

# KAVERI

JKYV71

SEEKER

NVIV7





CHARACTER FOLIO

**Start Here:** This 2-page spread contains the information you need to begin your adventure.

## 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 , 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.



Ability Die 




Proficiency Die 




Difficulty Die 




Challenge Die 



Boost Die 



Setback Die 



Force Die 

CHARACTER SHEET

CHARACTER NAME : *KAVERI*

SPECIES *TOGRUTA*

CAREER *SEEKER*



#### CHARACTERISTICS

**1**



**2**

#### SKILLS

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	
Athletics (Br)	0	
Charm (Pr)	0	
Coercion (Will)	0	
Computers (Int)	0	
Cool (Pr)	0	
Coordination (Ag)	1	
Deception (Cun)	0	
Discipline (Will)	0	
Knowledge (Int)	0	
Leadership (Pr)	0	
Mechanics (Int)	0	
Medicine (Int)	0	
Negotiation (Pr)	0	
Perception (Cun)	1	
Piloting (Ag)	0	
Resilience (Br)	0	
Skulduggery (Cun)	0	
Stealth (Ag)	1	
Streetwise (Cun)	0	
Survival (Cun)	1	
Vigilance (Will)	1	
<b>COMBAT SKILLS</b>		
Brawl (Br)	0	
Gunnery (Ag)	0	
Lightsaber (Ag)	0	
Melee (Br)	0	
Ranged (Light) (Ag)	0	
Ranged (Heavy) (Ag)	1	

**3** SOAK VALUE

**3**

**4** WOUNDS

**12**

THRESHOLD CURRENT

**5** STRAIN

**12**

THRESHOLD CURRENT

**6** CRITICAL INJURIES

**WEAPONS & EQUIPMENT**

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
<b>Blaster Rifle</b>	Ranged (Heavy)	Long	9	☀️♦️♦️♦️♦️
<ul style="list-style-type: none"> <li>You deal 9 damage on a hit + 1 damage per Success ☀️ symbol rolled.</li> <li>Infllict a Critical Injury on a hit for ☹️☹️☹️.</li> </ul>				
<b>Fists</b>	Brawl	Engaged	2	♦️♦️
<ul style="list-style-type: none"> <li>You deal 2 damage on a hit + 1 damage per Success ☀️ symbol rolled.</li> <li>Infllict a Critical Injury on a hit for ☹️☹️☹️☹️.</li> </ul>				

**GEAR, EQUIPMENT & OTHER ITEMS**

<b>2 Stimpacks</b>	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
<b>Comlink</b>	Allows communication between other characters with comlinks.
<b>Heavy Clothes</b>	Soak 1; already included in soak value.
<b>Electrobinoculars</b>	Use to see things far away or in the dark.

**FORCE RATING**

**1**

**MONEY**

125 credits

**LOCKED - YOU CANNOT USE YOUR FORCE POWERS UNTIL THE GM INSTRUCTS YOU OTHERWISE**

**FORCE POWERS** **7**

**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.

- 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.

**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.

**Stop Here: Don't turn the page until instructed to by the GM.**

**Start Here:** This 2-page spread contains new information to help you continue your adventure.

## 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

XP COST **10**

### Athletics Skill

You train your Athletics skill. You gain one skill rank in Athletics. 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 (0 or 1) and dice pool on the skill list to the right.

2

XP COST **10**

### Ranged (Heavy) Skill

You train your Ranged (Heavy) skill. You gain one skill rank in Ranged (Heavy). 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 (0 or 1) and dice pool on the skill list to the right.

3

XP COST **5**

### Dodge Talent

You gain the Dodge talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

**Dodge:** When you are attacked, before dice are rolled, you may choose to suffer 1 strain and force the attacker to upgrade the difficulty of the attack once (upgrade one Difficulty die to a Challenge die ). You can do this only once per attack.

### Grit Talent

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 (12 or 13) on your strain threshold.

