















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 or hot environmental conditions.

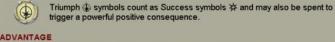
SUCCESS



Success ★ symbols are canceled by Failure ▼ symbols; if there are any Success * symbols left, the check succeeds.

DICE SYMBOLS

TRIUMPH



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 芬 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



PAGE#

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.

Strong Arm

- You treat thrown weapons as if they had 1 greater range.

MOTIVATIONS

TYPE ???

Your memory is lost...

OPI	IC	O	10

TYPE

MAGNITUDE

COMPLICATIONS

TYPE ???

MAGNITUDE ??

COMPLICATIONS

Your memory is lost...

TYPE

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

Act 2

115

TOTAL XP