

Name der Einheit:

NAME Galactic Marine

PLAYER

SPECIES

Taung

VER. 1.1.5 BY TAM SONDERS

SAGA EDITION

STAR WARS

CHARACTER
RECORD SHEET

STRENGTH

SCORE

14

MODIFIER

2

DEXTERITY

16

3

CONSTITUTION

16

3

INTELLIGENCE

12

1

WISDOM

8

CHARISMA

8

HP

TOTAL

68

CURRENT

DR

SR

TOTAL

CURRENT

CONDITION

NORMAL

-1 TO ALL DEFENSES,
TO ATTACKS, SKILL
& ABILITY CHECKS.-2 TO ALL DEFENSES,
TO ATTACKS, SKILL
& ABILITY CHECKS.-5 TO ALL DEFENSES,
TO ATTACKS, SKILL
& ABILITY CHECKS.-10 TO ALL DEFENSES,
TO ATTACKS, SKILL
& ABILITY CHECKS.
MOVE AT HALF SPEEDHELPLESS
(UNCONSCIOUS
OR DISABLED)

SPECIAL COMBAT ACTIONS

Darf Knowledge Tactics neu würfeln. Muss das
zweite Ergebnis behaltenunbewaffneter Nahkampf: Schaden ein würfel höher,
mit Vibro-knucklers +3

Bayonet+Ring Att: 7, 1d8+6 Piercing

DARK SIDE SCORE

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

CLASSES

LEVEL

5

LEVEL

5

LEVEL

5

LEVEL

5

LEVEL

5

LEVEL

5

LEVEL

5

Soldier

TOTAL

SPEED

6

BASE
ATTACK

5

FORCE
POINTS

7

DESTINY
POINTS

1

In Klammern der Wert ohne Rüstung:

CAMPAIGN

Intrige der Klonkriege

DAMAGE
THRESHOLD

(21) 23

FORT
DEFENSE

21

MISC
BONUS

2

DEFENSES

In Klammern der Wert ohne Rüstung:

TOTAL

LEVEL OR
ARMORCLASS
BONUSABILITY
MOD

MISC

FORT

(21)23

= 10 +

5

2

CON

3

+1+2

REF

(21)23

= 10 +

(5) 7

1

DEX

3

+1+1

WILL

(15)17

= 10 +

5

WIS

-1

+1+2

SKILLS

CLASS
SKILLS

ABILITY

SKILL
BONUS1/2
LEVELABILITY
MOD

TRAINED

SKILL
FOCUS

MISC.

ACROBATICS

DEX

5

= 2

3

CLIMB

STR

4

= 2

2

DECEPTION

CHA

1

= 2

-1

ENDURANCE

CON

7

= 2

3

GATHER INFO.

CHA

1

= 2

-1

INITIATIVE

DEX

10

= 2

3

JUMP

STR

6

= 2

2

x2 KNOW. [Tactics]

INT

8

= 2

1

KNOW. []

INT

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KNOW. []

INT

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KNOW. []

INT

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MECHANICS

INT

= 2

1

PERCEPTION

WIS

8 (6)

= 2

-1

PERSUASION

CHA

2

= 2

PILOT

DEX

10

= 2

3

RIDE

DEX

5

= 2

3

STEALTH

DEX

(10)20

= 2

3

SURVIVAL

WIS

2

= 2

SWIM

STR

4

= 2

2

TREAT INJURY

WIS

2

= 2

USE COMPUTER

INT

4

= 2

USE THE FORCE

CHA

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WEAPON Bl. Rifle, heavy variable ATK 8 DAMAGE max: 3d10+2 CRIT 20

RANGE INCR. PS: 0-10 / S: 40 / M: 130 / L: ----- TYPE energy

SIZE L NOTES S, A, inaccurate 3d8+2 x 2 shots, swift: switch modes, spd 12 sq uplift in ascension mode range is 30sq, -5 Stealth to conceal, 2 uses of synthrope

WT. 6,5

500*

WEAPON Integrierter Granatwerfer ATK +8 DAMAGE hält 4 Gran. CRIT 20

RANGE INCR. PS: 0-20 / S: 100 / M: 200 / L: 400 TYPE Heavy

SIZE M NOTES Verbunden mit Helm, integrierte Anzeige Geladen:

WT.

