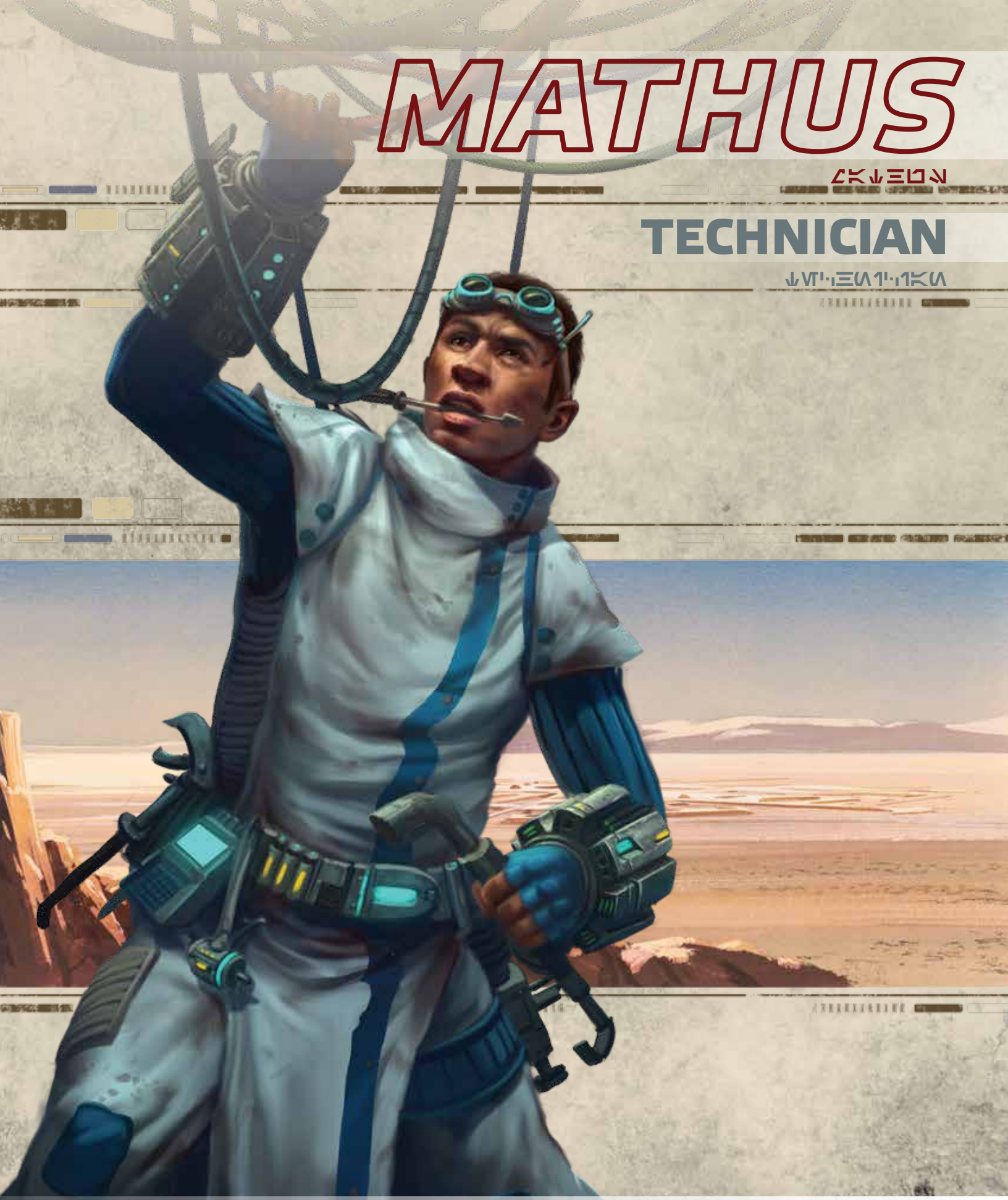
MATHUS

TECHNICIAN



CHARACTER FOLIO

Start Here: This 2 page spread contains the information you need to begin your adventure.

