

Character Name: Sergeant Rusk

Species: Chagrian

Career: Soldier

Specializations: Heavy

STAR WARS

Roleplaying Game

by Fantasy Flight Games

DarthGM's GenCon Mod

SOAK VALUE
6

WOUNDS
15
THRESHOLD
CURRENT

STRAIN
12
THRESHOLD
CURRENT

DEFENSE
0
0
RANGED
MELEE

Characteristics

3	3	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	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)	1	◆◆
Mechanics (Int)		◆◆
Medicine (Int)		◆◆
Negotiation (Pr)		◆◆
Perception (Cun)		◆◆◆
Piloting: Planet (Ag)		◆◆◆
Piloting: Space (Ag)		◆◆◆
Resilience (Br)	2	◆◆◆
Skulduggery (Cun)		◆◆◆
Stealth (Ag)		◆◆◆
Streetwise (Cun)		◆◆◆
Survival (Cun)		◆◆◆
Vigilance (Will)	3	◆◆◆

Combat Skills	Rank	Dice Pool
Brawl (Br)	1	◆◆◆
Gunnery (Ag)	3	◆◆◆
Melee (Br)		◆◆◆
Ranged: Heavy (Ag)	1	◆◆◆
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
Assault Cannon	Gunnery	12	Long	3	Auto-Fire, Cumbersome 5, Pierce 1, Vicious 1
Blaster Pistol	Ranged (Light)	6	Medium	3	Stun setting

Description	Notable Features	Other Traits
Gender: Male		Likes: Killing Imperials, protecting the Galactic Republic, Motivating others to fight
Age: Late 30s		
Height: 2m (2.2 w horns)		

Build:	Athletic	Dislikes: Avoiding fights, weakness, disrespecting authority
Hair:	None	
Eyes:	Purple	
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.

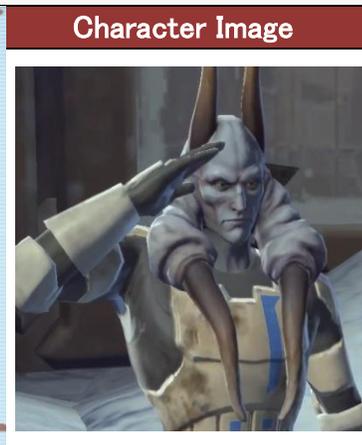
TRIUMPH
Triumph ⚡ symbols count as Success symbols ✨ and may also be spent to trigger a powerful positive consequence.

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>
Autoblaster Cannon, Blaster Pistol, Laminate Armor	Stimpacks (2), Commlink, Utility Belt	3,000 credits

TALENTS AND SPECIAL ABILITIES		
Name (Time Required)	Page #	Summary
Armor Master		+1 Soak when wearing Armor
Barrage (2)		Deal +2 damage with Ranged (Heavy) or Gunnery checks at Long or Extreme range
Brace (2)		Perform a Brace maneuver to remove ■■ from any check caused by enviromental effects
Burly (2)		Reduce the Cumbersome quality and Encumbrance rating of wielded weapons by 2 (minimum 1)
Rain of Death		Perform Rain of Death maneuver to ignore the increased difficulty due to the Auto-fire quality of attacks made this turn
Spare Clip		Cannot run out of ammo due to ☉
Side Step		Once per round, perform the Side Step maneuver and suffer 1 strain, all incoming ranged attacks for the next round are upgraded once.
Toughened (1)		+2 to Wound Threshold (already added to stats)

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"Raised by a colony of pacifist Chagrians, Rusk rebelled against his family's beliefs and enlisted with the Republic military as soon as he could. At first, he proved to be a brilliant soldier and was identified as a rising star in the Republic's ranks. Somewhere along the way, however, his bravery crossed the line into recklessness. Although he still accomplished his combat missions, casualty rates among his squad rose astronomically. Rusk quickly became a pariah among other soldiers, including his superiors. His aggressive pursuit of victory over the Sith Empire at any cost has earned him many medals from politicians, but no promotions from his commanders."

Sergeant Fidelin Rusk is in many respects the epitome of everything the Republic wants in a soldier. He is a decorated soldier whose actions have led to countless victories for the Republic. He is a firm leader with a commitment to perfection. He never questions his orders and is willing to do whatever it takes to complete his objective. But his commitment to the mission has also made him very few friends, and stunted his rise within the Republic military.

Many of his colleagues see Rusk as reckless, often sending his squad into battle against overwhelming opposition. While he would meet his objective and complete the mission, often sealing a battlefield victory for the Republic, the casualty rates among his squad rose drastically. Yet while his men fell all around him, Rusk himself always returned from the front line, eager and ready to reassemble his men and charge into the next impossible assignment.

Information on Sergeant Rusk's family is sparse. It is known that he was raised in a small, peaceful Chagrian colony. Many years after he left to join the Republic military, the colony was destroyed during an Imperial incursion into Republic space. It was shortly after this attack that the first reports of Rusk's recklessness were sent to his commanding officers.

Although his recklessness and disregard for safety are seen as drawbacks, it cannot be denied that Sergeant Rusk is willing and capable of doing whatever it takes to ensure victory for the Republic.