

Character Name: Aric Jorgan

Species: Cathar

Career: Soldier

Specializations: Heavy

STAR WARS

Roleplaying Game

by Fantasy Flight Games

DarthGM's GenCon Mod

SOAK VALUE
6

WOUNDS
17
THRESHOLD
CURRENT

STRAIN
12
THRESHOLD
CURRENT

DEFENSE
0
0
RANGED
MELEE

Characteristics

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

General Skills	Rank	Dice Pool
Astrogation (Int)		◆◆
Athletics (Br)	2(3)	◆◆◆◆
Charm (Pr)		◆◆◆
Coercion (Will)		◆◆
Computers (Int)		◆◆
Cool (PR)		◆◆◆
Coordination (Ag)		◆◆◆
Deception (Cun)		◆◆
Discipline (Will)		◆◆
Leadership (Pr)	2	◆◆◆
Mechanics (Int)		◆◆
Medicine (Int)		◆◆
Negotiation (Pr)	1	◆◆◆
Perception (Cun)	2	◆◆
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)	2	◆◆◆
Ranged: Light (Ag)		◆◆◆

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

Custom Skills	Rank	Dice Pool

Weapon	Skill	Damage	Range	Crit	Special
Autoblaster Cannon	Gunnery	12	Long	3	Auto-Fire, Cumbersome 5 (2), Pierce 1, Vicious 1
Blaster Pistol	Ranged (Light)	6	Medium	3	Stun setting

Description	Notable Features	Other Traits
Gender: Male		Likes: Efficiency, duty, the Republic military, honesty

Age:	Late 30s		Dislikes: Failure, excuses, callous sacrifices
Height:	1.85m		
Build:	Athletic		
Hair:	Bald(-ish)		
Eyes:	Yellow		
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.

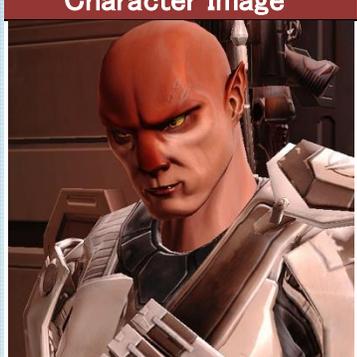
ADVANTAGE
Advantage ⤴ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ⚡ symbols.

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>
Autoblaster Cannon, Blaster Pistol, Laminate Armor (Superior, Strength Enhancement System [Skill Mod-Athletics])	Stimpacks (2), Commlink, Utility Belt	3,000 credits

TALENTS AND SPECIAL ABILITIES		
<i>Name</i>	<i>Page #</i>	<i>Summary</i>
Burly (3)		Reduce the Cumbersome quality and Encumbrance rating of wielded weapons by 3 (minimum 1)
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 environmental effects
Spare Clip		Cannot run out of ammo due to ⚡
Armor Master		Increase the Soak value of worn armor by 1
Toughened (2)		+4 to Wound Threshold (already included)
Rain of Death		Perform Rain of Death maneuver to ignore the increased difficulty due to the Auto-fire quality of attacks made this turn

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"A born leader, Aric Jorgan is one of the Republic's most capable field officers. He enlisted in the military at an early age and quickly distinguished himself as a talented marksman. His impeccable service record earned him a spot in the Republic's top sniper squad, where he successfully carried out over a dozen missions against high-ranking Imperial targets. Since his transfer to Fort Garnik, Jorgan has earned a reputation as a hard and demanding taskmaster. However, few realize his surly demeanor belies a genuine concern for the well-being of his troops. While those under his command may not particularly like the brooding Cathar, they almost always respect him."

A born leader and sharpshooter whose skills are second to none, Aric Jorgan has continued a long family tradition of serving in the Republic military with honor and distinction. Groomed from childhood to serve the Republic, Jorgan immersed himself in every aspect of military study, from the tactics of General Vaklu to the Republic history of the ancient Hyperspace War. As soon as he was of age, Jorgan enlisted in the Republic military.

Jorgan is highly respected and possesses a spotless service record, and has proven himself to be one of the best marksmen in the Republic Army. But he has also earned a reputation among his fellow soldiers as being a strict disciplinarian. His cold, often gruff demeanor has not made him many friends, but there is no doubt that when pinned down under enemy fire, Jorgan won't stop fighting until every soldier under him is safe.

He eventually made the rank of Lieutenant, and was assigned to Fort Garnik on Ord Mantell. Placed within the Infantry Command, he earned a reputation for being a hard and demanding taskmaster among his troops. However, few soldiers came to realize that Jorgan's surly demeanor belies a genuine concern for the well-being of his troops, and while those under his command may not particularly like his brooding and often heavy-handed approach, they most always respect him.