1, 2019 8:23 AM

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SPECIES: **Tognath**

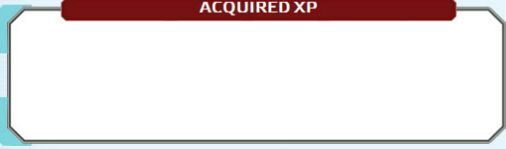
CAREER: **Guardian**

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EXPERIENCE

TOTAL XP: **1020** EARNED XP: **900** USED XP: **1020** UNUSED XP: **0**

ACQUIRED XP



SPECIES FEATURES

Cybernetics *Implants*

Tognath begin play with Cybernetic Implants (see skill boosts due to implants to eyes/speciallenses. Counts as 1 implant against limit on implants). Users with cybernetic eyes gain +1 Vigilance and Perception.

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Armor Master	--	Passive	Armorer	When wearing armor, increase total soak value by 1.
Armor Master (Improved)	--	Passive	Armorer	When wearing armor with a soak value of 2 or higher, increase defense by 1.
Armor Master (Supreme)	--	OOT Incidental	Armorer	Once per round, may suffer 3 strain to take the Armor Master incidental; reduce the next Critical Injury suffered by 10 per point of soak, to a minimum of 1.
★ Center of Being	1	Maneuver	Niman Disciple	Take a Center of Being maneuver. Until the beginning of the next turn, attacks against the characters increase their critical rating by 1 per rank of Center of Being.
★ Center of Being (Improved)	--	Passive	Niman Disciple	Suffer 1 strain to perform Center of Being maneuver as an incidental.
★ Circle of Shelter	--	Passive	Knight	When an engaged ally suffers a hit, may use Parry or Reflect incidental against the hit.
Dedication	2	Passive	Armorer, Niman Disciple	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. Bonus Characteristics: Willpower +1, Willpower +1
Defensive Training	2	Passive	Niman Disciple	When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.
★ Force Rating	2	Passive	Armorer, Niman Disciple	Gain +1 Force Rating.
Gearhead	1	Passive	Armorer	Remove ■ per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.
Grit	3	Passive	Armorer, Niman Disciple	Gain +1 Strain threshold.
Guardian of the Republic	--	Passive	Knight	After the character uses Parry or Reflect to reduce damage from a hit against an ally, that ally cannot be targeted by combat checks for the rest of the round.
★ Imbue Item	--	Maneuver	Armorer	Take the Imbue Item maneuver; suffer 1 strain and commit ○ to grant one weapon, piece of armor, or item an improvement while ○ remains committed. Suffer 1 strain every round ○ remains committed.
Inventor	1	Passive	Armorer	When constructing new items or modifying attachments, add ■ or remove ■ per rank of inventor.
Jump Up	--	Incidental	Knight	Once per round, may stand from seated or prone as an incidental.
★ Mental Tools	--	Passive	Armorer	Always count as having the right tools for the job when performing Mechanics checks.
★ Niman Technique	--	Passive	Niman Disciple	When making a Lightsaber skill check, the character may use Willpower instead of Brawn.
Nobody's Fool	1	Passive	Niman Disciple	May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.
Parry	5	OOT Incidental	Niman Disciple, Knight	When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
Parry (Improved)	--	OOT Incidental	Knight	When parrying a hit that generated ☉ or ☉☉☉, may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage) after original attack resolves.

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TALENTS (Cont)

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Quick Draw	--	Incidental	Magnetic Weapon Tether	Once per round, draw or holster a weapon or accessible item as an incidental.
Quick Strike	1	Passive	Threat Monitor	Add per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
★ Reflect	5	OOT Incidental	Niman Disciple, Knight	When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.
★ Reflect (Improved)	--	OOT Incidental	Knight	When reflecting a hit that generated or , may hit one target in medium range with the same damage as the initial hit, after original attack resolves.
Researcher	1	Passive	Knight	Remove per rank of Researcher from Knowledge checks. Researching a subject takes half the time.
★ Sense Emotions	--	Passive	Niman Disciple, Knight	Add to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.
Side by Side	--	Passive	Knight	When the character and one or more engaged allies are wielding lightsabers, add to all combat checks that target the characters or those allies.
★ Sum Djem	--	Passive	Niman Disciple	May spend or with successful Lightsaber check to disarm opponent.
Tinkerer	1	Passive	Armorer	May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.
Toughened	1	Passive	Armorer	Gain +2 wound threshold.

