

ARKHAN

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COMMANDER

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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.



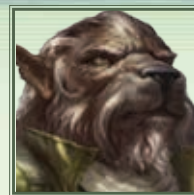
Ability Die  Proficiency Die  Difficulty Die  Challenge Die  Boost Die  Setback Die  Force Die 

CHARACTER SHEET

CHARACTER NAME : ARKHAN

SPECIES *BOTHAN*

CAREER *COMMANDER*



CHARACTERISTICS

1

1

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

3




























WILLPOWER

3

PRESENCE

2

SKILLS

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

CHARACTER HEALTH STATS

- 3 Soak** 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.

3 SOAK VALUE

3

4 WOUNDS

11

THRESHOLD CURRENT

5 STRAIN


14

THRESHOLD CURRENT



CRITICAL INJURIES

6

CONVINCING DEMEANOR

As a Bothan, you have the Convincing Demeanor talent. Remove a Setback die  from the dice pool for all Deception and Skulduggery checks.

WEAPONS & EQUIPMENT

| WEAPON | SKILL | RANGE | DAMAGE | DICE POOL |
|--|----------------|---------|--------|---|
| Heavy 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 . | | | | |
| Combat Knife | Melee | 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 . | | | | |
| 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. Infllict a Critical Injury on a hit for . Blast 6: Hit all characters engaged with the target for 6 damage (+1 per uncanceled Success  on . You have 2 frag grenades. Each grenade can be used once. | | | | |
| AP Grenade | Ranged (Light) | Short | 16 |    |
| <ul style="list-style-type: none"> You deal 16 damage on a hit + 1 damage per uncanceled Success  symbol rolled. Infllict a Critical Injury on a hit for . Pierce 3: The target's soak value is reduced by 3 against this attack. You have 1 AP grenade. It can be used once. | | | | |

GEAR, EQUIPMENT, & OTHER ITEMS

| | |
|-----------------------|--|
| 4 Stimpacks | Use as a maneuver to heal 4 wounds on a living creature. Consumed on use. |
| LR Comlink | Allows communication with others with comlinks at much longer ranges than usual. |
| Padded Armor | Soak 2 (already included in soak value). |
| Breathmask | Can breathe normally in smoke, gas, underwater. |
| 2 Glow Rods | Bright lights for signaling or illumination. |
| Electrogoggles | See objects far away and through darkness, smoke, and other obstructions. |

MONEY

175 credits

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
- 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

5

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

Ranged (Light) Skill

You train your Ranged (Light) skill. You gain one skill rank in Ranged (Light). 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

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 (14 or 15) on your strain threshold.

Grit: Your strain threshold is increased by 1 (from 14 to 15).

4

CHARACTER SHEET

CHARACTER NAME : ARKHAN

SPECIES *BOTHAN*

CAREER *COMMANDER*



CHARACTERISTICS

1

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING




























3

WILLPOWER

3

PRESENCE

SKILLS

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

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.



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Ability Die (green diamond), Proficiency Die (yellow hexagon), Difficulty Die (purple diamond), Challenge Die (red hexagon), Boost Die (blue square), Setback Die (black square), Force Die (white hexagon)

SOAK VALUE

3

WOUNDS

11

THRESHOLD CURRENT

STRAIN

3

14/15

THRESHOLD CURRENT

CRITICAL INJURIES

CONVINCING DEMEANOR

As a Bothan, you have the Convincing Demeanor talent. Remove a Setback die ■ from the dice pool for all Deception and Skulduggery checks.

WEAPONS & EQUIPMENT

| WEAPON | SKILL | RANGE | DAMAGE | DICE POOL |
|---|----------------|---------|--------|--|
| Hvy Blaster Pistol | Ranged (Light) | Medium | 7 | 2 (green diamonds) / 6 (yellow hexagons) |
| <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 ○○○○. | | | | |
| Combat Knife | Melee | Engaged | 2 | 1 (green diamond) |
| <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 ○○○○. | | | | |
| Frag Grenade | Ranged (Light) | Short | 8 | 2 (green diamonds) / 6 (yellow hexagons) |
| <ul style="list-style-type: none"> You deal 8 damage on a hit + 1 damage per uncanceled Success ☆ symbol rolled. Infllict a Critical Injury on a hit for ○○○○. Blast 6: Hit all characters engaged with the target for 6 damage (+1 per uncanceled Success ☆) on ○○○○. You have 2 frag grenades. Each grenade can be used once. | | | | |
| AP Grenade | Ranged (Light) | Short | 16 | 2 (green diamonds) / 6 (yellow hexagons) |
| <ul style="list-style-type: none"> You deal 16 damage on a hit + 1 damage per uncanceled Success ☆ symbol rolled. Infllict a Critical Injury on a hit for ○○○○. Pierce 3: The target's soak value is reduced by 3 against this attack. You have 1 AP grenade. It can be used once. | | | | |

GEAR, EQUIPMENT, & OTHER ITEMS

| | |
|-----------------------|--|
| 4 Stimpacks | Use as a maneuver to heal 4 wounds on a living creature. Consumed on use. |
| LR Comlink | Allows communication with others with comlinks at much longer ranges than usual. |
| Padded Armor | Soak 2 (already included in soak value). |
| Breathmask | Can breathe normally in smoke, gas, underwater. |
| 2 Glow Rods | Bright lights for signaling or illumination. |
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MONEY

THE PLAYER'S TURN

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- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

