

SASHA

NEK NEK

EXPLORER

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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 : *SASHA*

SPECIES *HUMAN*

CAREER *EXPLORER*



CHARACTERISTICS

1

2
BRAWN

3
AGILITY

3
INTELLECT

3
CUNNING

3
WILLPOWER

2
PRESENCE

SKILLS

2

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

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.



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.

3 SOAK VALUE

3

4 WOUNDS

12	
THRESHOLD	CURRENT

5 STRAIN

13	
THRESHOLD	CURRENT

6 CRITICAL INJURIES



WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Slugthrower Rifle	Ranged - Heavy	Medium	7	⬢⬢⬢⬢⬢
<ul style="list-style-type: none"> • You deal 7 damage on a hit + 1 damage per Success ✨ symbol rolled. • Inflict a critical injury on a hit 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.			
Heavy Clothes	Soak 1; already included in soak value.			
Macrobinoculars	Magnifies far-off objects.			

MONEY

400 credits

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

1



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



Vigilance Skill

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

3



Grit Talent

You gain the Grit 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 14) on your Strain Threshold.

Grit: Your Strain Threshold is increased by 1, from 13 to 14.



Rapid Recovery Talent

You gain the Rapid Recovery Talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Rapid Recovery: When recovering strain at the end of an encounter, recover 1 additional strain.

CHARACTER SHEET

CHARACTER NAME : *SASHA*

SPECIES *HUMAN*

CAREER *EXPLORER*



CHARACTERISTICS

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

SKILLS

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

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 

THE PLAYER'S TURN

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- 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.

SOAK VALUE

3

WOUNDS

12

0

THRESHOLD CURRENT

STRAIN

3

13/14

0

THRESHOLD CURRENT

CRITICAL INJURIES

0

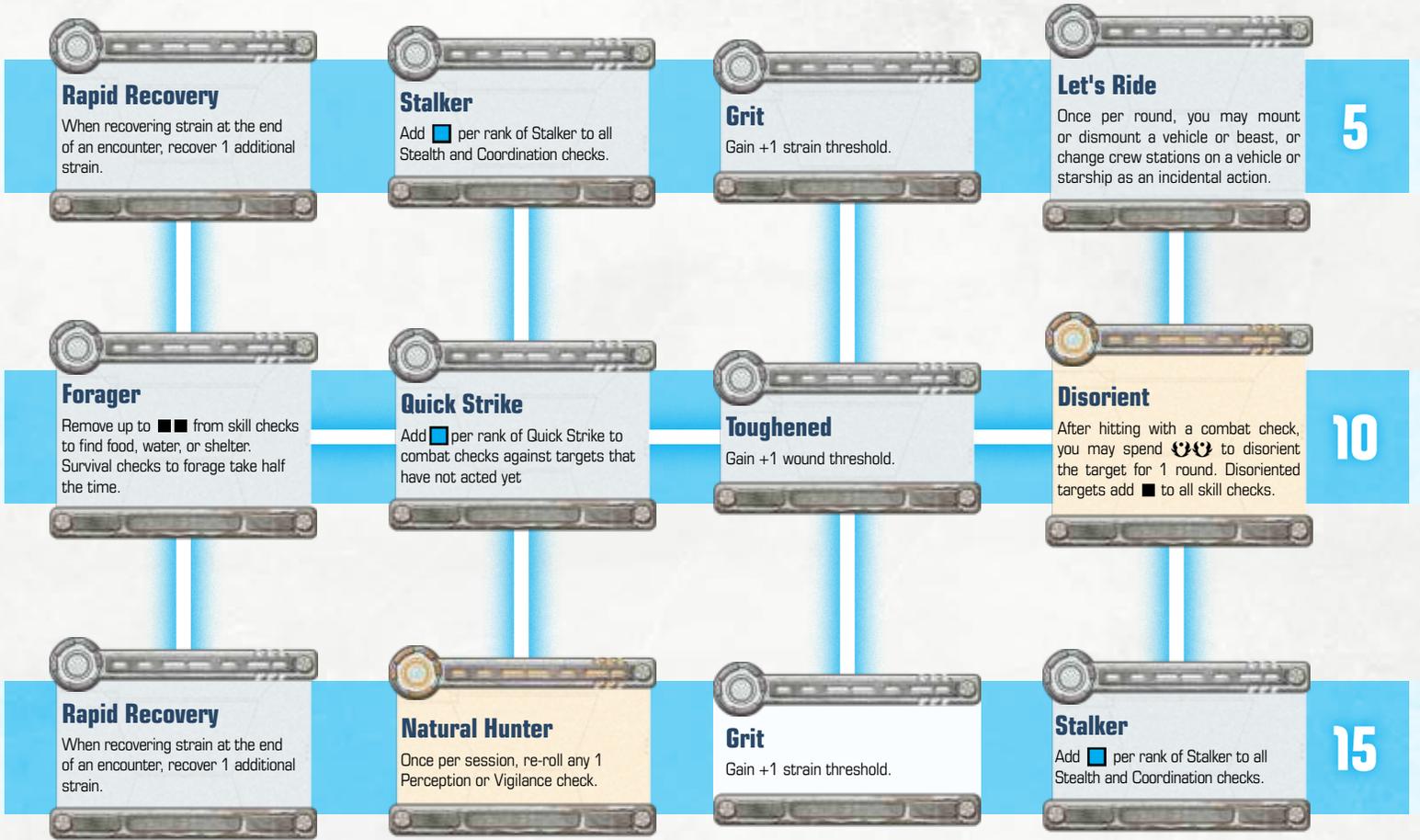
WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Slugthrower Rifle	Ranged - Heavy	Medium	7	  
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Fists	Brawl	Engaged	2	 
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GEAR, EQUIPMENT, & OTHER ITEMS				
2 Stimpacks	Use as a maneuver to heal 4 wounds to a living creature. Consumed on use.			
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Heavy Clothes	Soak 1; already included in soak value.			
Macrobinoculars	Magnifies far-off objects.			

