

CHARACTER NAME: **Elias Windrider 1500xpC** PLAYER NAME: **Keith**  
 SPECIES: **Human** CAREER: **Warrior**  
 SPECIALIZATIONS: **Steel Hand Adept, Niman Disciple, Padawan Survivor, Sentry**

## CHARACTERISTICS

<b>3</b>	<b>4</b>	<b>4</b>	<b>2</b>	<b>5</b>	<b>2</b>
<b>BRAWN</b>	<b>AGILITY</b>	<b>INTELLECT</b>	<b>CUNNING</b>	<b>WILLPOWER</b>	<b>PRESENCE</b>

## ATTRIBUTES

<b>WOUND</b> <b>23</b>	<b>STRAIN</b> <b>17</b>	<b>SOAK</b> <b>5</b> <small>Parry: 8, Reflect: 7</small>	<b>CRITICAL INJURIES</b> <table border="1"> <thead> <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>	RESULT	SEVERITY		◇◇◇◇		◇◇◇◇		◇◇◇◇		◇◇◇◇
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<b>DEFENSE</b> <table border="1"> <tr> <td><b>2</b></td> <td><b>2</b></td> </tr> <tr> <td><b>RANGED</b></td> <td><b>MELEE</b></td> </tr> </table>			<b>2</b>	<b>2</b>	<b>RANGED</b>	<b>MELEE</b>							
<b>2</b>	<b>2</b>												
<b>RANGED</b>	<b>MELEE</b>												

## SKILLS

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

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Survival (Cun)	✓	1	◇◇◇◇◇
Vigilance (Wil)	✓	2	◇◇◇◇◇

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

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)	-	-	◇◇◇◇◇
Education (Int)	-	-	◇◇◇◇◇
Lore (Int)	-	5	◇◇◇◇◇
Outer Rim (Int)	-	-	◇◇◇◇◇
Underworld (Int)	-	-	◇◇◇◇◇
Warfare (Int)	-	-	◇◇◇◇◇
Xenology (Int)	-	-	◇◇◇◇◇

## WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	CRITICAL	DICE POOL	SPECIAL
<b>Standard Lightsaber Hilt</b>	Lightsaber	Engaged	<b>8</b>	○○○○	◇◇◇◇◇	() Accurate 1, Breach 1, Disorient 3, Sunder, Concussive 2, Defensive 2
<b>Blaster Pistol</b>	Ranged - Light	Medium	<b>6</b>	○○○○	◇◇◇◇◇	() Stun Setting
<b>Unarmed</b>	Brawl	Engaged	<b>3</b>	○○○○	◇◇◇◇◇	() Disorient 1, Knockdown, Stun Setting, Defensive 2

## NOTES

CHARACTER NAME: **Elias Windrider 1500xpC** PLAYER NAME: **Keith**  
 SPECIES: **Human** CAREER: **Warrior**  
 SPECIALIZATIONS: **Steel Hand Adept, Niman Disciple, Padawan Survivor, Sentry**

## DESCRIPTION

GENDER: *Male*AGE: *25*HEIGHT: *178 cm*BUILD: *compact muscled*HAIR: *brown*EYES: *grey*

## NOTABLE FEATURES

Elias has a scar on his right ribcage where he was gored by a bantha and gained "steely nerves" as a 10 xp scar talent.

## MOTIVATIONS

BELIEF

THE FORCE

## MORALITY

STARTING

CURRENT

CONFLICT

**38**

DISCIPLINE

OBSTINANCE

Light-Side Force User

## BACKGROUND

BEGINNINGS

Primitive Backwater

ATTITUDE TOWARD FORCE

One with the Force

REASON FOR ADVENTURE

Ancient Order

## NOTES



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## EXPERIENCE

TOTAL XP  
**1500**EARNED XP  
**1380**USED XP  
**1490**UNUSED XP  
**10**

## 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
★ <b>Acklay's Scything Strike</b>	--	Passive	Steel Hand Adept	Brawl attacks gain pierce equal to force rating
★ <b>Balance</b>	--	Maneuver	Padawan Survivor	When the character recovers from strain at the end of each encounter, he may roll his Force rating in Force dice. He recovers addition strain equal to the ◯ rolled.
<b>Conditioned</b>	1	Passive	Sentry	The character removes ■ per rank of Conditioned from his Athletics and Coordination checks. He reduces the damage and strain suffered from falling by 1 per rank of Coordination.
<b>Constant Vigilance</b>	--	Passive	Padawan Survivor, Sentry	The character may always choose the Vigilance skill when making checks to determine initiative.
<b>Dedication</b>	4	Passive	Steel Hand Adept, Niman Disciple, Padawan Survivor, Sentry	Each rank permanently increase a single characteristic of the player's choice by one point. This cannot bring a characteristic above six. <b>Bonus Characteristics:</b> Willpower +1, Willpower +1, Intellect +1, Agility +1
<b>Defensive Training</b>	2	Passive	Niman Disciple	When the character wields a Lightsaber weapon, Melee weapon, or Brawl weapon, that weapon gains ranks in the Defensive item quality equal to the character's ranks in Defensive Training (this replaces ranks in Defensive the weapon already has).
<b>Dodge</b>	2	OOT Incidental	Steel Hand Adept, Sentry	When targetted by a combat check (range or melee) the character may choose to immediately perform a Dodge incidental to suffer a number of strain, then upgrade the difficulty of the combat check by that number. The number of strain suffered can not exceed his ranks in Dodge.
★ <b>Draw Closer</b>	--	Action	Niman Disciple	<i>Force talent.</i> The character may take a Draw Closer action, making a Lightsaber (Willpower) melee combat check against one silhouette 1 (or smaller) target within medium range and adding a number of ◯ no greater than Force rating to the check. The character may spend ◯ before resolving the success or failure of the check to move the target one range band closer to the character including (including from short to engaged). He may also spend ◯ to add ★ to the combat check. If the character cannot move his target to engage him, the combat check automatically misses.
★ <b>Far Strike</b>	--	Action	Steel Hand Adept	Brawl attack as ranged adding Force points up to force rating Increase Range by each Force point spent.
★ <b>Force Assault</b>	--	Passive	Niman Disciple	<i>Force talent.</i> Upon missing an opponent with a Lightsaber (Willpower) combat check, the character may spend ◯ or ◯◯ to perform a Move Force power action as a maneuver this turn (the character must still be able to perform maneuvers and still may not perform more than two maneuvers in a turn).  The character must have already purchased the Move Force power to use it as part of this ability.
★ <b>Force Rating</b>	3	Passive	Steel Hand Adept, Padawan Survivor, Sentry	Each rank permanently increases Force rating by one.
<b>Grit</b>	4	Passive	Steel Hand Adept, Niman Disciple, Sentry	Each rank of Grit increases a character's strain threshold by one.
★ <b>Impossible Fall</b>	--	OOT Incidental	Sentry	<i>Force talent.</i> Once per session, when the character is falling, he may perform the "Impossible Fall" incidental. He makes a Force power check and may spend ◯ to land somewhere safe, such as on a pile of empty boxes in a street or a muddy spot in the middle of a lava field. The character may then spend additional ◯ to reduce the effects of the fall by one range band (see <b>Table 6-9: Falling Damage</b> on page 221 of the <b>Force and Destiny</b> Core Rulebook), and may do so multiple times.

