

FIRA BON

417K 30A

SOLDIER

40J71V7





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 **BEGINNER GAME** Rulebook.

SYMBOLS & DICE





Success  symbols are canceled by Failure  symbols; if there are any Success  symbols left at the end (after canceling), 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 : FIRA BON

SPECIES *HUMAN*

CAREER *SOLDIER*



CHARACTERISTICS

1

3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

2

SKILLS

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

CHARACTER HEALTH STATS

3 SOAK VALUE

5

4 WOUNDS

13

THRESHOLD CURRENT

5 STRAIN

12

THRESHOLD CURRENT

CRITICAL INJURIES

6

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Longshot Blaster	Ranged (Heavy)	Extreme	8	⬢⬢⬢⬢
<ul style="list-style-type: none"> You deal 8 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. Inflict a Critical Injury on a hit for ⬢⬢⬢⬢. 				
Duraknuckles	Brawl	Engaged	4	⬢⬢⬢⬢
<ul style="list-style-type: none"> You deal 4 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. Inflict a Critical Injury on a hit for ⬢⬢⬢⬢. Disorient the target for 3 rounds on a hit for ⬢⬢. A disoriented target adds 1 Setback die ■ to all skill checks he performs. 				
Frag Grenade	Ranged (Light)	Short	8	⬢⬢⬢⬢
<ul style="list-style-type: none"> You deal 8 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. Inflict a Critical Injury on a hit for ⬢⬢⬢⬢. Blast 6: Hit all characters engaged with target for 6 damage (+1 damage per uncanceled Success ✨ symbol) on ⬢⬢. You have 1 frag grenade. It can be used once. 				
GEAR, EQUIPMENT, & OTHER ITEMS				
3 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.			
Comlink	Allows communication with other characters using comlinks.			
Padded Armor	+2 Soak (already included in soak value).			
Respirator	Eliminates penalties for dangerous gases or contaminated atmosphere.			

MONEY

50 credits

- 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 **BEGINNER GAME** Adventure.

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
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Assist another character
- 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 incidentals.

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**

Leadership Skill

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

XP COST **5**

Vigilance Skill

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

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 (13 or 15) on your wound threshold.

Toughened: Your wound threshold is increased by 2 (from 13 to 15).

4

XP COST **5**

Feral Strength Talent

You gain the Feral Strength 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 (4 or 5) on your duraknuckles damage.

Feral Strength: Add 1 damage per rank of Feral Strength to one hit of successful attacks made using Brawl or Melee skills.

CHARACTER SHEET

CHARACTER NAME : *FIRA BON*

SPECIES *HUMAN*

CAREER *SOLDIER*



CHARACTERISTICS

3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

SKILLS

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

SYMBOLS & DICE



Success ★ symbols are canceled by Failure ▼ symbols; if there are any Success ★ symbols left at the end (after canceling), 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

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
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Assist another character
- 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.

SOAK VALUE

5

3 WOUNDS

13/15

THRESHOLD CURRENT

STRAIN

12

THRESHOLD CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Longshot Blaster	Ranged (Heavy)	Extreme	8	⬢⬢⬢
<ul style="list-style-type: none"> • You deal 8 damage on a hit + 1 damage per uncanceled Success ★ symbol rolled. • Inflict a Critical Injury on a hit for ⊕⊕⊕. 				
Duraknuckles	Brawl	Engaged	4/5	4 ⬢⬢⬢
<ul style="list-style-type: none"> • You deal 4 damage on a hit + 1 damage per uncanceled Success ★ symbol rolled. • Inflict a Critical Injury on a hit for ⊕⊕⊕⊕. • Disorient the target for 3 rounds on a hit for ⊕⊕. A disoriented target adds 1 Setback die ■ to all-skill checks he performs. 				
Frag Grenade	Ranged (Light)	Short	8	⬢⬢⬢
<ul style="list-style-type: none"> • You deal 8 damage on a hit + 1 damage per uncanceled Success ★ symbol rolled. • Inflict a Critical Injury on a hit for ⊕⊕⊕⊕. • Blast 6: Hit all characters engaged with target for 6 damage (+1 damage per uncanceled Success ★ symbol) on ⊕⊕. • You have 1 frag grenade. It can be used once. 				
GEAR, EQUIPMENT, & OTHER ITEMS				
3 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.			
Comlink	Allows communication with other characters using comlinks.			
Padded Armor	+2 Soak (already included in soak value).			
Respirator	Eliminates penalties for dangerous gases or contaminated atmosphere.			

