















Ability I

Proficiency Diff

culty

Challenge Die 🛑

Boost Die ck Ford

### 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
- 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.

## SPECIAL ABILITIES

NAME	PAGE#

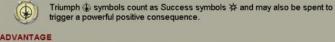
# MOTIVATIONS TYPE ??? Your memory is lost...

		OBLIGA	TIONS	
TYPE	???		TYPE	
MAGNITUDE	??		MAGNITUDE	
COMPLICATIONS			COMPLICATIONS	
Your memor	ry is lost	_		

## DICE SYMBOLS



#### TRIUMPH



Advantage () symbols indicate a positive side effect or consequence, even on

# a failed check. They cancel and are canceled by Threat ② 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



Threat  $\mathfrak{G}$  symbols inidcate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage  $\mathfrak{O}$  symbols.

## **TALENTS**

NAME	RANK	PAGE#
Expert Tracker	1	135
		-

# **Grit** 1 136

- Gain +1 to your Strain Threshold.

# Lethal Blows 2 138

 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.

# Jump Up 1 138

 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

Act 3

130