















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# **Heat Resistance** 52

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

MOTIVATIONS

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

TYPE ??? MAGNITUDE ??

COMPLICATIONS

Your memory is lost...

OBLIGATIONS

TYPE

MAGNITUDE

COMPLICATIONS

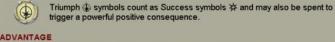
SUCCESS

公

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.

symbols to cancel all the Success * symbols, the check is a failure.

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Failure ▼ symbols cancel Success 芬 symbols. If there are enough 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#
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.

144 Strong Arm

You treat thrown weapons as if they had one step greater range (to a maximum of Medium range).

Natural Marksman 139

- Once per session, you may reroll any one Ranged (Light) or Ranged (Heavy) check you make.

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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

Act 3

130