

Character Name: Tharan Cederax

Species: Human

Career: Colonist

Specializations: Scholar

STAR WARS

Roleplaying Game

by Fantasy Flight Games

DarthGM's GenCon Mod

SOAK  
VALUE

4

WOUNDS

12

THRESHOLD

CURRENT

STRAIN

13

THRESHOLD

CURRENT

DEFENSE

1

Melee

1

Ranged

### Characteristics

2

BRAWN

3

AGILITY

5

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

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

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

Knowledge Skills	Rank	Dice Pool
Core Worlds (Int)		◆◆◆◆◆
Education (Int)	3	◆◆◆◆◆
Lore (Int)	2	◆◆◆◆◆
Outer Rim (Int)		◆◆◆◆◆
Underworld (Int)		◆◆◆◆◆
Xenology (Int)		◆◆◆◆◆
Warfare (Int)		◆◆◆◆◆
Other:		

Custom Skills	Rank	Dice Pool

Weapon	Skill	Damage	Range	Crit	Special
Blaster Pistol	Ranged (Light)	6	Medium	3	Stun-Setting, Remove ■■ from checks caused by darkness & Concealment

Description	Notable Features	Other Traits
Gender: Male		Likes: Cleverness, Logical thinking, Aiding scientists, Beautiful women, Getting something for nothing
Age: Mid-30s		Dislikes: Mystical Jedi nonsense, Force Persuade, Destroying science,
Height: 1.7m		
Build: Slight		
Hair: Brown		

<i>Eyes:</i>	Blue		Heroism that involves danger
<i>Encumbrance Threshold:</i>		<i>Encumbrance Value:</i>	

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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>
Blaster Pistol (Multi-Optic Sight Mod, Remove ■■ to ranged attacks due to darkness & concealment), Armored Clothing (+2 Soak, Defense 1, Superior Mod)	Portable Holographic Projector, Protobable Super-Computer (Holiday), Tool Kit, Medical Kit, 4 Stim-Packs, Utility Belt	10,250 Cr

TALENTS AND SPECIAL ABILITIES		
<i>Name (Time Required)</i>	<i>Page #</i>	<i>Summary</i>
Brace		Perform a Maneuver to remove ■ from the next action. May only be used to remove ■ caused by the environment
Codebreaker		Remove ■ from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.
Grit		+1 Strain Threshold (already added to stats)
Intense Focus		Permorem a Maneuver; suffer 1 strain and upgrade the ability of the next skill check once.
Knowledge Specialization (2)		When making a Lore or Education skill check, may spend ⚡ to gain additional 2 successes.
Resolve		When a character involuntarily suffers strain, suffers 1 less to a minimum of 1.
Stroke of Genius		Once persession make one skill check using Intellect rather than the characteristic linked to that skill
Well-Rounded		Ranged (Light) and Medicine
“Holi-daze”		Tharan can project “Holiday” at a target out to Short Range and attempt to distract or daze the target’s actions. Make a <b>Computers</b> check <b>opposed by the target’s Cool</b> skill. At least one ✨ must be scored to affect the target. Affected targets upgrade the difficulty of their next action once per ✨✨. Spend ⚡⚡⚡ to immobilize an affected target

		until the start of Tharan's next turn. ⚔ can be spent to Stagger an affected target until the start of Tharan's next turn.

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*"Although not a household name, Tharan Cedrax is well known in several circles. In the casinos of Nar Shaddaa, he is cursed as a card-counting mathematical genius. To the eligible women of the galaxy, he is a famous charmer who sees rejection as an intriguing challenge. Among technologists, he earned accolades for solving a technical paradox that revolutionized computer slicing; despite his achievements, however, Tharan isn't taken seriously by the galaxy's scientific community, which looks down on him as a playboy rather than a serious researcher. In recent years, Tharan has taken an interest in "exo-technology," an almost unknown field involving esoteric alien sciences, and gone into business making custom gadgets for wealthy clients. Often accompanied by his lovely holographic companion, Holiday, Tharan has spent his credits freely, enjoying the very best Nar Shaddaa has to offer while staying just shy of its dangers."*

Tharan Cedrax has made a name for himself in several circles, and has developed a reputation for himself as both a technological genius and a gallivanting playboy. All throughout his life, Tharan was fascinated by all forms of technology, especially computers and holographic technology. Tharan would study all forms of technology in his life before turning his attention to the field of exo-technology, the study of rare and alien technologies believed to not originate from this galaxy.

But while his discovery was well appreciated among his scientific peers, Tharan himself was not taken seriously. Considered a brilliant scientist, Tharan was also known to be a fly-by-night playboy and notorious gambler. He would often use his intellect and mathematical prowess to get the upper hand during his frequent visits to the casinos of Nar Shaddaa, and the number of women he's charmed would impress even the most smooth-talking smuggler.

With his holographic companion, Holiday, Tharan continues to gallivant across the galaxy in his search for new adventures and new technologies...