

Character Name: Corso Riggs

Species: Human

Career: Hired Gun

Specializations: Bodyguard

STAR WARS

Roleplaying Game

by Fantasy Flight Games

DarthGM's GenCon Mod

SOAK VALUE
8

WOUNDS	
18	
THRESHOLD	CURRENT

STRAIN	
14	
THRESHOLD	CURRENT

DEFENSE	
1	1
RANGED	MELEE

Characteristics

4	2	2	3	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	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)	2	◆◆◆◆
Leadership (Pr)		◆◆
Mechanics (Int)	2	◆◆◆
Medicine (Int)		◆◆
Negotiation (Pr)		◆◆
Perception (Cun)		◆◆◆
Piloting: Planet (Ag)		◆◆
Piloting: Space (Ag)		◆◆
Resilience (Br)	2	◆◆◆◆
Skulduggery (Cun)		◆◆◆
Stealth (Ag)		◆◆
Streetwise (Cun)	1	◆◆◆
Survival (Cun)		◆◆◆
Vigilance (Will)		◆◆◆

Combat Skills	Rank	Dice Pool
Brawl (Br)	2	◆◆◆◆
Gunnery (Ag)	1	◆◆◆
Melee (Br)		◆◆◆◆
Ranged: Heavy (Ag)	3	◆◆◆◆◆
Ranged: Light (Ag)	1	◆◆◆

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

Custom Skills	Rank	Dice Pool

Weapon	Skill	Damage	Range	Crit	Special
Blaster Rifle	Ranged (Heavy)	9	Long	3	Accurate 1, +1 damage at Short/Engaged Range, Stun-Setting, Forearm Grip (Only suffers +◆ when firing while Engaged)
Frag Grenades (3)	Ranged (Light)	8	Short	4	Blast 6, Limited Ammo 1

Description		Notable Features	Other Traits
Gender:	Male		Likes: Protecting the weak, being gentlemanly/nice/polite towards women, punishing bad guys Dislikes: Hurting others for profit,
Age:	Late 20s		
Height:	1.8m		
Build:	Athletic		

Hair:	Brown dreadlocks	hurting women (no matter what they have done), working with Sith, Imperials, or separatists
Eyes:	Brown	
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.

Character Image



EQUIPMENT LOG		
<i>Weapons & Armor</i>	<i>Personal Gear</i>	<i>Assets & Resources</i>
Blaster Rifle (Forearm Grip Mod [+1 Point Blank, Accurate +1], Heavy Battle Armor (Superior Mod)	Utility Belt, Arm-mounted Grappling Hook Launcher, 2 Stim-packs, Commlink	2,500 cr

TALENTS AND SPECIAL ABILITIES		
Name (Time Required)	Page #	Summary
Barrage (3)		+3 damage to targets hit by a Ranged (Heavy) or Gunnery check at Long or Extreme range
Body Guard (2)		Once per round perform a Maneuver to guard an engaged character. Suffer up to 2 strain, then until the beginning of the next turn upgrade the difficulty of combat check against the targeted character by that number.
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
Enduring		+1 Soak value (already added into stats)
Grit		+1 Strain Threshold (already added into stats)
Hard-Headed (2)		When staggered or disoriented, permofr the Hard Headed action; make a Hard (◆◆◆) Discipline check to remove status
Point Blank (1, SPECIAL)		+1 damage to attacks made with Corso's Blaster Rifle when at Short or Engaged range
Side Step		Once per round perform a Maneuver to suffer 1 strain. Until the beginning of next turn, upgrade the difficulty of all incoming ranged attacks once
Toughened (2)		+4 Wound Threshold (already added into stats)

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"Corso Riggs is a cheerful, disarmingly optimistic mercenary soldier. Raised as a rancher's son on the rough frontier of Ord Mantell, Corso developed a mixture of naive innocence and primitive toughness, wrapped with old-fashioned chivalry. In addition to his gung-ho enjoyment of a good, dirty fight and his encyclopedic knowledge of weapons, Corso remains a ray of sunshine in even the worst circumstances. He has no sense of his own mortality and is absolutely convinced he's going to live forever. Corso also has a soft spot for damsels in distress, even when it's clear they're up to no good."

Always cheerful and eternally optimistic, Corso Riggs would be the last person most people pegged to be a mercenary. Before he became a soldier-for-hire, Corso lived a relatively quiet life on the frontier of Ord Mantell. Raised in a small ranching community far from the more civilized settlements, Corso had to learn from a young age how to rely on himself. Corso's upbringing also led to him developing a knack of getting himself into trouble, often taking dangerous risks for little reason other than for thrills and a story to tell.

When the separatist uprising spread across Ord Mantell, Corso's community was among the first to be affected. His family was killed while fighting back a separatist raiding party, and when the news of this reached him, Corso returned to his homeworld and vowed revenge on the group's leader. He joined up with a local gangster, quickly becoming both a trusted friend and most reliable muscle.

Despite a hard life that would have broken weaker men, Corso still looks at the galaxy with a light-hearted and unshakeable optimism. Always willing to defend the innocent and fight for a good cause, Corso is loyal to a fault and an invaluable ally to anyone who earns his friendship.