

MOTIVATIONS

TYPE: <u>Ambition (Novelty)</u>	TYPE: _____
Zikri is skilled with the Force and is always on the move to stay ahead of the Empire. He's learned over the years to take joy in new experiences such as a place he's never been, a unique lifeform, or a talent Zikri's never seen. New is important.	

CHARACTER DESCRIPTION

GENDER: Male

AGE: 46

HEIGHT: 1.4 meters

BUILD: Scrawny

HAIR: Brown

EYES: Green

NOTABLE FEATURES:

OBLIGATIONS

TYPE: <u>Addiction (Gambling)</u>	TYPE: _____
MAGNITUDE: <u>10</u>	MAGNITUDE: _____
Zikri likes to make wagers. A lot. Whether it's playing in a sabacc tournament or betting on his crew's chances of success, Zikri finds it thrilling when his finances or possessions are on the line, sometimes along with his life!	
GROUP'S CONTRIBUTION RANK: _____	

CRITICAL INJURIES

SEVERITY:	RESULT:

EQUIPMENT LOG

WEAPONS & ARMOR	PERSONAL GEAR
Holdout Blaster (Enc 1) Collapsible Truncheon (Enc 2) Leather Jacket (Soak 1; Enc 1)	Chance Cubes Comlink (Handheld) Datapad (Enc 1) Hook and Liquid Cable Dispenser (Enc 1) Stimpacks (2) Sabaac Deck Utility Belt

MISCELLANEOUS

CREDITS 100

ENCUMBRANCE Threshold 7 (8), Current 6

TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
Convincing Demeanor 2		Remove 2 Setback dice from Deception and Skulduggery checks.
Force Rating		Force Rating 2
Force Influence		☛ Spend LSP or DSP to generate emotions in target and Discipline vs. test to control thoughts for 1 round or 5 minutes.
Force Move		☛ Spend 1 LSP to move up to two silhouette 0 objects to Medium Range.
Force Sense		☛ Spend 1 LSP to sense all living creatures within short range or sense the emotions or thoughts of one creature at engaged.
Insight		Perception and Discipline become career skills.
Plausible Deniability 1		Remove 1 Setback die from all Coercion and Deception checks.
Scathing Tirade		☛ Make an Average (2) Coercion check. Success cause one enemy at short range 1 Strain. 1 Adv. for +1 Strain
Toughened 1		Gain +2 Wound Threshold (Added in above.)
Uncanny Senses		Add 1 Boost die to all Perception checks.