

How to earn:

Achieve Major Objective: +3

Achieve Minor Objective: +2

Played Character Motivation: +1

Excellent Roleplaying / No  
Metagaming: +1

Session 1-5

Session 6-10

Session 11-15

Session 16-20

Session 21-25

Session 26-30

Session 31-35

Session 36-40

1:□□□□□□

6:□□□□□□

11:□□□□□□

16:□□□□□□

21:□□□□□□

26:□□□□□□

31:□□□□□□

36:□□□□□□

2:□□□□□□

7:□□□□□□

12:□□□□□□

17:□□□□□□

22:□□□□□□

27:□□□□□□

32:□□□□□□

37:□□□□□□

3:□□□□□□

8:□□□□□□

13:□□□□□□

18:□□□□□□

23:□□□□□□

28:□□□□□□

33:□□□□□□

38:□□□□□□

4:□□□□□□

9:□□□□□□

14:□□□□□□

19:□□□□□□

24:□□□□□□

29:□□□□□□

34:□□□□□□

39:□□□□□□

5:□□□□□□

10:□□□□□□

15:□□□□□□

20:□□□□□□

25:□□□□□□

30:□□□□□□

35:□□□□□□

40:□□□□□□

## REPUTATION

## DUTY

How to earn:

Go Above and  
Beyond During  
Mission to  
Benefit Attatock.

Gain a new  
contact, Gather  
recources, etc.

**Unknown**

□ □

500 CR / Session

**Acknowledged**

□ □ □ □

1 Consumable per Session, 100 CR  
Value

**Recognized**

□ □ □ □ □ □

1000 CR / Session

**Trusted**

□ □ □ □ □ □ □ □

Recieve One Time Shopping Spree,  
10,000 CR Maximum Value

**Respected**

□ □ □ □ □ □ □ □ □ □

1500 CR / Session; Intel, Old Friend,  
or Heavy Ordinance per Session

**Admired**

□ □ □ □ □ □ □ □ □ □ □ □

Fleet Support

**Revered**

Attendant Minion Group;  
May Become Canonical NPC

## OBLIGATION

□□□□□

-1 Strain  
Threshold

□□□□□

-2 Strain  
Threshold

□□□□□

-3 Strain  
Threshold  
Flip LSDP  
to DSDP

□□□□□

-4 Strain  
Threshold  
Can Not Earn  
Duty

□□□□□

-5 Strain  
Threshold  
-2xp per  
Session

### Obligation Options:

+5 Obligation, Character Creation Only: +5xp OR 1000 CR

+10 Obligation, Character Creation Only: +10xp OR 2500 CR

+1 Obligation: Minor help; Add Boost Die to check

+3 Obligation: Moderate help; Add Ability Die to check

+5 Obligation: Major help; Add Proficiency Die to check

+5 Obligation: 500 CR or +5xp

+5 \* X Obligation: Add mod to attachment for free. +5 obligation for each mod on attachment

+15 Obligation: Escape Death

-X Obligation: -X Reputaion

## MORALITY



**0:** +5 Strain Threshold, +1 Force Rating, +Boost Die to all Checks

**1:** +2 Strain Threshold

**2:** -1 Force Rating

**3:** -1 Strain Threshold, -1 Force Rating

**4:** -3 Strain Threshold, -1 Force Rating, +Setback Die to all Social Checks

**5:** -5 Strain Threshold, -2 Force Rating, +Setback Die to all Checks

□

+1 Force Rating

□□□□□□□□

+2 Strain Threshold, +Boost Die to all Checks

□□□□□□□□

+1 Strain Threshold, +Boost Die to all Social Checks

□□□□□□□□

+1 Light Side Destiny Point

□□□□□□□□

□□□□□□□□

-----Start□-----



□□□□□□□□

□□□□□□□□

□□□□□□□□

Dark Side Force User, Flip LSDP to DSDP

□□□□□□□□

-1 Strain Threshold, +5 Wound Threshold

□□□□□□□□

-2 Strain Threshold, +5 Wound Threshold

□

Permanently Lost to the Dark Side. Immediately Remove Character from Play.