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## TALENTS (Cont)

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Improved Dodge	--	OOT Incidental	Steel Hand Adept	After using Dodge can make a move maneuver as an out of turn incidental.
Iron Body	2	Passive	Steel Hand Adept	Remove a Setback from Coordination and Resilience per rank. Reduce Crit rating of unarmed attacks by 1 (min. 1) per rank.
✧ Niman Technique	--	Passive	Niman Disciple	<i>Force talent.</i> When making a Lightsaber skill check, the character may use Willpower instead of Brawn.
Nobody's Fool	1	Passive	Niman Disciple	The difficulty of any Charm, Coercion, or Deception checks attempted against the character is upgraded once for each rank of Nobody's Fool.
Parry	6	OOT Incidental	Steel Hand Adept, Niman Disciple, Padawan Survivor	When the character suffers a hit from a Brawl, Melee, or Lightsaber combat check, after damage is calculated (but before soak is applied, so immediately after step 3 of <b>Perform a Combat Check</b> , page 210 of FaD core rulebook), the character may take a Parry incidental. He suffers 3 strain and reduces the damage dealt by that hit by a number equal to 2 plus his ranks in Parry. This talent may only be used once per hit and when the character is wielding a Lightsaber or Melee weapon.
Precision Strike	--	OOT Incidental	Steel Hand Adept	When the character inflicts a Critical Injury with a Brawl, Melee, or Lightsaber weapon, he may suffer 1 strain to change the result to any <b>Easy</b> (♦) Critical Injury Result.  Additionally, whenever the character defeats a minion or rival NPC, he may always choose to do so by non-lethal means, even if the environment or exceptional circumstances would normally make that very difficult or impossible.
Precision Strike (Improved)	--	OOT Incidental	Steel Hand Adept	Once per round, when the character inflicts a Critical Injury with a Melee or Brawl weapon, he may suffer 2 strain to change the result to any <b>Average</b> (♦♦) Critical Injury Result.
✧ Reflect	5	OOT Incidental	Niman Disciple, Padawan Survivor, Sentry	<i>Force talent.</i> When the character suffers a hit from a Ranged (Light), Ranged (Heavy), or Gunnery combat check, and after damage is calculated (but before soak is applied, so immediately after step 3 of <b>Perform a Combat Check</b> , page 210 of FaD core rulebook), he may take the Reflect incidental. He suffers 3 strain and reduces the damage dealt by that hit by a number equal to 2 plus his ranks in Parry. This talent may only be used once per hit and when the character is wielding a Lightsaber weapon.
✧ Reflect (Improved)	--	OOT Incidental	Sentry	<i>Force talent.</i> When the character suffers a hit from a Range (Light), Ranged (Heavy), or Gunnery combat check and uses the Reflect incidental to reduce the damage from that hit, after the attack is resolved, the character may spend ☉ or ☉☉☉ to automatically hit one target within medium range, dealing the same damage as the hit from the initial ranged attack.  The range attack's hit must be one that is able to be reflected and redirected (generally only blaster weapons or other energy attacks fall into this category; anything else is subject to GM oversight). This talent may not be used if the original attack incapacitates the character.
Secrets of the Jedi	--	Passive	Padawan Survivor	Lightsaber becomes a career skill. He may also decrease the difficulty of checks made to construct or repair lightsaber hilts a number of times equal to half his ranks in Knowledge[Lore] (rounded up), to a minimum of <b>Easy</b> ♦.
Secrets of the Jedi (Improved)	--	Passive	Padawan Survivor	Discipline becomes a career skill. Secrets of the Jedi may also be used when installing mods on lightsabers. <b>Bonus Career Skill:</b> Discipline
✧ Sense Emotions	--	Passive	Niman Disciple	The character adds ☐ to all Charm, Coercion, and Deception checks unless the target is immune to Force Powers.
✧ Sleight of Mind	2	Passive	Padawan Survivor, Sentry	<i>Force Talent</i> The character adds ☐ per rank of Sleight of Mind to his Stealth checks unless the being attempting to detect the character is immune to Force Powers.
Steely Nerves	--	Incidental	GM Grant	The character may spend one Destiny Point to ignore the effects of ongoing Critical Injuries on any Presence or Willpower related checks until the end of the encounter. He still suffers from the injury itself.
✧ Sum Djem	--	Passive	Niman Disciple	<i>Force talent.</i> When the character makes a successful Lightsaber combat check, he may spend ☉ or ☉☉ to disarm the opponent (with GM's approval). The disarmed weapon lands anywhere within short range of the engagement (character's choice).




