CHARACTER NAME

Jelly Bean *Warrior*

PHYSICAL

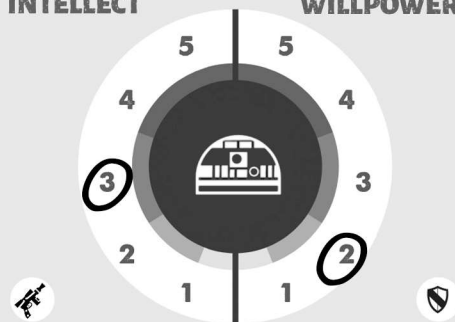AGILITY   BRAWN

5   5
④   4
3   3
2   ②
1   1

MENTAL

INTELLECT   WILLPOWER

5   5
4   4
③   3
2   ②
1   1

SOCIAL

PRESENCE   CUNNING

5   5
4   4
③   3
2   ②
1   1

FEATURES

+Ace Star Pilot
+Ataru Technique
+Force Awakened
−Short

FEATURES

+Mechanics
−Escaped Hutt slave

FEATURES

+Twi'lek Charm
−Buxom

STRESS & RESISTANCE

3 [ ][ ]
2 [ ][ ]
1 [ ]

STRESS & RESISTANCE

3 [ ][ ]
2 [ ][ ]
1 [ ]

STRESS & RESISTANCE

3 [ ][ ]
2 [ ][ ]
1 [ ]

TRAUMAS

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
1D	1W	1M
1D	1W	1M

EQUIPMENT

Mechanic's Utility Suit (+1 Physical Resistance, counts as Toolkit)
SE-14r Light Repeating Blaster Pistol (1 Neg Dice, +4 Damage)
Scanner Goggles and Headcomm

Shoto Lightsabers (1 Pos Dice, +6 Damage)
Thermal Detonator (1 Neg Dice, +6 Damage, Catastrophic Disintegration)
Emergency Repair Patch×2

Breath Mask

BACKGROUND

Click game token below to view *Star Wars: Force & Destiny* version of character sheet

CHARACTER NAME: JELLY BEAN	**PLAYER NAME:** Phoenix Prime
SPECIES: Twi'lek	**CAREER:** Warrior
SPECIALIZATIONS: Starfighter Ace	

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	4	3	2	2	3

ATTRIBUTES

WOUND	STRAIN	SOAK
11	14	3

CURRENT

DEFENSE	
0	0
RANGED	MELEE

CRITICAL INJURIES

RESULT	SEVERITY
	◇◇◇◇
	◇◇◇◇
	◇◇◇◇
	◇◇◇◇

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	✓	-	◆◆◆
Athletics (Br)	✓	-	◆
Charm (Pr)		1	⬡◆◆
Coercion (Wil)		-	◆◆
Computers (Int)		-	◆◆◆
Cool (Pr)	✓	1	⬡◆◆
Coordination (Ag)		-	◆◆◆◆
Cybernetics (Int)		-	◆◆◆
Deception (Cun)		-	◆◆
Discipline (Wil)		-	◆◆
Leadership (Pr)		-	◆◆◆
Mechanics (Int)	✓	1	⬡◆◆
Medicine (Int)		-	◆◆◆
Negotiation (Pr)		-	◆◆◆
Perception (Cun)	✓	1	⬡◆
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)	✓	1	⬡◆◆◆
Lightsaber (Br)		-	◆
Melee (Br)	✓	1	⬡
Ranged - Heavy (Ag)		-	◆◆◆◆
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
SE-14r Light Repeating Blaster	Ranged - Light	Medium	6	3	◆◆◆◆	Auto Fire, Stun Setting
Shaped Thermal Grenade	Ranged - Light	Short	20	2	◆◆◆◆	Breach 2, Limited Ammo 1, Vicious 5
Fusion Cutter	Melee	Engaged	5	3	⬡	Breach 1, Burn 3, Sunder, Vicious 3

