

Sirra Sentinel

PHYSICAL

AGILITY BRAWN



FEATURES

++Shadow
+Force Awakened
-Back From the Dead

3

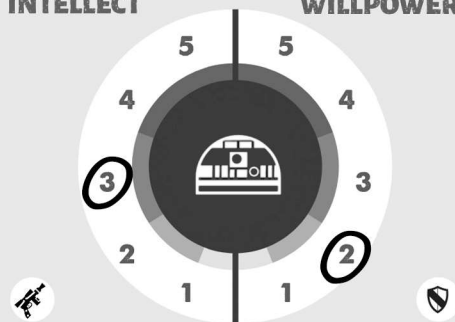
2

1

STRESS & RESISTANCE

MENTAL

INTELLECT WILLPOWER



FEATURES

+Worldly
-First Order Defector

3

2

1

STRESS & RESISTANCE

SOCIAL

PRESENCE CUNNING



FEATURES

+Skulduggerous
-Vengeful

3

2

1

STRESS & RESISTANCE

TRAUMAS

1D 1W 1M Frazzled Cyber-eye

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

1D 1W 1M

1D 1W 1M

EQUIPMENT

Karflo Thinsuit(+1 Physical Resistance, Helmet Comlink and Scanner)

DXR-66 Disruptor Rifle(1 Neg Dice, +7 Damage, Disintegration)

Clip-Point Vibrodaggers(2 Pos Dice, +3 Damage)

Lockpicking Tools

Breath Mask



CHARACTER NAME:	SIRRA	PLAYER NAME:	Art in the Blood
SPECIES:	Human	CAREER:	Sentinel
SPECIALIZATIONS:	Shadow		

CHARACTERISTICS

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

ATTRIBUTES

WOUND 13	STRAIN 12	SOAK 4	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 0 RANGED MELEE													

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	-	-	◇ ◇ ◇ ◇
Athletics (Br)	-	-	◇ ◇ ◇ ◇
Charm (Pr)	-	-	◇ ◇ ◇ ◇
Coercion (Wil)	-	-	◇ ◇ ◇ ◇
Computers (Int)	✓	1	◇ ◇ ◇ ◇
Cool (Pr)	-	-	◇ ◇ ◇ ◇
Coordination (Ag)	-	-	◇ ◇ ◇ ◇
Cybernetics (Int)	-	-	◇ ◇ ◇ ◇
Deception (Cun)	✓	-	◇ ◇ ◇ ◇
Discipline (Wil)	-	-	◇ ◇ ◇ ◇
Leadership (Pr)	-	-	◇ ◇ ◇ ◇
Mechanics (Int)	-	-	◇ ◇ ◇ ◇
Medicine (Int)	-	-	◇ ◇ ◇ ◇
Negotiation (Pr)	-	-	◇ ◇ ◇ ◇
Perception (Cun)	✓	1	◇ ◇ ◇ ◇
Piloting - Planetary (Ag)	-	-	◇ ◇ ◇ ◇
Piloting - Space (Ag)	-	-	◇ ◇ ◇ ◇
Resilience (Br)	-	-	◇ ◇ ◇ ◇
Skulduggery (Cun)	✓	2	◇ ◇ ◇ ◇
Stealth (Ag)	✓	2	◇ ◇ ◇ ◇

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

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

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

WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	CRITICAL	DICE POOL	SPECIAL
Clip-Point Vibrodagger	Melee	Engaged	4	⓪⓪	◇ ◇ ◇ ◇	Pierce 3, Vicious 1
ZOK-10 Hunting Blaster	Ranged - Heavy	Extreme	8	⓪⓪⓪⓪	◇ ◇ ◇ ◇	Accurate 1, Cumbersome 2, Pierce 2, Stun Setting

