

PON

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WARRIOR

OK77107





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.



CHARACTER SHEET

CHARACTER NAME : **PON**

SPECIES **NAUTOLAN**

CAREER **WARRIOR**



CHARACTERISTICS

1

4
BRAWN

2
AGILITY

2
INTELLECT

2
CUNNING

3
WILLPOWER

2
PRESENCE

2

SKILLS

SKILLS	RANK	DICE POOL
Astrogration (Int)	0	
Athletics (Br)	2	
Charm (Pr)	0	
Coercion (Will)	0	
Computers (Int)	0	
Cool (Pr)	1	
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)	0	
Streetwise (Cun)	0	
Survival (Cun)	1	
Vigilance (Will)	0	
COMBAT SKILLS		
Brawl (Br)	0	
Gunnery (Ag)	0	
Lightsaber (Br)	1	
Melee (Br)	0	
Ranged (Light) (Ag)	0	
Ranged (Heavy) (Ag)	0	

3 SOAK VALUE

5

4 WOUNDS

15

THRESHOLD CURRENT

5 STRAIN

12

THRESHOLD CURRENT

6 CRITICAL INJURIES

AMPHIBIOUS

You may breathe underwater without penalty and never suffer movement penalties for traveling through water.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Lightsaber	Lightsaber	Engaged	6	⬢⬢⬢⬢

- You deal 6 damage on a hit + 1 damage per Success ✨ symbol rolled.
- Inflict a Critical Injury on a hit for ☹☹.
- Breach 1: The target's soak value is reduced by 10 against this attack.

Fists	Brawl	Engaged	4	⬢⬢⬢⬢
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- You deal 4 damage on a hit + 1 damage per Success ✨ symbol rolled.
- Inflict a Critical Injury on a hit for ☹☹☹☹.

GEAR, EQUIPMENT & OTHER ITEMS

3 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Heavy Clothes	Soak 1; already included in soak value.

FORCE RATING

1

MONEY

250 credits

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

FORCE POWERS

7

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.)

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**

Coercion Skill

You train your Coercion skill. You gain one skill rank in Coercion. 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**

Lightsaber Skill

You train your Lightsaber skill. You gain one skill rank in Lightsaber. 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.

3

XP COST **5**

Toughened Talent

You gain the Toughened 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 (15 or 17) on your wound threshold.

Toughened: Your wound threshold is increased by 2, from 15 to 17.

XP COST **5**

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.

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SPECIES **NAUTOLAN**

CAREER **WARRIOR**



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AGILITY

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INTELLECT

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CUNNING

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WILLPOWER

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PRESENCE

SKILLS

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	
Athletics (Br)	2	
Charm (Pr)	0	
1 Coercion (Will)	0 / 1	
Computers (Int)	0	
Cool (Pr)	1	
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)	0	
Streetwise (Cun)	0	
Survival (Cun)	1	
Vigilance (Will)	0	
COMBAT SKILLS		
Brawl (Br)	0	
Gunnery (Ag)	0	
2 Lightsaber (Br)	1 / 2	
Melee (Br)	0	
Ranged (Light) (Ag)	0	
Ranged (Heavy) (Ag)	0	

SOAK VALUE
5

WOUNDS
15/17
THRESHOLD CURRENT

STRAIN
12
THRESHOLD CURRENT

CRITICAL INJURIES

AMPHIBIOUS

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WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Lightsaber	Lightsaber	Engaged	6	2

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- Inflict a Critical Injury on a hit for ☹☹.
- Breach 1: The target's soak value is reduced by 10 against this attack.

Fists	Brawl	Engaged	4	
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FORCE RATING
1

MONEY
250 credits

FORCE POWERS

ENHANCE

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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.)

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

THE PLAYER'S TURN

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- Use a skill
- Use the Force
- Exchange your 1 action for an additional maneuver

A **Maneuver** may include:

