MEEGO WESENDII

RODIAN OUTLAW TECH

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 : MEEGO

SPECIES RODIAN

CAREER TECHNICIAN

CHARACTERISTICS

1

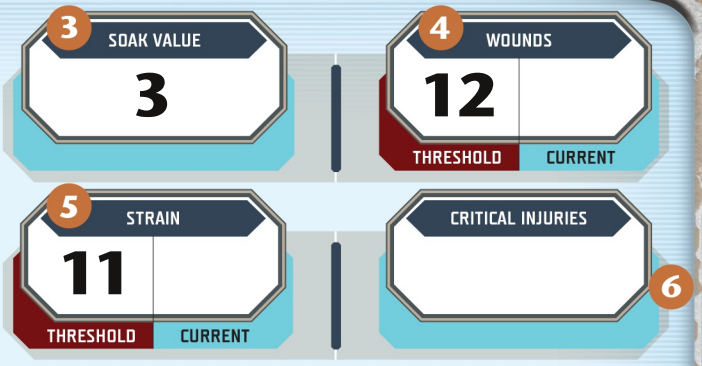
BRAWN	AGILITY	INTELLECT
2	3	4

CUNNING	WILLPOWER	PRESENCE
2	1	2

SKILLS

2

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



WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
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 ✲✲✲✲.				
Fists	Brawl	Engaged	2	
• You deal 2 damage on a hit +1 damage per Success ✲ symbol rolled. • Inflict a critical injury on a hit for ✲✲✲✲✲.				

GEAR, EQUIPMENT, & OTHER ITEMS	
1 Emergency Repair Patch	Use as a maneuver to heal 3 wounds to a droid. Consumed when used.
Comlink	Allows communication between characters with Comlinks.
Heavy Clothes	Soak 1; already included in Soak value.
Tool Kit	Repairs devices and "heals" droids with Mechanics skill.
Macrobinoculars	Magnify far-off objects for their user.

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

Coordination Skill

You train your Coordination skill. You gain one skill rank in Coordination. 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.

XP COST 10

Stealth Skill

You train your Stealth 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.

XP COST 5

Utinni! Talent

You gain the Utinni! talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Utinni!: Remove ■ from checks to find or scavenge items or gear.

XP COST 5

Speaks Binary Talent

You gain the Speaks Binary talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Speaks Binary: Grants □ when directing NPC droids.

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CAREER TECHNICIAN

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2	3	4

CUNNING	WILLPOWER	PRESENCE
2	1	2

SKILLS

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

SOAK VALUE	WOUNDS	
3	12	THRESHOLD / CURRENT
STRAIN	**CRITICAL INJURIES**	
11		THRESHOLD / CURRENT

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
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MONEY

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SPECIES RODIAN

CAREER TECHNICIAN

SOAK VALUE

WOUNDS

THRESHOLD | CURRENT

STRAIN

THRESHOLD | CURRENT

CRITICAL INJURIES

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	3	4

CUNNING	WILLPOWER	PRESENCE
2	1	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

MEEGO'S STORY

Like many young Rodians, Meego was born with the soul of a hunter. Unfortunately, he had the reflexes and combat instincts of a mechanic, but he had to find this out the hard way.

It was the height of the Clone Wars and Rodia was suffering badly. The war had caused supply problems for the planet which relied greatly on imported food for much of its population. Hungry and angry, Meego hitched a ride off world with a Houk bounty hunter who had come to Rodia in search of a criminal who had gone to ground there. Meego was fourteen standard years old.

It took only one combat situation to reveal that Meego's talents lay in directions other than combat. But his bounty hunter friend Koorasa found that the blaster rifle Meego had serviced en-route worked to perfection. So began a mutually beneficial arrangement – Meego serviced and improved Koorasa's equipment, and Koorasa split the credits from his bounties.

It was on the moon of Cynda that Koorasa was gunned down by pirates and his ship destroyed, stranding Meego with nothing but the clothes on his back and the equipment he was carrying. Cynda was an important mining world for the Republic, producing thorilide used in turbolaser batteries. Meego was able to maintain the mining equipment sufficiently to earn a living, and learn a thing or two about controlled detonations in the process.

When the Republic became the Empire, life on Cynda grew uncomfortable. Meego decided to take the money he had been putting aside and find somewhere quiet to buy a small farm and live a simpler life. This is what brought him to Lothal, and for a few short, happy years he lived exactly as he had wished, with a small farm on a modest patch of land. But the fates were not done with Meego, and when the Empire arrived on Lothal and discovered, of all things, a vein of thorilide running beneath his land, he found his life and possessions stolen from him by circumstance once more. Dispossessed for the second time, he found his way into the company of some like-minded individuals who had decided that enough was enough, and they were not going to stand idly by while the Empire took everything they had. It was time to start taking something back.