NOTES

CHARACTER NAME: **SIRRA**
 SPECIES: Human
 SPECIALIZATIONS: Shadow

PLAYER NAME: Art in the Blood
 CAREER: Sentinel

DESCRIPTION

GENDER: *Female*

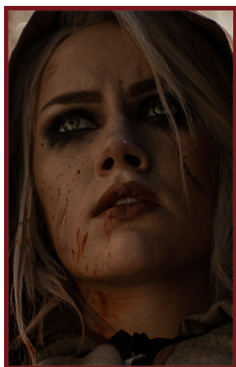
AGE: *Early-twenties*

HEIGHT: *Medium*

BUILD: *Lithe*

HAIR: *Platinum*

EYES: *Green*



NOTABLE FEATURES

Freckles, livid facial scar, mascara

MORALITY

STARTING

CURRENT

CONFLICT

50

Light-Side Force User

BACKGROUND

BEGINNINGS

Comfortable with Tech

ATTITUDE TOWARD FORCE

An Ancient Religion

REASON FOR ADVENTURE

The Avenger

STORY

Daughter of a high echelon First Order commander, talented, devoted, ruthless, buying every line of propaganda she had grown up with. Rebel Scum. Traitors. Disorder. Terrorists. Viewed as a shooting star, with the ability to almost disappear in plain sight and making some above her nervous with the combination of ambition and talent. It became quickly obvious that a regimented military career was not for her - not in her whirlwind personality. which is how she ended up in the FOSB, First Order Security Bureau. On her first real mission she performed a real coup - only not the one she was supposed to. She found corruption and disloyalties alright. In the First Order leadership. Being the 'loyal soldier' she was, she took that discovery to a part of the leadership she thought pure ... and for her trouble received a force pike through the face from Captain Phasma herself and was left for dead. That force pike failed to kill her, due to a timely intervention by of all people a resistance medic, but it did shatter her beliefs. She found herself with a new home. The resistance would be the tool. She may not believe entirely, yet, in their philosophical underpinnings - but they were aimed where she wanted to be aimed. Who knows? Perhaps belief would come in time.

And that was how a hardened, scarred, often darkly sarcastic very young woman showed up as a volunteer. What was left in the First Order was no longer family. Both her and their actions had ensued that she was dead to them and they to her. She was Revenant.

NOTES

CHARACTER NAME:	SIRRA	PLAYER NAME:	Art in the Blood
SPECIES:	Human	CAREER:	Sentinel
SPECIALIZATIONS:	Shadow		

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
★ Sleight of Mind	1	Passive	Shadow	Add  to all Stealth checks unless the opposition is immune to Force powers.

FORCE ABILITIES

FORCE RATING: 1

POWER	UPGRADE	PURCHASED	DESCRIPTION
Misdirect	Misdirect Basic Power	1	The Force user creates illusions to fool those around him.
Misdirect	Control: Appearance	1	The user may spend 1 to make a target at up to short range unable to perceive a chosen person or object of silhouette 1 or smaller. Until the beginning of the user's next turn, the target cannot see or sense the hidden person or object.
Misdirect			The user may alter the perceived appearance of the chosen person or object instead of hiding it.

NOTES

CHARACTER NAME:	SIRRA	PLAYER NAME:	Art in the Blood
SPECIES:	Human	CAREER:	Sentinel
SPECIALIZATIONS:	Shadow		

ENCUMBRANCE

ENCUMBRANCE	
6	9
VALUE	THRESHOLD

- You are unencumbered.

MONEY

CREDITS
50

ACQUIRED CREDITS

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
Clip-Point Vibrodagger	1	1	✓		✓	4	2	Engaged	Qualities: Pierce 3, Vicious 1 Attachments: Paired Weapons (Reduce ⚡ required to hit with second weapon when two-weapon fighting by 1.)
ZOK-10 Hunting Blaster	1	4	✓	✓	✓	8	3	Extreme	Qualities: Accurate 1, Cumbersome 2, Pierce 2, Stun Setting Features: Reduce the difficulty of combat checks made with this weapon by one against targets at long or extreme range.

Carried Encumbrance: 5

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MOEF	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
Lockpicking Tools	1	1	✓	✓	✓	⛔
Comlink (handheld)	1	0	✓		✓	
Utility Belt	1	0	✓	✓	✓	Features: 1 Increase Encumbrance Threshold by 1 Mod
Q-22 Retinal Tracker	1	0	✓	✓	✓	Features: Provides ⚡ on Gunnery and Ranged-Heavy checks.

Carried Encumbrance: 1

NOTES