

DROID DRIVER





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 : 264

SPECIES **DROID**

CAREER **DRIVER**



CHARACTERISTICS

1

1

BRAWN

4

AGILITY

3

INTELLECT

2

CUNNING

1






























































WILLPOWER

1

PRESENCE

2

SKILLS

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

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.

3 SOAK VALUE

3

4 WOUNDS

THRESHOLD

CURRENT

11

5 STRAIN

THRESHOLD

CURRENT

11

CRITICAL INJURIES

6

WEAPONS & EQUIPMENT

| WEAPON | SKILL | RANGE | DAMAGE | DICE POOL |
|---|--|---------|--------|-----------|
| Fusion Cutter | Melee | Engaged | 5 | ◆ |
| <ul style="list-style-type: none"> You deal 5 damage on a hit +1 damage per Success ★ symbol rolled. Inflct a critical injury on a hit for ☹☹☹. Breach 1: Attacks ignore 10 Soak of the target's Soak value. Burn 3: Target suffers 5 damage for 3 rounds or until fire is put out. | | | | |
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| | | | | |
| GEAR, EQUIPMENT, & OTHER ITEMS | | | | |
| Holo-messenger | Creates holographic recordings or transmissions that may be played back as a small projection. | | | |
| Comlink | Allows communication between characters with Comlinks. | | | |
| Reinforced Plating | Soak 1; already included in Soak value. | | | |
| Glow Rod | Hand-held light source that illuminates an area. | | | |
| | | | | |

MONEY

400 credits

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 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



Survival Skill

You train your Survival skill. You gain one skill rank in Survival. 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 skill, circle the appropriate rank (0 or 1) and dice pool.



Mechanics Skill

You train your Mechanics skill. 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 skill, circle the appropriate rank (1 or 2) and dice pool.



All-Terrain Driver Talent

You gain the All-Terrain Driver talent. Put a mark in the circle next to the XP cost to remind you that you have it. All-Terrain Driver: Do not suffer penalties for driving through difficult terrain while using the Pilot skill.



Gear Head Talent

You gain the Gear Head talent. Put a mark in the circle next to the XP cost to remind you that you have taken it. Gear Head: Remove from Mechanics skill checks.

CHARACTER SHEET

CHARACTER NAME : 264

SPECIES **DROID**

CAREER **DRIVER**



CHARACTERISTICS

1

BRAWN

4

AGILITY

3

INTELLECT

2

CUNNING

1

WILLPOWER

1




PRESENCE

SKILLS



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

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.





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Ability Die 

Proficiency Die 

Difficulty Die 




Challenge Die 

Boost Die 

Setback Die 

Force Die 

WEAPONS & EQUIPMENT

| WEAPON | SKILL | RANGE | DAMAGE | DICE POOL |
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| GEAR, EQUIPMENT, & OTHER ITEMS | | | | |
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MONEY

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- 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.

264'S STORY

264 used to work for the Galactic Empire. Generally if he thought at all about his lot in life, he thought it was boring. Really a fully functional (gifted really) R series Astromech relegated to courier duty? At least it was better than calculating thrust capacity ratios for TIE fighter prototypes. All that changed when those rebels came along. For a brief moment it seemed like he finally found excitement, a sense of purpose, and potential... friends. Then that orange C1 droid dropped him out an airlock and left him to rust.

Luckily, Meego Wesendii found 264 in the fields of Lothal, covered in Lothcat fur (which will never come out of his motivator) and made some modifications. The Rodian told 264 he used some pod racer parts to get him back on line, the droid isn't sure about that but he certainly does have a newfound appreciation for high speed chases through dangerous terrain. 264 is also pretty sure he did not used to have a sense of humor, but now he tends to find jokes in any situation, if only these stupid organics could understand the nuance of droidspeak.

Tarkintown has been boring for 264, aside from beat up speeder trucks, and the occasional swoop, there is almost nothing to pilot. 264 spends most of his time on flying sims brushing up his skills or planning out slick paint schemes for his chassis, after all a speed machine like him can't just stay in his stock colors. He craves excitement, adventure, and a purpose, a chance to launch that Orange droid into a binary star, and above all friends.