NOTES

CHARACTER NAME:	**JELLY BEAN**	PLAYER NAME:	Phoenix Prime
SPECIES:	Twi'lek	CAREER:	Warrior
SPECIALIZATIONS:	Starfighter Ace		

DESCRIPTION

GENDER:	*Female*
AGE:	*Twenties*
HEIGHT:	*Short*
BUILD:	*Buxom*
HAIR:	*None*
EYES:	*Midnight*

NOTABLE FEATURES

Red skin, tattooed lekku, cleavage, goggles

MORALITY

STARTING	CURRENT	CONFLICT
50		

Light-Side Force User

BACKGROUND

BEGINNINGS	ATTITUDE TOWARD FORCE	REASON FOR ADVENTURE
The Poor and Hungry	Pragmatic Power	The Searching Insurgent

NOTES

CHARACTER NAME:	**JELLY BEAN**	**PLAYER NAME:**	Phoenix Prime
SPECIES:	Twi'lek	**CAREER:**	Warrior
SPECIALIZATIONS:	Starfighter Ace		

EXPERIENCE

TOTAL XP	EARNED XP	USED XP	UNUSED XP
130	30	130	0

ACQUIRED XP

SPECIES FEATURES

Skills	*Charm*
Twi'leks may begin the game with one rank in Charm.	
Environmental	*Arid/Hot Environments*
When making skill checks, Twi'leks may remove ■ imposed due to arid or hot environmental conditions.	

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Grit	1	Passive	Starfighter Ace	Gain +1 strain threshold
Rapid Reaction	1	OOT Incidental	Starfighter Ace	Suffer a number of strain to add an equal number of ✵ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
Skilled Jockey	1	Passive	Starfighter Ace	Remove ■ per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.

FORCE ABILITIES

FORCE RATING: 1

POWER	UPGRADE	PURCHASED	DESCRIPTION
Manipulate	Manipulate Basic Power	1	The Force user shapes machine components on a molecular level, allowing him to mend damaged mechanical systems. The Force user may spend ◗ to cause one vehicle or starship he is engaged with to recover one system strain. The user may activate this multiple times.
Manipulate	Control: Item Damage	1	Ongoing effect: Commit ◯ One damaged weapon or item counts as being undamaged.

NOTES

CHARACTER NAME:	**JELLY BEAN**	PLAYER NAME:	Phoenix Prime
SPECIES:	Twi'lek	CAREER:	Warrior
SPECIALIZATIONS:	Starfighter Ace		

ENCUMBRANCE

ENCUMBRANCE		
9	**10**	• You are unencumbered.
VALUE	THRESHOLD	

MONEY

CREDITS	ACQUIRED CREDITS
50	

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR		DAM	CRIT	RANGE	SPECIAL
SE-14r Light Repeating Blaster	1	2	✓	✓	✓⬜🟧🟥	⛔	6	3	Medium	**Qualities:** Auto Fire, Stun Setting **Features:** ⚙⚙⚙ may cause out of ammo., **Attachments:** *Optimized Energy Cell* (When GM spends 🔷 or ⚙ to cause the weapon to run out of ammo, it requires an additional ⚙.)
Shaped Thermal Grenade	1	1	✓		✓⬜🟧🟥	⛔	20	2	Short	**Qualities:** Breach 2, Limited Ammo 1, Vicious 5
Fusion Cutter	1	2	✓		✓⬜🟧🟥		5	3	Engaged	**Qualities:** Breach 1, Burn 3, Sunder, Vicious 3
Carried Encumbrance:		5								

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL
Mechanic's Utility Suit	1	2	✓	✓	✓⬜🟧🟥	2	0	0	**Features:** Counts as having a tool kit.
Carried Encumbrance:		2							

