

LONA TAGRO

ZABRAK
GUNSLINGER





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 : LONA TAGRO

SPECIES ZABRAK

CAREER GUNSLINGER



CHARACTERISTICS

1

2

BRAWN

4

AGILITY

2

INTELLECT

2

CUNNING

3




































































WILLPOWER

1

PRESENCE

SKILLS

2

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

CHARACTER HEALTH STATS

3 Your **Soak** score reduces incoming damage and can prevent wounds. Your Soak score 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 exceeds your Wound Threshold, you are knocked out and suffer a Critical Injury. Wounds can be recovered by 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 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.

3 SOAK VALUE

4

4 WOUNDS

THRESHOLD

CURRENT

12

5 STRAIN

THRESHOLD

CURRENT

14

CRITICAL INJURIES

6

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
L7 Light Blaster	Ranged-Light	Medium	6	
<ul style="list-style-type: none"> You deal 6 damage on a hit +1 damage per Success symbol rolled. Inflct a critical injury on a hit for Upgrade difficulty of roll by one to shoot both weapons at once. When attacking with both weapons, hit with second for 				
L7 Light Blaster	Ranged-Light	Medium	6	
<ul style="list-style-type: none"> You deal 6 damage on a hit +1 damage per Success symbol rolled. Inflct a critical injury on a hit for Upgrade difficulty of roll by one to shoot both weapons at once. When attacking with both weapons, hit with second for 				
Fists	Brawl	Engaged	2	
<ul style="list-style-type: none"> You deal 2 damage on a hit +1 damage per Success symbol rolled. Inflct a critical injury on a hit for 				
GEAR, EQUIPMENT, & OTHER ITEMS				
2 Stimpacks	Use as a maneuver to heal 4 wounds to a living creature. Consumed on use.			
Comlink	Allows communication between characters with comlinks.			
Padded Armor	Soak 2; already included in Soak value.			

MONEY

400 credits

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.

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



Streetwise Skill

You train your Streetwise 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 (0 or 1) and dice pool.



Perception Skill

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



Quick Strike Talent

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

Quick Strike: Add to combat checks against targets that have not acted yet this encounter.



Quick Draw Talent

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

Quick Draw: Once per round, draw or holster a weapon or item as an incidental.

CHARACTER SHEET

CHARACTER NAME : LONA TAGRO

SPECIES ZABRAK

CAREER GUNSLINGER



CHARACTERISTICS

2

BRAWN

4

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

1




PRESENCE

SKILLS



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

SOAK VALUE

4

WOUNDS

12

THRESHOLD CURRENT

STRAIN































14

THRESHOLD CURRENT

CRITICAL INJURIES



WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
L7 Light Blaster	Ranged-Light	Medium	6	   
<ul style="list-style-type: none"> • You deal 6 damage on a hit +1 damage per Success  symbol rolled. • Inflict a critical injury on a hit for   . • Upgrade difficulty of roll by one  to shoot both weapons at once. • When attacking with both weapons, hit with second for  . 				
L7 Light Blaster	Ranged-Light	Medium	6	   
<ul style="list-style-type: none"> • You deal 6 damage on a hit +1 damage per Success  symbol rolled. • Inflict a critical injury on a hit for   . • Upgrade difficulty of roll by one  to shoot both weapons at once. • When attacking with both weapons, hit with second for  . 				
Fists	Brawl	Engaged	2	 
<ul style="list-style-type: none"> • You deal 2 damage on a hit +1 damage per 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 to a living creature. Consumed on use.			
Comlink	Allows communication between characters with comlinks.			
Padded Armor	Soak 2; already included in Soak value.			

MONEY

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 to by the GM.

CHARACTER SHEET

CHARACTER NAME : *LONA TAGRO*

SPECIES *ZABRAK*

CAREER *GUNSLINGER*



CHARACTERISTICS

2 BRAWN	4 AGILITY	2 INTELLECT
2 CUNNING	3 WILLPOWER	1 PRESENCE

SOAK VALUE

--

WOUNDS

THRESHOLD	CURRENT

STRAIN

THRESHOLD	CURRENT

CRITICAL INJURIES

--

Progress bars for various attributes and equipment.

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)	•		
COMBAT SKILLS			
Brawl (Br)			
Gunnery (Ag)			
Melee (Br)			
Ranged - Light (Ag)	•		
Ranged - Heavy (Ag)			

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
GEAR, EQUIPMENT, & OTHER ITEMS				

MONEY

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LONA'S STORY

Lona Tagro grew up on the brutal and unforgiving world of Iridonia. When she was 12 years old, her parents were killed in a dispute and she was left to fend for herself. To survive she had to take what she needed, and she quickly fell in with a band of misfits and criminals. It was during this time that she learned how to fire a blaster... and her cohorts learned what a natural she was. She could shoot a Zur off a branch from 25 yards... with either hand.

Lona honed her skills taking up odd jobs on the planet. She mostly smuggled goods, worked as a hired gun for one of the many "fine" establishments on Iridonia, or followed around some well to do offworlder as a bodyguard. Reflexes weren't the only thing about Lona that were quick, she was also quick witted, and her mouth sometimes got her into trouble. Before long, Lona Tagro was THE gunslinger you wanted on your payroll.

She carried a pair of matching Liquidsilver L7 blaster pistols, which became her trademark. Many locals referred to her as "Liquidsilver Lona", although none would dare call her that to her face. Some say that she acquired the weapons off of an unfortunate employer who refused to pay her for her services... she took the guns, and his life, instead.

Her talents and her reputation soon preceded her, and this notoriety drew some unwanted attention. When she had several close calls with assassins, Lona knew that it was time to leave Iridonia and search for bigger opportunities. After hopping from system to system, Lona found a well paying job smuggling goods onto Lothal. She was unaware that she was about to set into motion a series of events that will change her life forever.