WEAPON Ion Rifle ATK 8 DAMAGE 3d8+2 CRIT 20

RANGE INCR. PS: 0-10 / S: 40 / M: 130 / L: 280 TYPE ion

SIZE M NOTES S, Cloaked

WT. 3,1

WEAPON Portable Missile Launcher ATK 8 DAMAGE 8d6+2 CRIT 20

RANGE INCR. PS: 0-50 / S: 100 / M: 250 / L: 500 TYPE energy

SIZE NOTES -2 ref für alles das nicht fliegt. 3sq radius burst, Wiegt nichts wenn in den Händen getragen

WT. 48

6

WEAPON Ion Rifle ATK 8 DAMAGE 3d8+2 CRIT 20

RANGE INCR. PS: 0-10 / S: 40 / M: 130 / L: 280 TYPE ion

SIZE M NOTES S, Cloaked

WT. 3,1

20

ARMOR GTU AV-15 (S&V 48)

REF DEF +7 FORT DEF +2

SPEED 6sq MAX DEX +3

WEIGHT 18 TYPE powered

NOTES Vac-sealed, helmet pack, 4sq stealth repulsorlift, Weapon mount, glowrod, Shadowskin +10 stealth

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WEIGHT 18 TYPE powered

NOTES Vac-sealed, helmet pack, 4sq stealth repulsorlift, Weapon mount, glowrod, Shadowskin +10 stealth

EQUIPMENT

WT.

Utility belt: 2 Rationen, Medkit, 4 power pack,
2 energy cell, glow rod, verschlüsselt longrange kommlink,
Atem-Maske 2h, 10 data cards, Grappling hook+liqu-Kabel;
2 Cred Sticks je 3k, fake code cylinder Zivilist, Pocket
Scrambler, concealed holster, Antitoxin patch, Binder cuffs,
holster, anti-rad

1 offizieller 1, covert-ops Code-Zylinder als Republik
Ausweise, Mem-Stick (+10Stealth),
secure remote Grenade detonator
Radiation detector, ABC scrambler

Granat-Werfer-banderole: [] EMP Grenades 3d6 ion (CW p61),
[] frag grenades 4d6, [] smoke grenades, [] Stun grenades 4d6,
[] remote Grenades 4d6, [] ion grenades 4d6.

Vibro-knucklers

CREDITS

CARRYING CAPACITY

TOTAL WEIGHT

NOTES

LANGUAGES

Basic, Mando'a, Solustese, Duresse

THE FORCE

POWER

- ☐ BATTLE STRIKE
☐ DARK RAGE (DS)
☐ FARSEEING
☐ FORCE DISARM
☐ FORCE GRIP
☐ FORCE LIGHTNING (DS)
☐ FORCE SLAM
☐ FORCE STUN
☐ FORCE THRUST
☐ MIND TRICK
☐ MOVE OBJECT
☐ NEGATE ENERGY
☐ REBUKE
☐ SEVER FORCE (LS)
☐ SURGE
☐ VITAL TRANSFER (LS)
☐ ()
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USES SPENT

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TECHNIQUE

- ☐ FORCE PT. RECOVERY 00
☐ FORCE POWER MASTERY
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☐ IMP. FORCE TRANCE
☐ IMP. MOVE LIGHT OBJECT
☐ IMP. SENSE FORCE
☐ IMP. SENSE SURROUNDINGS
☐ IMP. TELEPATHY

