

## Rey

Medium Human Scout 2/Jedi 3  
Force 7, Strong in the Force; Dark Side 2  
**Init** +10; Senses Perception +10

**Force Points:** Once per round, you may spend a Force Point to add 1d8 to the result of an attack roll, skill check, or ability check. You may also spend a Force Point to return a Force Power to your active suite of Force Powers.

**Defenses:** Ref 20 (flat-footed 17), Fort 18, Will 19; Block, Deflect  
HP 58; Second Wind +14/29; Threshold 18

**Attack:** Lightsaber +5 (2d8+4) or Flurry Lightsaber +7 (2d8+4, Ref Def = 15)  
Note: Lightsabers ignore DR



## Special Talents

**Bad Feeling:** During a surprise round, you may always make a move action.

**Block:** As a reaction, you can negate a successful melee attack by making a Use the Force (UTF) check. The DC is equal to the result of the attack roll you wish to negate, with a cumulative -5 penalty for every time you've used Block or Deflect since your last turn. Requires ignited lightsaber.

**Deflect:** Same as Block, except for Ranged attacks.

**Fringe Savant:** Whenever you roll a natural 20 on a skill check during an encounter, you gain 1 temporary Force Point. If the Force Point is not used before the end of the encounter, it is lost.

## Force Powers (may be used once per encounter)

**Mind Trick:** (p98) Alter a target's perceptions or plant a suggestion. Make a UTF check against the Target's Will Defense. See page for examples of effects, but its essentially the AD&D spell Suggestion.

**Move Object:** (p 98) Telekinesis. Make a UTF check. DC 10 = Move one medium object (2d6 if hurled). DC 20 = Large (4d6), DC 25 = Huge (6d6), DC 30 = (Gargantuan (8d6).

**Rebuke:** (p100) You absorb or deflect one Force power used against you. Make a Use the Force check, DC equal to the result of the power used against you. If the result is equal or greater, it is negated. If you exceed the check by more than 5, you may choose to use the power against its creator.

**Surge:** (p100) The Force enables you to jump great heights and distances as well as move quickly. UTF check. DC 10 = +10 bonus on Jump checks and speed increases by 2 squares until the start of your next turn. DC 15 = +20/4 squares. DC 20 = +30/6 squares.

Star Wars RPG Saga Edition Character Sheet

Personal Data	Character Name <b>Rey</b>	Species <b>Human</b>	Gender <b>Female</b>	
	Class <b>scout 2/Jedi 3</b>	Level <b>5</b>	Age <b>19</b>	
	XP <b>0</b>	Next <b>15000</b>	Destiny <b>0</b>	Force Points <b>7</b>
				Height <b>5'9"</b>
			Weight <b>125.0kg</b>	
			Eyes	
			Hair	
			Skin	

ABILITY SCORES	SCORE	ABILITY	MOD	DEFENSES	<b>18</b> FORTITUDE (Constitution)					DAMAGE THRESHOLD	HIT POINTS	CONDITION																					
	12	STR	+1		10	5	1	2	0				Fortitude Defense <b>18</b>	<b>58</b> SR(0)	NORMAL -1 -2 -5 -10 HELPLESS <small>Penalty to All Defenses, Attacks, Skills and Ability Checks 1/2 Speed</small>																		
	15	DEX	+2		17	<b>20</b> REFLEX (Dexterity)					Misc Bonus <b>0</b>		<b>18</b>																				
	14	CON	+2		10	5	2	2	1	<b>18</b>																							
	13	INT	+1		<b>19</b> WILL (Wisdom)						DARK SIDE POINTS <b>2</b>		<table border="1"> <tr><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td></tr> <tr><td>13</td><td>14</td><td>15</td><td>16</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	3		4	5	6	7	8	9	10	11	12	13	14	15	16					
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16	WIS	+3	10	5	1	3	0																										
14	CHA	+2																															

SPEED <b>6</b>	INITIATIVE <b>+4</b>	PERCEPTION <b>+10</b>	BASE ATTACK BONUS <b>+4</b>	Melee (+STR) <b>+5</b>	Ranged (+DEX) <b>+6</b>	GRAPPLE <b>+6</b>
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Fringe Savant, Bad Feeling

ATTACKS

WEAPON <b>lightsaber</b>	ATK <b>+5</b>	DAMAGE <b>2d8+3</b>	<table border="1"> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td></tr> <tr><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td></tr> <tr><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>32</td></tr> <tr><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>10</td></tr> <tr><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td>48</td><td>49</td><td>50</td></tr> </table>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	32	31	32	33	34	35	36	37	38	39	10	41	42	43	44	45	46	47	48	49	50
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CRIT <b>20</b>	TYPE <b>Energy and Slashing</b>	NOTES <b>Ignore DR</b>																																																			
lightsaber +5 (2d8+4) with both hands																																																					
lightsaber +7 (2d8+4) with Flurry																																																					

