

Last Modified: Saturday, November 9, 2024 6:33 PM

CHARACTER NAME: *Twila*

SPECIES: *Twilek*

CAREER: *Sentinel*

SPECIALIZATIONS: *Shadow*

SOAK 3	DEFENSE RANGED 0 MELEE 0	WOUND THRESHOLD 12 CURRENT	STRAIN THRESHOLD 13 CURRENT
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2 BRAWN	3 AGILITY	2 INTELLECT
2 CUNNING	2 WILLPOWER	3 PRESENCE

Skills *Deception*

Twileks may begin the game with one rank in Deception.

Environmental *Arid/Hot Environments*

When making skill checks, Twileks may remove ■ imposed due to arid or hot environmental conditions.



CREDITS
1,275

ENCUMBRANCE
VALUE 10 THRESHOLD 7

SKILLS			
GENERAL SKILLS	CAREER	RANK	DICE POOL
Athletics (Br)		1	●●
Computers (Int)	✓	2	●●●
Cool (Pr)		-	●●●
Deception (Cun)	✓	1	●●
Perception (Cun)	✓	1	●●
Skulduggery (Cun)	✓	1	●●
Stealth (Ag)	✓	1	●●●■
Streetwise (Cun)	✓	1	●●
Vigilance (Wil)	✓	-	●●

COMBAT SKILLS	CAREER	RANK	DICE POOL
Ranged - Heavy (Ag)	✓	1	●●●

TALENTS		
TALENT	RANK	DESCRIPTION
Codebreaker	1	Remove ■ per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.
★ Sleight of Mind	1	Add ■ to all Stealth checks unless the opposition is immune to Force powers.
Well Rounded	1	Choose any 2 skills. They permanently become career skills. Bonus Career Skills: Ranged - Heavy, Vigilance

CRITICAL INJURIES

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MORALITY 50	CURRENT	CONFLICT
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EQUIPMENT	
ARMOR AND OTHER GEAR	
Concealing Robes	Soak: 1 Features: Add ■ to checks to notice or recognize an individual wearing concealing robes.
Heavy Clothing	Soak: 1
Comlink (long range)	
Holo-messenger	

SYMBOLS AND DICE

Success	Advantage	Triumph	Failure	Threat	Despair	Proficiency	Ability	Boost	Challenge	Difficulty	Setback	Force
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■ Removes a setback die from a check for each icon displayed

Standard Difficulties	
Simple	-
Easy	◆
Average	◆◆
Hard	◆◆◆
Daunting	◆◆◆◆
Formidable	◆◆◆◆◆