SECRET
☐ DEVASTATING POWER
☐ DISTANT POWER
☐ MULTITARGET POWER
☐ QUICKEN POWER
☐ SHAPED POWER

FEATS

- ☐ ACROBATIC STRIKE
☒ ARMOR PROFICIENCY (LIGHT)
☒ ARMOR PROFICIENCY (MEDIUM)
☐ ARMOR PROFICIENCY (HEAVY)
☐ BANATHA RUSH
☐ BURST FIRE
☐ SUPPRESSION FIRE TOTAL
☐ CHARGING FIRE
☐ COMBAT REFLEXES
☐ COORDINATED ATTACK
☐ CYBERNETIC SURGERY
☐ DODGE
☐ MOBILITY
☐ IMPROVED CHARGE
☐ DOUBLE ATTACK
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☐ TRIPLE ATTACK
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☐ DREADFUL RAGE
☐ DUAL WEAPON MASTERY I
☐ DUAL WEAPON MASTERY II
☐ DUAL WEAPON MASTERY III
☐ EXOTIC WEAPON PROFICIENCY
()
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☐ EXTRA RAGE 00000
☐ EXTRA SECOND WIND 00000
☐ FORCE SENSITIVITY
☐ FORCE BOON
☐ FORCE TRAINING 00000
☐ IMPROVED DEFENSES
☐ IMP. DAMAGE THRESHOLD 000
☐ LINGUIST 00000
☒ MARTIAL ARTS I
☐ MARTIAL ARTS II
☐ MARTIAL ARTS III
☐ MELEE DEFENSE
☐ WHIRLWIND ATTACK
☐ IMPROVED DISARM
☐ MIGHTY SWING
☐ MOMENTUM STRIKE TOTAL
☐ MOUNTED DEFENSE TOTAL
☐ PIN
☐ CRUSH
☒ POINT BLANK SHOT
☐ CAREFUL SHOT
☐ FAR SHOT

☐ PRECISE SHOT
☐ DEAD EYE
☐ SNIPER
☐ POWER ATTACK
☐ CLEAVE
☐ GREAT CLEAVE
☐ POWERFUL CHARGE
☐ QUICK DRAW
☐ RAPID SHOT
☐ RAPID STRIKE
☐ RUNNING ATTACK
☐ SHAKE IT OFF
☐ SKILL FOCUS
()
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☐ SKILL TRAINING
()
()
()
☐ STRONG IN THE FORCE
☐ SURGICAL EXPERTISE
☐ TECH SPECIALIST 80%
☐ STARSHIP DESIGNER 80%
☐ TOUGHNESS
☐ TRIP
()
☐ THROW
☐ TRIPLE CRIT
()
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☐ VEHICULAR COMBAT
☐ STARSHIP TACTICS 80% 0000
☐ TACTICAL GENIUS 80%
☐ A FEW MANEUVERS TOTAL
☐ WEAPON FINESSE
☐ WEAPON FOCUS
(Rifles)
()
()
☒ WEAPON PROFICIENCY
(Pistols)
()
x (Heavy weapons)
(Rifles)
(Simple Weapons)
()
☒ Grand Army of Republic Training
☐ add armor fort bonus to will def
()
()
☐ Strafe: 1x4 Autofire statt 2x2 A.)

TALENTS

Armored Defense: Höhere Ref-Defense gilt

Juggernaut: Keine reduzierte Geschw. durch mittlere Rüst.

Harm's way: Swift action -shield ally from all attacks for a round

Core 52

EXPERIENCE POINTS

NEXT LEVEL

TAUNG

Taungs are warriors first and foremost, having battled the native Human nations for control of Coruscant before being driven off and forced to flee to the Outer Rim world of Roon, where they remain for millennia until the legendary Mandalore the First leads them to conquer another world. Taungs rename both the world and themselves in his honor, becoming the Mandalorians. With a clan-based nomadic culture, Taungs view battle and war as both a source of personal honor and a way to show pride in their community. Veterans of successful battles are held in high regard, to such an extent that they are the de facto leaders

of their communities. Only the leader of all the Mandalorians, known simply as Mandalore, holds greater sway with the clans

Personality: Warlike by nature, Taungs are pragmatic and ruthless. But by the same token, they are also extraordinarily loyal to their clan, which serves the same function that a biological family serves for other species.

Physical Description:

Taungs have gray skin and generally appear similar to Humans, except for their faces, which strongly resemble the armored visor of a Mandalorian helmet.



Blaster Rifle, Heavy Variable Rifle

The heavy version of the variable blaster rifle functions almost identically to its smaller counterpart, but is capable of much higher damage and also includes the same technology used in the ascension gun to create syntherope tethers. The clone trooper's favored blaster rifle, the BlasTech DC-15A, is an example of a heavy variable blaster rifle. As a swift action, you can switch the weapon from blaster mode to ascension mode. When fired in ascension mode, the weapon shoots a grappling dart attached to the syntherope, tethering the weapon to the target. If the tether is projected vertically, the ascension gun can pull the wielder upward at a speed of 12 squares per round, with a maximum vertical lift capacity of roughly 720 kg. An ascension gun can also be used to create a zipline to a target surface after the syntherope has been secured to a fixed object at the shooter's location. The zipline allows the wielder to slide along the line at a speed of 12 squares per round if the destination has a lower elevation. In ascension mode, the gun has a maximum range of 30 squares (45 meters).

