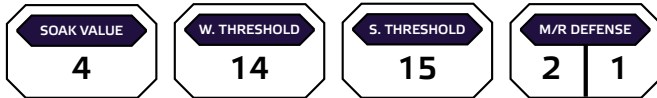


NPCS

MORRIGAN VEX [RIVAL]



• Skills:

- Athletics (Br) 3
- Cool (Ps) 2
- Deception (Cu) 2
- Discipline (Wp) 2
- Melee (Br) 2
- Perception (Cu) 1
- Resilience (Br) 1
- Stealth (Ag) 3
- Vigilance (Wp) 2

• Talents:

- Adversary 1 (upgrade difficulty of attacks once)
- Force Rating 3

• Force Powers:

- Move (Force check. Spend 1 to move an object of silhouette 0 within short range. Can spend 1 to move up to silhouette 2. Can spend 1 to increase range by 1. Can use as ranged weapon with Discipline. 5 damage for silhouette 0, 10 times silhouette otherwise.)
- Unleash (Force check against target at short range. Average (◆◆) Discipline check. If successful, spend 1 to deal 3 wounds plus uncanceled ★, critical 4. May spend 1 to increase range, affect one additional target, or deal 3 additional damage)

• Abilities:

- Mother's Blessing (A character targeting Morrigan must reroll all ■ with a blank face once)

• Equipment:

- Binto Bessum's Lightsaber
 - * Lightsaber
 - * Damage 9
 - * Crit 1
 - * Breach 1, Defensive 1, Sunder
 - * Automatic ♻️ when successful
 - * May spend 1 generated from combat force power check to recover 2 strain.
 - * ♻️ to +1 damage. 🔄 to -1 damage.
 - * Remove ■.
- Nightsister robes (defense 1)

COLGATE [RIVAL]



• Skills:

- Athletics 2
- Cool 3
- Discipline 3
- Knowledge: Lore 2
- Lightsaber 3
- Negotiation 3
- Perception 3
- Piloting: Planetary 2
- Resilience 1
- Vigilance 3

• Talents:

- Adversary 2 (upgrade difficulty of attacks twice)
- Force rating 3
- Parry 3 (suffer 3 strain, -5 damage)
- Reflect 3
- Sense emotions: ■ to Charm, Coercion, and Deception checks

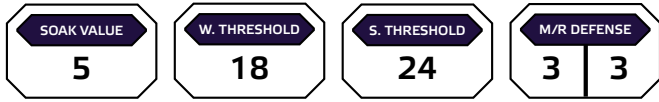
• Force Powers:

- Enhance
- Influence
- Move
- Sense

• Equipment:

- Colgate's lightsaber (Lightsaber, Damage 7, Crit 2, Breach 1, Defensive 1, Sunder)
- Jedi robes (1 defense, 1 soak)

BINTO BESSUM [NEMESIS]



• Skills:

- Astrogation (In) 1
- Charm (Pr) 3
- Computers (In) 1
- Cool (Pr) 5
- Deception (Cu) 4
- Discipline (Wp) 5
- Knowledge: Core Worlds (In) 5
- Knowledge: Education (In) 4
- Knowledge: Lore (In) 5
- Knowledge: Outer Rim (In) 3
- Knowledge: Warfare (In) 1
- Knowledge: Xenology (In) 4
- Leadership (Pr) 2
- Lightsaber (Pr) 5
- Mechanics (In) 1
- Medicine (In) 1
- Negotiation (Pr) 3
- Perception (Cu) 2
- Piloting: Planetary (Ag) 1
- Piloting: Space (Ag) 2
- Ranged: Light (Ag) 1
- Resilience (Br) 4
- Vigilance (Wp) 5

• Talents:

- Adversary 4 (upgrade attacks against her 4 times)
- Force rating 6
- Natural mystic (once per session, may reroll 1 force power check)
- Parry 4 (3 strain, reduce melee damage by 6)
- Reflect 4 (3 strain, reduce ranged damage by 6)
- Saber throw (ranged lightsaber attack within long range. ● to hit. ● to return to hand within medium range, or ●● at long range)
- Uncanny reactions 3 (■ ■ ■ to all Vigilance checks.)

• Force Powers:

- Endure (Commit ☐ to ignore the effects of any critical injury except immediate death. Can commit an extra ☐ to ignore an additional 3. Make Discipline check with difficulty equal to severity, along with force power check. If successful, spend ● equal to severity to not suffer it.)
- Foresee
- Heal
- Influence
- Move
- Protect
- Seek

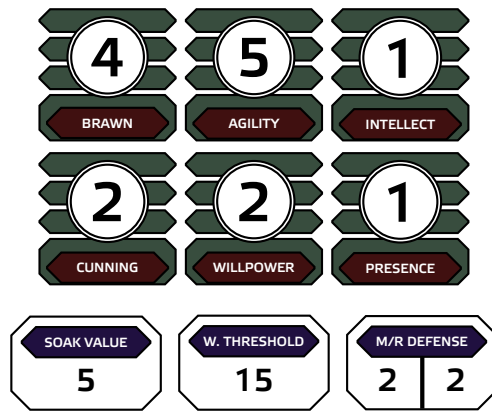
• Abilities:

- Lightsaber mastery (may use Presence for lightsaber checks)

• Equipment:

- Binto Bessum's Lightsaber (Basic Hilt, Dantari crystal (+2 dam, -1 crit), curved hilt (Defensive 1), Overcharged, Stabilizing coils)
 - * Lightsaber
 - * Damage 9
 - * Crit 1
 - * Breach 1, Defensive 1, Sunder
 - * Automatic ● when successful
 - * May spend ● generated from combat force power check to recover 2 strain.
 - * ● to +1 damage. ☒ to -1 damage.
 - * Remove ■.
- Binto Bessum's Shoto (Guard Shoto Hilt, Krayt Dragon Pearl (Damage +1, Vicious +3), Extended Hilt (Vicious +1), Superior Hilt)
 - * Lightsaber
 - * Damage 10
 - * Crit 1
 - * Breach 1, Defensive 1, Deflective 2, Sunder, Superior, Unwieldy 4, Vicious 5
- Heavy robes (defense 1)

MAROON 5 ROYAL GUARD [RIVAL]



- **Skills:**

- Melee 4
- Stealth 4

- **Talents:**

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- **Equipment:**

- Jedi temple guard armor (+reflec shadowskin.
Add ■ to Perception checks against)