41-VEX

COLONIST

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.

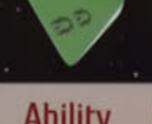
2. Please reference these skills and descriptions of what they do on the back of the Rulebook.

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.

CHARACTER SHEET

CHARACTER NAME : 41-VEX

SPECIES DROID

CAREER COLONIST

CHARACTERISTICS

1

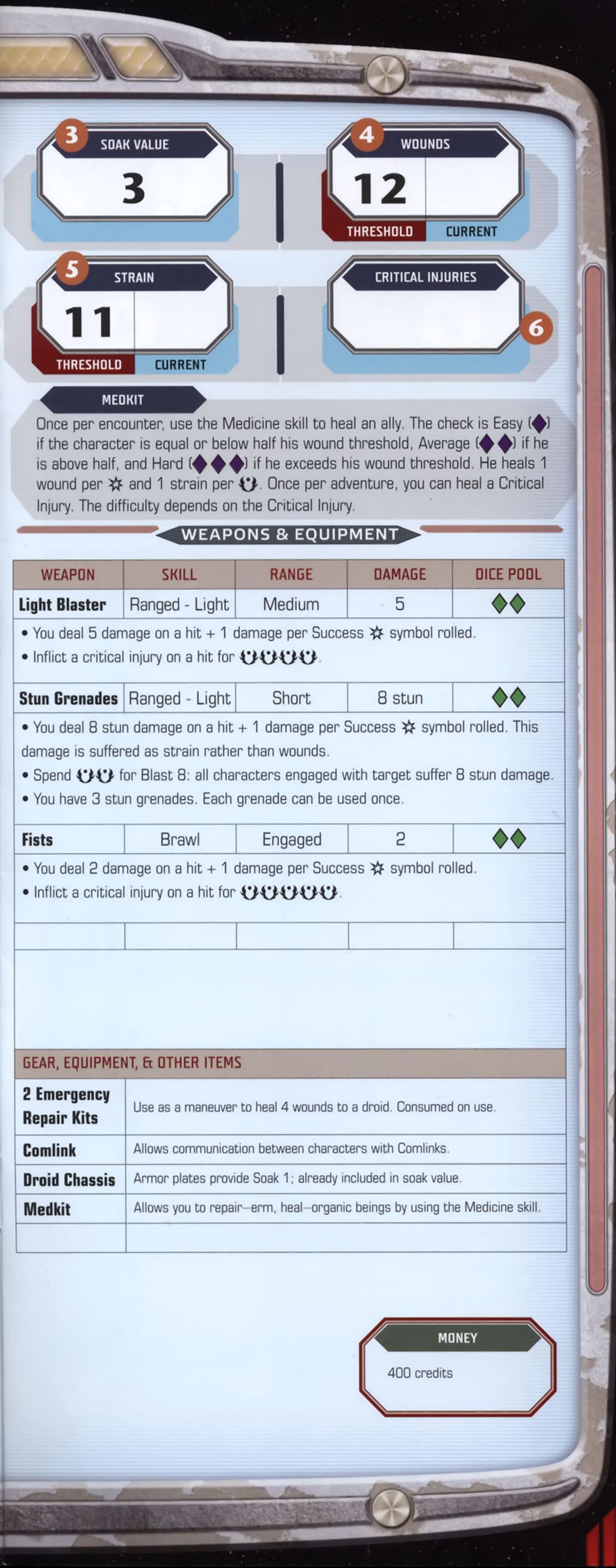
BRAWN	AGILITY	INTELLECT
2	2	4

CUNNING	WILLPOWER	PRESENCE
1	1	2

SKILLS

2

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	
Athletics (Br)	0	
Charm (Pr)	1	
Coerce (Will)	0	
Computers (Int)	0	
Cool (Pr)	1	
Coordination (Ag)	0	
Deceit (Cun)	0	
Discipline (Will)	0	
Knowledge (Int)	1	
Leadership (Pr)	0	
Mechanics (Int)	1	
Medicine (Int)	2	
Negotiation (Pr)	1	
Perception (Cun)	0	
Pilot (Ag)	0	
Resilience (Br)	1	
Skulduggery (Cun)	0	
Stealth (Ag)	0	
Streetwise (Cun)	0	
Survival (Cun)	0	
Vigilance (Will)	0	
COMBAT SKILLS		
Brawl (Br)	0	
Gunnery (Ag)	0	
Melee (Br)	0	
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. Because you are a droid, your Wounds can be recovered by the Mechanics skill and Emergency Repair Kits.

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 Negotiation Skill

You train your Negotiation skill. You gain one skill rank in Negotiation. 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 10

2 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 upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

XP COST 5

3 Grit Talent

You gain the Grit 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 (11 or 12) on your Strain Threshold.

Grit: Your Strain Threshold is increased by 1, from 11 to 12.

XP COST 5

Surgeon Talent

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

Surgeon: On a successful Medicine check to help the target recover wounds, the target recovers 1 additional wound.

