

TIRAS

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EXPLORER

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

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 : TIRAS DR'UN



SPECIES HUMAN

CAREER EXPLORER

CHARACTERISTICS

1

2

BRAWN

3

AGILITY

2

INTELLECT

4

CUNNING

2

WILLPOWER

2

PRESENCE

2

SKILLS

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

CHARACTER HEALTH STATS

3 SOAK VALUE

4

4 WOUNDS

12

THRESHOLD CURRENT

5 STRAIN

12

THRESHOLD CURRENT

CRITICAL INJURIES

6

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Hvy Blaster Pistol	Ranged (Light)	Medium	7	◆◆◆◆
<ul style="list-style-type: none"> You deal 7 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. Infllict a Critical Injury on a hit for ☹☹☹. 				
Vibroknife	Melee	Engaged	3	◆◆
<ul style="list-style-type: none"> You deal 3 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. Pierce 2: The target's soak value is reduced by 2 against this attack. Infllict a Critical Injury on a hit for ☹☹. 				
Fists	Brawl	Engaged	2	◆◆
<ul style="list-style-type: none"> You deal 2 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. Infllict a Critical Injury on a hit for ☹☹☹☹☹. Knock the target prone 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. 				

GEAR, EQUIPMENT, & OTHER ITEMS

2 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).
Climbing Gear	Helps characters climb, especially difficult surfaces.
Fusion Lantern	Provides bright light and power for electronic devices.
Quadoculars	Eliminates penalties for viewing objects or locations at long range.
Respirator	Eliminates penalties for dangerous gases or contaminated atmosphere.

MONEY

100 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**

Perception Skill

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

Skulduggery Skill

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

XP COST **5**

Quick Strike Talent

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

Quick Strike: The character adds one Boost die per rank of Quick Strike to combat checks made against any target that has not yet acted in the encounter.

XP COST **5**

Stalker Talent

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

Stalker: The character adds per rank of Stalker to all Coordination and Stealth checks.

CHARACTER SHEET

CHARACTER NAME : TIRAS DR'UN

SPECIES **HUMAN**

CAREER **EXPLORER**



CHARACTERISTICS

2
BRAWN

3
AGILITY

2
INTELLECT

4
CUNNING

2
WILLPOWER

2
PRESENCE

SKILLS

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

SOAK VALUE

4

WOUNDS

12

THRESHOLD CURRENT

STRAIN

12

THRESHOLD CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
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<ul style="list-style-type: none"> You deal 7 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. Inflict a Critical Injury on a hit for 🟡🟡🟡. 				
Vibroknife	Melee	Engaged	3	🟡🟢🟢
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Fists	Brawl	Engaged	2	🟢🟢
<ul style="list-style-type: none"> You deal 2 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. Inflict a Critical Injury on a hit for 🟡🟡🟡🟡. Knock the target prone 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. 				

GEAR, EQUIPMENT, & OTHER ITEMS

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Respirator	Eliminates penalties for dangerous gases or contaminated atmosphere.

MONEY



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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.



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Threat ☹ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ☺ symbols.



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.

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

CHARACTER SHEET

CHARACTER NAME : TIRAS DR'UN

SPECIES **HUMAN**

CAREER **EXPLORER**



CHARACTERISTICS

2
BRAWN

3
AGILITY

2
INTELLECT

4
CUNNING

2
WILLPOWER

2
PRESENCE

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)			

