

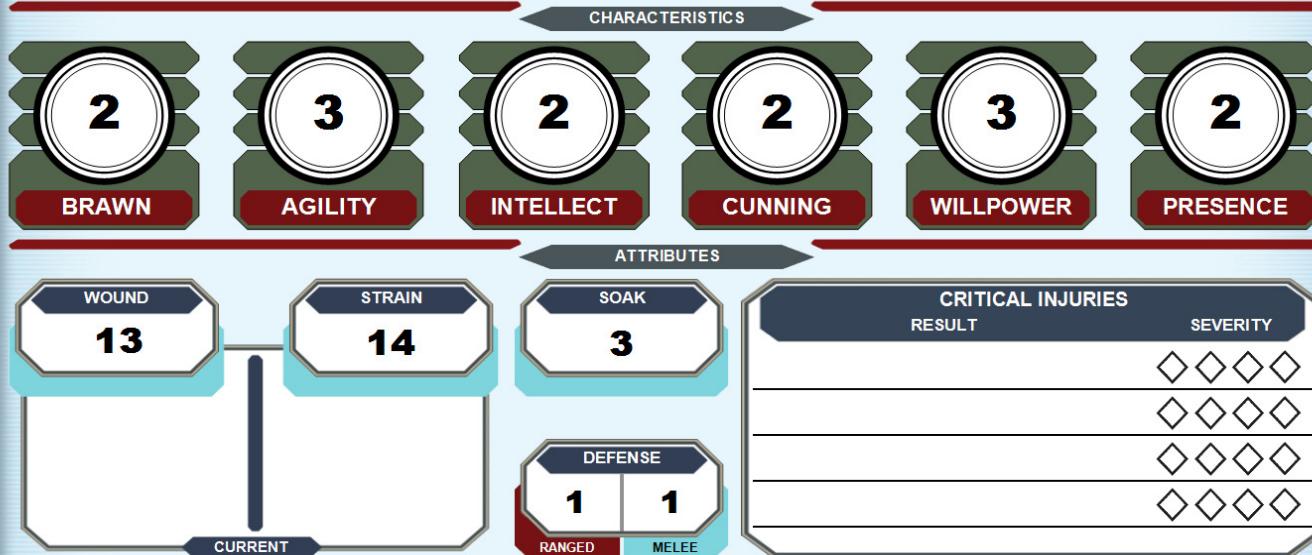
CHARACTER NAME: **Quaran Taske**

PLAYER NAME: Ken

SPECIES: Arkanian Offshoot

CAREER: Colonist

SPECIALIZATIONS: Marshal, Force Sensitive Exile



SKILLS

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

WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	Critical	DICE POOL	SPECIAL
Heavy Blaster Pistol	Ranged - Light	Medium	7	◆◆◆	◆◆◆	Stun Setting
Brass Knuckles	Brawl	Engaged	3	◆◆◆	◆◆	Disorient 3, Knockdown, Stun Setting
Unarmed	Brawl	Engaged	2	◆◆◆◆	◆◆	Disorient 1, Knockdown, Stun Setting

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DESCRIPTION

GENDER: Male

AGE: 47

HEIGHT: 6'

BUILD: Medium

HAIR: White

EYES: Blue



NOTABLE FEATURES

MOTIVATIONS

QUEST

REDEMPTION

Quaran's main purpose is to redeem himself and overcome the failures of his past.

DUTIES

0

COMBAT VICTORY

Quaran is dedicated to restoring the Jedi and defeating the Sith. It seems that the most practical way to achieve these goals is to confront the Empire head on.

MORALITY

STARTING

CURRENT

CONFLICT

50

Light-Side Force User

NOTES

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BACKGROUND**BEGINNINGS**

Middle Class Struggles

ATTITUDE TOWARD FORCE

One with the Force

REASON FOR ADVENTURE

A Failure of Character

STORY

Real Name: Bren Jonas
 Age: 47 (was 27 during Order 66)

Was a Jedi Knight during the clone wars.

- Expelled from the Jedi Order during the clone wars (well before order 66).
- Migrated in disgrace to the backwater remote planet Agamar to "get a new start" and assumed a new identity as a farmer.
- Years later was reluctantly made Marshal of a small settlement when he stood up to some brigands who threatened the town.
- Over the years deteriorated into a drunken depression with no hope.
- Had allowed gangsters to bribe him as a lame duck Marshal while they operated their illegal trades in spice and other banned substances.
- After news of the battle of Yavin and the destruction of the Death Star reached Agamar , "new hope" has brought him out of his drunken stupor.
- He shines his boots and badge, picks up his blaster and takes down the petty gangsters cleaning up his town.
- Next he packs his bags and rides off into the sunset hoping the force will lead him to redemption.

