

Start Here: This 2-page spread contains the information you need to begin your adventure.

CHARACTER HEALTH STATS

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.



CHARACTER SHEET

CHARACTER NAME : **TENDAAR**

SPECIES **MON CALAMARI**

CAREER **ENGINEER**



CHARACTERISTICS

1

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

SKILLS

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

3 SOAK VALUE

4

4 WOUNDS

12

THRESHOLD CURRENT

5 STRAIN

13

THRESHOLD CURRENT

6 CRITICAL INJURIES

MEDPAC

Once per encounter per ally, use the Medicine skill to heal an ally. The check is **Easy** (◆) if the wounds are equal to or below half the character's wound threshold, **Average** (◆◆) if above half, and **Hard** (◆◆◆) if exceeding the wound threshold. Heal 1 wound per **★** and 1 strain per **☹**.

Once per adventure per ally, you can heal a Critical Injury. The difficulty depends on the Critical Injury.

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 **☹☹☹☹**.

Stun Grenade	Ranged (Light)	Medium	8	◆◆◆◆◆◆◆◆
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- You deal 8 stun damage on a hit + 1 damage per uncanceled Success **★** symbol rolled. This damage is suffered as strain rather than wounds.
- Blast 8: Hit all characters engaged with target for 8 stun damage (+1 damage per uncanceled Success **★** symbol) on **☹☹**.
- You have 1 stun grenade. It can be used once.

Fists	Brawl	Engaged	2	◆◆
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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

2 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Comlink	Allows communication with other characters using comlinks.
Armored Vest	Soak 2 (already included in soak value).
Fusion Lantern	Provides bright light and power for electronic devices.
Datapad & Gear	A handheld computer and accessories for breaking into secure systems.
Medpac	Allows you to heal living creatures by using the Medicine skill.

MONEY

100 credits

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.

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.