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 \( \star \) than \( \bigstar \), you succeed.

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

SYMBOLS & DICE

Success \( \star \) symbols are canceled by Failure \( \bigstar \) symbols; if there are any Success \( \star \) symbols left, the check succeeds.

Triumph \( \succeq \) symbols count as Success \( \star \) symbols and may also be spent to trigger a powerful positive consequence.

Advantage \( \succeq \) symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat \( \bigcirc \) symbols.

Failure \( \bigstar \) symbols cancel Success \( \star \) symbols. If there are enough Failure \( \bigstar \) symbols to cancel all the Success \( \star \) symbols, the check is a failure.

Despair \( \ovl \) symbols count as Failure \( \bigstar \) symbols (they cancel Success \( \star \) symbols) and may also be spent to trigger a powerful negative consequence.

Threat \( \bigcirc \) symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage \( \succeq \) 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 stimpaks.

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 1 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.
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

1. Cool Skill
   You train your Cool skill. You gain one skill rank in Cool. Your dice pool changes from 🟢🟦 to 🟢🟦🟦.
   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.

2. Parry Talent
   You gain the Parry talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.
   **Parry:** When you are hit by a Melee, Brawl, or Lightsaber attack, you may suffer 3 strain to reduce the damage dealt by that attack (after accounting for soak) by 3.

3. Reflect Talent
   You gain the Reflect talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.
   **Reflect:** When you are hit by a Ranged (Light) or Ranged (Heavy) attack, you may suffer 3 strain to reduce the damage dealt by that attack (after accounting for soak) by 3.

4. Force Power Upgrade: Enhance - Range
   Your Enhance power gains a Range upgrade. Put a mark in the circle next to the XP cost to remind you that you have taken it. Your Enhance power gains the following ability:
   Spend 1 Force point 🟢 to increase the range of your jump to medium range.
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.

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.

Stop Here: Don’t turn the page until instructed to by the GM.
CHARACTER SHEET

CHARACTER NAME: SAREnda

SPECIES: HUMAN
CAREER: GUARDIAN

CHARACTERISTICS

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COMBAT SKILLS

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WEAPONS & EQUIPMENT

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GEAR, EQUIPMENT & OTHER ITEMS

FORCE RATING

FORCE POWERS

ENHANCE
You can use the Force to enhance your physical abilities. 
Spend 1 Force point ⚫ to jump to a location within short range.

Roll the Force die ⚫ when you make an Athletics check. Each Force point ⚫ adds 1 Success ⭐ or Advantage ⚫ to the results; your choice.
(You don't have to use an action to do this; you can do it anytime you make an Athletics check.)
GUARDIAN: CAREER TREE

Career Skills: Brawl, Cool, Discipline, Knowledge, Lightsaber, Melee, Resilience, Vigilance

TOUGHENED
Gain +2 wound threshold.
COST 5

PARRY
When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
COST 5

REFLECT
When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.
COST 5

ENHANCE - RANGE
Your Enhance power gains the following ability:
Spend 1 Force point to increase the range of your jump to medium.
COST 5

GRIT
Gain 1 strain threshold.
COST 10

BODY GUARD
Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer 1 strain, then until the beginning of the next turn, upgrade the difficulty of all incoming melee attacks by 1 for the next round.
COST 10

ENHANCE - CONTROL
You may use Enhance to improve your Coordination checks, in addition to your Athletics checks.
COST 10

DEFENSIVE STANCE
Once per round, may perform Defensive Stance maneuver and suffer 1 strain to upgrade the difficulty of all incoming melee attacks by 1 for the next round.
COST 15

IMPROVED PARRY
When parrying a hit that generated a Despair or 3 Threat, may hit the target with your equipped Brawl, Melee, or Lightsaber weapon, dealing base damage.
COST 15

CIRCLE OF SHELTER
When an engaged ally suffers a hit, may use Parry or Reflect incidentally against that hit.
COST 15

ENHANCE - CONTROL
You may use Enhance to jump as a maneuver.
COST 15

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 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.
Sarenda grew up with too many sisters and not enough space in a farmstead on the planet of Taanab. She was close to her sisters, and protective of them. More than one farmhand found himself face down in the dirt after a rude comment or a teasing gesture. As much as she was protective of her sisters and others, Sarenda did always enjoy seeing bullies get their just deserts.

But Sarenda also craved space to herself. She got some of it by helping her father and aunt in the garage and machine shop, repairing speeders and other farm equipment for hour after peaceful hour. She had a natural talent with the machines, and learned a great deal from her father and aunt. But the true escapes were her regular trips out into Taanab’s wilderness, exploring wooded glens and rocky caverns, climbing trees, and scaring grunn dogs.

On one such trip, she found a secluded cave that opened up into a chamber with smooth, hand carved walls. There were ancient statues and carvings in the chamber, and the skeleton of a long-dead alien with a strange machine clutched in one withered talon. She brought the device home and worked on it in the machine shop. After hours of experimentation, she managed to activate the small cylinder, only to discover that it projected a blade of pure energy. The blade could cut through absolutely anything, and—to her satisfaction—proved very good at scaring away the local boys. Sarenda ran to her father to find out more.

Her father told her that the weapon was called a “lightsaber.” Her aunt said that the fact that she had been able to repair it meant that she was sensitive to something called the Force. And it also meant that Sarenda had to leave Taanab. Her aunt gave her the name of one of her dear friends, a scholar named Hethan Romund, and told Sarenda to seek the scholar out. Unfortunately, Romund had been captured and taken to the planet of Spintir...