Agamar

Lahara sector
 Mirgoshir system

<http://starwars.wikia.com/wiki/Agamar>
 "Agamar had a mostly Human population and was governed by the Agamarian Council in its capital city of Calna Muun.
 As something of a backwater planet, Agamar was not a well-known world.
 Among those who had heard of the planet, Agamarians were stereotyped as dumb hicks..."

Details - Expelled From the Jedi Order

Bren disobeyed a direct order which lead to the death of another jedi and a squad of clone troopers.
 He wanted to be a hero and single handedly defeated a seperatist leader which led to him disobeying orders ending in disaster.

NOTES

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EXPERIENCE

TOTAL XP	205	EARNED XP	85	USED XP	205	UNUSED XP	0
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ACQUIRED XP

SPECIES FEATURES

Skills	Additional Career Skills
May train in two additional career skills	
Determination	Genetically Engineered
Arkanian Offshoots may choose to suffer one Strain to receive a to a single Brawn or Agility-based check made on their turn.	

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Bad Cop	1	Passive	Marshal	May spend from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.
Forager	--	Passive	Force Sensitive Exile	Remove up to from skill checks to find food, water, or shelter. Survival checks to forage take half the time.
Grit	1	Passive	Marshal	Gain +1 strain threshold.
★ Insight	--	Passive	Force Sensitive Exile	Perception and Discipline become career skills. [BBonus Career Skills: Discipline, Perception]
Point Blank	1	Passive	Marshal	Add 1 damage per rank of Point Blank to damage of one hit of successful attack using Ranged (Heavy) or Ranged (Light) skills at close range or engaged.
Quick Draw	--	Incidental	Marshal, Force Sensitive Exile	Once per round, draw or holster a weapon or accessible item as an incidental.
Street Smarts	1	Passive	Marshal	Remove per rank of Street Smarts from Streetwise or Knowledge (underworld) checks.
★ Touch of Fate	--	Incidental	Force Sensitive Exile	Once per session add to any 1 check.
Toughened	1	Passive	Marshal	Gain +2 wound threshold.
★ Uncanny Reactions	1	Passive	Force Sensitive Exile	Add per rank of Uncanny Reactions to all Vigilance checks.
★ Uncanny Senses	1	Passive	Force Sensitive Exile	Add per rank of Uncanny Senses to all Perception checks.

