

**HENDRICK TENEB**

**HUMAN  
DOCTOR**



**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.



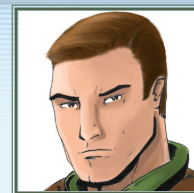
Ability Die Proficiency Die Difficulty Die Challenge Die Boost Die Setback Die Force Die

#### CHARACTER SHEET

CHARACTER NAME : *HENDRICK*

SPECIES *HUMAN*

CAREER *DOCTOR*



#### CHARACTERISTICS

**1**

**2**

BRAWN

**2**

AGILITY

**4**

INTELLECT

**2**

CUNNING

**2**

WILLPOWER

**3**

PRESENCE

**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)	1	◆◆◆◆
Mechanics (Int)	0	◆◆◆◆
Medicine (Int)	2	◆◆◆◆
Negotiation (Pr)	2	◆◆◆◆
Perception (Cun)	0	◆◆
Pilot (Ag)	0	◆◆
Resilience (Br)	0	◆◆
Skulduggery (Cun)	0	◆◆
Stealth (Ag)	0	◆◆
Streetwise (Cun)	1	◆◆◆◆
Survival (Cun)	1	◆◆◆◆
Vigilance (Will)	0	◆◆
<b>COMBAT SKILLS</b>		
Brawl (Br)	0	◆◆
Gunnery (Ag)	0	◆◆
Melee (Br)	0	◆◆
Ranged - Light (Ag)	0	◆◆
Ranged - Heavy (Ag)	0	◆◆



<b>3</b>	<b>SOAK VALUE</b>	<b>3</b>
<b>4</b>	<b>WOUNDS</b>	<b>12</b>
<b>5</b>	<b>STRAIN</b>	<b>13</b>
<b>6</b>	<b>CRITICAL INJURIES</b>	
THRESHOLD	CURRENT	

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
<b>Holdout Blaster</b>	Ranged-Light	Short	5	◆ ◆
<ul style="list-style-type: none"> <li>You deal 5 damage on a hit +1 damage per Success ☆ symbol rolled.</li> <li>Infllict a critical injury on a hit for ☹☹☹☹.</li> </ul>				
<b>Fists</b>	Brawl	Engaged	2	◆ ◆
<ul style="list-style-type: none"> <li>You deal 2 damage on a hit +1 damage per Success ☆ symbol rolled.</li> <li>Infllict a critical injury on a hit for ☹☹☹☹☹.</li> </ul>				

GEAR, EQUIPMENT, & OTHER ITEMS	
<b>3 Stimpacks</b>	Use as a maneuver to heal 4 wounds to a living creature. Consumed on use.
<b>Comlink</b>	Allows communication between characters with Comlinks.
<b>Heavy Clothes</b>	Soak 1; already included in Soak value.
<b>Medkit</b>	Allows you to heal organic beings using the Medicine skill.

<b>MONEY</b>
400 credits

**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.

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

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



#### 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 skill, circle the appropriate rank (0 or 1) and dice pool.



#### Charm Skill

You train your Charm skill. 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 skill, circle the appropriate rank (1 or 2) and dice pool.



#### 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: When making a Medicine check to heal wounds, the target heals 1 additional wound.



#### Resolve Talent

You gain the Resolve talent. Put a mark in the circle next to the XP cost to remind you that you have taken it. Resolve: When the character involuntarily suffers strain, he suffers 1 less strain.

#### CHARACTER SHEET

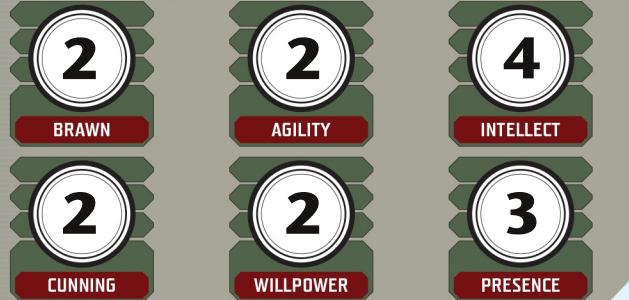
CHARACTER NAME : *HENDRICK*

SPECIES *HUMAN*

CAREER *DOCTOR*



#### CHARACTERISTICS



#### SKILLS

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

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



CHARACTER NAME : HENDRICK

SPECIES HUMAN

## CAREER DOCTOR



# 2

**BRAWN**

# 2

## AGILITY

4

INTELLECT

# 2

CUNNING

2

**WILLPOWER**

3

## PRESENCE

## SKILLS

## WEAPONS & EQUIPMENT

SKILLS	CAREER?	RANK	DICE POOL
Astrogration (Int)	1		
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)			
<b>COMBAT SKILLS</b>			
Brawl (Br)			
Gunnery (Ag)			
Melee (Br)			
Ranged - Light (Ag)			
Ranged - Heavy (Ag)			

[illegible]

MONEY



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# HENDRICK'S STORY

Hendrick Teneb was born on the planet Anaxes during the Clone Wars and experienced the horrors of war at a young age. As a child, he was forced to live in a refugee camp when Separatists invaded the city where he lived. Conditions in the camp were bad, which led to the spread of illness and disease. The camp did not have the resources and medication required to treat everyone. Dozens of people died of ailments that could have been treated if the necessary medicine and care were available.

After the war ended, the planet received aid from the Intergalactic Banking Clan and the infrastructure was rebuilt. As the planet stabilized, Hendrick decided he wanted to be able to help those who found themselves in similar situations. He worked hard to save enough money to put himself through medical school.

As graduation approached, he began to research organizations that assisted those in need throughout the galaxy. A group that called themselves the Interplanetary Medical Aid Association caught his attention when he learned that they regularly sent volunteers to war-torn planets to assist its citizens. Hendrick applied just before graduation, and was accepted into the group, largely due to the glowing recommendations of his professors.

Hendrick has served as a doctor within the IMAA for several years, and has recently been approved for individual assignments. Some of the planets he has assisted include Ryloth, Saleucami & Mygeeto. His current assignment is Lothal, a planet that has seen its share of hardship lately due to a conflict between the Imperials deployed there and some particularly destructive insurgents.

So far, Dr. Teneb has avoided getting involved in the politics of the areas he has visited. But more often he is noticing a common theme. The suffering of those he has been sent to help has often been caused by the Imperials. As whispers in the street grow louder about what is really happening on Lothal, Dr. Teneb finds himself at a crossroads in his life. Does he continue to stay out of the political side of things and simply keep doing what he is doing by helping those who need it? Or does he take this opportunity to potentially become involved in something bigger, something that could prevent the suffering before it happens?