

CHARACTER NAME:\_\_\_\_\_

PLAYER NAME:\_\_\_\_\_

## REPUTATION

### Sessions 1-5

1: ☐☐☐☐☐☐☐☐  
2: ☐☐☐☐☐☐☐☐  
3: ☐☐☐☐☐☐☐☐  
4: ☐☐☐☐☐☐☐☐  
5: ☐☐☐☐☐☐☐☐

### Sessions 6-10

6: ☐☐☐☐☐☐☐☐  
7: ☐☐☐☐☐☐☐☐  
8: ☐☐☐☐☐☐☐☐  
9: ☐☐☐☐☐☐☐☐  
10: ☐☐☐☐☐☐☐☐

### Sessions 11-15

11: ☐☐☐☐☐☐☐☐  
12: ☐☐☐☐☐☐☐☐  
13: ☐☐☐☐☐☐☐☐  
14: ☐☐☐☐☐☐☐☐  
15: ☐☐☐☐☐☐☐☐

### Sessions 16-20

16: ☐☐☐☐☐☐☐☐  
17: ☐☐☐☐☐☐☐☐  
18: ☐☐☐☐☐☐☐☐  
19: ☐☐☐☐☐☐☐☐  
20: ☐☐☐☐☐☐☐☐

### Sessions 21-25

21: ☐☐☐☐☐☐☐☐  
22: ☐☐☐☐☐☐☐☐  
23: ☐☐☐☐☐☐☐☐  
24: ☐☐☐☐☐☐☐☐  
25: ☐☐☐☐☐☐☐☐

### Sessions 26-30

26: ☐☐☐☐☐☐☐☐  
27: ☐☐☐☐☐☐☐☐  
28: ☐☐☐☐☐☐☐☐  
29: ☐☐☐☐☐☐☐☐  
30: ☐☐☐☐☐☐☐☐

## OBLIGATION

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-1 strain threshold

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-2 strain threshold  
(3 total)

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A "friend" calls in  
a favor

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Bounty is placed  
on head

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+2 setback dice  
to all actions

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-5 to rarity availability.  
*Takes effect  
immediately*

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XP and credits may  
not be spent.  
*Takes effect  
immediately*

☐☐☐☐

XP and credits may  
not be gained.  
*Takes effect  
immediately*

### Options

+5: +1000 Credits. Character creation only

+5: +5 XP. Character creation only

+10: +2500 Credits. Character creation only

+10: +10 XP. Character creation only

+1: Call in for minor help; Add a boost die to one check

+1: Minor advance planning; Add a setback die to one check

+1: Take out a loan; Gain 100 credits.

+3: Call in for medium help; Add an ability die to one check

+3: Medium advance planning; Add a difficulty die to one check

+5: Call in for major help; Add a proficiency die to one check

+5: Major advance planning; Add a challenge die to one check

+5: Access the black market; Purchase one item 1 rarity higher than normally could be purchased. May be purchased multiple times to increase the rarity of that one item.

+7: Call in a minor favor; An npc in the area helps solve a minor task. Details must be approved by GM, but could include providing small information on enemy base, or helping find a small item needed by the player.

+10: Reroll one check with same dice pool. +15 if that check contains a despair (Once per session)

+13: Call in a major favor; An npc in the area helps solve a major task. Details must be approved by GM, but could include providing major information about an enemy base, or providing a substantial item needed by the player.

+15: Gain 5 XP.

+20: Cheat death.

## DUTY

(10 Reputation Each)

Unknown

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+250 credits per session

Acknowledged

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Consumable pool per session, +50 credit value  
+1 reputation per session

Recognized

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+250 credits per session value (500 total)  
+1xp per session

Trusted

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One time bonus of 5000 credits  
Consumable pool per session, +75 credit value

Respected

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+250 credits per session (750 total)  
Consumable pool per session, +175 credit value  
+1 free boost die once per encounter

Admired

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+1 free ability die once per encounter  
+1 LSDP at start of session  
Once per session, may reroll one check

Revered

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Dedication OR +1 force rating  
+1 free proficiency die once per encounter

## MORALITY

100: ☐

+1 force rating OR +1 boost die to all checks, +1 reputation each session

90+: ☐☐☐☐☐☐☐☐

+2 strain threshold (3 total)

80+: ☐☐☐☐☐☐☐☐

Add 1 LSDP to pool, Redemption from being a Dark Side Force User

70+: ☐☐☐☐☐☐☐☐

+1 strain threshold

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— 50 (Start) ☐ —

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40-: ☐☐☐☐☐☐☐☐

+1 wound threshold, -1 strain threshold

30-: ☐☐☐☐☐☐☐☐

Add 1 DSDP to pool, Become a Dark Side Force User

20-: ☐☐☐☐☐☐☐☐

+2 wound threshold, -2 strain threshold (3 total)

10-: ☐☐☐☐☐☐☐☐

+1 force rating OR +1 boost die to all checks, +1 reputation each session

0: ☐

Character is permanently lost to the dark side