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## TALENTS (Cont)

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Swift	--	Passive	Steel Hand Adept	The character does not suffer the penalties for moving through difficult terrain (he moves through it at normal speed, without spending additional maneuvers).
★ Temple Training	--	Incidental	Padawan Survivor	Before making a Lightsaber skill check, the character may spend one Destiny point to add damage to the attack equal to his ranks in Knowledge (Lore).
Toughened	5	Passive	Steel Hand Adept, Niman Disciple, Padawan Survivor, Sentry	The character increases his wound threshold by two per rank of Toughened.
Unarmed Parry	--	Passive	Steel Hand Adept	May Use Parry while unarmed. Reduce the strain cost to use Parry while unarmed by 1 (min. 1).
★ Uncanny Reactions	3	Passive	Padawan Survivor, Sentry	<i>Force Talent.</i> The character adds  per rank of Uncanny Reactions to his Vigilance checks.

## FORCE ABILITIES

FORCE RATING: 4

POWER	UPGRADE	PURCHASED	DESCRIPTION
Enhance	Enhance Basic Power	1	When making an Athletics check, the Force user may roll an <b>Enhance power check</b> as part of the pool. The user may spend  to gain  or  (user's choice) on the check.
Enhance	Control: Coordination	1	Enhance can be used with the Coordination skill.
Enhance	Control: Resilience	1	Enhance can be used with the Resilience skill.
Enhance	Control: Force Leap (Horizontal)	1	Take a Force Leap action. Make an <b>Enhance power check</b> . The user may spend  to jump horizontally to any location in short range.
Enhance	Control: Piloting - Planetary	1	Enhance can be used with the Piloting (Planetary) skill.
Enhance	Control: Brawl	1	Enhance can be used with the Brawl skill.
Enhance	Control: Force Leap (Vertical)	1	When performing a Force Leap, the user can jump vertically in addition to jumping horizontally.
Enhance	Control: Piloting - Space	1	Enhance can be used with the Piloting (Space) skill.
Enhance	Range	1	Spend  to increase power's range by a number of range bands equal to Range upgrades purchased.
Enhance	Control: Force Leap (Maneuver)	1	The user can perform a Force Leap as a maneuver instead of an action.
Foresee	Foresee Basic Power	1	The Force user can feel the Force flowing around everything, seeing what is and what will be. The user may spend  to gain vague hints of events to come, up to a day into his own, personal future.
Foresee	Control: Initiative (Success)	1	When making a skill check to determine Initiative, the user may roll a <b>Foresee power check</b> as part of the pool. He may spend  to gain  on the check.
Foresee	Strength	1	Spend  to pick out specific details equal to Strength upgrades purchased.
Influence	Influence Basic Power	1	The character may attempt to guide, shape, and even twist the thoughts and feelings of others. <b>Special Rule (○● use):</b> 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.
Influence	Magnitude	1	Spend  to increase targets affected equal to Magnitude upgrades purchased.
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  to gain  or  (user's choice) on the check.
Move	Move Basic Power	1	The Force User can move small objects via the power of the Force. The user may spend  to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.
Move	Magnitude	2	Spend  to increase targets affected equal to Magnitude upgrades purchased.
Move	Strength	2	Spend  to increase silhouette able to be targetted equal to Strength upgrades purchased.
Move	Range	2	Spend  to increase the power's range by a number of range bands equal to Range upgrades purchased.
Move	Control: Hurl	1	The Force user can hurl objects to damage targets by making a <b>ranged combat check</b> (using the Discipline skill) combined with a <b>Move power check</b> , dealing damage equal to 10 times silhouette.
Move	Control: Pull	1	The Force user can pull objects out of secure mountings or out of an opponent's grasp.

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### FORCE ABILITIES (Cont)

FORCE RATING: 4

POWER	UPGRADE	PURCHASED	DESCRIPTION
<b>Seek</b>	Seek Basic Power	1	The Force user allows the will of the Force to lead the way to something lost or forgotten. The user may spend 1 to gain insight into the general location or direction of a person or object that he knows about, regardless of current distance. The user may spend 1 and succeed on an <b>Average (♦♦) Vigilance check</b> (or <b>opposed Vigilance vs. Discipline check</b> ) to see through illusions.
<b>Sense</b>	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 1 to sense the current emotional state of one living target with whom he is engaged.
<b>Sense</b>	Control: Upgrade Difficulty	1	<i>Ongoing Effect.</i> Commit 1. Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.
<b>Sense</b>	Control: Sense Thoughts	1	<i>Effect.</i> Spend 1. The Force user senses the current thoughts of one living target with whom he is engaged.
<b>Sense</b>	Duration	1	Sense's ongoing effects may be triggered one additional time per round.
<b>Sense</b>	Strength	1	When using Sense's ongoing effects, upgrade the pool twice instead of once.
<b>Farsight</b>	Farsight Basic Power	1	The Force user expands normal visual senses through a connection to the Force. The user may spend 1 to ignore the effects of darkness or blindness and see normally at up to medium range for the remainder of the round (or one minute). This allows the user to view everything most sentients could normally be able to see on a well lit day.

