

Winta Consular

PHYSICAL

AGILITY BRAWN



FEATURES

+Defensive Training
-Staff Officer

MENTAL

INTELLECT WILLPOWER



FEATURES

+Niman Technique
+Force Awakened
-Self-Burdened

SOCIAL

PRESENCE CUNNING



FEATURES

++Leadership
-Activist

3

2

1

STRESS & RESISTANCE

3

2

1

STRESS & RESISTANCE

3

2

1

STRESS & RESISTANCE

TRAUMAS

1D 1W 1M

1D 1W 1M

1D 1W 1M

1D 1W 1M

1D 1W 1M

1D 1W 1M

Neutralize Ghidrah before the Resistance attacks Exegol

1D 1W 1M

1D 1W 1M

1D 1W 1M

EQUIPMENT

Resistance Assault Armor (+1 Physical Resistance, Helmet Comlink)

Glie-44 Blaster Pistol (+1 Pos Dice, +3 Damage, Integrated Illuminator)

Data-Purge Grenade x3 (Superior)

Lightsaber (+1 Pos Dice, +6 Damage)

Breath Mask



CHARACTER NAME:	WINTA	PLAYER NAME:	Angrboða
SPECIES:	Human	CAREER:	Consular
SPECIALIZATIONS:	Niman Disciple		

CHARACTERISTICS

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

ATTRIBUTES

WOUND 12	STRAIN 14	SOAK 3	CRITICAL INJURIES <table border="1"> <thead> <tr> <th>RESULT</th> <th>SEVERITY</th> </tr> </thead> <tbody> <tr><td></td><td>◇ ◇ ◇ ◇</td></tr> <tr><td></td><td>◇ ◇ ◇ ◇</td></tr> <tr><td></td><td>◇ ◇ ◇ ◇</td></tr> <tr><td></td><td>◇ ◇ ◇ ◇</td></tr> </tbody> </table>	RESULT	SEVERITY		◇ ◇ ◇ ◇		◇ ◇ ◇ ◇		◇ ◇ ◇ ◇		◇ ◇ ◇ ◇
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DEFENSE 0 1 RANGED MELEE													

Reflect: 3

CURRENT

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	-	-	◇ ◇
Athletics (Br)	-	-	◇ ◇ ◇
Charm (Pr)	-	-	◇ ◇ ◇ ◇
Coercion (Wil)	-	-	◇ ◇ ◇ ◇ ◇
Computers (Int)	-	-	◇ ◇ ◇
Cool (Pr)	✓	-	◇ ◇ ◇ ◇
Coordination (Ag)	-	-	◇ ◇ ◇
Cybernetics (Int)	-	-	◇ ◇ ◇ ◇
Deception (Cun)	-	-	◇ ◇ ◇ ◇
Discipline (Wil)	✓	1	◇ ◇ ◇ ◇ ◇
Leadership (Pr)	✓	1	◇ ◇ ◇ ◇ ◇
Mechanics (Int)	-	-	◇ ◇ ◇ ◇
Medicine (Int)	-	-	◇ ◇ ◇ ◇
Negotiation (Pr)	✓	1	◇ ◇ ◇ ◇ ◇
Perception (Cun)	-	-	◇ ◇ ◇ ◇
Piloting - Planetary (Ag)	-	-	◇ ◇ ◇ ◇
Piloting - Space (Ag)	-	1	◇ ◇ ◇ ◇
Resilience (Br)	-	-	◇ ◇ ◇ ◇
Skulduggery (Cun)	-	-	◇ ◇ ◇ ◇
Stealth (Ag)	-	-	◇ ◇ ◇ ◇

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Streetwise (Cun)	-	-	◇ ◇ ◇
Survival (Cun)	-	-	◇ ◇ ◇ ◇
Vigilance (Wil)	-	-	◇ ◇ ◇ ◇ ◇

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	-	-	◇ ◇ ◇
Gunnery (Ag)	-	-	◇ ◇ ◇ ◇
Lightsaber (Wil)	✓	2	◇ ◇ ◇ ◇ ◇
Melee (Br)	-	-	◇ ◇ ◇ ◇
Ranged - Heavy (Ag)	-	-	◇ ◇ ◇ ◇
Ranged - Light (Ag)	-	1	◇ ◇ ◇ ◇

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)	-	-	◇ ◇ ◇
Education (Int)	✓	1	◇ ◇ ◇ ◇
Lore (Int)	✓	-	◇ ◇ ◇ ◇
Outer Rim (Int)	-	-	◇ ◇ ◇ ◇
Underworld (Int)	-	-	◇ ◇ ◇ ◇
Warfare (Int)	-	-	◇ ◇ ◇ ◇
Xenology (Int)	-	-	◇ ◇ ◇ ◇

WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	CRITICAL	DICE POOL	SPECIAL
Basic Lightsaber	Lightsaber	Engaged	6	⓪⓪	◇ ◇ ◇ ◇	Breach 1, Sunder, Defensive 1
Glle-44 Blaster Pistol	Ranged - Light	Medium	6	⓪⓪⓪	◇ ◇	Stun Setting

