JIN-RIO

DIPLOMAT

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 **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 : *JIN-RIO*

SPECIES *HUMAN*

CAREER *DIPLOMAT*

CHARACTERISTICS

1

BRAWN	AGILITY	INTELLECT
2	2	3

CUNNING	WILLPOWER	PRESENCE
2	2	4

SKILLS

2

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

CHARACTER HEALTH STATS

3 **Soak** score 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.

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.

3 SOAK VALUE: 3

4 WOUNDS: THRESHOLD 12 / CURRENT

5 STRAIN: THRESHOLD 12 / CURRENT

CRITICAL INJURIES **6**

MONEY: 750 credits

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Pistol	Ranged (Light)	Medium	6	
• You deal 6 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled. • Inflict a Critical Injury on a hit for ✲✲✲.				
Fists	Brawl	Engaged	2	
• You deal 2 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled. • Inflict a Critical Injury on a hit for ✲✲✲✲✲.				

GEAR, EQUIPMENT, & OTHER ITEMS	
4 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Holo-Comm	Allows audio and visual communication with others with comlinks.
Heavy Clothes	Soak 1 (already included in soak value).
Disguise Kit	Alter your appearance to look like someone else with a Deception check.
Datapad	Handheld computer loaded with Rebellion propaganda.

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

XP COST 10

1

Charm Skill

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

XP COST 5

2

Coercion Skill

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

XP COST 5

Convincing Demeanor Talent

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

Convincing Demeanor: Remove a Setback die ■ from all Deception and Skulduggery checks.

XP COST 5

Dodge Talent

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

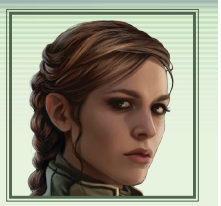
Dodge: When you are attacked, before dice are rolled, you may choose to suffer 1 strain and force the attacker to upgrade the difficulty of the attack once (upgrade one Difficulty die ◆ to a Challenge die ⬣). You can do this only once per attack.

CHARACTER SHEET

CHARACTER NAME : JIN-RIO

SPECIES HUMAN

CAREER DIPLOMAT



CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	2	3

CUNNING	WILLPOWER	PRESENCE
2	2	4

SKILLS

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

SOAK VALUE

3

WOUNDS

12

THRESHOLD | CURRENT

STRAIN

12

THRESHOLD | CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Pistol	Ranged (Light)	Medium	6	
• You deal 6 damage on a hit + 1 damage per uncanceled Success symbol rolled. • Inflict a Critical Injury on a hit for .				
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• You deal 2 damage on a hit + 1 damage per uncanceled Success symbol rolled. • Inflict a Critical Injury on a hit for .				

GEAR, EQUIPMENT, & OTHER ITEMS	
4 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
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Disguise Kit	Alter your appearance to look like someone else with a Deception check.
Datapad	Handheld computer loaded with Rebellion propaganda.

MONEY

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

THE PLAYER'S TURN

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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.

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CHARACTER SHEET

CHARACTER NAME : JIN-RIO

SPECIES HUMAN

CAREER DIPLOMAT

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	2	3

CUNNING	WILLPOWER	PRESENCE
2	2	4

SOAK VALUE

WOUNDS — THRESHOLD | CURRENT

STRAIN — THRESHOLD | CURRENT

CRITICAL INJURIES

SKILLS

SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)			
Athletics (Br)			
Charm (Pr)	•		
Coercion (Will)	•		
Computers (Int)			
Cool (Pr)			
Coordination (Ag)			
Deception (Cun)	•		
Discipline (Will)			
Knowledge (Int)	•		
Leadership (Pr)	•		
Mechanics (Int)			
Medicine (Int)			
Negotiation (Pr)	•		
Perception (Cun)			
Piloting (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)			

1

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

GEAR, EQUIPMENT, & OTHER ITEMS	

MONEY

DIPLOMAT: TALENT TREE 2

Career Skills: Charm, Coercion, Deception, Knowledge, Leadership, Negotiation, Streetwise

PLAUSIBLE DENIABILITY
Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks.
COST 5

CONVINCING DEMEANOR
Remove ■ per rank of Convincing Demeanor from all Deception and Skulduggery checks.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

DODGE
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
COST 5

CONVINCING DEMEANOR
Remove ■ per rank of Convincing Demeanor from all Deception and Skulduggery checks.
COST 10

STREET SMARTS
Remove ■ per rank of Street Smarts from all Streetwise and Knowledge checks.
COST 10

STREET SMARTS
Remove ■ per rank of Street Smarts from all Streetwise and Knowledge checks.
COST 10

GRIT
Gain +1 strain threshold.
COST 10

NATURAL NEGOTIATOR
Once per session, may re-roll any 1 Cool or Negotiation check.
COST 15

NOBODY'S FOOL
May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.
COST 15

TOUGHENED
Gain +2 wound threshold.
COST 15

INTENSE FOCUS
Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.
COST 15

INVESTING EXPERIENCE POINTS

As you continue to play, you will occasionally receive experience 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. 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 costs 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 may 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 one of 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.

Success | Triumph | Advantage | Failure | Despair | Threat

Ability Die | Proficiency Die | Difficulty Die | Challenge Die | Boost Die | Setback Die | Force Die

JIN-RIO'S STORY

The planet Colstev, Jin-Rio's home, is a smallish, rocky world in the Stewjon system. Most of the population lives in domed cities built into the craters that dot the planet's surface. Colstev's cities are large, cosmopolitan, and hotbeds of intellectualism, political rhetoric, and, according to people from the rest of Stewjon system, bossiness.

Jin-Rio was born and raised on Colstev and attended the University of Zo-Ro where she studied Political Science and immediately became heavily involved in local politics. Like many idealistic young university students, Jin-Rio marched on the capital of Colstev, read proclamations condemning Imperial cronyism and human-centric policies, and generally made a nuisance of herself at every opportunity. Due to Colstev's long tradition of free speech and vitriolic political rhetoric, Jin-Rio and her comrades were caught completely by surprise when one of their peaceful demonstrations was interrupted by Imperial stormtroopers and AT-ATs. Hundreds of students died and the University of Zo-Ro was closed.

The Massacre of Zo-Ro, as it came to be known, was the watershed moment for Jin-Rio. She went into hiding as the ISB crawled through the city, rounding up any suspected dissidents and, on occasion, their families. Jin-Rio watched as most of her friends (those who had survived the massacre, at least) disappeared one by one. Seeing no other options, Jin-Rio fled the planet and joined the Rebel Alliance, vowing to return one day and restore democratic principles to her homeworld.

Now, Jin-Rio serves attached to Special Operations, where she lends her expertise as a Political Advisor to high-ranking officers such as Arkhan Brem'tu. She also engages in field missions to destabilize Imperial control and apply political leverage to recalcitrant civilian governments.

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