MONEY

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

CHARACTER SHEET

CHARACTER NAME : FIRA BON

SPECIES *HUMAN*

CAREER *SOLDIER*



SOAK VALUE

--

WOUNDS

THRESHOLD	CURRENT

CHARACTERISTICS

3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

STRAIN

THRESHOLD	CURRENT

CRITICAL INJURIES

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SKILLS

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

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

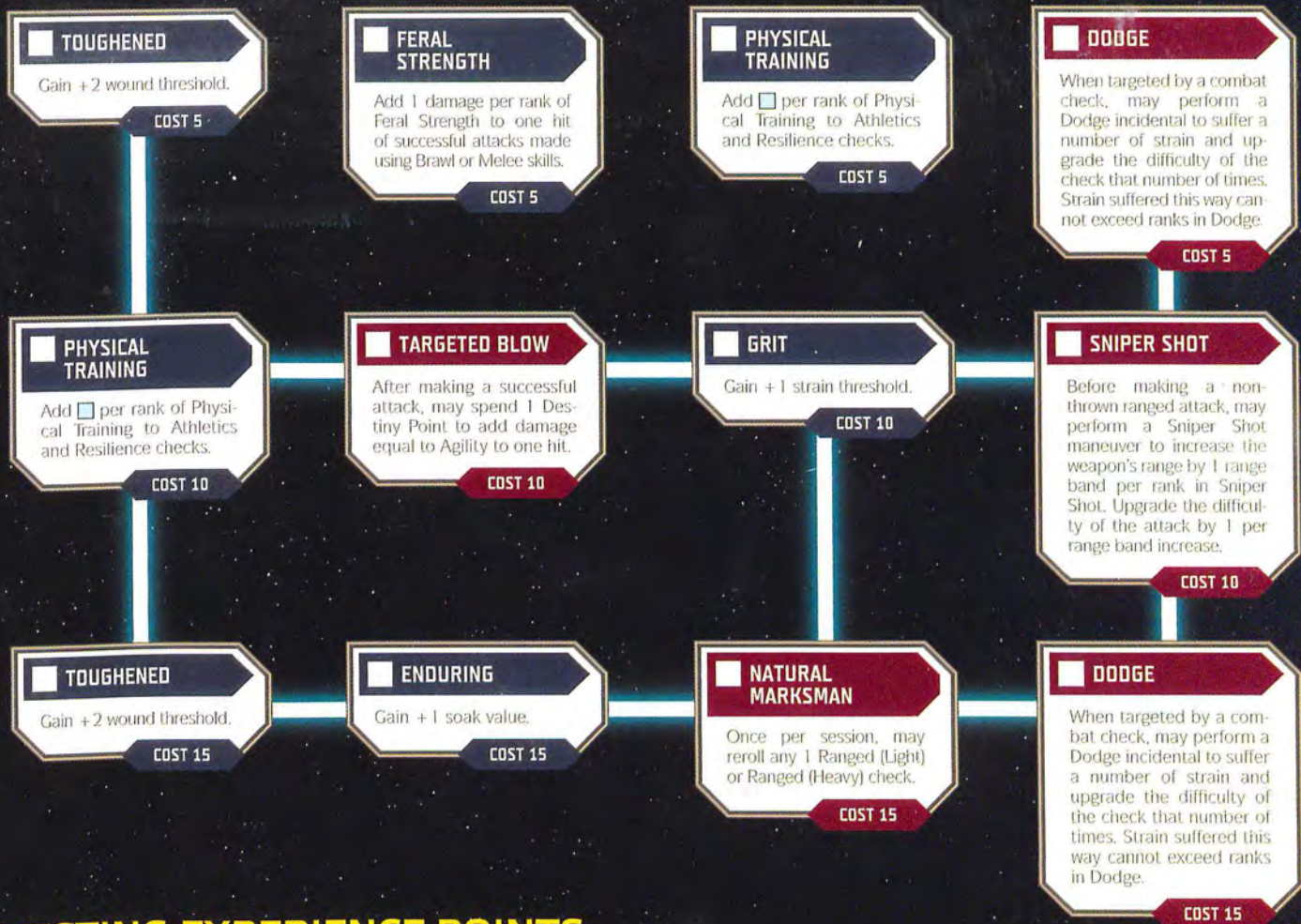
GEAR, EQUIPMENT, & OTHER ITEMS

MONEY

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SOLDIER: TALENT TREE 2

Career Skills: Athletics, Cool, Discipline, Leadership, Ranged (Heavy), Ranged (Light), Resilience, Survival, Vigilance, Brawl



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 talent tree. See page 15 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.

ACQUIRING TALENTS 2

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

Your talent tree has four columns and three rows. The cost of each talent depends on the row it occupies. The talents in the topmost row 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 choices with others. When purchasing talents, you can only purchase talents you are eligible for. You are eligible to select any talents in the first, topmost row, plus any talents that are connected via the aforementioned links to one or more talents you have already acquired. Each entry on the talent tree can only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents can 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

FIRA'S STORY

"Join the Republic, protect the galaxy!" These are the words that lured the young, idealistic Fira Bon into the New Republic military, and years later they were the words she would remember with disgust when she left.

In the wake of the Galactic Civil War, the war-weary systems of the New Republic happily disarmed, reducing their fleet strength to a fraction of what it had been during the Civil War. They saw their New Republic Fleet as a peacekeeping force meant to protect and serve, not a military machine. Fira joined this official, leaner, New Republic military as a bright young soldier with a promising career. She fully bought into the idea that the galaxy had a chance to start fresh, and she believed she could do her part to keep the peace. Fira quickly rose through the ranks until she became a top-flight reconnaissance specialist.

However, time spent on the New Republic's borders made her realize that the Empire might not be as dead as everyone thought. Blasted starship wrecks and eerily deserted settlements on the fringes of civilized space indicated that something was happening out in the Unknown Regions. Fira pushed to get authorization to probe deeper into the former Empire, but she was denied. Her commanding officer told Fira privately that if she wanted to advance in rank, she would have to keep her opinions to herself. Instead, Fira left the service, spending time as a wandering adventurer and a mercenary. One botched job left her on Jakku and she ended up staying put, figuring that the forgotten junkers' world would be the best place to stay out of the way and live the rest of her life in peace and quiet.

However, Fira can't help but keep an eye on the wider galaxy. She makes a point of chatting up passing junk traders for news about the New Republic and the Resistance, and she secretly wishes that she had joined the Resistance instead of leaving galactic civilization. When Misha Vontoba contacted her old friend Fira and told her about the valuable secret they were looking for on a crashed Rebellion ship, Fira's sense of duty compelled her to come out to the *Starlight Wanderer* and help Misha deal with the Strus Clan. A small voice keeps telling Fira that whatever is hidden on that wreck might be important to the New Republic and the Resistance alike.