

Character Name: Lord Scourge

Species: Sith Pureblood

Career: Warrior

Specializations: Aggressor, Shien Expert

STAR WARS

Roleplaying Game

by Fantasy Flight Games

DarthGM's GenCon Mod

SOAK  
VALUE

6

WOUNDS

20

THRESHOLD

CURRENT

STRAIN

15

THRESHOLD

CURRENT

DEFENSE

1

RANGED

1

MELEE

Characteristics

3

BRAWN

2

AGILITY

2

INTELLECT

4

CUNNING

3

WILLPOWER

2

PRESENCE

General Skills	Rank	Dice Pool
Astrogation (Int)		◆◆
Athletics (Br)		◆◆◆
Charm (Pr)		◆◆
Coercion (Will)	2	◆◆◆
Computers (Int)		◆◆
Cool (PR)	1	◆◆
Coordination (Ag)		◆◆
Deception (Cun)	2	◆◆◆
Discipline (Will)	2	◆◆◆
Leadership (Pr)	2	◆◆
Mechanics (Int)		◆◆
Medicine (Int)		◆◆
Negotiation (Pr)		◆◆
Perception (Cun)	1	◆◆◆
Piloting: Planet (Ag)		◆◆
Piloting: Space (Ag)		◆◆
Resilience (Br)	1	◆◆◆
Skulduggery (Cun)		◆◆◆
Stealth (Ag)		◆◆
Streetwise (Cun)		◆◆◆
Survival (Cun)		◆◆◆
Vigilance (Will)	2	◆◆◆

Combat Skills	Rank	Dice Pool
Brawl (Br)		◆◆◆
Gunnery (Ag)		◆◆
Lightsaber (Cun)	2	◆◆◆
Melee (Br)		◆◆◆
Ranged: Heavy (Ag)		◆◆
Ranged: Light (Ag)		◆◆

Knowledge Skills	Rank	Dice Pool
Core Worlds (Int)		◆◆
Education (Int)		◆◆
Lore (Int)		◆◆
Outer Rim (Int)		◆◆
Underworld (Int)		◆◆
Xenology (Int)		◆◆
Warfare (Int)		◆◆
Other:		

Custom Skills	Rank	Dice Pool

Weapon	Skill	Damage	Range	Crit	Special
Lightsaber with Ilum crystal (modified)	Lightsabers	8	Engaged	2	Breach 1, Sunder, Vicious 1

Description	Notable Features	Other Traits
Gender: Male	Morality 15 Dark Side	Emotional Strength: Discipline
Age: 350+		
Height: 2.1m		Emotional Weakness: Coldness

<b>Build:</b>	Burly	-1 Strain threshold
<b>Hair:</b>	Bald	+1 Wound Threshold
<b>Eyes:</b>	Red	After generating Destiny pool, flip one Light Side point to dark)
<b>Encumbrance Threshold:</b>		<b>Encumbrance Value:</b>

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### DICE



Ability Die (Green)  
Proficiency Die (Yellow)  
Difficulty Die (Purple)  
Challenge Die (Red)  
Boost Die (Blue)  
Setback Die (Black)  
Force Die (White)

### THE PLAYER'S TURN

On each turn, you can perform 1 Action and 1 Maneuver, in any order.

An Action may include:

- Perform an attack
- Use a skill
- Exchange your 1 Action for an additional Maneuver

A Maneuver may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second Maneuver.  
You cannot perform more than 2 Maneuvers on your turn.  
You can also perform any number of Incidental actions.

### DICE SYMBOLS

**SUCCESS**  
Success ⚡ symbols are canceled by Failure ⚡ symbols; if there are any Success ⚡ symbols left, the check succeeds.

**TRIUMPH**  
Triumph ⚡ symbols count as Success symbols ⚡ and may also be spent to trigger a powerful positive consequence.

**ADVANTAGE**  
Advantage ⚡ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ⚡ symbols.

**FAILURE**  
Failure ⚡ symbols cancel Success ⚡ symbols. If there are enough Failure ⚡ symbols to cancel all the Success ⚡ symbols, the check is a failure.

**DESPAIR**  
Despair ⚡ symbols count as Failure ⚡ symbols (they cancel Success ⚡ symbols) and may also be spent to trigger a powerful negative consequence.

