















Proficiency

THE PLAYER'S TURN

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

An Action may include:

- Perform an attack
- Exchange your 1 Action for an additional Maneuver

A Manuever may include:

- Move
- 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.

SPECIAL ABILITIES

NAME	
Heat Resistance	52
- When making any skill check, you can remove ■ imposed due to arid	

MAME

-		
-	When making any skill check, you can remove ■ imposed du	e to arid
	or hot environmental conditions.	

MOTIVATIONS

TYPE ???

TYPE

Your memory is lost...

OBLIGATIONS

TYPE ???

MAGNITUDE ??

COMPLICATIONS

Your memory is lost...

TYPE

MAGNITUDE

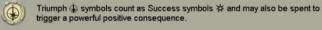
COMPLICATIONS

DICE SYMBOLS SUCCESS



Success * symbols left, the check succeeds.

TRIUMPH



ADVANTAGE Advantage 🔾 symbols indicate a positive side effect or consequence, even on

a failed check. They cancel and are canceled by Threat 🔅 symbols.

U



Failure ▼ symbols cancel Success ※ symbols. If there are enough Failure ▼ symbols to cancel all the Success * symbols, the check is a failure.

DESPAIR



Despair ❤ symbols count as Failure ▼ symbols (they cancel Success ≭ symbols) and may also be spent to trigger a powerful negative consequence.

THREAT



Threat 🚭 symbols inidcate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage 😲 symbols.

TALENTS

NAME	RANK	PAGE#
Point Blank	2	141

- Add +2 damage to any successful Ranged (Light) or Ranged (Heavy) attack you make at short range or while engaged.

142 Side Step

Once per round, as a Maneuver, you can suffer 1 Strain to upgrade the difficulty of all ranged attacks that target you until the start of your next turn.

OTHER GEAR

NAME	DESCRIPTION		
Comlink	(Hands-free)		
Datapad			
Half-Locket	(Half of a Sorla Charm – also called a "lover's locket" – a		
	traditional Twi'lek promise of committed love between		
	two lovers on Ryloth. One partner typically wears one		
	half, the other partner wears the other half.)		

MONEY

130 Credits

AVAILABLE XP

TOTAL XP

100 Act 1