### NOTES



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## STEEL HAND ADEPT TALENT TREE



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### NIMAN DISCIPLE TALENT TREE



### NOTES



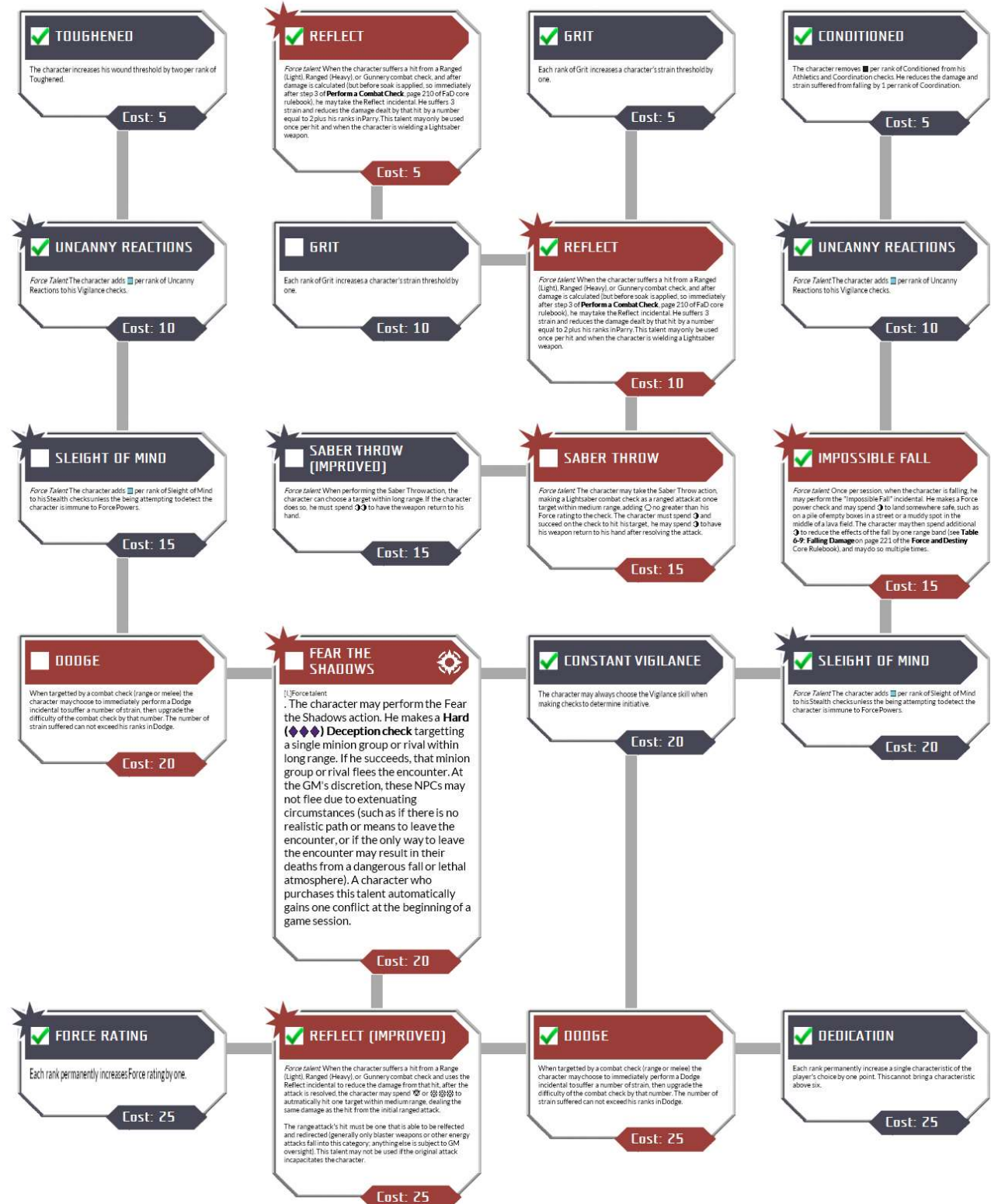
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## PADAWAN SURVIVOR TALENT TREE



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## SENTRY TALENT TREE





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### ENHANCE POWER TREE

#### ✓ ENHANCE BASIC POWER

When making an Athletics check, the Force user may roll an **Enhance power check** as part of the pool. The user may spend 1 to gain ☆ or 🌀 (user's choice) on the check.

Cost: 10

#### ✓ CONTROL: COORDINATION

Enhance can be used with the Coordination skill.

Cost: 5

#### ✓ CONTROL: RESILIENCE

Enhance can be used with the Resilience skill.

Cost: 5

#### ✓ CONTROL: FORCE LEAP (HORIZONTAL)

Take a Force Leap action. Make an **Enhance power check**. The user may spend 1 to jump horizontally to any location in short range.

Cost: 10

#### ✓ CONTROL: PILOTING - PLANETARY

Enhance can be used with the Piloting (Planetary) skill.

Cost: 5

#### ✓ CONTROL: BRAWL

Enhance can be used with the Brawl skill.

Cost: 5

#### ✓ CONTROL: FORCE LEAP (VERTICAL)

When performing a Force Leap, the user can jump vertically in addition to jumping horizontally.

Cost: 10

#### ✓ CONTROL: PILOTING - SPACE

Enhance can be used with the Piloting (Space) skill.

Cost: 5

#### ❑ CONTROL: BRAWN

*Ongoing effect.* Commit 🌀. The user increases his Brawn characteristic by 1 (to a maximum of 6).

Cost: 10

#### ✓ RANGE

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

Cost: 10

#### ❑ CONTROL: AGILITY

*Ongoing effect.* Commit 🌀. The user increases his Agility characteristic by 1 (to a maximum of 6).