FORCE ABILITIES

FORCE RATING: 1

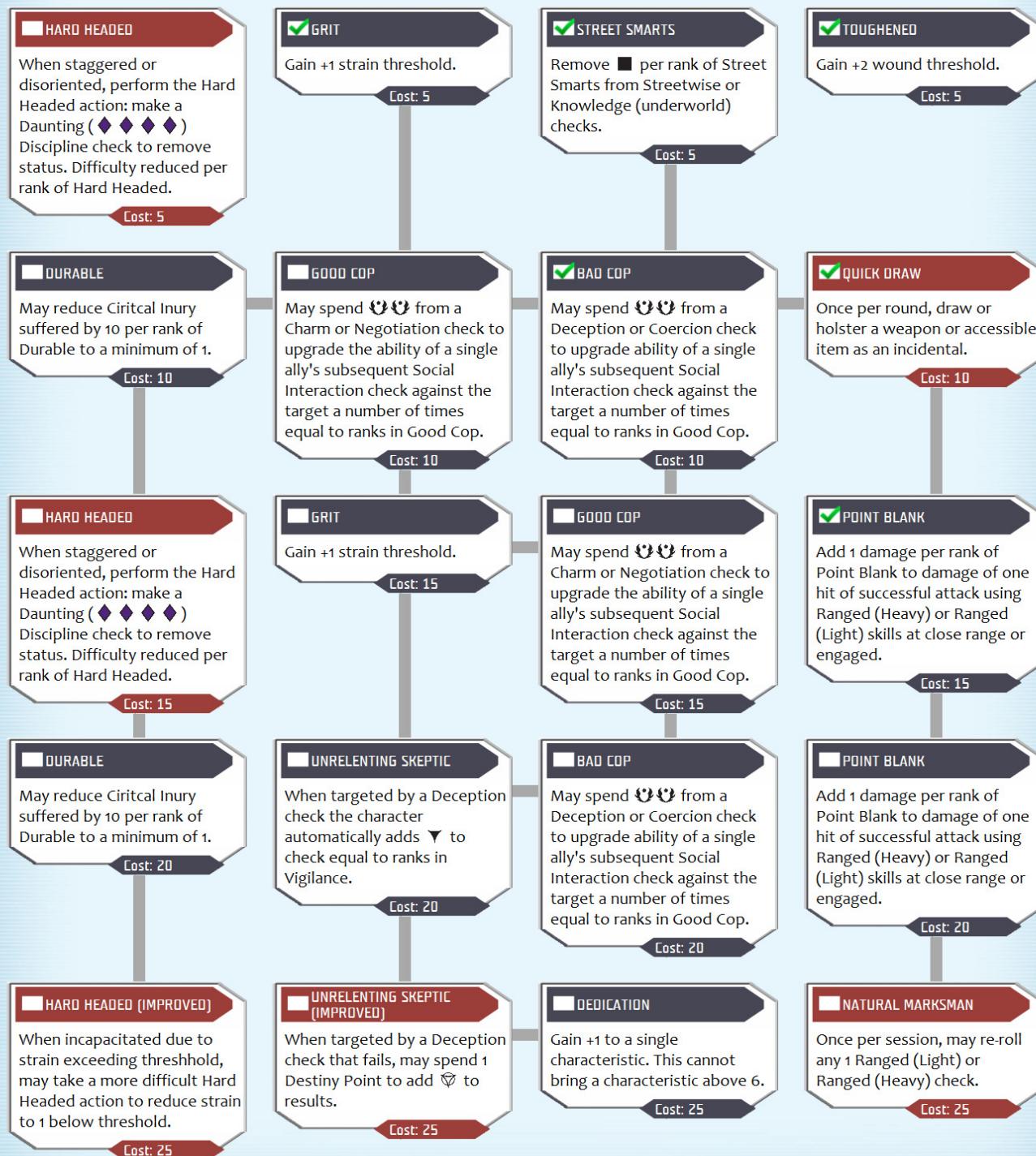
POWER	UPGRADE	PURCHASED	DESCRIPTION
Sense	Sense Basic Power	1	The Force user can sense the Force interacting with the world around him. The user may spend to sense all living things within short range (including sentient and non-sentient beings). The user may spend to sense the current emotional state of one living target with whom he is engaged.
Sense	Control: Upgrade Difficulty	1	Ongoing effect: Commit . Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

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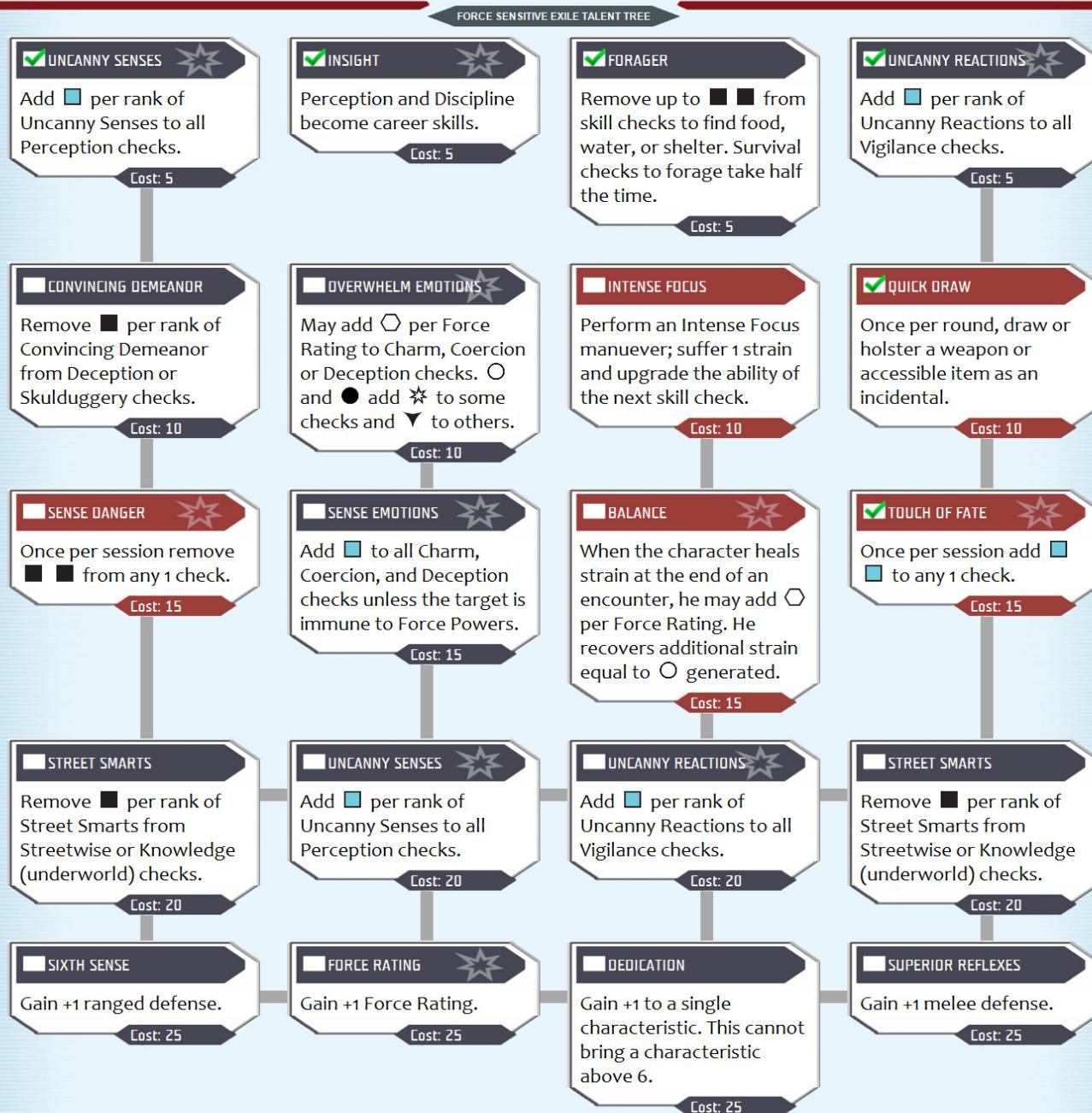
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MARSHAL TALENT TREE