CHARACTER SHEET

Your **Character Sheet** provides all the information you need to play the game. It also provides a place to write down your current status, weapons, armor, and equipment.

CHARACTERISTICS & SKILLS

1 Your characteristics are used to calculate many game values but are rarely used directly. Whenever you attempt a task that might fail, you make a skill check. The dice you roll for this check are called your dice pool, and are based on your rank in that skill and your characteristic. If you roll more ✲ than ▼, you succeed.

2 Please reference these skills and descriptions of what they do on the back of the Rulebook.

SYMBOLS AND DICE

Success ✲ symbols are canceled by Failure ▼ symbols; if there are any Success ✲ symbols left, the check succeeds.

Triumph ✲ symbols count as Success ✲ symbols and may also be spent to trigger a powerful positive consequence.

Advantage symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat symbols.

Failure ▼ symbols cancel Success ✲ symbols. If there are enough Failure ▼ symbols to cancel all the Success ✲ symbols, the check is a failure.

Despair symbols count as Failure ▼ symbols (they cancel Success ✲ symbols) and may also be spent to trigger a powerful negative consequence.

Threat symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage symbols.

Ability Die | Proficiency Die | Difficulty Die | Challenge Die | Boost Die | Setback Die | Force Die

CHARACTER SHEET

CHARACTER NAME : MATHUS

SPECIES HUMAN

CAREER TECHNICIAN

CHARACTERISTICS

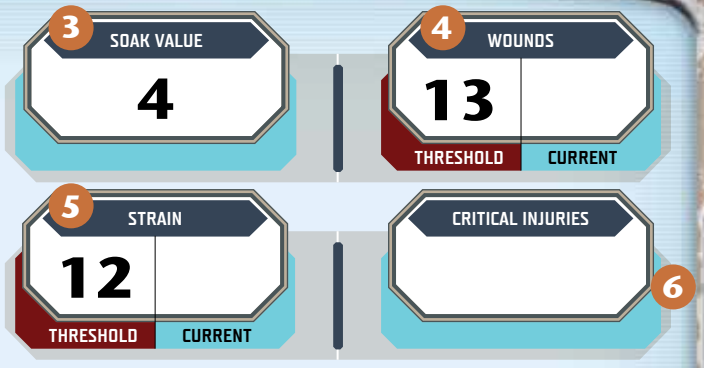
1

BRAWN	AGILITY	INTELLECT
3	2	4
CUNNING	**WILLPOWER**	**PRESENCE**
2	2	2

SKILLS

2

SKILLS	RANK	DICE POOL
Astrogation (Int)	1	
Athletics (Br)	1	
Charm (Pr)	0	
Coerce (Will)	0	
Computers (Int)	1	
Cool (Pr)	0	
Coordination (Ag)	0	
Deceit (Cun)	0	
Discipline (Will)	0	
Knowledge (Int)	1	
Leadership (Pr)	0	
Mechanics (Int)	2	
Medicine (Int)	0	
Negotiation (Pr)	0	
Perception (Cun)	0	
Pilot (Ag)	1	
Resilience (Br)	0	
Skulduggery (Cun)	1	
Stealth (Ag)	0	
Streetwise (Cun)	0	
Survival (Cun)	0	
Vigilance (Will)	1	
COMBAT SKILLS		
Brawl (Br)	1	
Gunnery (Ag)	0	
Melee (Br)	0	
Ranged - Light (Ag)	0	
Ranged - Heavy (Ag)	0	



WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Shock Gloves	Brawl	Engaged	3	
• You deal 3 damage on a hit + 1 damage per Success ✲ symbol rolled. • Inflict 3 strain (ignoring soak) on a hit for . • Inflict a critical injury on a hit for .				
Holdout Blaster	Ranged-Light	Short	5	
• You deal 5 damage on a hit + 1 damage per Success ✲ symbol rolled. • Inflict a critical injury on a hit for .				

