

PASH

UKNE

SMUGGLER

NZL577JV17





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 : *DASH*

SPECIES *HUMAN*

CAREER *SMUGGLER*



CHARACTERISTICS

1

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

SKILLS

2

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	
Athletics (Br)	0	
Charm (Pr)	1	
Coerce (Will)	0	
Computers (Int)	0	
Cool (Pr)	0	
Coordination (Ag)	0	
Deceit (Cun)	1	
Discipline (Will)	0	
Knowledge (Int)	0	
Leadership (Pr)	0	
Mechanics (Int)	0	
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)	1	
COMBAT SKILLS		
Brawl (Br)	0	
Gunnery (Ag)	0	
Melee (Br)	0	
Ranged - Light (Ag)	1	
Ranged - Heavy (Ag)	0	

CHARACTER HEALTH STATS

3 SOAK VALUE

4

4 WOUNDS

THRESHOLD

CURRENT

13

5 STRAIN

THRESHOLD

CURRENT

12

CRITICAL INJURIES

6

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Pistol	Ranged-Light	Medium	6	♦♦♦♦♦♦
<ul style="list-style-type: none"> You deal 6 damage on a hit + 1 damage per Success ★ symbol rolled. Inflct a critical injury on a hit for ☹☹☹☹. 				
Fists	Brawl	Engaged	3	♦♦♦♦
<ul style="list-style-type: none"> You deal 3 damage on a hit + 1 damage per Success ★ symbol rolled. Inflct 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 other players with Comlinks.
Heavy Clothes	Soak 1; already included in soak value.

MONEY

400 credits

- 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 **10**

1 Deceit Skill

You train your Deceit skill. You gain one skill rank in Deceit. 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**

2 Skulduggery Skill

You train your Skulduggery skill. You gain one skill rank in Skulduggery. 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 **5**

Quick Draw Talent

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

Quick Draw: Once per round, draw or holster a weapon or accessible item as an incidental (without spending a maneuver).

XP COST **5**

Skilled Jockey Talent

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

Skilled Jockey: Whenever you make a Pilot check, you remove 1 Setback die from the dice pool before making the check. For example, if you pilot a vehicle with Handling -1, you suffer no penalty to your Pilot checks.

CHARACTER SHEET

CHARACTER NAME : **PASH**

SPECIES **HUMAN**

CAREER **SMUGGLER**



CHARACTERISTICS

3

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

SKILLS

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



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
- 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.

SOAK VALUE

4

WOUNDS

13

THRESHOLD CURRENT

STRAIN

12

THRESHOLD CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Pistol	Ranged-Light	Medium	6	◆◆◆◆◆◆

- You deal 6 damage on a hit + 1 damage per Success ★ symbol rolled.
- Inflict a critical injury on a hit for ☹☹☹☹.

Fists	Brawl	Engaged	3	◆◆◆
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- You deal 3 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 other players with Comlinks.
Heavy Clothes	Soak 1; already included in soak value.

MONEY

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

CHARACTER SHEET

CHARACTER NAME : *DASH*

SPECIES *HUMAN*

CAREER *SMUGGLER*



CHARACTERISTICS

2

BRAWN

4

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

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)			

SOAK VALUE

WOUNDS

--	--

THRESHOLD CURRENT

STRAIN

--	--

THRESHOLD CURRENT

CRITICAL INJURIES

Progress bars for various attributes.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

GEAR, EQUIPMENT, & OTHER ITEMS				

MONEY

SMUGGLER: TALENT TREE 2

Career Skills: Astrogation, Charm, Coordination, Deceit, Knowledge, Perception, Pilot, Skulduggery, Streetwise, Vigilance, Gunnery



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.

Skill Training 1

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.

Acquiring Talents 2

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 cost 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.

PASH'S STORY

It's been a hard run for the smuggler, con-man, and rogue known only as Pash. First he was ejected from Imperial flight school for "insubordination" (which is apparently a fancy word for "stealing a shuttle for a quick flight around the planet when bored one day"). Then his favorite speeder-bike was impounded when he fell behind on his debt payments. Then Pash was arrested for grifting on the streets of Aldera, on the planet Alderaan. Then he was transported for hard labor in the spice mines of Kessel, which was apparently some Alderaani noble's way of getting back at Pash for something involving the noble's daughter. Then the transport carrying him to Kessel was attacked by pirates and Pash was press-ganged into service. Then the pirates were defeated by an Imperial frigate and Pash was arrested for piracy. Then Alderaan was blown up by the super battlestation called the Death Star and things got really tense. Then Pash was set free by an Imperial officer named Herkin, who explained that Pash now owed him a huge favor, and by the way Pash was now going to fly starships for a gentlebeing named Teemo the Hutt.

Recently, Pash has been flying cargos for Teemo in and out of the tiny town of Mos Shuuta on Tatooine. In some ways it's been the most boring and peaceful eight weeks of Pash's life. In other ways, he keeps getting shot at by pirates and customs officials and having to do risky landings in remote, dangerous places, so it's terrifying at the same time. On his most recent mission, Pash's ship, a rusty old Ghtroc 720 light freighter named *Ao Var*, was damaged beyond repair and had to be sold off for parts when he finally returned to Mos Shuuta. Teemo the Hutt was not happy, since the *Ao Var* was technically the Hutt's property. Pash decided it was probably time to leave the Hutt's service, and teamed up with his favorite droid mechanic 41-VEX and a lethal Twi'lek bounty hunter named Oskara to make it happen.

Despite his long life of misfortune, Pash thinks of himself as lucky - and perhaps he is. After all, if he hadn't been arrested and transported off of Alderaan, he might have been there when the Empire blew it up. Pash has a knack for coming through disaster unscathed. He's a really excellent pilot and pretty good at a lot of other things, and has the easy-going nature of one to whom things come easily.