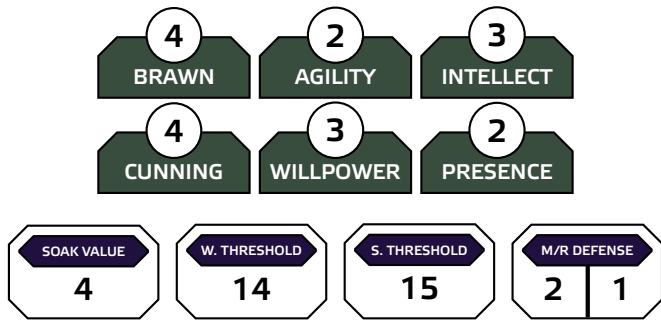


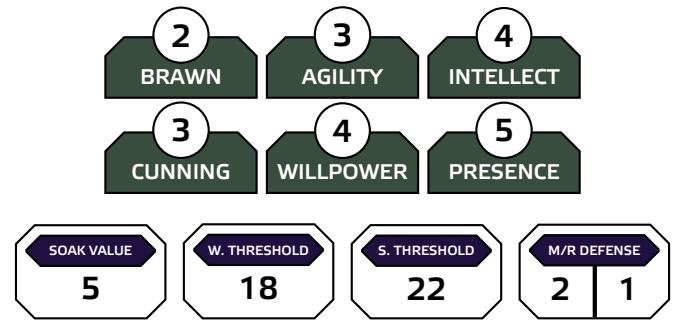
NPCs

MORRIGAN VEX [NEMESIS]



- **Skills:** Athletics 3, Cool 2, Deception 2, Discipline 2, Melee 2, Perception 1, Resilience 1, Stealth 3, Vigilance 2.
- **Talents:** Adversary 1 (upgrade difficulty of attacks once), Force Rating 3. Unleash (Force power: Force check against target at short range. Average (◆◆) Discipline check. If successful, spend ●● to deal 3 wounds plus uncanceled ★, critical 4. May spend ● 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 ● generated from combat force power check to recover 2 strain.), Nightsister robes (defense 1).

BINTO BESSUM [NEMESIS]



- **Skills:** Lightsaber 5.
- **Talents:**
- **Abilities:** Lightsaber mastery (may use presence for lightsaber checks).
- **Equipment:** Binto Bessum's Lightsaber (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.), Heavy robes (defense 1).