Cost: 10

#### ✓ CONTROL: FORCE LEAP (MANEUVER)

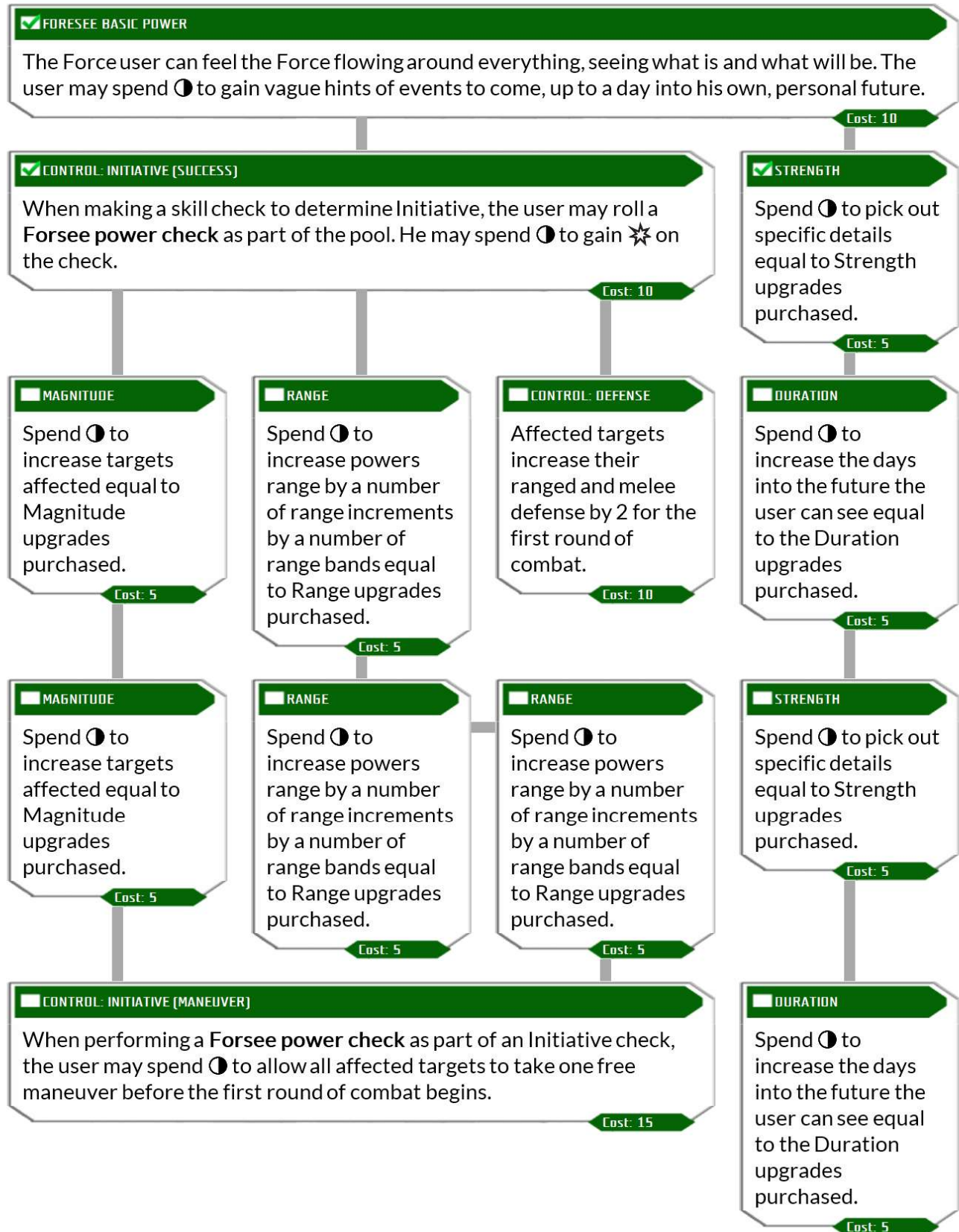
The user can perform a Force Leap as a maneuver instead of an action.

Cost: 10

### NOTES

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### FORESEE POWER TREE





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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 others.

**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 the 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 the 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 the duration by a number of rounds (or minutes) equal to Duration upgrades purchased.

