















THE PLAYER'S TURN

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

- 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	PAGE#

MOTIVATIONS ??? TYPE Your memory is lost...

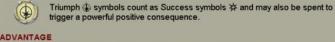
	OBLIGATIONS
TYPE ???	TYPE
MAGNITUDE ??	MAGNITUDE
COMPLICATIONS	COMPLICATIONS
Your memory is lost	

DICE SYMBOLS



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

TRIUMPH





Advantage 🔾 symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat 🔅 symbols.

FAILURE



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



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#
Expert Tracker	1	135

Remove up to ■ from any check you make to find or follow tracks. Survival checks made to track also take 50% less time than normal.

1 136

- Gain +1 to your Strain Threshold.

Lethal Blows 138

- When you inflict a critical injury, automatically add +20% to any critical injury percentage rolls you make.

Stalker 1 143

- Add to all Coordination and Stealth checks you make.

138 Jump Up

Once per round, you may stand up from seated or prone as an Incidental (instead of a Maneuver).

Quick Strike 1 141

- Add to any combat check you make against a foe that hasn't acted yet during an encounter.

OTHER GEAR

NAME	DESCRIPTION
Comlink	(Hands-free)
Datapad	
Shot Glass	(Scratched up, engraved with the logo for Grobola's
	Casino)

MONEY

130 Credits

AVAILABLE XP

TOTAL XP 115

Act 2