FORCE ABILITIES

FORCE RATING: 3

POWER	UPGRADE	PURCHASED	DESCRIPTION
Sense	Sense Basic Power	1	The Force user can sense the Force interacting with the world around him. The user may spend 1 to sense all living things within short range (including sentient and non-sentient beings). The user may spend 3 to sense the current emotional state of one living target with whom he is engaged.
Sense	Control: Upgrade Difficulty	1	Ongoing effect: Commit 1 once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.
Sense	Duration	1	Sense's ongoing effects may be triggered one additional time per round.
Sense	Strength	1	When using Sense's ongoing effects, upgrade the pool twice, instead of once.
Sense	Control: Upgrade Ability	1	Ongoing effect: Commit 1 once per round, when the Force user makes a combat check, he upgrades the ability of that check once.
Protect/Unleash	Protect/Unleash Basic Power	1	The force user guides the flow of energy, protecting himself and others or unleashing blasts of power upon his foes. Protect: The user makes a Protect power check and rolls an Average (◆◆) Discipline check as part of the pool. Spend to reduce damage from an energy-based weapon that hits himself or an engaged character by amount equal to Willpower plus 1 per ★. Dark side Force users may only protect themselves. Unleash: The user makes an Unleash power check as a ranged attack and rolls an Average (◆◆) Discipline check for difficulty. If check succeeds and spends , the attack hits. It has a range of short, a base damage equal to Willpower, and a critical rating of 4. The user gains 1 conflict.
Protect/Unleash	Strength	2	Spend to decrease damage or add damage equal to ranks of Strength purchased.
Protect/Unleash	Control: Defense/Strain	1	Protect: Spend to gain defense equal to spent. Unleash: Spend to inflict 1 strain on target.

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ARMORER TALENT TREE



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NIMAN DISCIPLE TALENT TREE

PARRY
When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
Cost: 5

NOBODY'S FOOL
May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.
Cost: 5

REFLECT
When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.
Cost: 5

GRIT
Gain +1 Strain threshold.
Cost: 5

DEFENSIVE TRAINING
When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.
Cost: 10

NIMAN TECHNIQUE
When making a Lightsaber skill check, the character may use Willpower instead of Brawn.
Cost: 10

TOUGHENED
Gain +2 wound threshold.
Cost: 10

PARRY
When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
Cost: 10

PARRY
When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
Cost: 15

SENSE EMOTIONS
Add to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.
Cost: 15

REFLECT
When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.
Cost: 15

DEFENSIVE TRAINING
When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.
Cost: 15

SUM OJEM
May spend or with successful Lightsaber check to disarm opponent.
Cost: 20

REFLECT
When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.
Cost: 20

DRAW CLOSER
Perform Draw Closer action; make a Lightsaber (Willpower) combat check against one silhouette 1 target within medium range, adding no greater than Force Rating to check. Spend 3 to move target one range band closer or add to check.
Cost: 20

CENTER OF BEING
Take a Center of Being maneuver. Until the beginning of the next turn, attacks against the characters increase their critical rating by 1 per rank of Center of Being.
Cost: 20

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
Cost: 25

FORCE ASSAULT
Spend or on a missed Lightsaber (Willpower) combat check to immediately perform Move force power action as a maneuver.
Cost: 25

FORCE RATING
Gain +1 Force Rating.
Cost: 25

CENTER OF BEING (IMPROVED)
Suffer 1 strain to perform Center of Being maneuver as an incidental.
Cost: 25

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KNIGHT TALENT TREE

GRIT
Gain +1 Strain threshold.
Cost: 5

JUMP UP
Once per round, may stand from seated or prone as an incidental.
Cost: 5

RESEARCHER
Remove per rank of Researcher from Knowledge checks. Researching a subject takes half the time.
Cost: 5

GRIT
Gain +1 Strain threshold.
Cost: 5

PARRY
When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
Cost: 10

PARRY
When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
Cost: 10

SENSE EMOTIONS
Add to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.
Cost: 10

RESEARCHER
Remove per rank of Researcher from Knowledge checks. Researching a subject takes half the time.
Cost: 10

REFLECT (IMPROVED)
When reflecting a hit that generated or , may hit one target in medium range with the same damage as the initial hit, after original attack resolves.
Cost: 15

REFLECT
When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.
Cost: 15

PARRY (IMPROVED)
When parrying a hit that generated or , may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage) after original attack resolves.
Cost: 15

BALANCE
When a character heals strain at the end of the encounter, he may add per Force Rating. He regains additional strain equal to generated.
Cost: 15

CIRCLE OF SHELTER
When an engaged ally suffers a hit, may use Parry or Reflect incidental against the hit.
Cost: 20

SIDE BY SIDE
When the character and one or more engaged allies are wielding lightsabers, add to all combat checks that target the characters or those allies.
Cost: 20