WEAPON <b>quarterstaff</b>	ATK <b>+5</b>	DAMAGE <b>1d6+3/1d6+3</b>	<table border="1"> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td></tr> <tr><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td></tr> <tr><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>32</td></tr> <tr><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>10</td></tr> <tr><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td>48</td><td>49</td><td>50</td></tr> </table>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	32	31	32	33	34	35	36	37	38	39	10	41	42	43	44	45	46	47	48	49	50
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CRIT <b>20</b>	TYPE <b>Bludgeoning</b>	NOTES																																																			
quarterstaff +5 (1d6+4) with both hands																																																					
quarterstaff -5 (1d6+4) and quarterstaff -5 (1d6+4)																																																					

WEAPON <b>hold-out blaster</b>	ATK <b>+6</b>	DAMAGE <b>3d4+2</b>	<table border="1"> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td></tr> <tr><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td></tr> <tr><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>32</td></tr> <tr><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>10</td></tr> <tr><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td>48</td><td>49</td><td>50</td></tr> </table>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	32	31	32	33	34	35	36	37	38	39	10	41	42	43	44	45	46	47	48	49	50
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CRIT <b>20</b>	TYPE <b>Energy</b>	NOTES <b>+5 Stealth to conceal, inaccurate</b>																																																			

WEAPON	ATK	DAMAGE	<table border="1"> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td></tr> <tr><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td></tr> <tr><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>32</td></tr> <tr><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>10</td></tr> <tr><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td>48</td><td>49</td><td>50</td></tr> </table>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	32	31	32	33	34	35	36	37	38	39	10	41	42	43	44	45	46	47	48	49	50
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CRIT	TYPE	NOTES																																																			

**SKILLS**

	Total	1/2 Lvl	Ability	Trained	Focus	Misc
Acrobatics	<b>+9</b>	= +2	+2	<b>+5</b>	+0	+0
Climb	<b>+3</b>	= +2	+1	+0	+0	+0
Deception	<b>+4</b>	= +2	+2	+0	+0	+0
Endurance	<b>+4</b>	= +2	+2	+0	+0	+0
Gather Information	<b>+4</b>	= +2	+2	+0	+0	+0
Initiative	<b>+4</b>	= +2	+2	+0	+0	+0
Jump	<b>+8</b>	= +2	+1	<b>+5</b>	+0	+0
Knowledge (untrained)	<b>+3</b>	= +2	+1	+0	+0	+0
Knowledge (untrained)	<b>+3</b>	= +2	+1	+0	+0	+0
Knowledge (untrained)	<b>+3</b>	= +2	+1	+0	+0	+0
Knowledge (untrained)	<b>+3</b>	= +2	+1	+0	+0	+0
Mechanics	<b>+8</b>	= +2	+1	<b>+5</b>	+0	+0
Perception	<b>+10</b>	= +2	+3	<b>+5</b>	+0	+0
Persuasion	<b>+4</b>	= +2	+2	+0	+0	+0
Pilot	<b>+9</b>	= +2	+2	<b>+5</b>	+0	+0
Ride	<b>+4</b>	= +2	+2	+0	+0	+0
Stealth	<b>+4</b>	= +2	+2	+0	+0	+0
Survival	<b>+10</b>	= +2	+3	<b>+5</b>	+0	+0
Swim	<b>+3</b>	= +2	+1	+0	+0	+0
Treat Injury	<b>+5</b>	= +2	+3	+0	+0	+0
Use Computer	<b>+3</b>	= +2	+1	+0	+0	+0
Use The Force	<b>+9</b>	= +2	+2	<b>+5</b>	+0	+0

**THE FORCE**

mind trick	
move object	
rebuke	
surge	

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**ARMOR**

Armor Type:

Speed  REF Bonus  FORT Bonus  Max Dex

SQ:

**FEATS**

FEAT NAME	PG
<b>Bad Feeling</b>	TFU p.32
<b>Force Sensitivity</b>	Core p.85
<b>Force Training</b>	Core p.85
<b>Martial Arts I</b>	Core p.86
<b>Strong in the Force</b>	Core p.88
<b>Weapon Proficiency (lightsabers)</b>	Core p.89
<b>Weapon Proficiency (pistols)</b>	Core p.89
<b>Weapon Proficiency (rifles)</b>	Core p.89
<b>Weapon Proficiency (simple weapons)</b>	Core p.89

**TALENTS**

TALENT NAME
<b>Block</b>
<b>Deflect</b>
<b>Fringe Savant</b>

**PARTY**

<input type="text"/>	<b>Languages</b> Basic
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