**THREAT**  
Threat ⚡ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ⚡ symbols.



EQUIPMENT LOG		
<i>Weapons &amp; Armor</i>	<i>Personal Gear</i>	<i>Assets &amp; Resources</i>
Lightsaber (Illum Crystal, +2 Damage Mods, +1 Vicious mod), Armored Robes (+3 Soak, Defense 1, Superior Mod)	Comlink, 2 Stimpacks	2,000 Cr

TALENTS AND SPECIAL ABILITIES		
<i>Name (Time Required)</i>	<i>Page #</i>	<i>Summary</i>
Conditioned		Remove b from Athletics and Coordination checks. Reduce damage and strain from falling by 1
Fearsome (3)		When first engaged with an adversary, may force the adversary to make a <b>Hard</b> (◆◆◆) Fear check.
Grit (3)		Increase Strain Threshold by 3
Intimidating (2)		Suffer up to 2 strain to downgrade difficulty of Coercion checks or upgrade difficulty when targeted by Coercion checks by an equal number
Parry (2)		When hit by melee attack, suffer 3 stain to reduce damage by 4
Reflect (2)		When hit by Ranged attack, suffer 3 stain to reduce damage by 4
Sense Advantage		Once per game, may add ■■ to 1 NPC's check
Shien Technique		When making a check using the Lightsaber skill, may use Cunning instead of Brawn
Saber Throw		Perform an Action; make a Lightsaber combat check as ranged attack at a target within medium range, adding ◇ no greater than Force rating. Must spend / and succeed to hit target; spend // to have weapon return to hand.
Toughened (3)		Increase Wound Threshold by 6
Force Rating 2		<b>Force Pool:</b> ◇◇ <b>Dark Side:</b> Uses ● to power Force Powers. Can use ○ by spending a Destiny

		Point and suffering 1 strain per ○.
Force Power <i>Foresee</i>		/ : gain vague hints of events to come up to a day into the future, / to pick out one specific detail
		Roll <i>Foresee</i> Power Check as part of Initiative check <b>Spend</b> / to add ☆ to the check
Force Power <i>Move</i>		Make a <i>Move</i> Power Check: <b>Spend</b> / : move a Silhouette 0 item within short range any point within Short range <b>Spend</b> / : increase Silhouette by +1 <b>Spend</b> / : increase range by 1 range band Can hurl objects to damage to targets with ranged attack check using <b>Discipline</b> . Difficulty (◆) = Silhouette of object being thrown



*"As the Sith Emperor's personal executioner, the grimly fatalistic Lord Scourge has personally killed more than a hundred Jedi—and ten times as many Sith. Even the most powerful members of the Dark Council avoid offending the man bearing the title "the Emperor's Wrath." Lord Scourge has dutifully served the Empire for over three hundred years, his life unnaturally prolonged by perverse technology and his master's dark side powers. Centuries spent watching his fellow Sith Lords rise and fall has given Lord Scourge a unique perspective on people. He can analyze someone's flaws after only brief observation, and freely shares his perceptions (whether they're wanted or not)."*

The Sith Lord known as Scourge is one of a handful of beings in the galaxy who can remember a time before the rise of Darth Revan's Sith Empire. His life being artificially prolonged by a combination of invasive and perverse technology and powerful dark side forces, Scourge has dutifully served the Empire for over three centuries. In his service, Scourge has struck down dozens of Jedi while climbing over the bodies of numerous Sith who dared to stand against him.

In his many decades as the Emperor's personal executioner, Scourge has developed a unique view of people, and a fatalistic view of the galaxy at large. He possesses an uncanny ability to analyze those around him to discover their weaknesses, and use that knowledge to his advantage.

Rendered immortal and appointed as the Emperor's Wrath, Scourge served the Emperor loyally for over three centuries, killing the Emperor's enemies and carrying out his will. Not until the Galactic War began to break out between the Empire and the Republic did Scourge encounter the Hero of Tython, the Jedi from his vision, and set in motion his plans to aid the Jedi. Scourge watched as the Hero was forced to become a servant of the Emperor when a strike team of Jedi failed to capture the Sith ruler, but when the Hero broke free from the Emperor's control, Scourge betrayed the Sith to help the Jedi escape. Pledging his loyalty to the Hero, Scourge aided the Knight and the Jedi's crew in foiling the Emperor's plans to repeat the dark-side ritual that he had used to devastate Nathema but on a galactic scale. With Scourge's aid, the Hero defeated the Emperor's servants and vanquished the Sith ruler in a final confrontation, and Scourge was awarded the Republic's Cross of Glory for his role in stopping the Emperor's plans.