

CAEL

レキム

SOLDIER

レキム



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

- 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.
- Please reference these skills and descriptions of what they do on the back of the **BEGINNER GAME** rulebook.

SYMBOLS & DICE



Success symbols are canceled by Failure symbols; if there are any Success symbols left at the end (after canceling), 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 : CAEL

SPECIES HUMAN

CAREER SOLDIER



CHARACTERISTICS

1

3
BRAWN

3
AGILITY

2
INTELLECT

2
CUNNING

3
WILLPOWER

2
PRESENCE

2

SKILLS

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

CHARACTER HEALTH STATS

3 SOAK VALUE

5

4 WOUNDS

| | |
|-----------|---------|
| 13 | |
| THRESHOLD | CURRENT |

5 STRAIN

| | |
|-----------|---------|
| 13 | |
| THRESHOLD | CURRENT |

CRITICAL INJURIES

6

3 **Soak** value reduces incoming damage and can prevent wounds. Your soak value 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 exceed your **Wound Threshold**, you are knocked out and suffer a Critical Injury. Wounds can be recovered through 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 might 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 **BEGINNER GAME** Adventure.

WEAPONS & EQUIPMENT

| WEAPON | SKILL | RANGE | DAMAGE | DICE POOL |
|---|----------------|---------|--------|-----------|
| Hvy Blaster Rifle | Ranged (Heavy) | Long | 10 | 🟡🟡🟢 |
| <ul style="list-style-type: none"> • You deal 10 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. • Inflict a Critical Injury on a hit for 🟡🟡🟡. | | | | |
| Vibroknife | Melee | Engaged | 5 | 🟡🟢🟢 |
| <ul style="list-style-type: none"> • You deal 5 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. • Inflict a Critical Injury on a hit for 🟡🟡. • Pierce 2: The target's soak value is reduced by 2 against this attack. | | | | |
| Frag Grenade | Ranged (Light) | Short | 8 | 🟡🟢🟢 |
| <ul style="list-style-type: none"> • You deal 8 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. • Inflict a Critical Injury on a hit for 🟡🟡🟡🟡. • Blast 6: Hit all characters engaged with target for 6 damage (+1 damage per uncanceled Success ✨ symbol) on 🟡🟡. • You have 1 frag grenade. It can be used once. | | | | |
| AP Grenade | Ranged (Light) | Short | 16 | 🟡🟢🟢 |
| <ul style="list-style-type: none"> • You deal 16 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. • Inflict a Critical Injury on a hit for 🟡🟡🟡. • Pierce 3: The target's soak value is reduced by 3 against this attack. • You have 1 AP grenade. It can be used once. | | | | |

GEAR, EQUIPMENT, & OTHER ITEMS

| | |
|---------------------|---|
| 5 Stimpacks | Use as a maneuver to heal 4 wounds on a living creature. Consumed on use. |
| Comlink | Allows communication with other characters using comlinks. |
| Padded Armor | Soak 2 (already included in soak value). |
| Scan Goggles | Eliminates penalties for darkness. |

MONEY

50 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 incidentals.

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 up to a total of 10 XP.

UPGRADE MENU



1

XP COST **5**

Medicine Skill

You train your Medicine skill. You gain one skill rank in Medicine. 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 upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

2

XP COST **10**

Melee Skill

You train your Melee skill. You gain one skill rank in Melee. 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 upgrade, circle the correct rank (1 or 2) and dice pool on the skill list to the right.

3

XP COST **5**

Point Blank Talent

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

Point Blank: When you hit a target at short or engaged range with a weapon that uses Ranged (Heavy) or Ranged (Light) (like your heavy blaster rifle, a pistol, or a grenade), you deal +1 damage.

4

XP COST **5**

Toughened Talent

You gain the Toughened talent. 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 upgrade, circle the correct value (13 or 15) on your wound threshold.

Toughened: Your wound threshold is increased by 2 (from 13 to 15).

CHARACTER SHEET

CHARACTER NAME : CAEL



SPECIES *HUMAN*

CAREER *SOLDIER*

CHARACTERISTICS

| | | |
|---------------------|-----------------------|-----------------------|
| 3 BRAWN | 3 AGILITY | 2 INTELLECT |
| 2 CUNNING | 3 WILLPOWER | 2 PRESENCE |

SKILLS

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

SOAK VALUE

5

4 WOUNDS

13/15

THRESHOLD CURRENT

STRAIN

13

THRESHOLD CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

| WEAPON | SKILL | RANGE | DAMAGE | DICE POOL |
|--|----------------|---------|--------|-----------|
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| Frag Grenade | Ranged (Light) | Short | 8 | |
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| AP Grenade | Ranged (Light) | Short | 16 | |
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| | |
|---------------------|---|
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50 credits



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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.