GEAR, EQUIPMENT, & OTHER ITEMS	
2 Stimpacks	Use as a maneuver to heal 4 wounds to a living creature. Consumed on use.
Comlink	Allows communication between characters with Comlinks.
Heavy Clothes	Soak 1; already included in soak value.
Datapad	Hand-held computer; accesses computer systems.
1 Emergency Repair Kit	Use as a maneuver to heal 4 wounds to a droid. Consumed on use.
Tool Kit	Allows you to repair mechanical devices and "heal" droids using the Mechanics skill.

MONEY

400 credits

CHARACTER HEALTH STATS

3 Your **Soak** score reduces incoming damage and can prevent wounds. Your Soak score is equal to the sum of your Brawn and the Soak value of your armor.

4 **Wounds** represent physical damage to your body. If your Wounds exceeds your Wound Threshold, you are knocked out and suffer a Critical Injury. Wounds can be recovered by the Medicine skill and Stimpacks.

5 **Strain** represents exhaustion, mental trauma, and being stunned. You may voluntarily suffer 2 strain to perform an extra maneuver on your turn. Strain comes and goes more quickly than wounds. If your Strain ever exceeds your Strain Threshold, you pass out.

6 You may suffer **Critical Injuries** during your adventures, either when you're knocked out by exceeding your wound threshold or as the result of an attack. Keep track of the number of Critical Injuries here. For a description of the effects of your Critical Injuries, refer to the back cover of the Adventure Book.

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidental actions.

Stop Here: Don't turn the page until instructed to by the GM.

Start Here: This 2 page spread contains new information to help you continue your adventure.

ADVANCEMENT!

You have just gained 10 experience points (xp). You can spend those 10 experience points to purchase any of the following upgrades, worth a total of 10 xp.

UPGRADE MENU

XP COST 5

1

Perception Skill

You train your Perception skill. You gain one skill rank in Perception. Your dice pool changes from ◆◆ to ●◆.

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

XP COST 10

2

Brawl Skill

You train your Brawl skill. You gain one skill rank in Brawl. Your dice pool changes from ●◆◆ to ●●◆.

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (1 or 2) and dice pool on the skill list to the right.

XP COST 5

3

Toughened Talent

You gain the Toughened Talent. Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct value (13 or 14) on your Wound Threshold.

Toughened: Your Wound Threshold is increased by 1, from 13 to 14.

XP COST 5

Fine Tuning Talent

You gain the Fine Tuning Talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Fine Tuning: When you perform an action that repairs System Strain to a starship or vehicle, that starship or vehicle recovers 1 additional System Strain.

CHARACTER SHEET

CHARACTER NAME : MATHUS

SPECIES HUMAN

CAREER TECHNICIAN

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
3	2	4
CUNNING	**WILLPOWER**	**PRESENCE**
2	2	2

SKILLS

SKILLS	RANK	DICE POOL
Astrogation (Int)	1	●◆◆◆
Athletics (Br)	1	●◆◆
Charm (Pr)	0	◆◆
Coerce (Will)	0	◆◆
Computers (Int)	1	●◆◆◆
Cool (Pr)	0	◆◆
Coordination (Ag)	0	◆◆
Deceit (Cun)	0	◆◆
Discipline (Will)	0	◆◆
Knowledge (Int)	1	●◆◆◆
Leadership (Pr)	0	◆◆
Mechanics (Int)	2	●●◆◆
Medicine (Int)	0	◆◆◆◆
Negotiation (Pr)	0	◆◆
1 Perception (Cun)	0 / 1	◆◆ / ●◆
Pilot (Ag)	1	●◆
Resilience (Br)	0	◆◆◆
Skulduggery (Cun)	1	●◆
Stealth (Ag)	0	◆◆
Streetwise (Cun)	0	◆◆
Survival (Cun)	0	◆◆
Vigilance (Will)	1	●◆
COMBAT SKILLS		
2 Brawl (Br)	1 / 2	●◆◆ / ●●◆
Gunnery (Ag)	0	◆◆
Melee (Br)	0	◆◆◆
Ranged - Light (Ag)	0	◆◆
Ranged - Heavy (Ag)	0	◆◆

SOAK VALUE

4

3

WOUNDS

13/14

THRESHOLD | CURRENT

STRAIN

12

THRESHOLD | CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Shock Gloves	Brawl	Engaged	3	/
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Holdout Blaster	Ranged-Light	Short	5	
• You deal 5 damage on a hit + 1 damage per Success symbol rolled. • Inflict a critical injury on a hit for .				

