

Character Name: Felix Iresso

Species: Human

Career: Soldier

Specializations: Commando

STAR WARS

Roleplaying Game

by Fantasy Flight Games

DarthGM's GenCon Mod

SOAK VALUE
7

WOUNDS
19
THRESHOLD
CURRENT

STRAIN
14
THRESHOLD
CURRENT

DEFENSE
2
2
Melee
Ranged

Characteristics

3	3	2	2	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

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

Combat Skills	Rank	Dice Pool
Brawl (Br)	2	◆◆◆
Gunnery (Ag)		◆◆◆
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)		◆◆
Xenology (Int)		◆◆
Warfare (Int)	1	◆◆
Other:		

Custom Skills	Rank	Dice Pool

Weapon	Skill	Damage	Range	Crit	Special
Blaster Rifle	Ranged (Heavy)	9	Long	3	Accurate 1, Stun-Setting, only suffers +◆ to Ranged [Heavy] checks while Engaged
Frag Grenades (3)	Ranged (Light)	8	Short	4	Blast 6, Limited Ammo 1

Description	Notable Features	Other Traits
Gender: Male Age: Late 20s	Tattoos on right cheek	Likes: Republic military, leadership, danger for the greater good, honor

Height:	1.8m		and mercy
Build:	Athletic		
Hair:	Dark brown		
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.

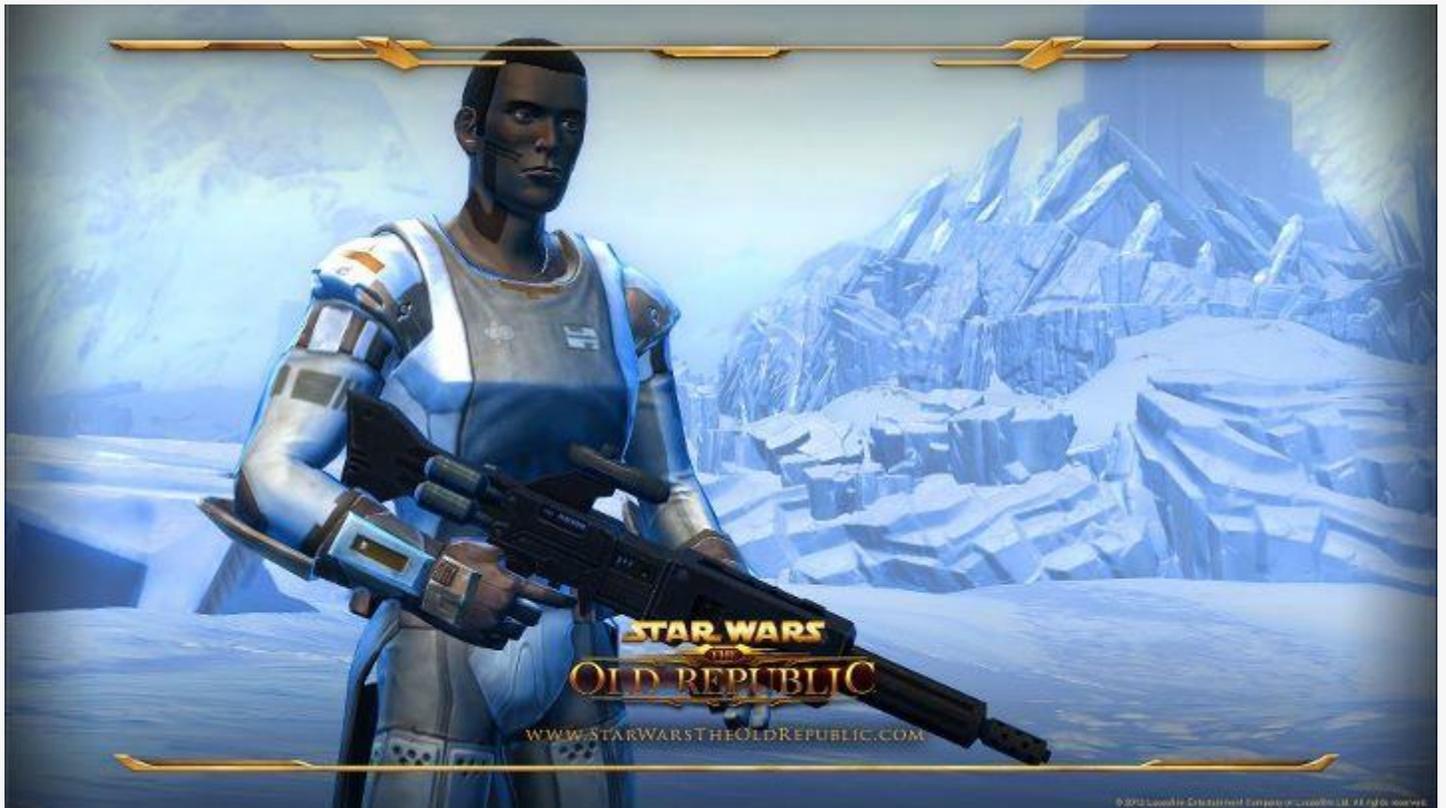
THREAT
Threat ⚡ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ⤴ symbols.