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A **Maneuver** may include:

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

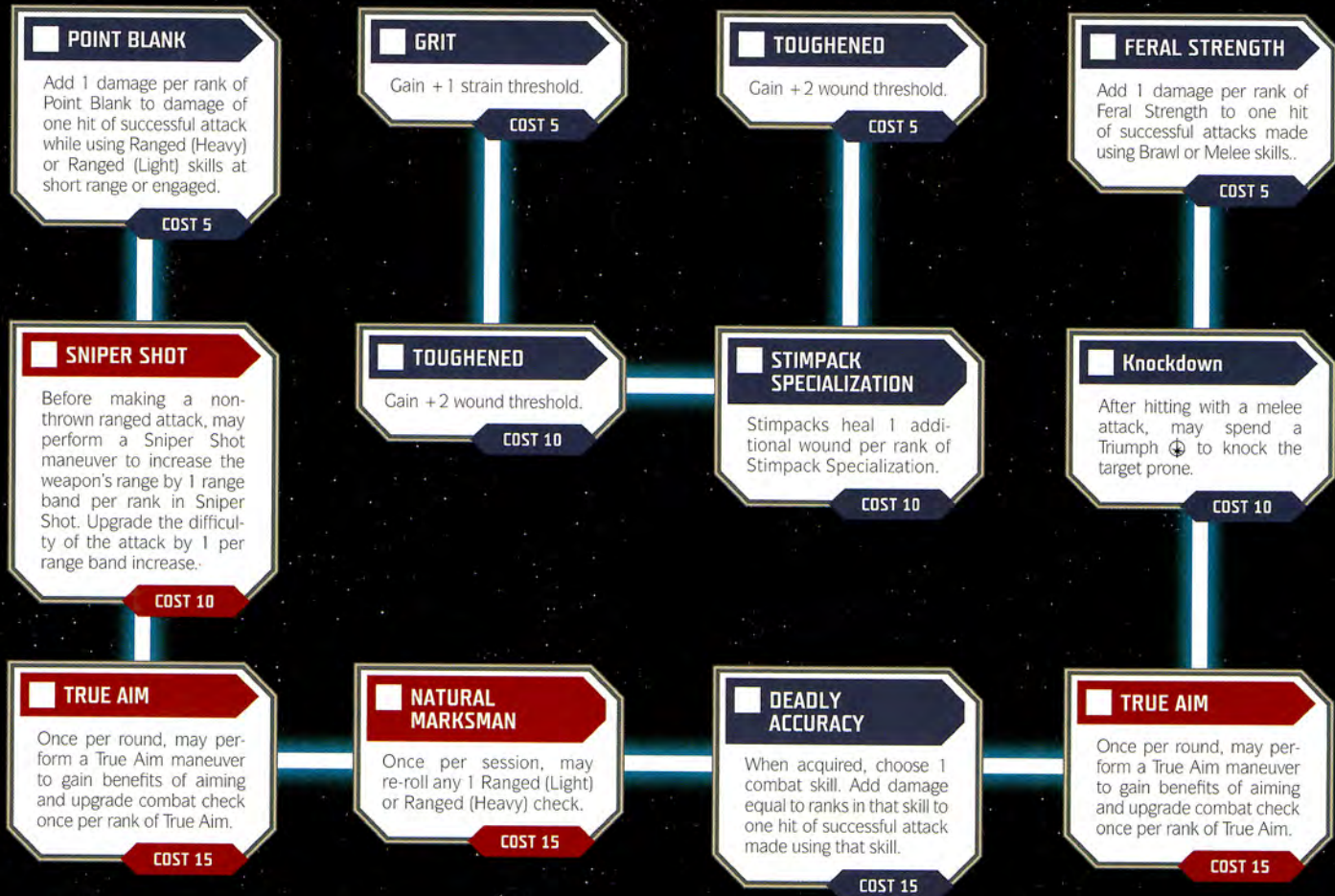
You can suffer 2 strain to perform a second maneuver. You cannot perform more than 2 maneuvers on your turn. You can also perform any number of incidentals.

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

SOLDIER: TALENT TREE

2

Career Skills: Athletics, Medicine, Resilience, Survival, Brawl, Gunnery, Melee, Ranged (Light), Ranged (Heavy)



INVESTING EXPERIENCE POINTS

As you continue to play, you will occasionally receive experience points from the GM that you can spend to improve your character. You may spend this XP to increase your skills or to advance along your talent tree. See page 11 of the **BEGINNER GAME** rulebook for more detailed information.

