CHARACTER SHEET

Your Character Sheet provides all the information you need to play the game. It also provides a place to write down your current status, weapons, armor, and equipment.

CHARACTERISTICS & SKILLS

1. Your characteristics are used to calculate many game values but are rarely used directly. Whenever you attempt a task that might fail, you make a skill check. The dice you roll for this check are called your dice pool, and are based on your rank in that skill and your characteristic. If you roll more  than 1, you succeed.

2. Please reference these skills and descriptions of what they do on the back of the Rulebook.

SYMBOLS & DICE

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

Triumph ⌲ symbols count as Success ⋆ symbols and may also be spent to trigger a powerful positive consequence.

Advantage ⌵ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ⌾ 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 ⌿ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ⌵ symbols.
3. **Soak** value reduces incoming damage and can prevent wounds. Your soak value is equal to the sum of your Brawn and the soak value of your armor.

4. **Wounds** represent physical damage to your body. If your wounds exceed your Wound Threshold, you are knocked out and suffer a Critical Injury. Wounds can be recovered through the Medicine skill and stimpacks.

5. **Strain** represents exhaustion, mental trauma, and being stunned. You may voluntarily suffer 2 strain to perform an extra maneuver on your turn. Strain comes and goes more quickly than wounds. If your strain ever exceeds your Strain Threshold, you pass out.

6. You might suffer **Critical Injuries** during your adventures, either when you’re knocked out by exceeding your wound threshold or as the result of an attack. Keep track of the number of Critical Injuries here. For a description of the effects of your Critical Injuries, refer to the back cover of the Adventure Book.

7. When you use the Force, you choose a **Force Power** you know and then roll 1 Force die (for your Force Rating 1). You may spend light side results ☐ as Force points ☐ to activate your Force power. You cannot spend dark side results ☐ unless you draw upon the dark side of the Force by spending 1 Destiny and suffering strain equal to the dark side results ☐ you use.

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**THE PLAYER'S TURN**

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

An **Action** may include:
- Perform an attack
- Use a skill
- Use the Force
- Exchange your 1 action for an additional maneuver

A **Maneuver** 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.

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**Stop Here: Don’t turn the page until instructed to by the GM.**
# ADVANCEMENT!

You have just gained 10 experience points (XP). You can spend those 10 experience points to purchase any of the following upgrades, worth up to a total of 10 XP.

## UPGRADE MENU

### Charm Skill

![XP Cost: 10](image)

**XP Cost: 10**

**You train your Charm skill. You gain one skill rank in Charm. Your dice pool changes from 2 to 3.**

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (1 or 2) and dice pool on the skill list to the right.

### Melee Skill

![XP Cost: 10](image)

**XP Cost: 10**

**You train your Melee skill. You gain one skill rank in Melee. Your dice pool changes from 2 to 3.**

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

### Grit Talent

![XP Cost: 5](image)

**XP Cost: 5**

**You gain the Grit talent. Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct value (14 or 15) on your strain threshold.**

**Grit:** Your strain threshold is increased by 1, from 14 to 15.

### Force Power Upgrade: Move - Strength

![XP Cost: 5](image)

**XP Cost: 5**

**Your Move power gains a Strength upgrade. Put a mark in the circle next to the XP cost to remind you that you have taken it. Your Move power gains the following ability:**

Spend 1 Force point to increase the maximum size of objects Move can affect to about the size of a person.

## Skills Table

<table>
<thead>
<tr>
<th>SKILLS</th>
<th>RANK</th>
<th>DICE POOL</th>
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</thead>
<tbody>
<tr>
<td>Astrogation (Int)</td>
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<tr>
<td>Athletics (Br)</td>
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<td>Charm (Pr)</td>
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<td>Cool (Pr)</td>
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<tr>
<td>Coordination (Ag)</td>
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<td>Deception (Cun)</td>
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<td>Mechanics (Int)</td>
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<td>Medicine (Int)</td>
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<td>Negotiation (Pr)</td>
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<td>Piloting (Ag)</td>
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<tr>
<td>Vigilance (Cun)</td>
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## Combat Skills Table

<table>
<thead>
<tr>
<th>SKILLS</th>
<th>RANK</th>
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<tbody>
<tr>
<td>Brawl (Br)</td>
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<td>Gunnery (Ag)</td>
<td>0</td>
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<tr>
<td>Lightsaber (Pr)</td>
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<tr>
<td>Melee (Br)</td>
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<tr>
<td>Ranged (Heavy) (Ag)</td>
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- Perform an attack
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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.

Stop Here: Don’t turn the page until instructed to by the GM.
**Character Sheet**

**Character Name:** Dao  
**Species:** Zaarak  
**Career:** Mystic

### Characteristics
- **Brawn:** 3
- **Agility:** 2
- **Intellect:** 2
- **Cunning:** 2
- **Willpower:** 3
- **Presence:** 3

### Skills

<table>
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<tr>
<th>Skills</th>
<th>Career</th>
<th>Rank</th>
<th>Dice Pool</th>
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### Combat Skills
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- Gunnery (Ag)
- Lightsaber (Pr)
- Melee (Br)
- Ranged (Light) (Ag)
- Ranged (Heavy) (Ag)

### Weapons & Equipment

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Skill</th>
<th>Range</th>
<th>Damage</th>
<th>Dice Pool</th>
</tr>
</thead>
</table>

### Gear, Equipment & Other Items

### Force Rating

**Sense**

You can sense the Force interacting with the world around you.  
Spend 1 Force point (́) to sense all living things within short range.  
Spend 1 Force point (́́) to sense current emotional state of 1 engaged being.