EQUIPMENT LOG		
Weapons & Armor	Personal Gear	Assets & Resources
Blaster Rifle (Forearm Grip Mod [Inate Talent-Point Blank mod, Accurate 1 Mod]), Heavy Battle Armor (Superior Mod)	2 Stim-Packs, Comlink	2,500 Cr

TALENTS AND SPECIAL ABILITIES		
Name (Time Required)	Page #	Summary
Armor Master		When wearing armor, increase total soak value by 1 (already included in stats)
Durable (2)		May reduce any Critical Injury suffered by 20, to a minimum of 1.
Grit		+1 Strain Threshold (already Included in Stats)
Heroic Fortitude		May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter
Improved Armor Master		When wearing armor with a soak value of 2 or higher, increase defense by 1 (already included in stats)
Physical Training		Add ■ to Athletics and Resilience checks (already included in stats)
Point Blank (2*)		Add 2* damage to one hit of successful Ranged (Heavy) or Ranged (Light) attack at Short Range or Engaged
Strong Arm		Treat thrown weapons as if they had 1 greater range
Toughened (3)		+6 Wound Threshold (already added to stats)
Unstoppable		If a Critical Injury roll is 1 or reduced to 1, do not receive a critical injury

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"The son of refugees made homeless during the Great War, Lieutenant Felix Iresso has been a career soldier for many years. His file shows participation in several notable battles, including the so-called Eight-Hour Invasion of Dubrillion where Republic forces repelled an Imperial invasion force with minimal reinforcements. Since then, Lieutenant Iresso has earned excellent technical scores and commendations for exemplary service. However, his file also contains some discrepancies. Lieutenant Iresso has one of the highest transfer rates in the Republic military, serving under almost a dozen commanders across the galaxy in two years. The lieutenant has also been overlooked for promotion several times. The only explanation from his superiors is a reference to an incident on Althir where Lieutenant Iresso was captured by the Empire, but no details are given."

A career soldier with an intense sense of duty, Lieutenant Felix Iresso has seen some of the most brutal conflicts in the galaxy. Iresso was born on a small world near the fringes of Republic space. Fleeing the Sith advancement, his family left their home and spend the next several years bouncing from one planet to the next, never allowing themselves to settle down.

When Iresso was of age, he enlisted in the Republic army. Early in his career, Iresso was a favorite soldier among the higher command echelon; a stern, by-the-books soldier who never disobeyed orders and did whatever was necessary to defeat the Empire. As his notoriety rose, so did his responsibility, quickly rising to the rank of Lieutenant.

Though he has received several commendations from his superior officers for his exemplary service record, Lieutenant Iresso has also been passed up for promotion several times, and in two years was transferred over a dozen times. Many leaders see him as a potential liability after he was taken prisoner by the Empire for a short period. Details about his detainment, however, remain classified.

Now assigned to the Bar'senthor for the foreseeable future, Iresso couldn't be happier. He's serving the Republic with allies that accept him and never question his motives or devotion.