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SENSE POWER TREE **SENSE BASIC POWER**

The Force user can sense the Force interacting with the world around him. The user may spend ⚡ to sense all living things within short range (including sentient and non-sentient beings. The user may spend ⚡ to sense the current emotional state of one living target with whom he is engaged.

Cost: 10

 CONTROL: UPGRADE DIFFICULTY

Ongoing effect: Commit ⚡. Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

Cost: 10

 CONTROL: SENSE THOUGHTS

Effect: Spend ⚡. The Force user senses the current thoughts of one living target with whom he is engaged.

Cost: 10

 DURATION

Sense's ongoing effects may be triggered one additional time per round.

Cost: 10

 RANGE

Spend ⚡ to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 5

 MAGNITUDE

Spend ⚡ to increase number of targets affected by power equal to Magnitude upgrades purchased .

Cost: 5

 STRENGTH

When using Sense's ongoing effects, upgrade the pool twice, instead of once.

Cost: 10

 RANGE

Spend ⚡ to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 10

 MAGNITUDE

Spend ⚡ to increase number of targets affected by power equal to Magnitude upgrades purchased .

Cost: 10

 CONTROL: UPGRADE ABILITY

Ongoing effect: Commit ⚡. Once per round, when the Force user makes a combat check, he upgrades the ability of that check once.

Cost: 10

 RANGE

Spend ⚡ to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 10

 MAGNITUDE

Spend ⚡ to increase number of targets affected by power equal to Magnitude upgrades purchased .

Cost: 10

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ENCUMBRANCE

ENCUMBRANCE	
VALUE	THRESHOLD
8	8

- You are unencumbered.

MONEY

CREDITS
50

ACQUIRED CREDITS**WEAPONS**

WEAPON	QTY	ENCUM	CARRY	EQUIP	DAM	CRIT	RANGE	SPECIAL
Heavy Blaster Pistol	1	2	✓	✓	7	3	Medium	Qualities: Stun Setting
Brass Knuckles	1	1	✓	✓	3	4	Engaged	Qualities: Disorient 3
Carried Encumbrance: 3								

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	SOAK	MDEF	RDEF	SPECIAL
Armored Clothing	1	1	✓	✓	1	1	1	
Carried Encumbrance: 1								

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	SPECIAL
Comlink (handheld)	1	0	✓	✓	
Macrobinoculars	1	1	✓	✓	
Stimpack	1	0	✓		Features: Heals 5 wounds.
Binders	2	0	✓		
Corellian Whiskey (Bottle)	1	1	✓		
Utility Belt	1	0	✓	✓	Features: 1 Increase Encumbrance Threshold by 1 Mod
Extra Reload	1	1	✓	✓	
Badge	1	0	✓	✓	---
Lightsaber Parts	1	0	✓	✓	
"Rider" Ascension Pistol	1	1	✓	✓	Features: Average (♦ ♦) Ranged Light check to fire grappling hook up to medium range. Action to reel in cord., Average (♦ ♦) Athletics check to reel in himself and another character.

Carried Encumbrance: 4

NOTES