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Military Modular Backpack Frame	1	2	✓	✓	✓⬜🟧🟥	**Attachments:** *Comms Unit* (May route communications up to long range on the planetary scale., Adds ⬛⬛ to checks made to unscramble the unit's signal.), *Storage Unit* (1 Increase Encumbrance Threshold by 3 Mod)
Utility Belt	1	0	✓	✓	✓⬜🟧🟥	**Features:** 1 Increase Encumbrance Threshold by 1 Mod
Scanner Goggles	1	0	✓	✓	✓⬜🟧🟥	**Features:** User may see normally in dark conditions
Emergency Repair Patch	2	0	✓	✓	✓⬜🟧🟥	**Features:** Repairs 3 wounds on a droid. May be used up to five times a day.
Carried Encumbrance:		2				

VEHICLES

VEHICLE MODEL/NAME	TYPE	SILH	SPEED	HAND	ARMOR	F-DEF	A-DEF	P-DEF	S-DEF	HULL	STRAIN
YT-1210 Light Freighter "BARGON FLIT"	Freighter	4	4	-1	2	1	1	--	--	20	12

NOTES

NAME:	BARGON FLIT	CATEGORY:	Starship, Non-Fighter Starship
MODEL:	YT-1210 Light Freighter	HULL TYPE:	Freighter
HARD POINTS:	Total: 4, Remaining: 0	COST/RARITY:	152,400/5

SILHOUETTE 4
SPEED 4
HANDLING -1
ARMOR 2
ENCUMBRANCE VALUE 0 | CAPACITY 100

FORE DEFENSE 1
AFT DEFENSE 1

HULL TRAUMA 20
SYSTEM STRAIN 12
CURRENT

SPEED TRACK

0	1	2	3	4	5	6	7	8	9

FULL STOP · PUNCH IT!

DESCRIPTION

Hyperdrive:	Primary: Class 0.5, Backup: Class 16
NaviComputer:	Yes
Consumables:	Two months
Sensor Range:	Short
Crew:	One pilot, one gunner
Passengers:	4

ABOUT THE BARGON FLIT

Bargon Flit appears to be an old but well-maintained Corellian light freighter, but has been cunningly modified by the techs on the Colossus for hit-and-run tactics. The cargo-loading derrick conceals a mass driver in its subframe powerful enough to punch a hole in a capital ship. To throw off pursuit, quad laser turrets are hidden in retractable mounts and the sensor-boom is coupled to a high-end jammer. The hyperdrive is performance-tuned to the Nth degree.

CRITICAL HITS

RESULT	SEVERITY
	◇◇◇◇
	◇◇◇◇
	◇◇◇◇
	◇◇◇◇

CURRENT ACTIONS

☐ Evasive Maneuvers   ☐ Gain the Advantage   ☐ Stay on Target   ☐ Target Lock
☐ Watch Your Back!

WEAPON SYSTEMS

CNT	WEAPON SYSTEM	ARC	RANGE	DAM	CRITICAL	QUALITIES
1	Dorsal Turret-Mounted Retractable Quad Laser Cannon	✸	Close	5	⚙⚙⚙	Accurate 1, Linked 3
1	Sponson-Mounted Heavy Mass Driver	◁	Extreme	8	⚙⚙⚙	Breach 4, Slow Firing 1
1	Ventral Turret-Mounted Retractable Quad Laser Cannon	✸	Close	5	⚙⚙⚙	Accurate 1, Linked 3

VEHICLE ATTACHMENTS

NAME	MODS
Reverse Engineering	1 Add 1 Hard Point(s) to Item Mod
Security Measures	Upgrade the difficulty Computers and Skulduggery checks made to gain unauthorized access to the ship twice., 2 Add ■ to Computers and Skulduggery checks made to gain unauthorized access to the ship Mods
Electronic Countermeasures Suite	Blocks sensors within range, counting the ship's silhouette as one smaller when being fired upon., Immediately notifies all ships in a star system or within 100 kilometers if planetside to the ship or vehicle's existence., Increase difficulty by one with Guided quality
Hyperdrive Generator	1 Decreases Hyperdrive Class by 1, to a minimum of 1 Mod, 1 Decreases Hyperdrive Class by 1, to a minimum of .5 Mod

NOTES