

LOWHRICK

LOWHRICK

HIRED GUN

LOWHRICK



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

- 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.
- 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 : *LOWHHRICK*

SPECIES *WOOKIEE*

CAREER *HIRED GUN*



CHARACTERISTICS

1

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

SKILLS

2

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	
Athletics (Br)	1	
Charm (Pr)	0	
Coerce (Will)	0	
Computers (Int)	0	
Cool (Pr)	0	
Coordination (Ag)	0	
Deceit (Cun)	0	
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)	1	
Melee (Br)	1	
Ranged - Light (Ag)	1	
Ranged - Heavy (Ag)	0	

CHARACTER HEALTH STATS

3 SOAK VALUE

4

4 WOUNDS

18

THRESHOLD CURRENT

5 STRAIN

10

THRESHOLD CURRENT

CRITICAL INJURIES

6

WOOKIEE RAGE

When you are wounded, you deal +1 damage with all Melee and Brawl-based attacks. When you are Critically Injured, you deal +2 damage with such attacks instead.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Vibro-axe	Melee	Engaged	7 (Br+3)	🟡🟢🟢🟢
<ul style="list-style-type: none"> You deal 7 damage on a hit + 1 damage per Success ✨ symbol rolled. Infllict a critical injury on a hit for 🟡🟢🟢🟢. Pierce 2: Target's soak reduced by 2 against this attack. 				
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. Infllict a critical injury on a hit for 🟡🟢🟢. 				
Fists	Brawl	Engaged	4	🟡🟢🟢🟢
<ul style="list-style-type: none"> You deal 4 damage on a hit + 1 damage per Success ✨ symbol rolled. Infllict 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.

MONEY

400 credits

- 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.
- 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.
- 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.
- 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

Coerce Skill

You train your Coerce skill. You gain one skill rank in Coerce. 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 **10**

2

Melee Skill

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

Toughened Talent

You gain the Toughened 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 (18 or 19) on your Wound Threshold.

Toughened: Your Wound Threshold is increased by 1, from 18 to 19.

XP COST **5**

4

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 weapon of any type (such as your Vibro-axe or fists), you deal +1 damage.

CHARACTER SHEET

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SPECIES *WOOKIEE*

CAREER *HIRED GUN*



CHARACTERISTICS

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SKILLS

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

SOAK VALUE

4

WOUNDS

18/19

THRESHOLD
CURRENT

STRAIN

10

THRESHOLD
CURRENT

CRITICAL INJURIES

WOOKIEE RAGE

When you are wounded, you deal +1 damage with all Melee and Brawl-based attacks. When you are Critically Injured, you deal +2 damage with such attacks instead.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Vibro-axe	Melee	Engaged	7 (Br+3) (+1)	
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<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	4 (+1)	
<ul style="list-style-type: none"> You deal 4 damage on a hit + 1 damage per Success symbol rolled. Inflct a critical injury on a hit for 				

GEAR, EQUIPMENT, & OTHER ITEMS	
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Ability Die

Proficiency Die

Difficulty Die

Challenge Die

Boost Die

Setback Die

Force Die

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- Stand up

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

HIRED GUN: TALENT TREE 2

Career Skills: Athletics, Discipline, Leadership, Pilot, Resilience, Vigilance, Brawl, Gunnery, Melee, Ranged - Light, Ranged - Heavy



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.

Success
Triumph
Advantage
Failure
Despair
Threat

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

LOWHHRICK'S STORY

The Wookiees of the heavily forested planet Kashyyyk are a proud species with a rich culture and sophisticated technology. Unfortunately, their bestial appearance and inability to speak Basic often leads to the misconception that all Wookiees are little more than savage brutes. A long-standing antagonism between the Wookiees of Kashyyyk and the lizard-like Trandoshans frequently flares up as Trandoshans hunt Wookiees for sport. Lowhhrick's sister and nephew were victims of one of these Trandoshan raiding parties, and both were killed. Lowhhrick vowed to hunt down the Trandoshans responsible...and was promptly captured. So began his long career as a gladiator, forced to do battle for the amusement of others.

Lowhhrick eventually achieved such fame that his contract was acquired by a Hutt gangster named Teemo and he was brought to Tatooine. Teemo would periodically send Lowhhrick into the ring to vanquish gladiators belonging to his business "partners" as a means of establishing his dominance. From time to time Lowhhrick was asked to serve as bodyguard during particularly important "business meetings," where his presence would serve as a reminder that Teemo had many trained killers on his payroll.

Recently, Lowhhrick struck up a friendship with a bounty hunter named Oskara who also worked for Teemo the Hutt. Oskara was planning to make a run for it and quit Teemo's service, and Lowhhrick offered his help...if Oskara would take him with her. Lowhhrick also grabbed 41-VEX, the droid medic who patched him up after each fight, and brought the droid along.

Lowhhrick has a great deal of experience with combat, both from his career as a gladiator and his time acting as a warrior on Kashyyyk. He is disciplined and thoughtful by nature, but his experiences of the past few decades have made him somewhat short-tempered. He takes his obligations and his oaths very seriously, and nothing is more important to him than escaping his predicament and getting vengeance for his family. Although Lowhhrick cannot speak Basic, he understands it quite well and the other PCs understand his language just as well.