**Move**

You can move small objects slowly with the Force.  
Spend 1 Force point (́́́) to move an object about the size of a backpack or smaller from within short range of you to within short range of you.
MYSTIC: CAREER TREE

Career Skills: Charm, Coercion, Discipline, Knowledge, Perception, Survival, Vigilance

GRIT
Gain +1 strain threshold.

UNCANNY REACTIONS
Add 1 Boost □ die to all Vigilance checks.

SENSE - CONTROL
Your Sense power gains the following ability:
Spend 2 Force points (●) to detect surface thoughts of 1 engaged being.

MOVE - STRENGTH
Your Move power gains the following ability:
Spend 1 Force point (●) to increase the maximum size of objects Move can affect to about the size of a person.

SENSE ADVANTAGE
Once per session, add 2 Seback □ dice to an NPC's check.

SENSE EMOTIONS
Add 1 Boost □ die to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.

MOVE - RANGE
Your Move power gains the following ability:
Spend 1 Force point (●) to increase the range at which you sense living things to medium.

SENSE - RANGE
Your Sense power gains the following ability:
Spend 1 Force point (●) to increase the range of your Move power to medium.

FORCE RATING
Gain +1 Force rating.

PARRY
When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

SENSE - CONTROL
Your Sense power gains the following ability:
You may commit 1 Force die ○ Once per round while it remains committed, upgrade the difficulty of one attack that targets you once.

MOVE - CONTROL
You may use the Move power to attack by throwing nearby objects, if you generate enough ◇ to lift the object and reach the target. Make a ranged attack using Discipline against the target. The attack has damage 5 for a small object and damage 10 for a person-sized object.

INVESTING EXPERIENCE POINTS

As you continue to play, you will occasionally receive experience points from the GM that you can spend to improve your character. You may spend this XP to increase your skills or to advance along your career tree. See page 11 of the BEGINNER GAME Rulebook for more detailed information.

SKILL TRAINING

The cost for training skills falls into one of two categories: career skills and non-career skills. Each skill has five ranks of training available.

Training a career skill costs five times the value of the next highest rank. For example, training a career skill from rank 0 (untrained) to rank 1 requires 5 experience points. Improving a rank 1 career skill to rank 2 requires 10 experience points. Each rank must be purchased separately. This means that training a career skill from rank 0 to rank 2 costs 15 experience points (5 for raising it from rank 0 to rank 1, then 10 more for raising it from rank 1 to rank 2).

You can also purchase ranks in your non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from rank 0 (untrained) to rank 1 requires 10 experience points. Improving a rank 1 non-career skill to rank 2 requires 15 experience points, and so on.

ACQUIRING TALENTS & FORCE POWER UPGRADES

Talents and Force power upgrades are acquired from your career tree. This career tree provides a unique format for purchasing talents and upgrades that comes with several special rules and restrictions.

Your career tree has four columns and three rows. The cost of each talent or upgrade depends on the row it occupies. The topmost row of talents and upgrades are the cheapest, costing 5 experience points each. The next row's choices cost 10 experience points each, and the third and final row's choices cost 15 experience points each.

Note that the choices on the tree are connected by a series of lines that link some talent or upgrade choices with others. When purchasing talents and upgrades, you may only purchase talents or upgrades you are eligible for. You are eligible to select any talents or upgrades in the first, topmost row, plus any talents or upgrades that are connected via one of the aforementioned links to one you have already acquired. Each entry on the career tree may only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents may be learned repeatedly. When you learn a talent for the second—or later—time, you gain an additional rank of the ability.
DAO’S STORY

Dao Jodh and his people lived in peace and contemplation on a world they called simply “Home,” and the rest of the galaxy referred to as Jiran VII. Many generations ago, Dao’s ancestors turned their back on the rest of the galaxy and focused their gaze inward, toward inner peace and contemplation.

Dao found the regimented and contemplative life expected of him boring. His mentors told him that he was gifted, that he had more potential for enlightenment than any before him. They encouraged him to focus on his studies and unlock the mysteries within him. Nothing could be more tedious, but knowing no other life, Dao did his best.

One day, Dao’s monastery was visited by strange people—offworlders! Suddenly, a whole galaxy of possibility, of diversity and difference and experience, seemed available to Dao. He plagued the visiting scholar, Hethan Romund, with questions, and she indulged his curiosity with as many answers as she could manage. She spoke of the great cities of the Core Worlds, of the fallen Jedi Order, of the crystal canyons of Chandrila and the oceans of Dac, a thousand thousand things Dao had never dreamed of seeing.

Dao became convinced that the outsiders’ arrival was no accident—that they were calling him to his destiny. He asked the elders of his monastery for permission to leave. They denied him, and told him that his destiny was to be the Savior of his people. They insisted that he should put such notions out of his head, for the ordeals ahead of him would be great. Dao snuck out that night and, in the morning, followed the offworlders to their ship, stowing away aboard it.

Since then, Dao and the Togruta Kaveri have traveled the galaxy together. Dao is always eager to find new worlds and people and see the stunning diversity the galaxy has to offer, while remaining true to the peaceful wisdom of his upbringing.

If he sometimes feels guilty for abandoning his people, he doesn’t mention it. But when a message came in from Romund requesting help, he was very swift to respond. Perhaps soon he will be ready to return to Home. But not yet.