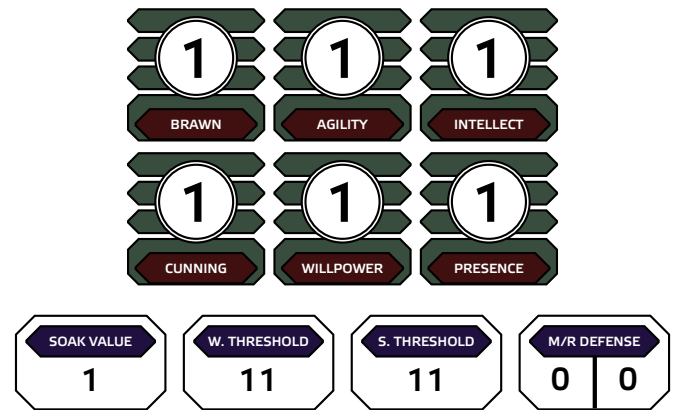


# NPCS

## MORRIGAN VEX [RIVAL]



## TEST [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 (2) Discipline check. If successful, spend 2 to deal 3 wounds plus uncanceled star, critical 4. May spend 1 to increase range, affect one additional target, or deal 3 additional damage)

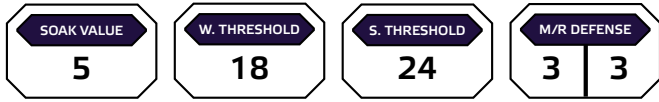
### • Abilities:

- Mother's Blessing (A character targeting Morrigan must reroll all black 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.)
- Nightsister robes (defense 1)

# BINTO JESSUP [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 (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.)
- Binto Bessum's Shoto (Lightsaber; Damage 10; Crit 1; Breach 1, Defensive 1, Deflection 2, Sunder, Unwieldy 4, Vicious 4)
- Heavy robes (defense 1)