2

GEAR, EQUIPMENT, & OTHER ITEMS	
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Tool Kit	Allows you to repair mechanical devices and "heal" droids using the Mechanics skill.

MONEY

SYMBOLS AND DICE

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Despair symbols count as Failure symbols (they cancel Success symbols) and may also be spent to trigger a powerful negative consequence.

Threat symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage symbols.

Ability Die | Proficiency Die | Difficulty Die | Challenge Die | Boost Die | Setback Die | Force Die

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- Move
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- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

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You can also perform any number of incidental actions.

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CHARACTER SHEET

CHARACTER NAME : MATHUS

SPECIES HUMAN

CAREER TECHNICIAN

SOAK VALUE

WOUNDS

THRESHOLD | CURRENT

STRAIN

THRESHOLD | CURRENT

CRITICAL INJURIES

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
3	2	4

CUNNING	WILLPOWER	PRESENCE
2	2	2

SKILLS

SKILLS (1)	CAREER?	RANK	DICE POOL
Astrogation (Int)	•		
Athletics (Br)			
Charm (Pr)			
Coerce (Will)			
Computers (Int)	•		
Cool (Pr)			
Coordination (Ag)	•		
Deceit (Cun)			
Discipline (Will)	•		
Knowledge (Int)	•		
Leadership (Pr)			
Mechanics (Int)	•		
Medicine (Int)			
Negotiation (Pr)			
Perception (Cun)	•		
Pilot (Ag)	•		
Resilience (Br)			
Skulduggery (Cun)	•		
Stealth (Ag)			
Streetwise (Cun)			
Survival (Cun)			
Vigilance (Will)			
COMBAT SKILLS			
Brawl (Br)	•		
Gunnery (Ag)			
Melee (Br)			
Ranged - Light (Ag)			
Ranged - Heavy (Ag)			

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

GEAR, EQUIPMENT, & OTHER ITEMS

MONEY

TECHNICIAN: TALENT TREE 2

Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge, Mechanics, Perception, Pilot, Skulduggery, Brawl

Gearhead
Remove ■ per rank of Gearhead from all Mechanics checks.

Toughened
Gain +1 wound threshold.

Fine Tuning
When you perform an action that repairs System Strain to a starship or vehicle, that starship or vehicle recovers 1 additional System Strain.

Solid Repairs
When you perform an action that repairs Hull Trauma to a starship or vehicle, that starship or vehicle recovers 1 additional Hull Trauma per rank of Solid Repairs.

5

Jury Rigged
Choose 1 weapon, armor, or other item and give it a permanent improvement as long as it remains in use (see Rulebook for details).

Gearhead
Remove ■ per rank of Gearhead from all Mechanics checks.

Solid Repairs
When you perform an action that repairs Hull Trauma to a starship or vehicle, that starship or vehicle recovers 1 additional Hull Trauma per rank of Solid Repairs.

Grit
Gain +1 strain threshold.

10

Point Blank
Add 1 damage per rank of Point Blank to damage inflicted while using the Ranged (Heavy) or Ranged (Light) skills at short range or engaged.

Solid Repairs
When you perform an action that repairs Hull Trauma to a starship or vehicle, that starship or vehicle recovers 1 additional Hull Trauma per rank of Solid Repairs.

Hold Together
Immediately after a starship or vehicle with you aboard takes damage, you may spend 1 Destiny Point to convert all of the damage to System Strain instead of Hull Trauma.

