

LIAU DRUNO

TWI'LEK
MARAUDER



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 : **LIAU DRUNO**

SPECIES **TWI'LEK**

CAREER **MARAUDER**



CHARACTERISTICS

1

4

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

2

SKILLS

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

5

4 WOUNDS

14

THRESHOLD
CURRENT

5 STRAIN

13

THRESHOLD
CURRENT

CRITICAL INJURIES

6



WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Vibrosword	Melee	Engaged	6 (Br+2)	⬢⬢⬢⬢⬢⬢
<ul style="list-style-type: none"> You deal 6 damage on a hit +1 damage per Success ✨ symbol rolled. Inflict a critical injury on a hit for ☹☹. Pierce 2: Targets' soak reduced by 2 against this attack. 				
Fists	Brawl	Engaged	4	⬢⬢⬢⬢
<ul style="list-style-type: none"> You deal 4 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.			
Concealing Robe	Soak 1; already included in Soak value.			
Surveyor's Bag	Increases encumbrance limit by 1.			

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 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



Ranged-Light Skill

You train your Ranged-Light skill. You gain one skill rank in Ranged-Light. 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.



Vigilance Skill

You train your Vigilance 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.



Toughened Talent

You gain the Toughened talent. Whether or not you choose this upgrade, circle the correct value (14 or 15) on your Wound Threshold.
Toughened: Your Wound Threshold is increased by 1.



Feral Strength Talent

You gain the Feral Strength talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.
Feral Strength: When you hit a target with a Melee or Brawl attack, you deal +1 damage.

CHARACTER SHEET

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SPECIES **TWI'LEK**

CAREER **MARAUDER**



CHARACTERISTICS

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2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

3




PRESENCE

SKILLS



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





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 

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
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- Exchange your 1 **Action** for an additional **Maneuver**

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- 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.

SOAK VALUE

5

WOUNDS

14/15

THRESHOLD CURRENT




















STRAIN

13

THRESHOLD CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Vibrosword	Melee	Engaged	6 (Br+2)	     
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Fists	Brawl	Engaged	4	   
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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.			
Concealing Robe	Soak 1; already included in Soak value.			
Surveyor's Bag	Increases encumbrance limit by 1.			

MONEY

LIAU'S STORY

Liau grew up in a small and prosperous mining colony on Tyon 3, near the edge of Hutt space. She grew up with extended family and spent most of her time on the streets or in the arena playing grav ball. At the outbreak of the Clone Wars the mining colony was seized by Separatist forces. At first things were good, but then the Republic and the war came to Tyon 3, signifying the end of civilized times and the end of the grav ball league.

The war ravaged the planet and soon Liau's aunt became destitute. Liau spent most of her time providing what she could for her aunt's family. When no word or help came from Liau's parents, it didn't take long before Liau was all alone, having to fend for herself, on the streets of a war torn world.

This turned Liau into a strong and capable fighter. She ran for a while with a street gang, but her family's past caught up with her as the war ended. Her parents had fought heroically for the CIS until they joined up with a Hutt cartel. Both became infamous mercenaries, strong and violent. Most people expect these traits of Liau, if they know of her parentage. Liau knows to use this to her advantage.

After leaving Tyon 3 during another one of the Empire's cullings, Liau eventually found her way to Lothal. There she got into a small grav ball league, joining a team called the Tangletown Tornados. Having past experience playing the sport, she was one of the league's better players and became popular among the Tangletown locals.

However, the Empire had other plans for Tangletown. After locating a valuable ore deposit in the area, the Imperials leveled the settlement to build a mining operation in its place. With no home and no local arena, the Tornados were disbanded. After her team was disbanded, Liau found herself working on and off for Vizago and other undesirable, although she would take any opportunity she could to cause trouble for the Imperials.