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.

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.
Natural Charmer
Once per session, you may reroll one Charm or Deception check.

SYMBOLS & DICE

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