TENDAAR

ENGINEER

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 **Beginner Game** rulebook.

SYMBOLS & DICE

Success ✲ symbols are canceled by Failure ➤ symbols; if there are any Success ✲ symbols left at the end (after canceling), 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 : TENDAAR

SPECIES MON CALAMARI

CAREER ENGINEER

CHARACTERISTICS

1

BRAWN	AGILITY	INTELLECT
2	2	4

CUNNING	WILLPOWER	PRESENCE
1	3	3

2 SKILLS

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	◆◆◆◆
Athletics (Br)	0	◆◆
Charm (Pr)	0	◆◆◆
Coercion (Will)	0	◆◆◆
Computers (Int)	2	●●◆◆
Cool (Pr)	0	◆◆◆
Coordination (Ag)	0	◆◆
Deception (Cun)	0	◆
Discipline (Will)	0	◆◆◆
Knowledge (Int)	1	●◆◆◆
Leadership (Pr)	0	◆◆◆
Mechanics (Int)	1	●◆◆◆
Medicine (Int)	1	●◆◆◆
Negotiation (Pr)	0	◆◆◆
Perception (Cun)	0	◆
Piloting (Ag)	0	◆◆
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	◆◆

3 SOAK VALUE
4

4 WOUNDS
12
THRESHOLD | CURRENT

5 STRAIN
13
THRESHOLD | CURRENT

CRITICAL INJURIES
6

MEDPAC

Once per encounter per ally, use the Medicine skill to heal an ally. The check is **Easy (◆)** if the wounds are equal or below half the character's wound threshold, **Average (◆◆)** if above half, and **Hard (◆◆◆)** if exceeding the wound threshold. Heal 1 wound per ✲ and 1 strain per ❍. Once per adventure per ally, you can heal a Critical Injury. The difficulty depends on the Critical Injury.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Pistol	Ranged (Light)	Medium	6	⬢◆
• You deal 6 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled. • Inflict a Critical Injury on a hit for ❍❍❍.				
Stun Grenade	Ranged (Light)	Medium	8	⬢◆
• You deal 8 stun damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled. This damage is suffered as strain rather than wounds. • Blast 8: Hit all characters engaged with target for 8 stun damage (+1 damage per uncanceled Success ✲ symbol) on ❍❍. • You have 1 stun grenade. It can be used once.				
Fists	Brawl	Engaged	2	◆◆
• You deal 2 damage on a hit + 1 damage per uncanceled 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 on a living creature. Consumed on use.
Comlink	Allows communication with other characters using comlinks.
Armored Vest	Soak 2 (already included in soak value).
Fusion Lantern	Provides bright light and power for electronic devices.
Datapad & Gear	A handheld computer and accessories for breaking into secure systems.
Medpac	Allows you to heal living creatures by using the Medicine skill.

MONEY

100 credits

CHARACTER HEALTH STATS

3 **Soak** value reduces incoming damage and can prevent wounds. Your soak value 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 exceed your **Wound Threshold**, you are knocked out and suffer a Critical Injury. Wounds can be recovered through 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 might 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 **Beginner Game** Adventure.

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 incidentals.

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 up to a total of 10 XP.

UPGRADE MENU

XP COST 10

1

Mechanics Skill

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

Piloting Skill

You train your Piloting skill. You gain one skill rank in Piloting. 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 (13 or 14) on your strain threshold.

Grit: Your strain threshold is increased by 1 (from 13 to 14).

XP COST 5

Solid Repairs Talent

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

Solid Repairs: Whenever you repair hull trauma to a vehicle, such as by using the Damage Control action, you repair 1 additional hull trauma on that vehicle.

CHARACTER SHEET

CHARACTER NAME : *TENDAAR*

SPECIES *MON CALAMARI*

CAREER *ENGINEER*

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	2	4

CUNNING	WILLPOWER	PRESENCE
1	3	3

SKILLS

	SKILLS	RANK	DICE POOL
	Astrogation (Int)	0	◆◆◆◆
	Athletics (Br)	0	◆◆
	Charm (Pr)	0	◆◆◆
	Coercion (Will)	0	◆◆◆
	Computers (Int)	2	⬢⬢◆◆
	Cool (Pr)	0	◆◆◆
	Coordination (Ag)	0	◆◆
	Deception (Cun)	0	◆
	Discipline (Will)	0	◆◆◆
	Knowledge (Int)	1	⬢◆◆◆
	Leadership (Pr)	0	◆◆◆
1	Mechanics (Int)	1 / 2	⬢◆◆◆ / ⬢⬢◆◆
	Medicine (Int)	1	⬢◆◆◆
	Negotiation (Pr)	0	◆◆◆
	Perception (Cun)	0	◆
2	Piloting (Ag)	0 / 1	◆◆ / ⬢◆
	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	◆◆

SOAK VALUE
4

WOUNDS
12
THRESHOLD | CURRENT

3
STRAIN
13/14
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GEAR, EQUIPMENT, & OTHER ITEMS

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- 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.