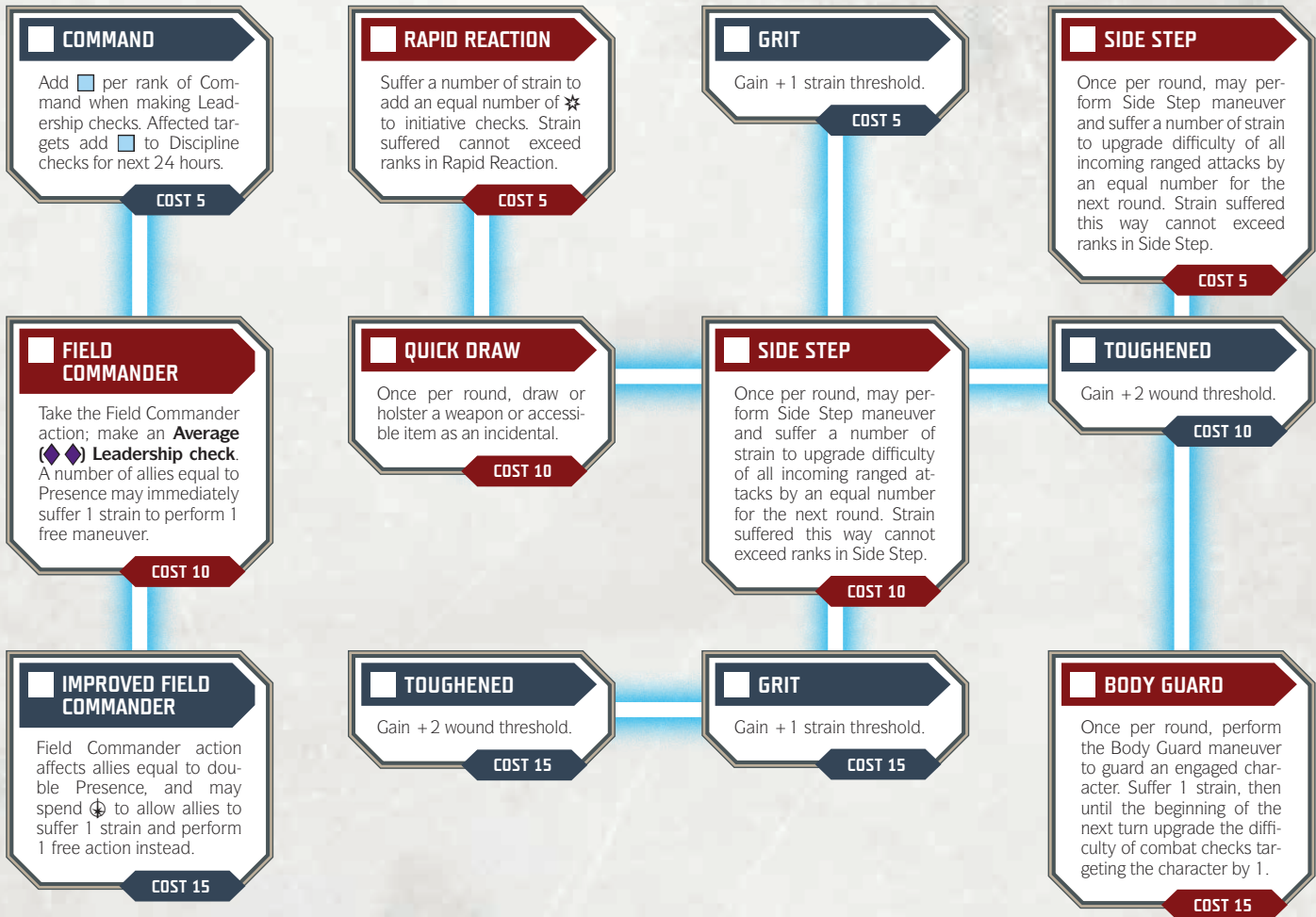
- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

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 incidentals.

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

COMMANDER: TALENT TREE 2

Career Skills: Coercion, Cool, Discipline, Knowledge, Leadership, Perception, Vigilance, Brawl, Ranged (Light), Ranged (Heavy)



INVESTING EXPERIENCE POINTS

As you continue to play, you will occasionally receive experience 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 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.

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 costs 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 may 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 one of 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

ARKHAN'S STORY

When Supreme Chancellor Palpatine became Emperor Palpatine at the close of the Clone Wars, it was already obvious to some sentient that a new war was on the horizon. Arkhan Brem'tu, then a young lieutenant in the Bothawui Defense Corps, was one of these individuals. Initially supportive of the Chancellor, Arkhan enlisted in the BDC during the early days of the Clone Wars and was deployed in a number of peacekeeping and counter-intelligence operations on Bothawui. As he observed the increasingly draconian tactics used by the Republic forces throughout the conflict, he became increasingly concerned. When Order 66 was initiated and the Jedi Order was exterminated, including a handful of personal friends Arkhan had made over the course of the war, he saw that a renewed war was inevitable.

Arkhan immediately began seeking out like-minded sentients on Bothawui and beyond. Over the next 20 years, he laid the groundwork for a dozen Rebellion cells and had a minor but laudable role in the creation of the Alliance to Restore the Republic.

Over the years, Arkhan has been living a dangerous life. Although broadly sympathetic to the Rebellion, the political establishment of Bothawui has been heavily invested in remaining neutral in the civil war; it would not have supported or defended Arkhan in the slightest if he had been exposed to the Empire. In fact, if they had felt that Arkhan were likely to be uncovered, they might have eliminated him themselves to spare Bothawui the embarrassment. And the agents of the Empire, of course, were everywhere. To be able to evade his enemies and make contact with potential Rebellion recruits, Arkhan was forced to be slow to trust and hard to rattle.

In recent years, the Rebellion has finally come out of the shadows and Arkhan's lonely, secret war is over. No more secrets and lies and uncertainty. Now Arkhan is assigned to Alliance Special Operations, an organization he helped create, and assuming field command of Special Operations groups to finally strike back against the so-called Empire.