Cost: 5

## DURATION

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

Cost: 5

## RANGE

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

Cost: 5

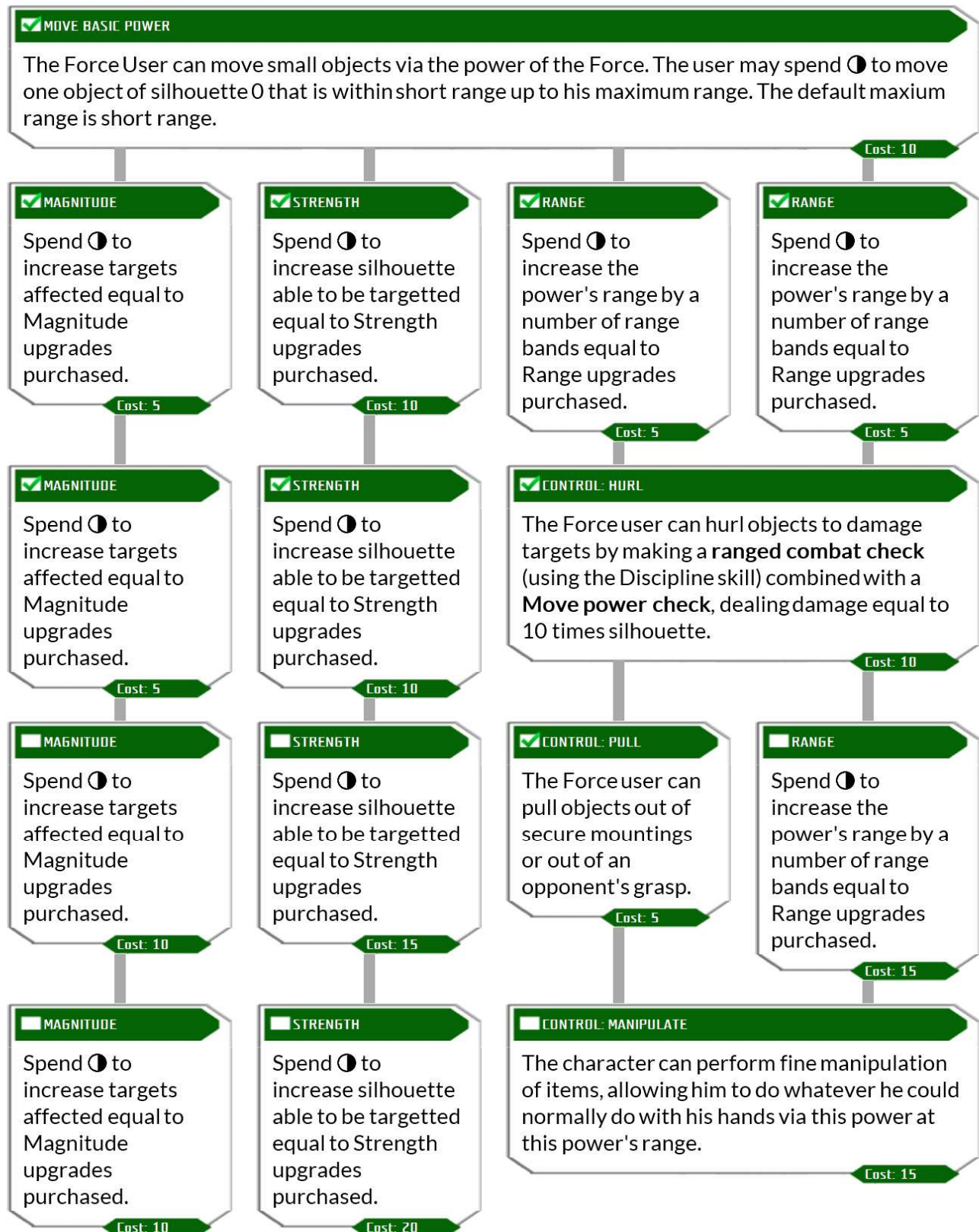
## DURATION

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

Cost: 5

CHARACTER NAME:	Elias Windrider 1500xpC	PLAYER NAME:	Keith
SPECIES:	Human	CAREER:	Warrior
SPECIALIZATIONS:	Steel Hand Adept, Niman Disciple, Padawan Survivor, Sentry		