**Grit:** Your strain threshold is increased by 1 (from 12 to 13).

CHARACTER SHEET

CHARACTER NAME : *KAVERI*

SPECIES *TOGRUTA*

CAREER *SEEKER*



### CHARACTERISTICS

**2**  
BRAWN

**4**  
AGILITY

**2**  
INTELLECT

**3**  
CUNNING

**2**  
WILLPOWER

**2**  
PRESENCE

### SKILLS

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	
<b>1</b> Athletics (Br)	0 / 1	
Charm (Pr)	0	
Coercion (Will)	0	
Computers (Int)	0	
Cool (Pr)	0	
Coordination (Ag)	1	
Deception (Cun)	0	
Discipline (Will)	0	
Knowledge (Int)	0	
Leadership (Pr)	0	
Mechanics (Int)	0	
Medicine (Int)	0	
Negotiation (Pr)	0	
Perception (Cun)	1	
Piloting (Ag)	0	
Resilience (Br)	0	
Skulduggery (Cun)	0	
Stealth (Ag)	1	
Streetwise (Cun)	0	
Survival (Cun)	1	
Vigilance (Will)	1	
COMBAT SKILLS		
Brawl (Br)	0	
Gunnery (Ag)	0	
Lightsaber (Ag)	0	
Melee (Br)	0	
Ranged (Light) (Ag)	0	
<b>2</b> Ranged (Heavy) (Ag)	1 / 2	

**SOAK VALUE**  
3

**WOUNDS**  
12  
THRESHOLD CURRENT

**3 STRAIN**  
12/13  
THRESHOLD CURRENT

**CRITICAL INJURIES**

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
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<b>Fists</b>	Brawl	Engaged	2	
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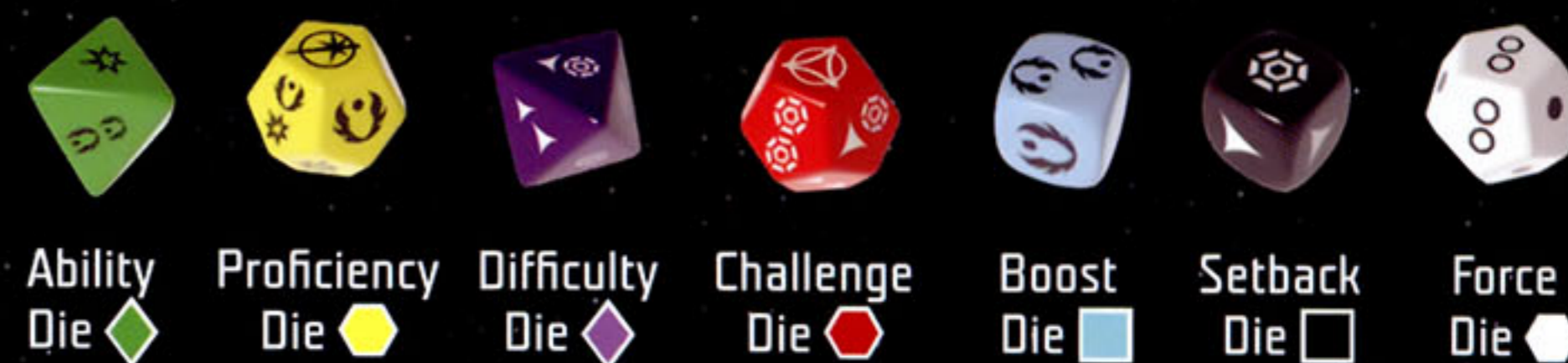
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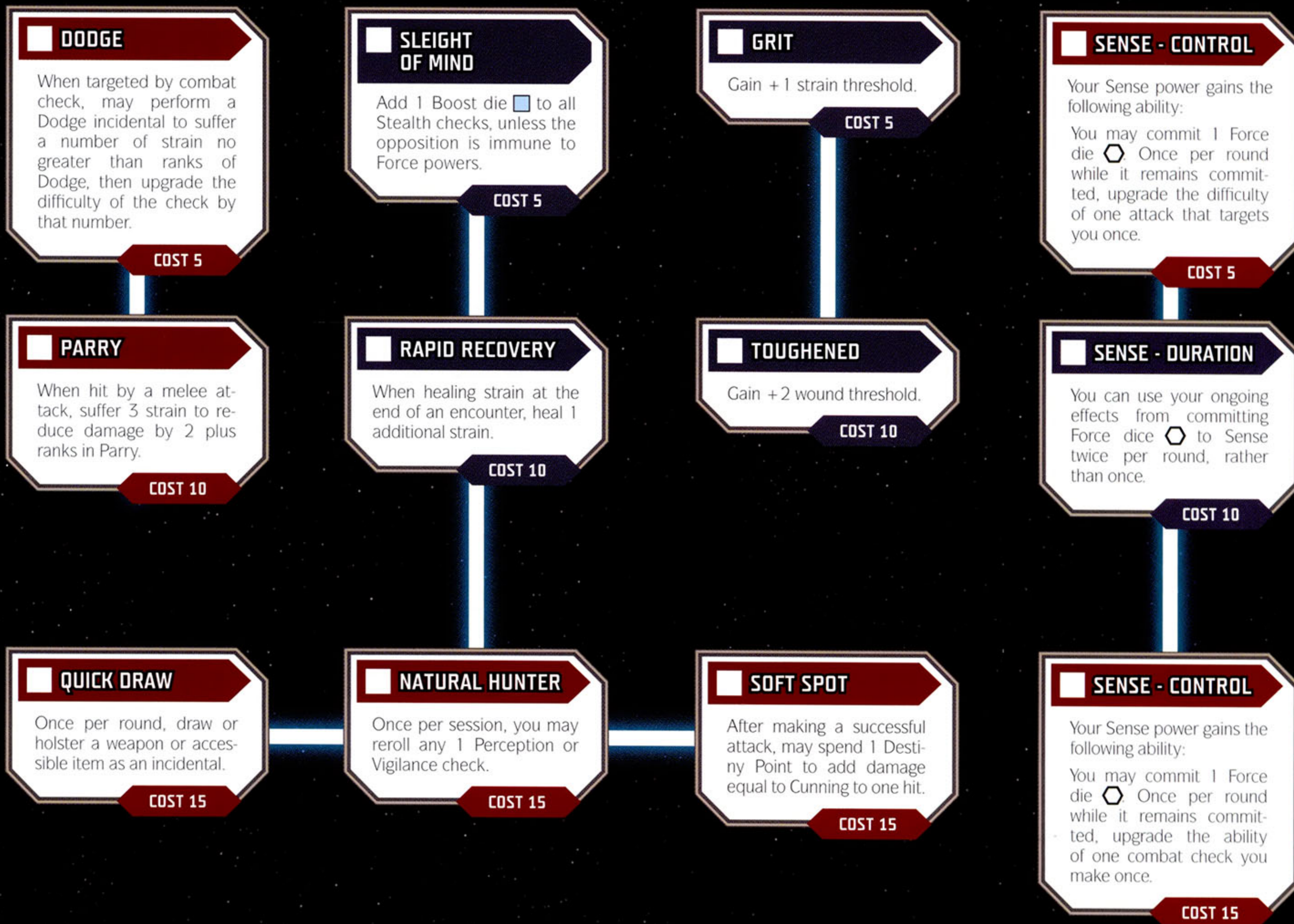
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# SEEKER: CAREER TREE

