

Name: Professor Alex Kade

Player: Sharon Tripp

Appearance:

late 40s, reasonably fit, but leaves the more physical aspects of missions to the young'uns

Personal Goal:

set things right

Personality:

Background:

Has been with the Alliance for about five years (from her perspective), and assigned to the TIE fighter for the test runs over the last year

Story Points: 9

Equipment: universal translator;
Stun gun 5 (2/5/7) - stun lasts 5 min. average

Home Tech Level: 9 (advanced time faring)

Attributes:

Awareness: 5
Coordination: 3
Ingenuity: 5
Presence: 4
Resolve: 4
Strength: 2

Skills:

Athletics: 2
Convince: 3
Craft: 1 (sketching)
Fighting:
Knowledge: 5
Marksman: 1
Medicine: 1
Science: 1
Subterfuge: 2
Survival: 1
Technology: 2
Transport: 1

Traits:

experienced
face in the crowd
photographic memory
resourceful pockets
time traveller
vortex

Experienced: Experienced is a Special Good Trait that costs Story Points rather than Character Points. The Story Points spent to purchase this Trait reduce the maximum Story Point pool for the character. Experienced costs 3 Story Point to purchase, and provides the character with an additional 2 Character Points and 2 Skill Points.

Face in the Crowd: As long as you're not dressing like a clown or anything else too weird, and not doing anything that'll attract their attention, people will leave you to go about what you're doing. If the Gamemaster asks for a roll to 'blend in', the Trait provides a bonus of +2 to any Subterfuge Skill roll when you're trying to sneak about and not get noticed.

Photographic Memory: The Photographic Memory Trait can be used in a couple of different ways. If the character knows they're going to have to remember something at a later time, such as the combination to a lock or the instructions to program a computer, they can spend a moment to take the information in and commit it to memory. If they want to recall the information, they can without having to roll, but they must have declared that they've taken the time to concentrate and remember it at the time.

Similarly, if they want to remember something that they haven't actively committed to memory, there's a chance it may be stored in there somewhere along with last week's shopping list or what time that film they wanted to watch is on. To recall something vital that they may have glanced at or possibly missed altogether, the player can spend a Story Point to remember.

Resourceful Pockets: You can either spend a Story Point and find the thing you need or roll a couple of dice. If you get a 'double', for example rolling two '1's or two '3's, then you find something helpful in your pocket, from a cricket ball to a clockwork mouse. Of course it may not be exactly what you were expecting, but it may be useful in some way.

Time Traveler: When you purchase the Time Traveller Trait, you should select the Technology Level you are familiar with [TL 3]. You automatically have familiarity with your home Tech Level, but this Trait is checking on other levels you're capable of using.

Vortex: The Vortex Trait adds +2 to any roll that involves piloting a time travel or Vortex manipulating device. Controlling the TIE Fighter (or other such time vessels) is so tricky to the unskilled, that it is almost impossible to actually be able to succeed at the task without having the Vortex Trait.