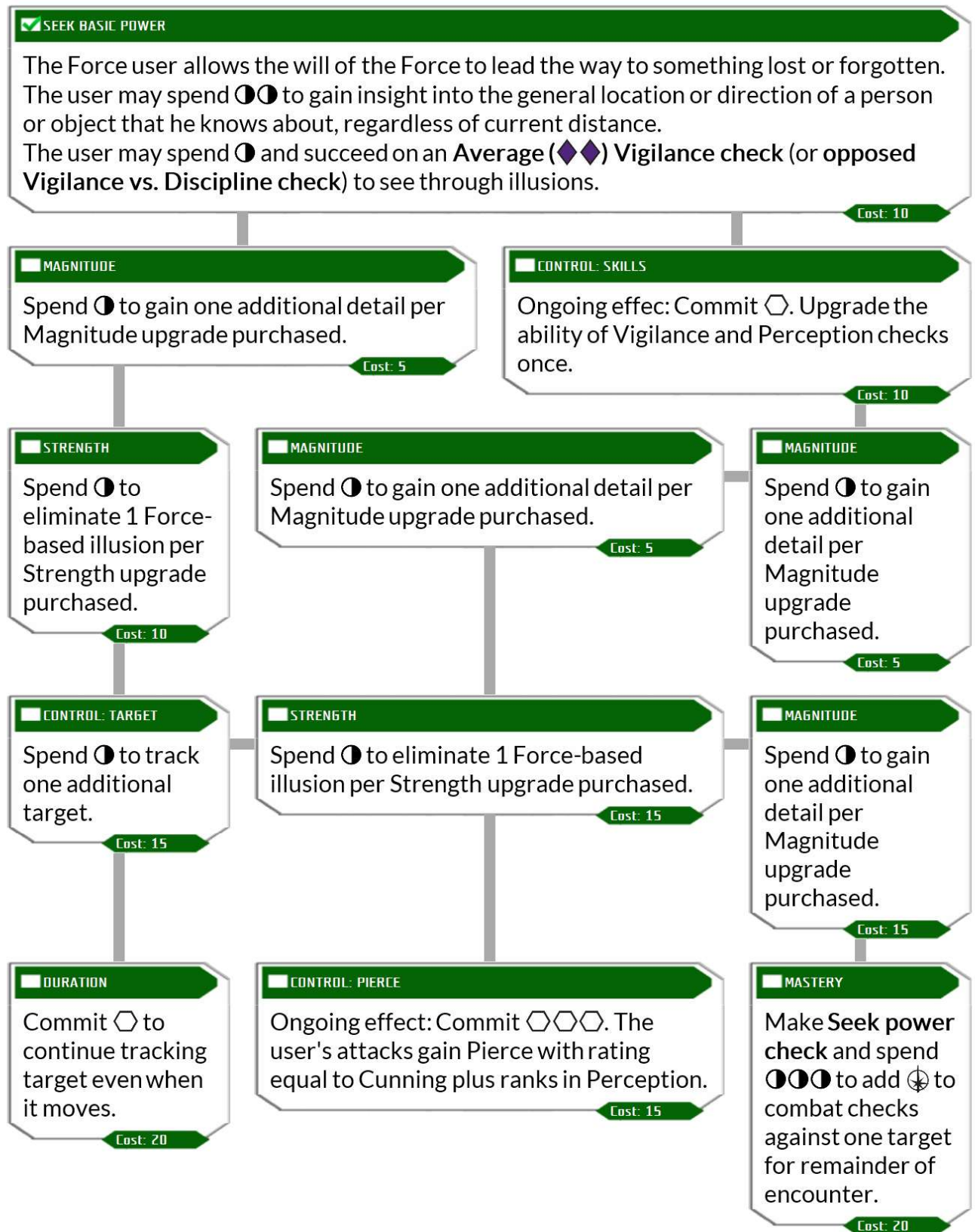
### MOVE POWER TREE





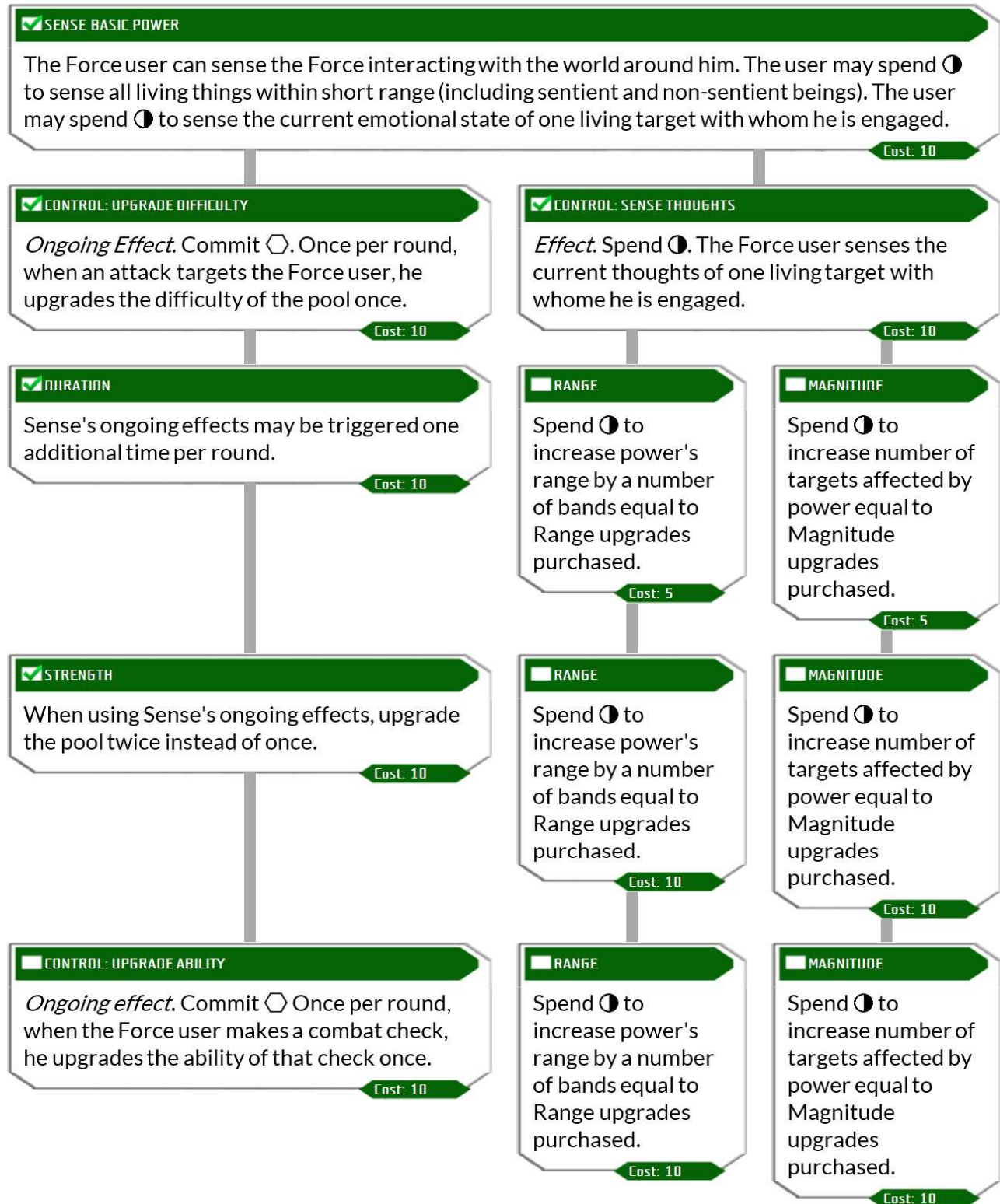
CHARACTER NAME:	Elias Windrider 1500xpC	PLAYER NAME:	Keith
SPECIES:	Human	CAREER:	Warrior
SPECIALIZATIONS:	Steel Hand Adept, Niman Disciple, Padawan Survivor, Sentry		

## SEEK POWER TREE



CHARACTER NAME: **Elias Windrider 1500xpC** PLAYER NAME: **Keith**  
 SPECIES: **Human** CAREER: **Warrior**  
 SPECIALIZATIONS: **Steel Hand Adept, Niman Disciple, Padawan Survivor, Sentry**

### SENSE POWER TREE





CHARACTER NAME: **Elias Windrider 1500xpC** PLAYER NAME: **Keith**  
 SPECIES: **Human** CAREER: **Warrior**  
 SPECIALIZATIONS: **Steel Hand Adept, Niman Disciple, Padawan Survivor, Sentry**

### FARSIGHT POWER TREE

#### ✓ FARSIGHT BASIC POWER

The Force user expands normal visual senses through a connection to the Force. The user may spend 1 to ignore the effects of darkness or blindness and see normally at up to medium range for the remainder of the round (or one minute). This allows the user to view everything most sentients could normally be able to see on a well lit day.