SKILL TRAINING 1

The cost for training skills falls into one of two categories: career skills and non-career skills. Each skill has five ranks of training available.

Training a career skill costs five times the value of the next highest rank. For example, training a career skill from rank 0 (untrained) to rank 1 requires 5 experience points. Improving a rank 1 career skill to rank 2 requires 10 experience points. Each rank must be purchased separately. This means that training a career skill from rank 0 to rank 2 costs 15 experience points (5 for raising it from rank 0 to rank 1, then 10 more for raising it from rank 1 to rank 2).

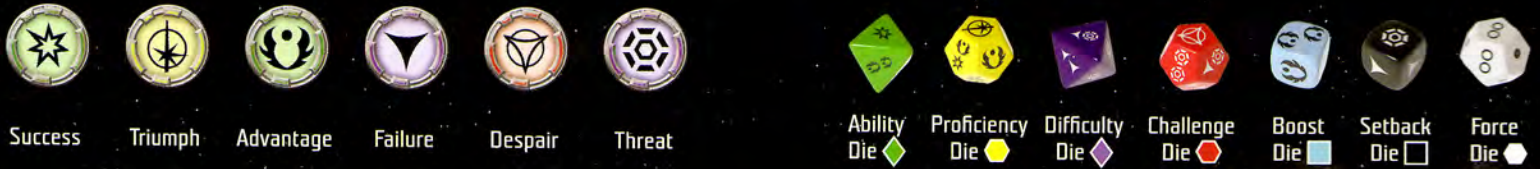
You can also purchase ranks in your non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from rank 0 (untrained) to rank 1 requires 10 experience points. Improving a rank 1 non-career skill to rank 2 requires 15 experience points, and so on.

ACQUIRING TALENTS 2

Talents are acquired from your career talent tree. This talent tree provides a unique format for purchasing talents that comes with several special rules and restrictions.

Your talent tree has four columns and three rows. The cost of each talent depends on the row it occupies. The talents in the topmost row are the cheapest, costing 5 experience points each. The next row's choices cost 10 experience points each, and the third and final row's choices cost 15 experience each.

Note that the choices on the tree are connected by a series of lines that link some talent choices with others. When purchasing talents, you can only purchase talents you are eligible for. You are eligible to select any talents in the first, topmost row, plus any talents that are connected via the aforementioned links to one or more talents you have already acquired. Each entry on the talent tree can only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents can be learned repeatedly. When you learn a talent for the second—or later—time, you gain an additional rank of the ability.



CAEL'S STORY

Cael of House Hanarist had it all. He was born into one of Alderaan's noble Houses and could have lived a life of easy leisure. In a sense he did, if one defines leisure as becoming one of Alderaan's foremost athletes and one of the fastest limmie players to ever move a ball across the field. Cael had fame, fortune, a charming fiancée from another noble House, and a lovely home in Crevasse City. Though the direction of the galaxy under the Empire disturbed Cael, he stood firmly behind the ideals of pacifism, believing that moderating change would come from individuals working to improve the system from within. After all, he thought, using violence against the Empire would only affirm the might-makes-right logic that brought it to power in the first place.

Then Alderaan was destroyed by the Death Star and Cael's world was gone. Cael happened to be offworld at the time, playing with Team Alderaan in the Galactic Cup on Fondor. When news reached the limmie players, they were devastated. The Galactic Cup was placed on hiatus, and Team Alderaan evaporated, each member racing off across the galaxy to chase some rumor or hope of finding far-flung family members and other survivors.

Cael used the last of his family's money to charter a ship and flew back to Alderaan itself. Staring into the asteroid-strewn void that used to be his home, something inside Cael broke. All his life, he had committed himself to peace and non-violence, as was traditional among Alderaanians. He'd used his celebrity status for the cause: he'd been part of peaceful protests on Alderaan and Corellia, raised funds for war orphans, and lobbied in the Senate for the dissolution of the Imperial war machine. All of it had come to nothing.

Confronted by the ashes of his world, Cael renounced his pacifism. Non-violence had achieved nothing but the destruction of Alderaan, and the Empire wouldn't be toppled by anything less than all-out military rebellion. Cael took his chartered vessel to Chandrila and quickly found members of the Rebel Alliance eager to recruit the young athlete. In a matter of weeks, Cael went from limmie star to soldier, and he has never looked back.

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