

Character Name: Nadia Grell

Species: Sarkhai

Career: Consular

Specializations: Sage, Niman Disciple

STAR WARS

Roleplaying Game

by Fantasy Flight Games

DarthGM's GenCon Mod

SOAK  
VALUE

4

WOUNDS

12

THRESHOLD

CURRENT

STRAIN

17

THRESHOLD

CURRENT

DEFENSE

1

Melee

1

Ranged

Characteristics

2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

4

WILLPOWER

3

PRESENCE

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

Combat Skills	Rank	Dice Pool
Brawl (Br)		◆◆
Gunnery (Ag)		◆◆◆
Lightsaber (Will)	1	◆◆◆◆
Melee (Br)		◆◆
Ranged: Heavy (Ag)		◆◆◆
Ranged: Light (Ag)	1	◆◆◆◆

Knowledge Skills	Rank	Dice Pool
Core Worlds (Int)		◆◆
Education (Int)		◆◆
Lore (Int)	1	◆◆
Outer Rim (Int)		◆◆
Underworld (Int)		◆◆
Xenology (Int)		◆◆
Warfare (Int)		◆◆
Other:		

Custom Skills	Rank	Dice Pool

Weapon	Skill	Damage	Range	Crit	Special
Saberstaff	Lightsaber	6	Engaged	2	Breach 1, Linked 1, Sunder
Light Blaster Pistol	Ranged (Light)	5	Medium	4	Stun-Setting

Description	Notable Features	Other Traits
Gender: Female	Morality: 65	Emotional Strengths: Compassion and Curiosity
Age: Early 20s		
Height: 1.6m		

<b>Build:</b>	Slight	<b>Emotional Weaknesses:</b> Recklessness and Hatred
<b>Hair:</b>	White-grey	
<b>Eyes:</b>	Blue-Grey	
<b>Encumbrance Threshold:</b>		<b>Encumbrance Value:</b>

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### DICE



Ability Die Proficiency Die Difficulty Die Challenge Die Boost Die Setback Die Force Die

### 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.

## Character Image



## EQUIPMENT LOG

<i>Weapons &amp; Armor</i>	<i>Personal Gear</i>	<i>Assets &amp; Resources</i>
Saberstaff, Armored Clothing (+2 Soak, Defense 1, Superior Mod), Light Blaster Pistol	2 Stim-packs, Comlink	4,500 Cr

## TALENTS AND SPECIAL ABILITIES

<i>Name (Ranks)</i>	<i>Page #</i>	<i>Summary</i>
Draw Closer		Perform Action; make a Lightsaber (Will) check against one silhouette 1 target within medium range, adding  no greater than Force rating to check. Spend / to move target one range band closer, or add  to check.
Force Assault		Spend  or  on a missed Lightsaber (will) check to immediately perform Move Force power as a maneuver
Grit (3)		+3 Strain Threshold (already added to stats)
Kill with Kindness (1)		Remove  from all Charm and Leadership checks
Niman Technique		When making a check using the Lightsaber skill, may use Willpower instead of Brawn
Nobody's Fool (1)		May upgrade difficulty of incoming Charm, Coercion, or Deception checks once
Parry (2)		When hit by Melee attack, suffer 3 strain to reduce damage by 4
Reflect (2)		When hit by Ranged attack, suffer 3 strain to reduce damage by 4
Sense Emotions		Add  to all Charm, Coercion, and Deception checks unless target is immune to Force powers
Smooth Talker (2)		When making Negotiation checks, spend  to gain
Force Rating 2		
Force Power <i>Move</i>		Make a <i>Move</i> Power check: <b>Spend / :</b> Move a Silhouette 0 target within Short range up to Short Range. <b>Spend / :</b> Increase Silhouette able to be targeted by 2 <b>Spend / :</b> Increase number of targets affected by 2

	Can hurl objects with enough force to damage targets with Discipline check.
Force Power <i>Enhance</i>	May roll <i>Enhance</i> power check as part of Athletics, Coordination, Piloting [Planetary] or Piloting [Space]; <b>Spend</b> / : add ☆ or ☯ to the check. <b>Commit</b> ☯: Increase Agility characteristic by 1. Make an <i>Enhance</i> power check to take a Force Leap Maneuver: <b>Spend</b> / : Move horizontally or vertically to any point at Short Range. <b>Spend</b> / : Increase the range band to Medium



"A native of distant Sarkhai and daughter of Senator Tobas Grell, Nadia Grell is a newcomer not only to the Republic, but to the entire concept of space exploration. Surrounded by new species and strange cultures, Nadia is eager to experience everything she can. She has become interested in the intricacies of galactic diplomacy while traveling alongside her father, and often acts as his assistant during talks...As she revealed on Attis Station, Nadia is also strong in the Force; unusually strong, in fact. As Force sensitives are relatively unknown on Sarkhai, Nadia's untrained powers left her shunned and feared by her own people. Senator Grell's decision to take her with him when he left Sarkhai was motivated by the hope of finding others like her in the Republic, and perhaps discovering some way for her to control her incredible talents."

Young, wide-eyed and eternally curious about her surroundings, Nadia Grell is eager to see everything that the galaxy has to offer. Growing up on the remote forest world of Sarkhai, the Senator's daughter was always treated differently by the other children. But as Nadia aged, strange things began to happen in her life, and soon rumors began to spread among the population that the girl had strange, mystic-like abilities which were rarely spoken of and seen even less so amongst her people.

Shunned by her friends and silently feared by her people, Nadia became shielded by her father. While many would have lashed out, Nadia saw it as an opportunity to learn about the intricacies of diplomacy. When her father left Sarkhai to meet with Republic representatives, Nadia was insistent that she accompany him. While this was a golden opportunity for Nadia to satiate her endless curiosity, her father hopes that by bringing Nadia with him, he may find a way for her to control her incredible abilities. This brought Nadia and her father into contact with the Jedi's Bar'senthor.

During their travels, the Bar'senthor discovered that Nadia was unusually strong in the Force. Force-users were practically unheard of on her homeworld, rendering Nadia as a freak in the eyes of her people. After her father's death

at the hands of a mysterious Sith Lord, Nadia was inducted into the Jedi Order as a Padawan under the guidance of the Barseen'thor in accordance with her father's will.

Nadia would inherit her father's position representing her home for the Republic and would have to leave training for these duties from time to time.