

CHARACTER SHEET

CHARACTER NAME : MATWE

SPECIES **HUMAN** OBLIGATION 5 10 15 20
 CAREER **SMUGGLER (SCOUNDREL)**



CHARACTERISTICS

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

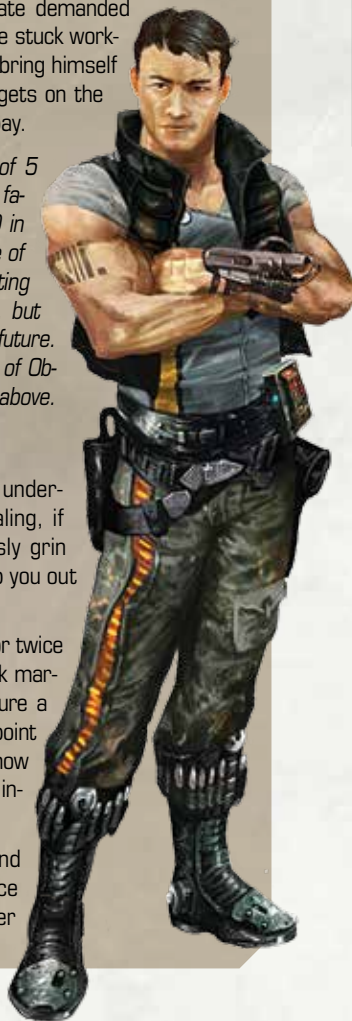
SOAK VALUE 4	WOUNDS 13 THRESHOLD CURRENT	STRAIN 12 THRESHOLD CURRENT	CRITICAL INJURIES
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CHARACTER BACKGROUND

Obligation: Family (5)

Matwe grew up on Coruscant, unfazed by the scope and diversity of the planet. He and his brother, Rikard, explored Coruscant's seedier sectors, trying to make a living and a name for themselves among the dregs and scoundrels in the underworld. After Rikard botched a job for the Pykes, the crime syndicate demanded that he pay for the losses; Rikard will be stuck working for them until he dies. Matwe can't bring himself to abandon his brother, and if he ever gets on the Pykes' bad side, Rikard will be sure to pay.

Matwe starts with an Obligation value of 5 but can increase the magnitude of his familiar responsibilities to as much as 20 in order to add an additional talent or piece of equipment. He is able to do this by benefiting more from his underworld connections, but this may come back to haunt him in the future. Add the original and any newly incurred of Obligation, and circle the appropriate value above.



Playing Matwe

- You make your way through the underworld by lying, cheating, and stealing, if need be. If that doesn't work, a sly grin and some swagger might just keep you out of the worst of trouble.
- You've been around the block once or twice and know your way around the black market. If someone needs you to procure a contraband item, a good starting point is the Umbra Club, where you know some of the death stick dealers, including Speng, a fellow human.
- You're handy with a blaster, and it has often meant the difference between getting paid and another week of scrounging.

SKILLS

GENERAL SKILLS	RANK	DICE POOL
Charm (Pr)	1	♦♦
Deception (Cun)	2	♦♦♦♦
Skulduggery (Ag)	1	♦♦♦♦
Stealth (Ag)	1	♦♦♦♦
Streetwise (Cun)	1	♦♦♦♦
Vigilance (Will)	1	♦♦

COMBAT SKILLS	RANK	DICE POOL
Ranged - Light (Ag)	2	♦♦♦♦

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Blaster Pistol	Ranged (Light)	6	Medium	♦♦♦♦♦
• You deal 6 damage on a hit + 1 damage per Success ✨ symbol rolled. • Inflict a Critical Injury on a hit for ☹☹☹.				
Fists	Brawl	3	Engaged	♦♦♦♦
• You deal 3 damage on a hit + 1 damage per Success ✨ symbol rolled. • Inflict a Critical Injury on a hit for ☹☹☹☹☹.				

OPTIONAL: ADD 10 OBLIGATION TO UNLOCK

<input type="checkbox"/> Heavy Blaster Pistol	Ranged (Light)	7	Medium	♦♦♦♦♦♦
• You deal 7 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 a maneuver to heal 5 wounds to a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Heavy Clothing	Soak 1; already included in soak value.
50 Credits	Money with which to buy equipment, information, or cooperation.

TALENTS

NAME	ABILITY SUMMARY
Quick Draw	Once per round, draw or holster a weapon or accessible item as an incidental.
Plausible Deniability	Remove 1 Setback die ■ from all Coercion and Deception checks.
OPTIONAL: ADD 5 OBLIGATION TO UNLOCK	
<input type="checkbox"/> Natural Charmer	Once per session, you may reroll one Charm or Deception check.

SYMBOLS & DICE

Success ✨	Triumph 🎯	Advantage 🙌	Failure 📉	Despair 🕒	Threat ⚠️	
Ability Die ♦	Proficiency Die ♀	Difficulty Die ♀	Challenge Die ⬮	Boost Die □	Setback Die ■	Force Die ○