2

Career Skills: Coordination, Knowledge, Piloting, Ranged (Heavy), Stealth, Survival, Vigilance



## 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 1

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.

### 2 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 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.



Success Triumph Advantage Failure Despair Threat



Ability Die Proficiency Die Difficulty Die Challenge Die Boost Die Setback Die Force Die

# KAVERI'S STORY

Kaveri Ra was separated from her family at a young age. Having lived a nomadic lifestyle until that time, moving constantly from planet to planet, she continued in that vein after her parents vanished.

She had been serving as a wilderness guide and hunter throughout the Outer Rim for most of her life, when she met Hethan Romund on an expedition to a ruin on an otherwise deserted world. Over the course of that expedition, Romund was curious about Kaveri's uncanny knack for spotting trouble before it happened and understanding the local wildlife, even though she'd never visited the planet before.

Ultimately, Romund revealed the truth: Kaveri was sensitive to the Force, and her unusual abilities were only the least of what she could accomplish. Romund insisted that she was capable of much more—but that Romund herself could not teach her.

When the expedition reached the ruin, they were surprised to discover that it was not ruined in the slightest, but was in fact a fully functioning (but quite remote) monastery inhabited by a peaceful group of Zabraks who had completely forsaken technology and the outside world. After a few weeks spent learning from the Zabraks and exploring their ancient monastery, Romund and Kaveri left and went their separate ways. It was only after dropping Romund off on her home planet that Kaveri discovered a stowaway on her ship: a young Zabrak from the monastery named Dao. Far from being upset that Dao had smuggled himself aboard, Kaveri was delighted to have a new traveling companion, especially one who seemed to have some knowledge of this so-called "Force."

Since that day, Kaveri and Dao have traveled the galaxy together, exploring strange worlds and the mysteries of the Force. Recently, a message reached Kaveri from her old friend Romund, calling her to the Outer Rim world of Spintir...