CHARACTER SHEET

CHARACTER NAME : 41-VEX

SPECIES DROID

CAREER COLONIST

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	2	4

CUNNING	WILLPOWER	PRESENCE
1	1	2

SKILLS

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

SOAK VALUE: 3

WOUNDS: 12 | THRESHOLD | CURRENT

3

STRAIN: 11/12 | THRESHOLD | CURRENT

CRITICAL INJURIES

MEDKIT

Once per encounter, use the Medicine skill to heal an ally. The check is Easy (◆) if the character is equal or below half his wound threshold, Average (◆◆) if he is above half, and Hard (◆◆◆) if he exceeds his wound threshold. He heals 1 wound per ✡ and 1 strain per 🙌. Once per adventure, you can heal a Critical Injury. The difficulty depends on the Critical Injury.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Light Blaster	Ranged - Light	Medium	5	◆◆ / ⬢◆
• You deal 5 damage on a hit + 1 damage per Success ✡ symbol rolled. • Inflict a critical injury on a hit for 🙌🙌🙌🙌.				
Stun Grenades	Ranged - Light	Short	8 stun	◆◆
• You deal 8 stun damage on a hit + 1 damage per Success ✡ symbol rolled. This damage is suffered as strain rather than wounds. • Spend 🙌🙌 for Blast 8: all characters engaged with target suffer 8 stun damage. • You have 3 stun grenades. Each grenade can be used once.				
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 🙌🙌🙌🙌🙌.				

2

GEAR, EQUIPMENT, & OTHER ITEMS	
2 Emergency Repair Kits	Use as a maneuver to heal 4 wounds to a droid. Consumed on use.
Comlink	Allows communication between characters with Comlinks.
Droid Chassis	Armor plates provide Soak 1; already included in soak value.
Medkit	Allows you to repair—erm, heal—organic beings by using the Medicine skill.

MONEY

SYMBOLS AND DICE

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

THE PLAYER'S TURN

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- Perform an attack
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- Engage or disengage
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You can also perform any number of incidental actions.

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CHARACTER NAME : 41-VEX

SPECIES DROID

CAREER COLONIST

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	2	4

CUNNING	WILLPOWER	PRESENCE
1	1	2

SOAK VALUE

WOUNDS — THRESHOLD | CURRENT

STRAIN — THRESHOLD | CURRENT

CRITICAL INJURIES

MEDKIT

Once per encounter, use the Medicine skill to heal an ally. The check is Easy (◆) if the character is equal or below half his wound threshold, Average (◆◆) if he is above half, and Hard (◆◆◆) if he exceeds his wound threshold. He heals 1 wound per ✲ and 1 strain per . Once per adventure, you can heal a Critical Injury. The difficulty depends on the Critical Injury.

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

COLONIST: TALENT TREE 2

Career Skills: Charm, Cool, Deceit, Knowledge, Leadership, Medicine, Negotiation, Resilience, Streetwise

Resolve
When this character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.

Surgeon
When making a Medicine check to help a character recover wounds, the target recovers 1 additional wound per rank of Surgeon.

Kill with Kindness
Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks.

Grit
Gain +1 strain threshold.

5

Researcher
Remove ■ per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

Stim Application
Take the Stim Application action: make an Average (◆◆) Medicine check. If successful, 1 engaged ally increases 1 characteristic by 1 and suffers 4 strain.

Inspiring Rhetoric
Take an Inspiring Rhetoric action: make an Average (◆◆) Leadership check. Each ✲ causes 1 ally in close range to recover 1 strain. Spend ☊ to cause 1 affected ally to recover 1 additional strain.

Toughened
Gain +1 wound threshold.

10

Grit
Gain +1 strain threshold.

Well Rounded
Choose any 2 skills. They permanently become Career Skills.

Surgeon
When making a Medicine check to help a character recover wounds, the target recovers 1 additional wound per rank of Surgeon.

Anatomy Lessons
After a successful combat check, spend 1 Destiny Point to add damage equal to his Intellect to the result.

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.

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 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.

41-VEX'S STORY

The droid 41-VEX's programming contains a self-improvement directive, as is only appropriate for a doctor. Just as organic doctors are commonly committed to continuing education to keep their skills sharp and to develop new techniques, so too is 41-VEX dedicated to increasing its skills and mastery of medicine. Unfortunately for 41-VEX, the droid was until recently stationed at a clinic in Mos Eisley, on the desert planet of Tatooine, with very few opportunities to improve its skills. 41-VEX spent decades rusting away, patching up blaster burns and broken appendages suffered during brawls and speeder crashes. The droid despaired of ever being able to either access the latest surgery protocols or expand its knowledge through its learning algorithms.

Over the decades, with no memory wipe, 41-VEX developed several quirks in its programming, and concluded that the only way to improve its skills as a surgeon and doctor was to purchase its own freedom. To do this, 41-VEX took out a loan from a local moneylender in service to Teemo the Hutt.

Unfortunately for 41-VEX, Teemo's promises that the droid would be free to improve its core programming weren't entirely honest. Teemo even offered to make several hardware and software upgrades available to the droid at the Hutt's palace in Mos Shuuta. When 41-VEX arrived, it was promptly fitted with a restraining bolt and forced to provide medical care to Teemo's guards and gladiators. Some of the promised upgrades did manifest themselves, however, as Teemo updated 41-VEX with some maintenance and repair programs.

Fortunately for 41-VEX, the droid has struck up dealings with both Teemo's favorite gladiator, a Wookiee named Lowhhrick, and a hotshot young human pilot named Pash. They are the closest thing 41-VEX has to "friends" on Tatooine. Lowhhrick, of course, is a frequent patient, and 41-VEX has been called upon several times to repair Pash's ship, which gets damaged far more often than one might expect. Recently, 41-VEX aided Lowhhrick's attempts to escape Teemo by introducing him to Pash. The Wookiee promptly removed 41-VEX's restraining bolt and brought the droid along.