CHARACTER SHEET

CHARACTER NAME : TENDAAR

SPECIES MON CALAMARI

CAREER ENGINEER

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	2	4

CUNNING	WILLPOWER	PRESENCE
1	3	3

SOAK VALUE

WOUNDS

THRESHOLD | CURRENT

STRAIN

THRESHOLD | CURRENT

CRITICAL INJURIES

SKILLS

SKILLS	CAREER (1)	RANK	DICE POOL
Astrogation (Int)			
Athletics (Br)	•		
Charm (Pr)			
Coercion (Will)			
Computers (Int)	•		
Cool (Pr)			
Coordination (Ag)			
Deception (Cun)			
Discipline (Will)			
Knowledge (Int)	•		
Leadership (Pr)			
Mechanics (Int)	•		
Medicine (Int)	•		
Negotiation (Pr)			
Perception (Cun)	•		
Piloting (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

ENGINEER: TALENT TREE 2

Career Skills: Athletics, Computers, Knowledge, Mechanics, Medicine, Perception, Piloting, Vigilance, Ranged (Light)

SOLID REPAIRS
The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.
COST 5

SPEAKS BINARY
When directing NPC droids, may grant them ■ per rank of Speaks Binary on checks.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

RESEARCHER
Remove ■ per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.
COST 5

ENDURING
Gain +1 soak value.
COST 10

SOLID REPAIRS
The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.
COST 10

RESOLVE
When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.
COST 10

NATURAL SCHOLAR
Once per session, may reroll any 1 Knowledge skill check.
COST 10

BAD MOTIVATOR
Once per session, may take a Bad Motivator action; make a **Hard (◆◆◆) Mechanics check** to cause one targeted device to spontaneously fail.
COST 15

CONTRAPTION
Once per session, take a Contraption action; make a **Hard (◆◆◆) Mechanics check** to fashion a device to solve a current problem using just the tools and parts on hand.
COST 15

INTENSE FOCUS
Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.
COST 15

STROKE OF GENIUS
Once per session, make one skill check using Intellect rather than the characteristic linked to that skill.
COST 15

INVESTING EXPERIENCE POINTS

As you continue to play, you will occasionally receive experience points from the GM that you can spend to improve your character. You may spend this XP to increase your skills or to advance along your talent tree. See page 11 of the BEGINNER GAME 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 talents in the topmost row 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 can 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 the aforementioned links to one or more talents you have already acquired. Each entry on the talent tree can only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents can be learned repeatedly. When you learn a talent for the second—or later—time, you gain an additional rank of the ability.

TENDAAR'S STORY

A certain amount of dignity, refinement, and gravitas is expected from academics on Dac, the Mon Calamari homeworld. Education is highly prized in Mon Calamari society, and success in the academic sphere is an essential part of social status. To be well educated is to be, by definition, well bred.

As such, Tendaar Bel has always been a bit of an anomaly. Undeniably brilliant, Tendaar was an indifferent student at the Coral Collegium and a complete social misfit. In accordance with his family's wishes, he studied astrophysics. Or rather, he was enrolled in astrophysics classes that he never actually attended, instead preferring to spend time in his chambers or in the Lagoon, an undersea community of renegade computer techs who took delight in unorthodox solutions to seemingly unsolvable problems and in challenging what they saw as stodgy social conventions. Because of his reclusive lifestyle, Tendaar's social graces did not improve at the Coral Collegium.

His career would have continued to putter along this meandering path, but then the Empire arrived and enslaved his planet. Tendaar Bel went from frustrating Collegium student to indentured shipyard technician overnight. Tendaar spent years crafting starships and weapons of war for the Empire, and resentment finally began to give him a sense of purpose.

When Dac was finally freed and joined the Rebel Alliance, Tendaar eagerly signed on to do his part in undermining the Empire. Initially, Alliance High Command assigned him to work in the Mon Calamari shipyards, but Tendaar's disrespect for the social conventions of his own people proved problematic. He was reassigned to an R&D position on the A-wing project, where his unorthodox approach helped him solve certain persistent problems with the targeting computers, but he still chafed against regulations. Tendaar helped save the base on Cardooine from an Imperial assault by randomizing all of the starfighters' IFFs mid-battle, creating confusion for the untested A-wings to exploit. As a result, Alliance Command concluded that his true talent lay in unconventional-to-the-point-of-crazy thinking and assigned him as a tech expert for Special Operations. Tendaar enjoys the ever-changing puzzles of his duties, and takes particular pleasure in finding unorthodox ways to fight the Empire.