

Character Name: Elara Dorne

Species: Human

Career: Soldier

Specializations: Medic

STAR WARS

Roleplaying Game

by Fantasy Flight Games

DarthGM's GenCon Mod

SOAK
VALUE

5

WOUNDS

16

THRESHOLD

CURRENT

STRAIN

15

THRESHOLD

CURRENT

DEFENSE

0

RANGED

0

MELEE

Characteristics

2

BRAWN

3

AGILITY

4

INTELLECT

2

CUNNING

3

WILLPOWER

2

PRESENCE

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

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

Knowledge Skills	Rank	Dice Pool
Core Worlds (Int)		◆◆◆◆
Education (Int)	1	◆◆◆
Lore (Int)		◆◆◆◆
Outer Rim (Int)		◆◆◆◆
Underworld (Int)		◆◆◆◆
Xenology (Int)	2	◆◆◆
Warfare (Int)	2	◆◆◆
Other:		

Custom Skills	Rank	Dice Pool

Weapon	Skill	Damage	Range	Crit	Special
Blaster Pistol	Ranged (Light)	6	Medium	3	Stun setting
Carbonite Thrower	Ranged (Light)	5	Short	4	Stun Damage, Ensnare 3, Limited Ammo 5, ⊕ to Stagger target for 1 round

Description	Notable Features	Other Traits
Gender: Female		Likes: Rules, propriety, selflessness
Age: Late 20s		

Height:	1.6m		Dislikes: Unnecessary violence, corruption
Build:	Athletic		
Hair:	Golden		
Eyes:	Brown		
Encumbrance Threshold:		Encumbrance Value:	

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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 & Armor</i>	<i>Personal Gear</i>	<i>Assets & Resources</i>
Blaster Pistol, Laminate Armor (+3 Soak, Superior, Enhanced Optics Suite), Wrist-mounted Carbonite Thrower	Medical Kit, Stimpacks (4), Commlink, Utility Belt	3,000 cr

TALENTS AND SPECIAL ABILITIES

<i>Name</i>	<i>Page #</i>	<i>Summary</i>
Anatomy Lessons		After making a successful attack, may spend 1 Destiny Point to add damage equal to Intellect to one hit.
Dodge (1)		When targeted by a combat check, may perform a Dodge incidental to suffer 1 strain to upgrade the difficulty of the check by 1.
Grit (2)		+2 Strain Threshold (already included in stats)
Improved Stimpack Application		When performing Stim Application Action, may increase difficulty of check to Hard (◆◆◆) and target only suffers 1 strain
It's Not That Bad		Once per session when an ally would suffer a Critical Injury, may take an It's Not That Bad incidental; make a Hard (◆◆◆) Medicine Check to stop the Ally from gaining the Critical Injury.
Stimpack Application		Take a Stim Application action, make an Average (◆◆) Medicine Check . If successful, 1 engaged ally increases 1 characteristic by 1 for the remainder of the encounter and suffers 4 strain.
Stimpack Specialization		Stipacks heal 2 additional wounds

(2)		
Surgeon		When making a Medicine check to help a character heal wounds, the target heals 1 additional wound
Toughened (2)		+4 to Wound Threshold (already included in stats)

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"A highly talented field medic, Elara Dorne was born Imperial and served in the Empire's military for two years before defecting to the Republic. She has since served with distinction as a search-and-rescue squad leader, earning several commendations for aiding wounded men under direct enemy fire. Her operational record is flawless. What no record can show is that Dorne's background, combined with her strict adherence to regulations and rigid, uncompromising personality, has made her fairly unpopular with her fellow soldiers. In truth, she's widely regarded as a cold, asocial killjoy, an unfortunate side effect of her dedication to embodying the laws and ideals of the Republic."

Born into the prominent and influential Dorne family, Elara was groomed from birth to serve the Empire. When she was of age, Elara enlisted into the Imperial military, quickly rising through the ranks to become Lieutenant. Able to keep a cool head under enemy fire to both coordinate attacks while tending to her wounded, Elara was becoming one of the Empire's most valued assets. But while she excelled, Elara was unnerved by the atrocities she witnessed. Violent arrests and forced confessions were familiar sights to Elara, and while she filed reports detailing the abuse of authority, she knew that they would go ignored. Over time Elara came to the decision that she could no longer stand by the actions of her commanding officers, and defected to the Republic.

It took time for Elara to earn the trust of the Republic brass, but eventually she was allowed admittance into the Republic Army. Throughout her service she has performed to the highest standards, earning countless commendations for valor and coming to command her own search and rescue team. While she has

not made many friends among her peers, due in large part to her rigid and uncompromising personality, few in the Republic can deny her effectiveness in the field.

While she upholds the laws and ideals of the Republic, the fact that Dorne's background, combined with her strict adherence to regulations and rigid, uncompromising personality, has made her fairly unpopular with her fellow soldiers. In truth, she's widely regarded as a cold, asocial killjoy, an unfortunate side effect of her dedication to being a model soldier. After working with the Major on Taris during the Cold War, Dorne was transferred to Havoc Squad.