Cost: 5

#### □ CONTROL: MICROSCOPIC (FARSIGHT)

Spend 1 to see microscopic details of a single object within engaged range.

Cost: 5

#### □ CONTROL: TRANSPARENT (FARSIGHT)

Spend 1 to see through a single object at medium range as though it were transparent.

Cost: 5

#### □ CONTROL: FINE DETAILS (FARSIGHT)

Spend 1 to make out fine details on a single object within medium range.

Cost: 5

#### □ DURATION (FARSIGHT)

Spend 1 to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

Cost: 5

#### □ RANGE (FARSIGHT)

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

Cost: 10

#### □ DURATION (FARSIGHT)

Spend 1 to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

Cost: 5

#### □ CONTROL: SKILLS (FARSIGHT)

When making a Vigilance or Perception check, make a Farshight power check as part of the pool and spend 1 to gain ☆ or ☹ on the check.

Cost: 10

#### □ RANGE (FARSIGHT)

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

Cost: 10

#### □ CONTROL: COMMIT (FARSIGHT)

This power gains the ongoing effect: Commit ☹ after successfully activating the Farsight power to increase ranks in Perception by 1.

Cost: 15

#### □ CONTROL: 360 DEGREES (FARSIGHT)

Spend 11 to see in every direction simultaneously, noticing and observing things in a full 360-degree arc.

Cost: 10

#### □ MASTERY (FARSIGHT)

Spend 11. The user now can see as though from a spot within close range (planetary scale) of the user's body.

Cost: 20

CHARACTER NAME: **Elias Windrider 1500xpC** PLAYER NAME: **Keith**  
 SPECIES: **Human** CAREER: **Warrior**  
 SPECIALIZATIONS: **Steel Hand Adept, Niman Disciple, Padawan Survivor, Sentry**

## ENCUMBRANCE

ENCUMBRANCE	
2	13
VALUE	THRESHOLD

• You are unencumbered.

## MONEY

CREDITS
885

## ACQUIRED CREDITS

## WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
Standard Lightsaber Hilt	1	1	✓	✓	✓	8	3	Engaged	<b>Qualities:</b> Accurate 1, Breach 1, Disorient 3, Sunder, Concussive 2, Defensive 2 <b>Features:</b> <b>Personalized Design:</b> When the lightsaber's creator makes a successful Lightsaber check, an automatic ⚡ is added. All others add automatic ⚡. 1 Add 1 ⚡ to Combat Check Mod, <b>Attachments:</b> <i>Custom Grip</i> (1 Remove 1 ■ from all attack checks when using this weapon Mod, Anyone other than owner adds ■ to combat checks using this weapon., 1 Quality (Accurate 1) Mod), <i>Dragite Gem</i> (Changes Base Damage to 7 Mod, Changes Base Critical Rating to 3 Mod, 1 Grant Quality (Breach 1) Mod, 1 Grant Quality (Disorient 3) Mod, Quality (Sunder) Mod, 2 Quality (Concussive 1) Mods, 1 Damage +1 Mod)
Blaster Pistol	1	1	✓		✓	6	3	Medium	
Carried Encumbrance:		2							<b>Qualities:</b> Stun Setting

## ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MOEF	RDEF	SPECIAL
Banal Apparel	1	0	✓		✓	0	0	0	<b>Features:</b> Opposing characters upgrade the difficulty of checks to identify wearer once.
Reinforced Clothing	1	1			✓	2	1	1	
Reinforced Clothing	1	0	✓	✓	✓	2	2	2	<b>Attachments:</b> <i>Armor Insert Soak 1</i> (1 Increases Defense value by 2 Mod, Characters can notice the inclusion of armor inserts in clothing by making an <b>Average</b> (◆◆) Perception check., 1 Increases Soak value by 1 Mod, Increase difficulty of check to notice Inclusion to <b>Hard</b> (◆◆◆).)
Reinforced Clothing	1	1			✓	1	1	1	
Carried Encumbrance:		0							<b>Attachments:</b> <i>Armor Insert Soak 1</i> (1 Increases Defense value by 1 Mod, Characters can notice the inclusion of armor inserts in clothing by making an <b>Average</b> (◆◆) Perception check.)

## GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Jedi Utility Belt	1	0	✓	✓	✓	<b>Features:</b> 1 Increase Encumbrance Threshold by 1 Mod Adds automatic ⚡ to build, modify, or repair lightsabers.
Jedi Multi-Tool	1	2			✓	
Pack of Zip Ties	1	0			✓	
A99 Aquata Breather	1	0			✓	
Glow Rod	1	1			✓	
Emergency Medpac	1	1			✓	
Comlink (handheld)	1	0			✓	
Field Rations	4	0	✓		✓	
Stimpack	5	0	✓		✓	<b>Features:</b> Heals 5 wounds.
Emergency Repair Patch	2	0	✓		✓	<b>Features:</b> Repairs 3 wounds on a droid.
Protection Amulet (Ring)	1	0	✓	✓	✓	
Backpack	1	0	✓	✓	✓	<b>Features:</b> 1 Increase Encumbrance Threshold by 4 Mod
Carried Encumbrance:		0				