Merr-Sonn PLX-2M Portable Missile Launcher Heavy Weapon

The shoulder-mounted PLX-2M is derived from Merr-Sonn's Clone Wars-era PLX-1 portable missile launcher. Designed to punch holes through heavy armor, the "Plex-Twoem" is also a particularly effective antipersonnel weapon. The PLX-2M can be fired in direct mode, or it can be fired in heat-seeking mode or gravity-activated mode (providing a -2 penalty to the Reflex Defense all targets of a particular type: character, droid, vehicle, or artillery). The miniature proton warheads in the PLX-2M's Arakyd 3t3 missiles detonate on impact, damaging all targets within a 3-square burst radius.

GRAND ARMY OF THE REPUBLIC TRAINING

You have received basic training from the Grand Army of the Republic and know how to turn even bulky armor into an asset.

Prerequisite: Proficient with armor worn.

Benefit: If you wear armor that provides an equipment bonus to your Fortitude Defense, you also apply the armor's equipment bonus to your Will Defense.

Homeworld: Coruscant, but later Mandalore is adopted as their homeworld.

Languages: Mando'a, a language with a sentence structure similar to Basic, with most of the differences stemming from frequent word merging and an emphasis on ease of pronunciation.

Example Names: A pragmatic species, Taungs have names that describe desirable traits, such as Atin ("persistent"), Kot ("strength"), and Tor ("justice").

Adventurers: Taungs are nomads, frequently traveling the stars in search of worthy opponents against whom they can test their prowess. Wandering Taungs find work with mercenary companies, where their martial upbringing makes them incredibly valuable. History records no occurrences of a Taung displaying Force abilities.

TAUNG SPECIES TRAITS

Taungs share the following species traits:

Ability Modifiers: +2 Constitution, -2 Charisma. Taungs are physically resilient, able to endure when others would give up.

Size: As Medium creatures, Taungs have no special bonuses or penalties due to their size.

Speed: Taung base speed is 6 squares.

Armor Training: Taung characters increase the Maximum Dexterity bonus from worn armor by 1.

Superior Defenses: Because they constantly test themselves both physically and mentally in combat well before reaching adulthood, Taungs gain a +1 species bonus to all their defenses.

Warrior Culture: Taungs can reroll any Knowledge (tactics) check, but the result of the reroll must be accepted even if it is worse.

Automatic Languages: Basic, Mando'a.

A heavy variable blaster rifle requires a power pack to operate. After 500 shots, the weapon's power pack must be replaced. As a swift action, you can adjust the weapon's power level up or down. You can adjust the weapon's base damage to 3d8, but doing so causes the weapon to consume ten times more shots per attack. Likewise, you can adjust the weapon's base damage to 3d10, but doing so causes the weapon to consume twenty times more shots per attack. For example, attacking with Rapid Shot normally consumes 2 shots from a blaster. On its weakest setting, each Rapid Shot attack with a heavy variable blaster rifle consumes 2 of the rifle's 500 shots; if the rifle is set to 3d8 damage, each attack with Rapid Shot consumes 20 of the rifle's 500 shots ($2 \times 10 = 20$); if the rifle is set to 3d10 damage, each attack with Rapid Shot consumes 40 of the rifle's 500 shots ($2 \times 20 = 40$).

The PLX-2M is an area-effect weapon. When you make an area attack, you make a single attack roll; if your modified attack roll result is equal to 10 or higher, compare the result to the Reflex Defense of every target in the area. Creatures that are hit take full damage; creatures that are missed take half damage. A natural 20 on an area attack roll automatically hits all targets within the affected area, but an area attack does not deal double damage on a critical hit. A target that has the Evasion talent (see page 50 of the Saga Edition core rulebook) takes half damage from a successful attack and no damage if the attack misses.

The PLX-2M portable missile launcher holds six Arakyd 3t3 missiles and can be reloaded as a full-round action. Replacement missiles are available in packs of six, costing 350 credits and weighing 8 kg. The PLX-2M weighs 48 kg, but because of the launcher's built-in microrepulsorlift, the weapon does not count against encumbrance when it is carried as a character's active, drawn weapon.