

BELANDI

EMJK871

CONSULAR

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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 & 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 : **BELANDI**

SPECIES **MIRIALAN**

CAREER **CONSULAR**



CHARACTERISTICS

1



BRAWN



AGILITY



INTELLECT



CUNNING



WILLPOWER



PRESENCE

2

SKILLS

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

3 SOAK VALUE

3

4 WOUNDS

13

THRESHOLD CURRENT

5 STRAIN

13

THRESHOLD CURRENT

6 CRITICAL INJURIES

PHYSICIAN'S KIT

Once per encounter, use the Medicine skill to heal an ally. The check is **Easy** (◆) if the character is equal or below half his wound threshold, **Average** (◆◆) if he is above half, and **Hard** (◆◆◆) if he exceeds his wound threshold. He recovers 1 wound per Success ☆ symbol and 1 strain per Advantage ☺ symbol. Once per adventure, 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	◆◆◆
<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 ☹☹☹. 				
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				
3 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.			
Comlink	Allows communication between other characters with comlinks.			
Heavy Robes	Soak 1; already included in soak value.			
Physician's Kit	Allows you to heal living creatures by using the Medicine skill.			

FORCE RATING

1

MONEY

400 credits

LOCKED - YOU CANNOT USE YOUR FORCE POWERS UNTIL THE GM INSTRUCTS YOU OTHERWISE

FORCE POWERS

7

HEAL

You can heal yourself and others with the Force. Spend 1 Force point ● to heal 3 wounds on yourself or one engaged living creature. A creature can only be healed by this power once per encounter.

MOVE

You can move small objects slowly with the Force. Spend 1 Force point ● to move an object about the size of a backpack or smaller from within short range of you to within short range of you.

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 Adventure Book.

7 When you use the Force, you choose a **Force Power** you know and then roll 1 Force die ☰ (for your Force Rating 1). You may spend light side results ○ as Force points ● to activate your Force power. You cannot spend dark side results ● unless you draw upon the dark side of the Force by spending 1 Destiny and suffering strain equal to the dark side results ● you use.

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
- Use the Force
- 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.

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



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 (0 or 1) and dice pool on the skill list to the right.

2



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 (1 or 2) 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.



Force Power Upgrade: Heal - Control

Your Heal power gains a Control upgrade. Put a mark in the circle next to the XP cost to remind you that you have taken it. Your Heal power gains the following ability:

If you spent no dark side results on the Heal power check, the target also recovers strain equal to the wounds recovered.

CHARACTER SHEET

CHARACTER NAME : **BELANDI**

SPECIES **MIRIALAN**

CAREER **CONSULAR**



CHARACTERISTICS

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

SKILLS

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

SOAK VALUE 3	WOUNDS 13 THRESHOLD CURRENT
3 STRAIN 13/14 THRESHOLD CURRENT	CRITICAL INJURIES

PHYSICIAN'S KIT

Once per encounter, use the Medicine skill to heal an ally. The check is **Easy** (◆) if the character is equal or below half his wound threshold, **Average** (◆◆) if he is above half, and **Hard** (◆◆◆) if he exceeds his wound threshold. He recovers 1 wound per Success ✨ symbol and 1 strain per Advantage ☺ symbol. Once per adventure, 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	◆◆◆
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Fists	Brawl	Engaged	2	◆◆
<ul style="list-style-type: none"> You deal 2 damage on a hit + 1 damage per Success ✨ symbol rolled. Infllict a Critical Injury on a hit for ☹☹☹☹☹. 				
GEAR, EQUIPMENT & OTHER ITEMS				
3 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.			
Comlink	Allows communication between other characters with comlinks.			
Heavy Robes	Soak 1; already included in soak value.			
Physician's Kit	Allows you to heal living creatures by using the Medicine skill.			

FORCE RATING
1

MONEY
400 credits

FORCE POWERS

HEAL

You can heal yourself and others with the Force.
Spend 1 Force point (●) to heal 3 wounds on yourself or one engaged living creature. A creature can only be healed by this power once per encounter.

