















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

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NAME	PAGE#	
	4	

# MOTIVATIONS

Relationship - Mentor TYPE

Soril continuously seeks the approval of mercenary who trained him, Race Bantam.

# OBLIGATIONS

TYPE Addiction

MAGNITUDE

# COMPLICATIONS

Soril is addicted to women. Seeking out sexual gratification has ruined jobs, friendships, and most of his free time.

TYPE

MAGNITUDE

COMPLICATIONS

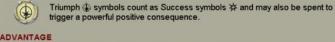
### SUCCESS



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 ※ 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#
Second Wind	2	142

Once per encounter, as an Incidental, you can recover 1 Strain.

#### Confidence 133

Whenever you make a Discipline check to avoid fear, you automatically decrease the difficulty of the check by 1.

#### 142 Side Step

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

NAME	DESCRIPTION	
Comlink	(short range)	
Datapad	(basic)	
Glow rod	(Extends a tunnel of light at Short range)	

MONEY

210 Credits

AVAILABLE XP

TOTAL XP

140