

CHARACTER NAME: *Freyyua*  
 SPECIES: *Wookiee*  
 CAREER: *Technician*  
 SPECIALIZATIONS: *Mechanic*

**3** BRAWN    **2** AGILITY    **3** INTELLECT

**4** SOAK    **0** **0** DEFENSE (RANGED / MELEE)    **19**  WOUND (THRESHOLD / CURRENT)    **10**  STRAIN (THRESHOLD / CURRENT)

**3** CUNNING    **2** WILLPOWER    **2** PRESENCE

**SPECIES**

**Rage** *Rages when Wounded*  
 When a Wookiee has suffered any wounds, he deals +1 damage to Brawl and Melee attacks. When a Wookiee is Critically Injured, he instead deals +2 damage to Brawl and Melee attacks.



**0**

**1** **8** (VALUE / THRESHOLD)

**SKILLS**

GENERAL SKILLS	CAREER	RANK	DICE POOL
Computers (Int)	✓	1	1 yellow, 3 green
Cool (Pr)		-	3 green
Discipline (Wil)	✓	1	1 yellow, 2 green
Mechanics (Int)	✓	2	2 yellow, 4 green, 1 red
Outer Rim (Int)	✓	1	1 yellow, 3 green
Perception (Cun)	✓	1	1 yellow, 2 green
Vigilance (Wil)		-	3 green

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	2	2 yellow, 3 green

**CRITICAL INJURIES**

Two rows of 4 diamond icons each.

**TALENTS**

TALENT	RANK	DESCRIPTION
<b>Gearhead</b>	1	Remove ■ per rank of Gearhead from Mechanics checks. Have the credit cost to add mods to attachments.
<b>Toughened</b>	1	Gain +2 wound threshold.

**EQUIPMENT**

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Shock Gloves	Brawl	3	Engaged	2 yellow, 1 green
Critical: 5 dice Qualities: Stun 3, Disorient 1, Knockdown, Stun Setting				
Brass Knuckles	Brawl	4	Engaged	2 yellow, 1 green
Critical: 4 dice Qualities: Disorient 3, Knockdown, Stun Setting				

**ARMOR AND OTHER GEAR**

Heavy Clothing    Soak: 1

**OBLIGATION**

OBLIGATION	SIZE	DESCRIPTION
<b>Dutybound</b>	10	Tatooine Technician's Guild local #9939
<b>Debt</b>	5	Teemo the Hutt

**STORY**

Desire: Expertise, becoming the best mechanic you can  
 Fear: Obscurity, leaving behind no notable inventions or theories  
 Strength: Independent, you can always count on your self  
 Flaw: Timid, what if I sound like an idiot?

Veero left me in a pinch and owes me.  
 Anami respects technology, so I will respect them.

Freyyua is quite old and has always managed to get by, even as friends and allies have come and gone over the years. The galaxy has changed a lot over that time, but a good mechanic is always needed. For the past ten years, Freyyua has been working in the garage of Teemo the Hutt as a licensed mechanic with the local union. Freyyua seeks to master all technical challenges and is wasting away in this sandy hanger, worried that this deadend job will lead nowhere. Understanding the importance of well-maintained tech, the human mercenary Anami makes a good sounding board for these concerns. Recently, the Twi'lek doctor Brill has approached Freyyua about getting out from under Teemo, but such talk makes Freyyua nervous. Keeping your head down is the best way to get by in this crazy galaxy, and such thinking has kept Freyyua alive for hundreds of years. Last time Freyyua trusted someone in a risky matter, the Rodian explorer Veero, Freyyua ended up almost being trampled by a bantha. One must be careful when deciding to make a move.

**SYMBOLS AND DICE**

Icons for Success, Advantage, Triumph, Failure, Threat, Despair, Proficiency, Ability, Boost, Challenge, Difficulty, Setback, Force.

Removes a setback die from a check for each icon displayed

Standard Difficulties	
Simple	—
Easy	1 die
Average	2 dice
Hard	3 dice
Daunting	4 dice
Formidable	5 dice