CHARACTER

CHARACTER NAME JAXON BRAND

SPECIES HUMAN

CAREER COMMANDER

SPECIALIZATION TREES TA

TACTICIAN



PLAYER

SOAK VALUE

WOUNDS

12

THRESHOLD CURRENT

STRAIN

13

THRESHOLD CURRENT

DEFENSE

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RANGED MELEE

HARACTERISTICS













KILLS (CAREER 茶)

Participation of the Control of the	EX STATE OF THE STATE OF
GENERAL SKILLS	SKILLS
	RANK
Astrogation (Int)	
Athletics (Br)	
Charm (Pr)	
Coercion (Will) 🛠	
Computers (Int)	
Cool (Pr) 🌣	
Coordination (Ag)	
Deception (Cun)	
Discipline (Will) 🔅	
Leadership (Pr) 🜣	
Mechanics (Int)	
Medicine (Int)	
Negotiation (Pr)	
Perception (Cun) 🕸	
Piloting - Planetary (Ag)	
Piloting - Space (Ag)	
Resilience (Br)	
Skulduggery (Cun)	
Stealth (Ag)	
Streetwise (Cun)	
Survival (Cun)	
Vigilance (Will) ☆	

COMBAT SKILLS		RA	NK		
Brawl (Br) ☆)	>	>	>	
Gunnery (Ag)	>	>	>	>	
Melee (Br)	>	<u> </u>	>	>	
Ranged - Light (Ag) 🛠	<u> </u>	<u> </u>	>	\rightarrow	
Ranged - Heavy (Ag) 🜣	>	>	>	>	

Core Worlds (Int)	>	>	\sum	>	
Education (Int)	>	>	>	<u> </u>	
Galactic Civil War (Int) 🛠		>	>	>	_
Lore (Int)	>	>	<u> </u>	<u> </u>	
Outer Rim (Int)	\rightarrow	>	>	>	
Underworld (Int)	>	<u> </u>	>	>	
Xenology (Int)	>	>	>	>	
Other:	>	>	>	>	

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SKILL DAMAGE CRIT SPECIAL WEAPON RANGE Light blaster pistol 5 4 Stun Setting Ranged (Light) Medium Fists Brawl Engaged Disorient 1, Knockdown

CHARACTER SHEET

MOTIVATIONS

TYPE: BELIEF - THE REPUBLIC Jaxon believes in the Republic and all it stood for. He is determined to restore it in all its glory (and what it was before corruption set in).

STAR	WARS.
MC	E 05
1 (-	- OF
PERE	LLION
ROLEPLAY	DC CAME

CHARACTER DESCRIPTION

AGE: HEIGHT:		
חבוטחו.		
BUILD:		, es - 1940
HAIR:		17.5
EYES:		243,70
NOTABLE FEATI	JRES:	

		DUTIES
TYPE: PERSONNEL	TYPE:	
Jaxon is devoted to seeing to his squad's safety, well-being, and training. A successful mission is one where no one is left behind. MAGNITUDE: 5	MAGNITUDE:	
GROUP'S CONTRIBUTION RANK:		

CREDITS: 74

WEAPONS & ARMOR

Light blaster pistol, commander's uniform (+1 soak),

EQUIPMENT LOG

PERSONAL GEAR

Comlink (handheld), 2 glow rods, 5 field ration packs, military field manual, 2 stimpacks (use a maneuver to heal 5 wounds to a living creature; consumed on use).

SEVERITY:	RESULT:

CRITICAL INJURIES

TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
Commanding Presence	95	◆ Remove ■ from Leadership checks.
Side Step	103	♦ Perform maneuver: gain 1 strain to upgrade difficulty of all incoming ranged attacks by 1 for next round.
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