

Character Name: Kira Carsen

Species: Human

Career: Sentinel

Specializations: Shadow/Ataru Striker

STAR WARS

Roleplaying Game

by Fantasy Flight Games

DarthGM's GenCon Mod

SOAK VALUE
5

WOUNDS	
12	
THRESHOLD	CURRENT

STRAIN	
12	
THRESHOLD	CURRENT

DEFENSE	
0	0
RANGED	MELEE

Characteristics

2	4	3	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

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

Combat Skills	Rank	Dice Pool
Brawl (Br)		◆◆
Gunnery (Ag)		◆◆◆◆
Lightsaber (Ag)	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
Saberstaff w/ Dantari Crystal	Lightsaber	7	Engaged	2	Breach 1, Linked 1, Sunder, Unwieldy 2

Description		Notable Features	Other Traits
Gender:	Female		Emotional Strength: Bravery
Age:	Early 20s		

Height:	1.8m		Emotional Weakness: Anger
Build:	Athletic		
Hair:	Red		
Eyes:	Green		
Encumbrance Threshold:		Encumbrance Value:	

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DICE



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.

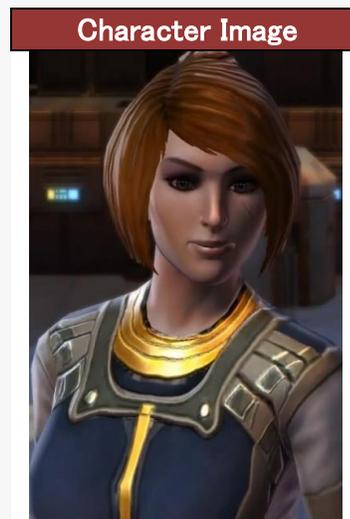
TRIUMPH
Triumph ☀ symbols count as Success symbols ✨ and may also be spent to trigger a powerful positive consequence.

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 & Armor</i>	<i>Personal Gear</i>	<i>Assets & Resources</i>
Saberstaff (Dantari Crystal: when making a Force power check as part of a combat check, may spend / to recover 2 strain), Padded Armor (Superior)	Comlink, 2 Stim-packs	2,000 Cr

TALENTS AND SPECIAL ABILITIES		
<i>Name (Ranks)</i>	<i>Page #</i>	<i>Summary</i>
Anatomy Lessons		Spend a Destiny point in a successful combat check to deal damage equal to Intellect
Ataru Technique		When making Lightsaber checks, may use Agility
Hawk Bat Swoop		Action; perform Lightsaber (Ag) combat check against target within short range, adding ◻ no greater than Force Rating. Spend / to engage target and / to add ☺ to check.
Improved Parry		When parrying a hit that generated ☹ or ☹☹☹, may hit attacker once with lightsaber dealing base damage after original attack resolves
Jump Up		One per round, may stand from seated or prone as an incidental action
Mental Fortress		Spend a Destiny point to ignore effects of Critical Injuries on Intellect or Cunning until the end of encounter
Parry (2)		When hit by a melee attack, suffer 3 strain to reduce damage by 4
Reflect (2)		When hit by a ranged attack, suffer 3 strain to reduce damage by 4
Street Smarts		
Unrelenting Skeptic		When targeted by Deception, add ▼ to check equal to ranks in Vigilance
Force Rating 2		Force Die Pool: ◻◻
Force Power Enhance		May roll <i>Enhance</i> power check as part of Athletics, Resilience, Coordination, or

		Piloting (Planetary) skill checks. Spend / : gain ☆ or ☹️ on check
		Take Force Leap Maneuver to roll <i>Enhance</i> Power Check: Spend / : Move to any point Horizontally or Vertically within short range Spend / : increase range of Force Leap to Medium
Force Power <i>Sense</i>		Make a <i>Sense</i> Power Check and... Spend / : sense all living things within short range Spend / : sense the current emotional state of one living target at Engaged range Commit ☹️: twice per round upgrade the difficulty of an incoming combat check once



"Prone to cynicism and a stubborn independent streak, Kira Carsen is an improbable recruit to the Jedi Order. This is partially excused by the fact that she began her Padawan training as a young adult; Kira had spent most of her life up to that point as a homeless drifter, scraping out a miserable existence on some of the galaxy's most unpleasant worlds. Thanks to her hard-luck upbringing, Kira has considerably more life experience than most Jedi—and a world-weary sophisticate's attitude to match. In the eyes of her peers, Kira is someone who refuses to take anything seriously or fully commit to the Jedi path. Those who look more closely, however, might detect the glimmer of an optimist peeking through Kira's sarcastic facade. Despite her insistence on

questioning its teachings, she has a deep appreciation for the comfort and relative safety she obtained by joining the Jedi Order."

Witty, brash and carrying a world-weary sophistication about her, Kira Carsen is something of an anomaly within the Jedi Order. Already an adult when she was accepted into the Order, Kira had already amassed a lifetime's worth of experiences which painted her view of the galaxy.

Having been abducted at birth, Kira never knew her real parents and spent the better part of her adolescence in a harsh, abusive environment. After enduring years of abuse at the hands of various instructors Kira fled. She spent the next several years as a drifter, hopping from planet to planet, stowing away on countless freighters when she needed to run. Eventually Kira came across a group of refugees and found her way to the slums of Nar Shaddaa, where she and the other refugees quickly became the targets of the local gangs.

After an attack by a vicious gang, Kira left the refugees behind and returned to her life as a drifter. She spent her days living in alley ways, stealing what she needed to survive from day to day. It was this lifestyle that led her to crossing paths with a Jedi Master. It did not take the Jedi long to sense Kira's affinity for the Force, and offered to take her on as an apprentice.

Kira has an undeniable appreciation of the Jedi Order, and though she may often question the teachings of the Jedi, her optimism combined with never-ending desire to prevent the evils like those she experienced make her a loyal ally of the Jedi.

Kira Carsen concealed her true origins from the Jedi Order, but the truth finally came out when one of the Emperor's servants set a trap to bring her home. Kira was born in Imperial space and raised at Korriban's Sith Academy. She escaped her deadly training while still a child and fled to Hutt Space before being taken in by Master Bela Kiwiiks. Kira kept her past a secret out of fear of being shunned by her adopted Jedi family—or worse, being imprisoned for her connection to the Sith. In spite of her past, Kira has proved herself to be a loyal servant of the light side.