Toughened
Gain +1 wound threshold.

15

INVESTING EXPERIENCE POINTS

You will occasionally receive experience from the GM as you continue to play, which can be spent to improve your character. You may spend these experience points to increase your skills or to advance on your talent tree. Refer to page 11 of the Rulebook for more detailed information.

1 Skill Training

The cost for training skills falls into one of two categories—career skills and non-career skills. Each skill has five ranks of training available.

Training a career skill costs five times the value of the next highest rank. For example, training a career skill from Rank 0 (untrained) to Rank 1 requires 5 experience points. Improving a Rank 1 career skill to Rank 2 requires 10 experience points. Each rank must be purchased separately. This means that training a career skill from Rank 0 to Rank 2 costs 15 experience points (5 for raising it from Rank 0 to Rank 1, then 10 more for raising it from Rank 1 to Rank 2).

You can also purchase ranks in your non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from Rank 0 (untrained) to Rank 1 requires 10 experience points. Improving a Rank 1 non-career skill to Rank 2 requires 15 experience points, and so on.

2 Acquiring Talents

Talents are acquired from your career talent tree. This talent tree provides a unique format for purchasing talents that comes with several special rules and restrictions.

Your talent tree has four columns and three rows. The cost of each talent depends on the row it occupies. The topmost row of talents are the cheapest, costing 5 experience points each. The next row's choices cost 10 experience points each, and the third and final row's choices costs 15 experience each.

Note that the choices on the tree are connected by a series of lines that link some talent choices with others. When purchasing talents, you may only purchase talents you are eligible for. You are eligible to select any talents in the first, topmost row, plus any talents that are connected via one of the aforementioned links to a talent you have already acquired. Each entry on the talent tree may only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents may be learned repeatedly. When you learn a talent for the second—or later—time, you gain an additional rank of the ability.

Success | Triumph | Advantage | Failure | Despair | Threat

Ability Die | Proficiency Die | Difficulty Die | Challenge Die | Boost Die | Setback Die | Force Die

MATHUS' STORY

In a different life, Mathus would have been a successful research engineer at a major corporation headquartered in the Core Worlds. In this life, Mathus grew up hard on the streets of Anchorhead on Tatooine. Orphaned at a young age, Mathus was burdened with a powerful intellect and no useful way to apply it. He slid into a life of thuggery and crime, until one fateful day when he attempted to rob a shop belonging to an old Rodian mechanic named Honwoo. Honwoo made no particular attempt to resist, but seeing young Mathus's fascination with a partially-stripped machine on his workbench, offered to teach the young human how it worked. Six hours later, Mathus's friends came by to see what had gone wrong and found him covered in machine oil, helping to repair a repulsorlift array.

Over the next few years, Honwoo taught Mathus the ins and outs of every machine that came through his repair shop. With no formal education, Mathus developed an unorthodox but effective approach that relied heavily on trial and error. He also found that he enjoyed tinkering and repurposing existing machines, turning them to a new purpose. For example, his customized shock gloves began life as power converters.

Most of Honwoo's business had to do with the repair, maintenance, and reprogramming of Tatooine's limited supply of droids. As a consequence, Mathus became a droid expert. His skills eventually came to the attention of a Hutt named Teemo, and Mathus was offered an impressive sum of credits to make his skills available at Teemo's Mos Shuuta complex. Since his arrival in Mos Shuuta, Mathus has regretted his decision. The project Teemo has him working on is completely unsuited to his skills: Mathus' experience gives him the skills necessary to repair busted old battle droids, but he completely lacks the education to develope a scematic based on their design. And when Mathus attempted to leave, Teemo hinted that something bad might happen to Honwoo if he did…

Fed up and backed into a corner, Mathus has decided to make a break for it. First, he introduced some new code into one of Teemo's droids, 41-VEX, to encourage the droid to try to escape, too. Then, he struck up a friendship with a scout named Sasha, intending to pool their resources and get off Tatooine…

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