NOTES

CHARACTER NAME: **WINTA**
SPECIES: Human
SPECIALIZATIONS: Niman Disciple

PLAYER NAME: Angrboða
CAREER: Consular

DESCRIPTION

GENDER: *Female*

AGE: *Late-twenties*

HEIGHT: *Medium*

BUILD: *Slim*

HAIR: *Black*

EYES: *Hazel*



NOTABLE FEATURES

Dark complexion, determined expression

MORALITY

STARTING

CURRENT

CONFLICT

50

Light-Side Force User

BACKGROUND

BEGINNINGS

The Poor and Hungry

ATTITUDE TOWARD FORCE

Duty to Tradition

REASON FOR ADVENTURE

Activist

STORY

Winta had been in the Resistance since before there had been a resistance, or indeed anything to resist.

She had ended up on Chancellor Mon Mothma's staff. Initially it was a fairly junior administrative position, organising events, ensuring the right people were on distribution lists, making enquiries on the chancellor's behalf. Later, when she had been on the staff a while and she had become trusted as both competent and loyal, she had become one of the chancellor's discrete couriers, that 'officially' had transported diplomatic bags, and unofficially had allowed the chancellor to send and receive information or items such as data disks that were too sensitive to transmit.

It was on one of such trips that she first met Leia Organa. Leia was quite taken that Winta had been born in the rebel base on Hoth.

On many of the trips – particularly the ones where she traveled incognito – she would need to negotiate her way past officialdom – such as negotiating the right to land without giving away the true reason for her visit – or defuse situations that looked like they were headed for violence.

Once Mon Mothma became ill and stepped down as Chancellor, most of her staff – Winta included – were viewed as employed by the incumbent rather than by the post and were dismissed. This was a distinction Winta could hardly argue with since New Republic officials were prohibited from engaging in undercover work, and Winta had engaged in undercover work for the Chancellor much of the time she had been there.

On Winta contacting her, Leia invited her to join her staff, once more as a some time administrator, courier, and doer of the jobs that needed to be done by someone. There, Senator Leia Organa's personal assistant, pilot and chief of staff, taught her how to fly, as a skill that it was thought she ought to have – just in case. Leia herself encouraged her in her work with the force.

Wintra became a bit of a stand in: she would deliver the things or pass messages that Leia was too busy to deliver herself, make flights Leia's pilot couldn't make, run things in others' absence.

NOTES

CHARACTER NAME: **WINTA**
 SPECIES: Human
 SPECIALIZATIONS: Niman Disciple

PLAYER NAME: Angrboða
 CAREER: Consular

EXPERIENCE

SPECIES FEATURES

TOTAL XP

150

EARNED XP

30

USED XP

150

UNUSED XP

0

ACQUIRED XP

Skills

Additional Non-Career Skills

Humans start the game with one rank in two different non-career skills of their choice.

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Defensive Training	1	Passive	Niman Disciple	When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.
★ Niman Technique	--	Passive	Niman Disciple	When making a Lightsaber skill check, the character may use Willpower instead of Brawn.
Nobody's Fool	1	Passive	Niman Disciple	May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.
★ Reflect	1	OOT Incidental	Niman Disciple	When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

FORCE ABILITIES

FORCE RATING: 1

POWER	UPGRADE	PURCHASED	DESCRIPTION
Influence	Influence Basic Power	1	<p>The character may attempt to guide, shape, and even twist the thoughts and feelings of other.</p> <p>Special Rule (○/● use): When guiding and shaping thoughts, only ● generated from ● may be used to generate negative emotions such as rage, fear, and hatred. Only ○ generated from ○ may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be created from ● generated from either ○ or ●.</p> <p>The character may spend ● to stress the mind of one living target he is engaged with, inflicting 1 strain.</p>
Move	Move Basic Power	1	<p>The Force user can move small objects via the power of the Force.</p> <p>The user may spend ○ to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.</p>

NOTES

CHARACTER NAME:	WINTA	PLAYER NAME:	Angrboða
SPECIES:	Human	CAREER:	Consular
SPECIALIZATIONS:	Niman Disciple		

ENCUMBRANCE

ENCUMBRANCE

27

VALUE

THRESHOLD

You are unencumbered.

MONEY

CREDITS

50

ACQUIRED CREDITS

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
Basic Lightsaber	1	1	✓	✓	✓	6	2	Engaged	Qualities: Breach 1, Sunder, Defensive 1
Gl1e-44 Blaster Pistol	1	1	✓		✓	6	3	Medium	Qualities: Stun Setting
Carried Encumbrance:		2							

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL
Adverse Environmental Gear	1	0	✓	✓	✓	1	0	0	Features: Wearer may ignore imposed by the environment
Carried Encumbrance:		0							

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Comlink (handheld)	1	0	✓	✓	✓	
Carried Encumbrance:		0				

NOTES