MONEY

EXPLORER: TALENT TREE 2

Career Skills: Astrogation, Athletics, Charm, Cool, Coordination, Knowledge, Medicine, Perception, Pilot, Survival



INVESTING EXPERIENCE POINTS

You will occasionally receive experience from the GM as you continue to play, which can be spent to improve your character. You may spend these experience points to increase your skills or to advance on your talent tree. Refer to page 11 of the Rulebook for more detailed information.

1 Skill Training

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.

2 Acquiring Talents

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 topmost row of talents 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 a talent you have already acquired. Each entry on the talent tree may only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents may 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

SASHA'S STORY

Sasha grew up nurtured by a loving family, far from the reach of the Empire and, in truth, civilization. Every now and again the family would pack up and move to another remote, uncivilized planet, full of unspoiled wilderness for Sasha to explore. What Sasha came to realize is that her parents were members of a group that would become the Rebel Alliance and were always on the run from Imperial authorities. When she became an adult, Sasha joined the Rebel Alliance as well, eager to do her part for the cause of galactic harmony and democracy.

Sasha's idealism did not survive contact with the enemy and neither did the rest of her Rebel cell. While on a recon mission on the planet Onderon, Sasha and her unit gave away their position, thanks to the dangerous native wildlife. Imperial forces, their attention drawn by blaster fire, responded with heavy artillery and a strike force of AT-ST walkers. When Sasha and her unit called for evacuation, they were told that no support would be forthcoming. Sasha was the only one to survive, hiding herself in the rugged hinterlands of the planet.

Her loyalty to the Rebel Alliance broken, Sasha began selling her skills as a scout to the highest bidder. While business on Onderon was quite good, Sasha was eager to leave the planet where she had seen so many of her friends die. An opportunity arose when a Twi'lek bounty hunter named Oskara came to Onderon and needed help tracking a bounty through wild country. Sasha led Oskara to her quarry and, in return, Oskara gave her a ride to Mos Shuuta on Tatooine.

In its own way, Tatooine has a wilderness as harsh as any jungle world, and Sasha was able to continue serving as a freelance scout, striking up friendships with Oskara and Teemo's lead mechanic, a human man named Mathus. The true danger on Tatooine for Sasha was the rule of the Hutts and their minions; enough of Sasha's idealism remained that guiding an indentured servant through the wilderness to a safehouse struck her as normal, even noble. When Teemo the Hutt found out that it was Sasha who helped the servant escape, he was not pleased—but apparently that had given Oskara an idea...