REFLECT
When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.
Cost: 20

WILL OF THE FORCE
Once per round after a failing a skill check, the character may convert one dark side Destiny Point to a light side Destiny Point.
Cost: 20

GUARDIAN OF THE REPUBLIC
After the character uses Parry or Reflect to reduce damage from a hit against an ally, that ally cannot be targeted by combat checks for the rest of the round.
Cost: 25

SABER THROW
Perform Saber Throw action, make Lightsaber combat check as ranged attack at target within medium range, adding no greater than Force Rating. Must spend and succeed to hit target; spend to have weapon return to hand.
Cost: 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
Cost: 25

FORCE RATING
Gain +1 Force Rating.
Cost: 25

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SENSE POWER TREE

SENSE BASIC POWER

The Force user can sense the Force interacting with the world around him. The user may spend 1 ● to sense all living things within short range (including sentient and non-sentient beings). The user may spend 3 to sense the current emotional state of one living target with whom he is engaged.

Cost: 10

CONTROL: UPGRADE DIFFICULTY

Ongoing effect: Commit 1 ○ once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

Cost: 10

CONTROL: SENSE THOUGHTS

Effect: Spend ●. The Force user senses the current thoughts of one living target with whom he is engaged.

Cost: 10

DURATION

Sense's ongoing effects may be triggered one additional time per round.

Cost: 10

RANGE

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

Cost: 5

MAGNITUDE

Spend ● to increase number of targets affected by power equal to Magnitude upgrades purchased.

Cost: 5

STRENGTH

When using Sense's ongoing effects, upgrade the pool twice, instead of once.

Cost: 10

RANGE

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

Cost: 10

MAGNITUDE

Spend ● to increase number of targets affected by power equal to Magnitude upgrades purchased.

Cost: 10

CONTROL: UPGRADE ABILITY

Ongoing effect: Commit 1 ○ once per round, when the Force user makes a combat check, he upgrades the ability of that check once.

Cost: 10

RANGE

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

Cost: 10

MAGNITUDE

Spend ● to increase number of targets affected by power equal to Magnitude upgrades purchased.

Cost: 10

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ENCUMBRANCE

ENCUMBRANCE
8 | **8**
 VALUE | THRESHOLD

• You are unencumbered.

MONEY

CREDITS
950

ACQUIRED CREDITS

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
Gungan Personal Energy Shield	1	4	✓		✓	1	5	Engaged	Qualities: Defensive 2, Deflection 2, Disorient 2 Attachments: <i>Shield Discharge Pack</i> (When wielder suffers hit from Melee, Brawl, or Lightsaber combat check, may spend 3 strain, ignoring soak., 1 Innate Talent (Defensive Stance) Mod, 2 Quality (Disorient 1) Mods)
Korren's Lightsaber	1	1	✓	✓	✓	10	2	Engaged	Qualities: Breach 1, Sunder, Superior, Defensive 2 Features: Personalized Design : When the lightsaber's creator makes a successful Lightsaber check, an automatic 3 is added. All others add automatic 1. 1 Add 1 to Combat Check Mod, Attachments: <i>Illum Crystal</i> (Changes Base Damage to 6 Mod, Changes Base Critical Rating to 2 Mod, 1 Grant Quality (Breach 1) Mod, Quality (Sunder) Mod, 1 Damage +3 Mod), <i>Superior Hilt Personalization</i> (Quality (Superior) Mod), <i>Magnetic Weapon Tether</i> (Wielder may recover engaged weapon as incidental., Innate Talent (Quick Draw) Mod)

Carried Encumbrance: 5

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL
Jedi Battle Armor	1	2	✓	✓	✓	2	1	1	Features: Wearing Jedi Battle Armor fitted for someone else adds 1 to all combat checks., Fitting to new wearer requires a Hard (4) Mechanics check and an hour to complete., Attachments: <i>Threat Monitor</i> (1 Add 3 to Initiative Check Mod, 1 Innate Talent (Quick Strike) Mod)

Carried Encumbrance: 2

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Jedi Utility Belt	1	0	✓	✓	✓	Features: 1 Increase Encumbrance Threshold by 1 Mod
Breath Mask	1	1	✓	✓	✓	
Cybernetic Eyes	1	0	✓	✓	✓	Features: 1 Skill (Vigilance) Mod, 1 Skill (Perception) Mod
Field Rations	3	0			✓	
Medpac	1	2			✓	Features: Grants 1 to all Medicine skill checks
Jedi Multi-Tool	1	2			✓	Features: Adds automatic 1 to build, modify, or repair lightsabers.
Glow Rod	1	1			✓	
Comlink (handheld)	1	0			✓	
A99 Aquata Breather	1	0			✓	

Carried Encumbrance: 1