SOAK VALUE

THRESHOLD CURRENT

WOUNDS

THRESHOLD CURRENT

STRAIN

THRESHOLD CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

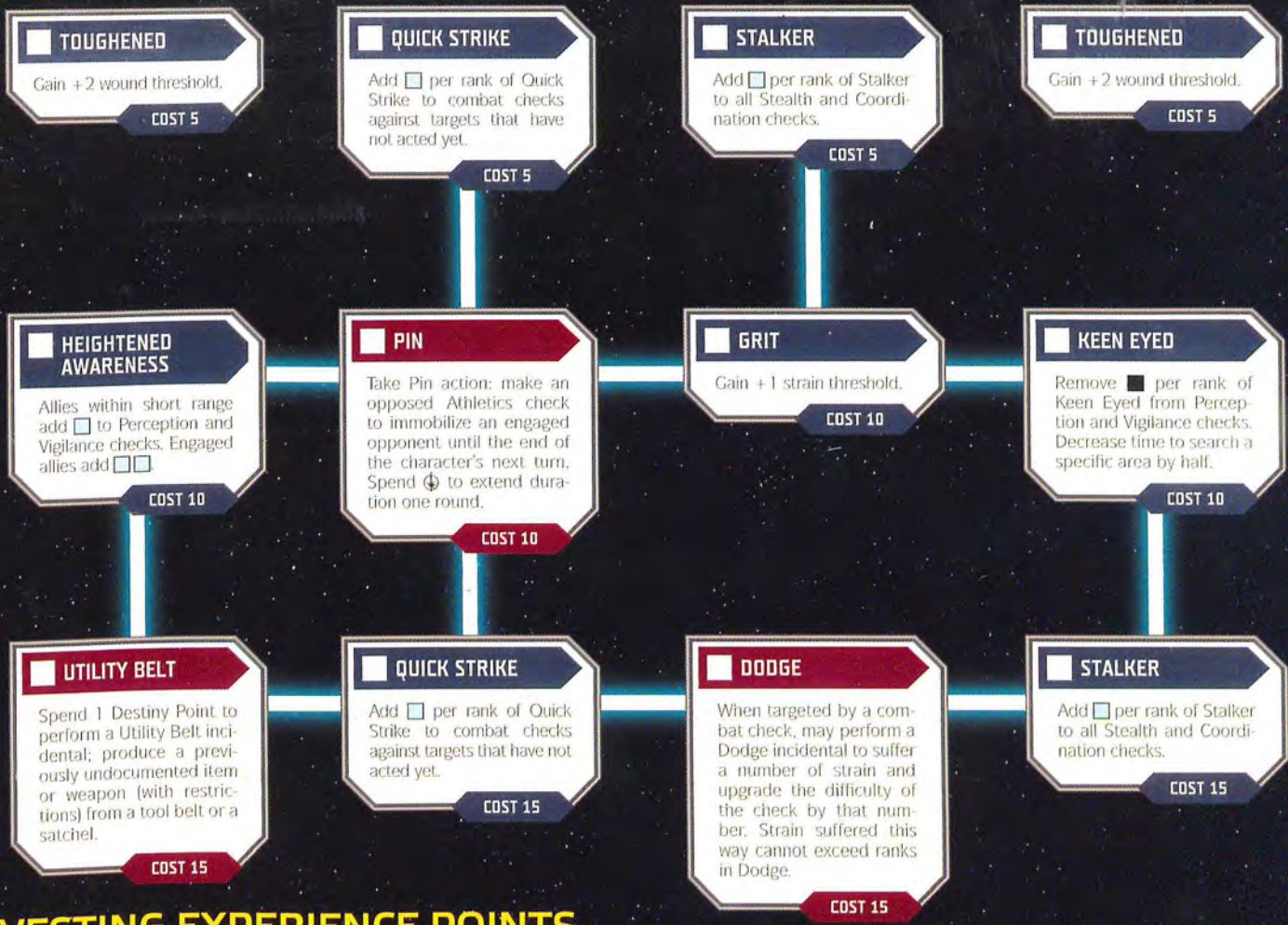
WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

GEAR, EQUIPMENT, & OTHER ITEMS

MONEY

EXPLORER: TALENT TREE 2

Career Skills: Astrogation, Athletics, Deception, Melee, Perception, Ranged (Light), Stealth, Streetwise, Survival



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 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.



TIRAS'S STORY

Tiras Or'un had the supreme misfortune to grow up on Jakku. Born to a family of moisture farmers who made a meager living supplying local communities with water, all Tiras had to look forward to was one day inheriting a collection of battered vaporators and one hundred acres of desert.

Then, the Empire came. Tiras was only eleven years old when the Empire assembled its fleet over Jakku's sands for the final showdown against the New Republic. As the ground shook and the skies darkened under the smoke of crashing starships, Tiras abandoned the vaporator he was repairing and rushed home. When he arrived, he found his house, and his family, were gone, wiped out by a crashing Star Destroyer.

Suddenly an orphan, Tiras barely survived the journey to a nearby nomad camp. In the years that followed, he turned to junk scavenging as the only means of survival, bringing his hauls from scrapped starships to the newly founded Niima Outpost. Years of work did nothing to dull his hatred for the Empire, whose ambition and lust for power brought war to his world and killed his family.

Eventually, Tiras fell in with the vicious criminals of the Strus Clan, working for them as a desert guide and sometimes-enforcer. In his desperation for vengeance, he thought such violent brutes would give him the skills he would need to fight back against the Empire. In time, however, Tiras felt his need for vengeance wane and he accepted that the Empire was truly dead and gone. Realizing that hatred had poisoned his heart, he found he couldn't ignore the vicious nature of the criminals he worked for, and so he left.

The Strus Clan has hunted for him among the sand seas of Jakku, but Tiras's survival skills have kept him one step ahead. Recently, He joined up with a group of nomads hard at work salvaging a crashed New Republic corvette. When the nomads found evidence of some secret treasure buried inside the ship, Tiras was one of the first to realize the danger such a treasure posed. When the Strus Clan contacted the nomads and demanded the treasure, his fears were realized. He convinced Misha Vontoba, the nomad's leader, to contact an old soldier she knew and help her deal with the Strus Clan's enforcers. Although he's terrified about facing the Strus Clan again, he knows he has to finally stand up to them.

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