

Amatilda Constance Wolffe

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Alias: Tilly		Mechanic Tinker : When you work on a clock with rig or hack , or when you study a schematic, fill +1 segment ¹⁾ . Bailing Wire and Mech-Tape : You get an extra downtime activity to repair , and the repair activity costs you 0 cred ²⁾ .
Look: Woman wearing leathers / spacesuit		
Heritage: Imperial		
Background: Noble		
Vice: Obligation		
Stress	Trauma	
0 (of 9)	0 (of 4)	
Harm		
none		

<p>Attribute Used to reduce or avoid the consequences of an effect. Suffer 6 Stress minus the highest die result. If you roll a Critical (6s) you also clear one additional stress</p>	<p>Insight Resist consequences from deception or understanding 3</p>	<p>Prowess Resist consequences from physical strain or injury 1</p>	<p>Resolve Resist consequences from mental strain or willpower 2</p>
<p>Actions</p>	<p>Doctor Doctor someone who's been injured; handle and identify substances; do science; comfort, support, or elicit sympathy. 0</p>	<p>Helm Helm a vehicle; fire ship weaponry; plot a jump or in-system course; escape a chasing ship. 0</p>	<p>Attune Attune to the Way to communicate with non-sentient species or robots; sense unseen danger or killing intent; safely handle Precursor artifacts or remnants. 1</p>
	<p>Hack Hack computers, systems, and digital locks; reprogram robots or drones; jam surveillance and communications. 1</p>	<p>Scramble Scramble to a position or away from danger; lift, run, climb, jump, or swim; traverse harsh environments. 0</p>	<p>Command Command obedience with your force of personality; intimidate or threaten; lead an action with NPCs; order people to do what you want. 0</p>
	<p>Rig Rig together mechanical solutions; disable, modify, repair, or create mechanisms; disable a trap, pick a lock, or crack a safe; rig explosives. 2</p>	<p>Scrap Scrap with an opponent in blaster or physical combat; assault or hold a position; brawl, fight with melee weapons, or wrestle. 0</p>	<p>Consort Consort with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places. 1</p>
	<p>Study Study a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding; do research. 1</p>	<p>Skulk Skulk about unseen; pick pockets; employ subtle misdirection or sleight of hand. 1</p>	<p>Sway Sway someone with charm, logic, disguise, or bluffing; change attitudes or behavior with manipulation or seduction. 0</p>
<p>Deadly Friends</p>			
<p>Allies</p>		<p>Enemies</p>	
<p>Slice, a junkyard owner. <i>What parts do they save for you? Or did you boost something of theirs?</i></p>		<p>Kenn, a family member³⁾. <i>Are they also a mechanic? Were you both vying for a parent's attentions?</i></p>	

Experience

Attributes	Playbook	End of Session
Gained from making a Desperate action, Downtime training or end of session. 6 to get a new action point	Gained at end of session or Downtime training. 8 to get a new special ability	You get one XP (or two if it occurred multiple times) for:
<p style="text-align: center;"> <u>0</u> <u>0</u> <u>0</u> </p> <p style="text-align: center;">Insight Prowess Resolve</p>	<p style="text-align: center;"><u>0</u></p> <p style="text-align: center;">Playbook</p>	1) Addressing a tough challenge with technical skill or ingenuity 2) Expressing your beliefs, drives, heritage or background 3) Struggling with issue from your vice or traumas

Equipment

Light Load = 3 | Normal Load = 5 | Heavy Load = 6

Specialist Equipment

- **Fine hacking rig.** Visualization goggles, unpublished exploits, overclocked non-market chips, optical vampire taps. Hacking is as much about hardware as it is about software. *Who maintains your gear? Do you write your own programs or does someone hook you up with the latest? Any decorations on your kit?* [**1 load**]
- **Fine ship repair tools.** Power-assisted wrenches, a sonic drill, testing probes, power calibrators, a rivet gun. *Is this a set of items, or did you pick them up piecemeal?* [**2 load**]
- **Small drone.** Small, remote-controlled drone with cameras. May be able to carry something light. *Did you make this or buy it? Does it fly, slither, or crawl? What nickname did you give it? Do you have several drones on the ship, or just a bunch of chassis and repair bits you use to repair one drone?* [**0 load**]
- **Vision-enhancing goggles.** Eyewear with settings for thermal and ultraviolet, and magnification levels in the thousands. Even tints when required. *What do they look like?* [**1 load**]
- **Spare parts.** Usually for ship repairs and electronics. Often forgotten in a pocket or tool belt. Although it's usually nothing overly expensive, you end up carrying parts you're working on and pieces for fixing ships. If you ever need a wire, solder, or a piece of tape, you have it on hand. Anything rare or more complex might take a lifestyle roll (see page 49) to have on you. [**1 load**]
- **Genius pet.** Incapable of speaking, but can understand language and assist with basic tasks. Likes you. Really cute. Anticipates your actions. *Is it something familiar (like a dog or a cat) or a small alien creature? What is its name? Who did you get it from (legally or illegally)?* [**0 load**]

Standard Equipment

- **Armor:** Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement. [**2 load**]
- **Blaster Pistol:** Shoots bolts of hot plasma. Accurate only at close range. Makes "pew pew" noises (mandatory). Comes in a variety of shapes. How do you customize yours? [**1 load**]
- **Communicator:** Has a few bands, likely even a few encrypted. Works only when within orbit. [**0 load**]
- **Detonator:** Extremely deadly explosive weapon. Fits in the palm of your hand and can be thrown. Takes care of those shielded doors that heavy blasters can't handle. Illegal. You shouldn't have this. No, really. [**1 load**]

- **Hacking Tools:** Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs. [**1 load**]
- **Heavy Blaster:** Can do some considerable damage to vehicles and things like unshielded doors. Has about a dozen shots. Will do serious and messy harm to people. Illegal. [**2 load**]
- **Illicit Drugs:** What's your poison, space cowboy? For personal use, catching a dangerous bounty, or entertainment while traveling between planets. [**0 load**]
- **Medkit:** Blood for a few common races, gauze, antiradiation injector, laser scalpel, antiseptics, thread, painkillers. [**2 load**]
- **Melee Weapon:** Sharp. Blunt. Pointy. Stabby. Slicy. All different sizes. Some come with laser edges. Some vibrate...ooh. Batteries included. [**1 load**]
- **Repair Tools:** Things you need to fix ship engines, speeders, hovercars, and the like. Tools to hot-splice consoles and tweak machinery. Hammers, a welder, screwdrivers, wrenches, battery chargers, spray-painters. [**1 load**]
- **Spacesuit:** Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other gas, liquid, or substance you breathe). [**2 load**]
- **Spy Gear:** Disguises, voice modulators, mini-cameras, thermal scanners, false thumbprints, and audio filters. [**1 load**]

1)

You get this bonus segment regardless of whether this is a downtime action or not. This means that bypassing security on a job or doing an emergency patch while escaping a chasing ship is easier for you than others.

2)

The repair downtime activity usually takes 1 cred to perform. With this ability, you can take the activity at no cred cost. The free repairs can't be "saved up." You get one per downtime.

3)

brother, the "favoured one" - embarrassed by Tilly & wants her to fail and be forced to return to the family & beg for his charity

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