MOVE

You can move small objects slowly with the Force.
Spend 1 Force point (●) to move an object about the size of a backpack or smaller from within short range of you to within short range of you.



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

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Use the Force
- 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.

CONSULAR: CAREER TREE 2

Career Skills: Charm, Cool, Discipline, Knowledge, Leadership, Medicine, Negotiation

GRIT
Gain +1 strain threshold.
COST 5

SURGEON
When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.
COST 5

HEAL - CONTROL
Your Heal power gains the following ability:
If you spent no dark side results ● on the Heal power check, the target also recovers an amount of strain equal to the wounds recovered.
COST 5

MOVE - RANGE
Your Move power gains the following ability:
Spend 1 Force point ○ to increase the range of your Move power to medium.
COST 5

SENSE EMOTIONS
Add 1 Boost □ die to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.
COST 10

VALUABLE FACTS
Once per encounter, perform Valuable Facts action; make an **Average** (◆◆) **Knowledge check**. If successful, add Triumph ⊕ symbol to one ally's skill check during the encounter.
COST 10

HEAL - RANGE
Your Heal power gains the following ability:
Spend 1 Force point ○ to increase the range of your Heal power to short.
COST 10

MOVE - CONTROL
You gain the ability to perform fine manipulations with the Force. You can do anything with the Force you could do with your hands, within the power's range.
COST 10

CALMING AURA
When an opponent targets you with a Force power, reduce the Force points ● generated by 1.
COST 15

FORCE RATING
Gain +1 Force rating.
COST 15

HEAL - STRENGTH
Your Heal power gains the following ability:
Spend 1 Force point ○ to restore 1 additional wound on the target. You may activate this upgrade multiple times, increasing the number of wounds healed by 1 each time.
COST 15

MOVE - MAGNITUDE
Your Move power gains the following ability:
Spend 1 Force point ○ to increase the number of targets you can move by one. You may activate this upgrade multiple times, increasing the number of targets by one each time.
COST 15

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 career 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.

2 ACQUIRING TALENTS & FORCE POWER UPGRADES

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

Your career tree has four columns and three rows. The cost of each talent or upgrade depends on the row it occupies. The topmost row of talents and upgrades 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 or upgrade choices with others. When purchasing talents and upgrades, you may only purchase talents or upgrades you are eligible for. You are eligible to select any talents or upgrades in the first, topmost row, plus any talents or upgrades that are connected via one of the aforementioned links to one you have already acquired. Each entry on the career 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 ○

BELANDI'S STORY

Belandi Feearr was a member of a Mirialan religious order on a Mirialan colony world in the Outer Rim, dwelling in a temple complex that dominated her home city and serving as a healer in the community. Belandi was a member of a movement within her order that called itself the Pacifists, preaching peace and mercy above all other virtues (as opposed to the Benedictors, the Revelers, and the Contemplators, among others, who each held their own interpretations of the Creed).

When the Empire claimed control of her home planet, Belandi joined the rest of the Pacifists in counseling non-interference with the political ebb and flow of the galaxy. The Benedictors objected, staged a protest of the new Imperial governor, and were exterminated by stormtroopers. It was the beginning of a long period of oppression and division among the followers of the Creed, some of whom continued to preach political non-involvement and others who objected to the Empire's policy. Those who objected vanished one by one. Some were publicly arrested or killed. Others simply disappeared, with no explanation.

After almost two years of Imperial rule, Belandi was called upon to heal the chief of the local security forces: the governor's enforcer, the one responsible for the death or disappearance of many of Belandi's colleagues and friends. The woman was dying of an infected wound, a stubborn ailment easily mended by Belandi's arts but resistant to more traditional therapies. Belandi could have easily saved the woman's life. Instead, she let her die.

Wanted for murder on her home world and racked with guilt over her decision, Belandi was smuggled off the planet by Hethan Romund, an old friend of her order who had several times visited her temple's libraries. Belandi became a recluse, meditating on the past and vowing to never again give in to fear, hatred, or revenge.

Now, Romund herself is in trouble, and it is time for Belandi to leave her isolation and repay the favor...