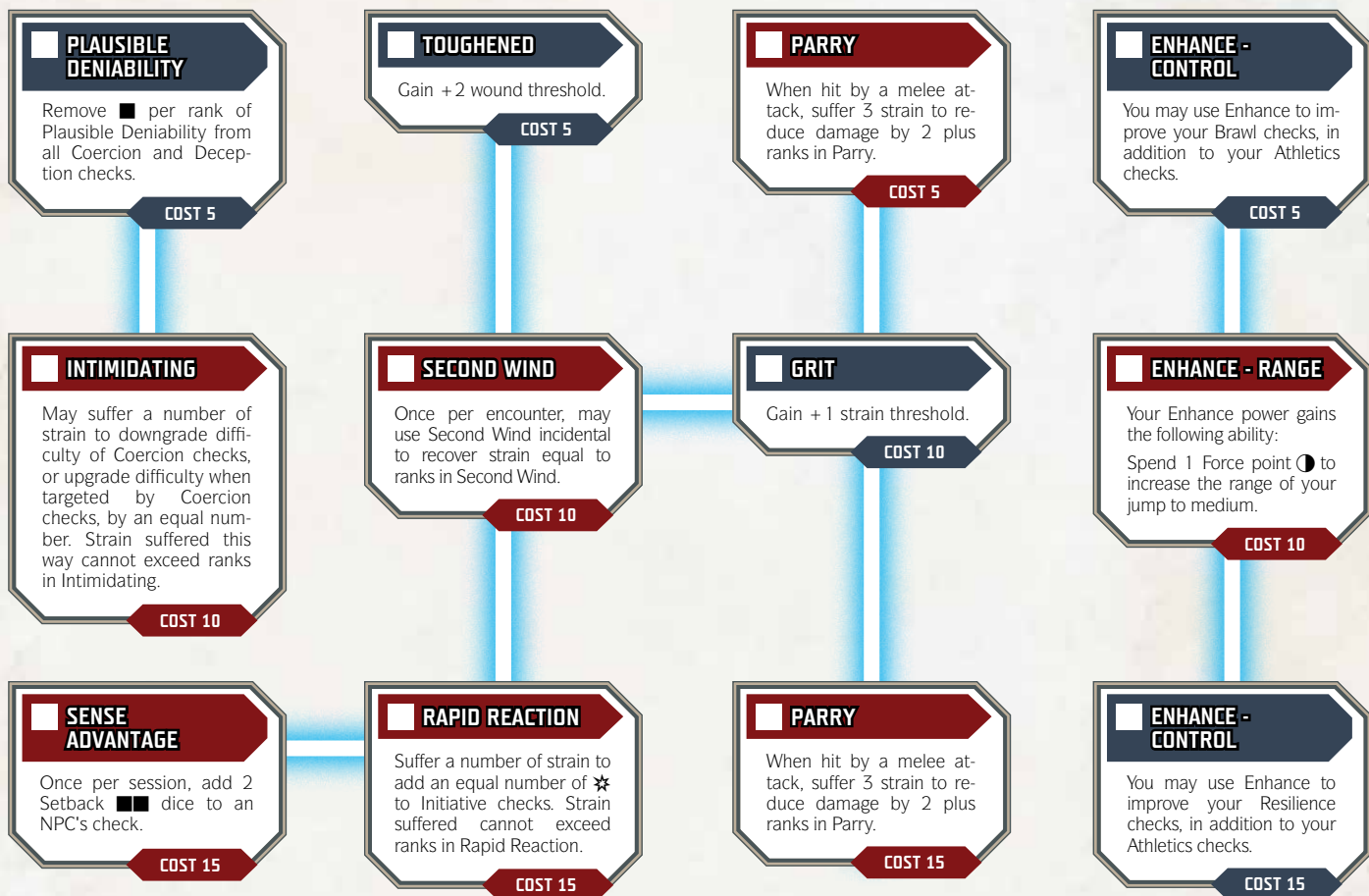
- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

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.

WARRIOR: CAREER TREE 2

Career Skills: Athletics, Cool, Coordination, Perception, Survival, Brawl, Lightsaber, Melee



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 ○

PON'S STORY

Pon Edestus was born a slave, and from a young age his strength was valued by his owner above all other attributes. He was trained in combat and taught to fight for his master, but Pon had different ideas. He rebelled, and quite accidentally found himself at the center of a slave revolt that liberated hundreds of sentients. Unfortunately for Pon, he lost an arm in the battle and was nearly killed.

When Pon finally recovered from his wounds, he discovered that his arm had been replaced with a cybernetic and his freedom purchased by a scholar named Hethan Romund. Intrigued by his ability to survive wounds that should have killed anyone else, Romund had taken a special interest in Pon.

She asked the young Nautolan to serve as her bodyguard on a particularly dangerous world as she explored the supposed final resting place of a Jedi Knight. The mission, despite (or perhaps because of) Pon's relentless refusal to take anything seriously, was a success. As payment for his services, Romund gave Pon the dead Jedi's lightsaber, explaining to him that the Jedi had been champions of the oppressed and weak—just as Pon himself was.

Since then, Pon has been enjoying his freedom in the galaxy, selling his sword-arm and fighting on his own terms, not for any master. Although he seldom backs down from any fight or challenge, he prefers to fight on behalf of the weak and oppressed. When he received a distress call from his old friend Romund, he was happy to leap to her aid...