

Character Name: Akaavi Spar

Species: Zabrak

Career: Bounty Hunter

Specializations: Gadgeteer

STAR WARS

Roleplaying Game

by Fantasy Flight Games

DarthGM's GenCon Mod

SOAK  
VALUE

6

WOUNDS

16

THRESHOLD

CURRENT

STRAIN

14

THRESHOLD

CURRENT

DEFENSE

1

RANGED

2

MELEE

Characteristics

3

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

3

WILLPOWER

3

PRESENCE

General Skills	Rank	Dice Pool
Astrogation (Int)		◆◆◆
Athletics (Br)	2	◆◆◆
Charm (Pr)		◆◆◆
Coercion (Will)	2	◆◆◆
Computers (Int)		◆◆◆
Cool (PR)		◆◆◆
Coordination (Ag)		◆◆
Deception (Cun)		◆◆
Discipline (Will)		◆◆◆
Leadership (Pr)		◆◆◆
Mechanics (Int)		◆◆◆
Medicine (Int)		◆◆◆
Negotiation (Pr)		◆◆◆
Perception (Cun)	2	◆◆
Piloting: Planet (Ag)		◆◆
Piloting: Space (Ag)		◆◆
Resilience (Br)		◆◆◆
Skulduggery (Cun)		◆◆
Stealth (Ag)		◆◆
Streetwise (Cun)	1	◆◆
Survival (Cun)		◆◆
Vigilance (Will)	3	◆◆◆

Combat Skills	Rank	Dice Pool
Brawl (Br)	1	◆◆◆
Gunnery (Ag)		◆◆
Melee (Br)	3	◆◆◆
Ranged: Heavy (Ag)		◆◆
Ranged: Light (Ag)	1	◆◆

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
Modified Electro-staff	Melee	7	Engaged	1	Accurate 1, Pierce 1, Superior, Defensive 1
Blaster Pistol	Ranged (Light)	6	Medium	3	Stun-Setting
Arm-mounted Flame Thrower	Ranged (Heavy)	8	Short	2	Burn 1, Blast 4

Description


Notable Features

Other Traits

<b>Gender:</b>	Female		<b>Likes:</b> Combat challenges, profit, irritating authority figures
<b>Age:</b>	Mid 30s		
<b>Height:</b>	1.9m		
<b>Build:</b>	Powerful		
<b>Hair:</b>	None		
<b>Eyes:</b>	Yellow		
<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

### 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.

### 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.



EQUIPMENT LOG		
<i>Weapons &amp; Armor</i>	<i>Personal Gear</i>	<i>Assets &amp; Resources</i>
Modified Electro-staff (Balanced Hilt, Mono-Molecular Edge, Superior Weapon Customization), Laminated Armor (Arm-mounted Flame-thrower)	2 Stim packs, Commlink	3,500 Cr

TALENTS AND SPECIAL ABILITIES		
<i>Name (Time Required)</i>	<i>Page #</i>	<i>Summary</i>
Armor Master and Improved Armor Master		+1 soak When wearing Armor. +1 Defense when wearing armor with Soak value of 2 or greater
Crippling Blow		Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever he moves for the remainder of the encounter
Defensive Stance		Once per round perform a Maneuver to suffer 1 strain. Until the beginning of next turn, upgrade the difficulty of all incoming melee attacks once
Disorient		After hitting with a combat check, spend ☼☼ to disorient target for 1 round
Intimidating		Suffer 1 strain to downgrade difficulty of Coercion checks once, or upgrade the difficulty when targeted by Coercion checks once
Jury-Rigged		Jury-rigged Force Pike
Stunning blow and Improved Stunning Blow		When making Melee checks, may inflict damage as strain instead of wounds. When dealing strain damage, may spend ☼ to stagger target for 1 round per ☼
Second Wind		Once per encounter take incidental action to recover 1 strain
Tinkerer		Add 1 hardpoint to Force Pike

Toughened		+2 Wound Threshold (Already added to stats)

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*"Akaavi Spar was born into a respected Mandalorian clan and became one of its finest warriors. She killed her first foe—an abusive Abyssin mercenary—at the age of eight using an improvised flamethrower. This victory earned her the nickname “firehand” among her clan and marked the beginning of an impressive career as an Imperial bounty hunter. Akaavi captured and killed all manner of targets in her youth, from career criminals to Jedi. When her entire clan was framed for crimes against the Empire and executed, Akaavi alone survived the brutal purge—but her outlook on the galaxy changed forever. With no connection to her Mandalorian heritage, she became a wandering mercenary loyal to no one."*

One of the galaxy's deadliest warriors, Akaavi Spar will let nothing stand in the way of her and her singular goal: revenge. Born into a respected Mandalorian clan, Akaavi was raised in a culture of honor and warfare. A skilled and resourceful combatant, Akaavi experienced her first taste of combat when she was only a child, slaying an Abyssin mercenary with a makeshift flamethrower.

As her combat prowess grew, Akaavi quickly rose to become one of the Empire's most elite bounty hunters. Her travels took her to every corner of the known galaxy, and saw her do battle against spice gangs, mercenaries and even Jedi Knights.

When the Empire accused her clan of treason, Akaavi's clan was abducted and unceremoniously executed. Though she survived the purge, Akaavi vowed revenge against the Empire and dedicated herself to hunting down those responsible. Now she wanders the galaxy as a mercenary for hire, swearing loyalty to no one and doing whatever dirty work she must to get paid.