

VENDRI

YV18771

SPY

ADN



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

- 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.
- 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 : VENDRI

SPECIES *DUROS*

CAREER *SPY*



CHARACTERISTICS

1

2 BRAWN	3 AGILITY	3 INTELLECT
3 CUNNING	2 WILLPOWER	2 PRESENCE

SKILLS

2

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

CHARACTER HEALTH STATS

3 SOAK VALUE

4

4 WOUNDS

13	
THRESHOLD	CURRENT

5 STRAIN

12	
THRESHOLD	CURRENT

6 CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Rifle	Ranged (Heavy)	Long	9	🟡🟢🟢
<ul style="list-style-type: none"> • You deal 9 damage on a hit + 1 damage per uncanceled Success 🎲 symbol rolled. • Inflict a Critical Injury on a hit for 🎲🎲🎲. 				
Combat Knife	Melee	Engaged	3	🟢🟢
<ul style="list-style-type: none"> • You deal 3 damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. • Inflict a Critical Injury on a hit for 🎲🎲🎲. 				
Stun Grenade	Ranged (Light)	Short	8	🟢🟢🟢
<ul style="list-style-type: none"> • You deal 8 stun damage on a hit + 1 damage per uncanceled Success ✨ symbol rolled. This damage is suffered as strain rather than wounds. • Blast 8: Hit all characters engaged with target for 8 stun damage (+1 damage per uncanceled Success ✨ symbol) on 🎲🎲. • You have 1 stun grenades. 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.
Com Suite	Communicates with comlinks; use Computers skill to jam or listen in on others.
Padded Armor	Soak 2 (already included in soak value).
Electrogoggles	See objects far away and through darkness, smoke, and other obstructions.

MONEY

75 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
- 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

Computers Skill

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

Deception Skill

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

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: Add a Boost die to all Stealth and Coordination checks.

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 his attack once (upgrade one Difficulty die to a Challenge die). You can do this only once per attack.

CHARACTER SHEET

CHARACTER NAME : VENDRI

SPECIES DUROS

CAREER SPY



CHARACTERISTICS

2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

SKILLS

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	
Athletics (Br)	0	
Charm (Pr)	0	
Coercion (Will)	0	
1 Computers (Int)	1 / 2	
Cool (Pr)	1	
2 Coordination (Ag)	1	
2 Deception (Cun)	0 / 1	
Discipline (Will)	0	
Knowledge (Int)	0	
Leadership (Pr)	0	
Mechanics (Int)	0	
Medicine (Int)	1	
Negotiation (Pr)	0	
Perception (Cun)	1	
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Brawl (Br)	0	
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SOAK VALUE
4

WOUNDS
13
THRESHOLD CURRENT

STRAIN
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THRESHOLD CURRENT

CRITICAL INJURIES

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MONEY
75 credits



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You cannot perform more than 2 maneuvers on your turn.

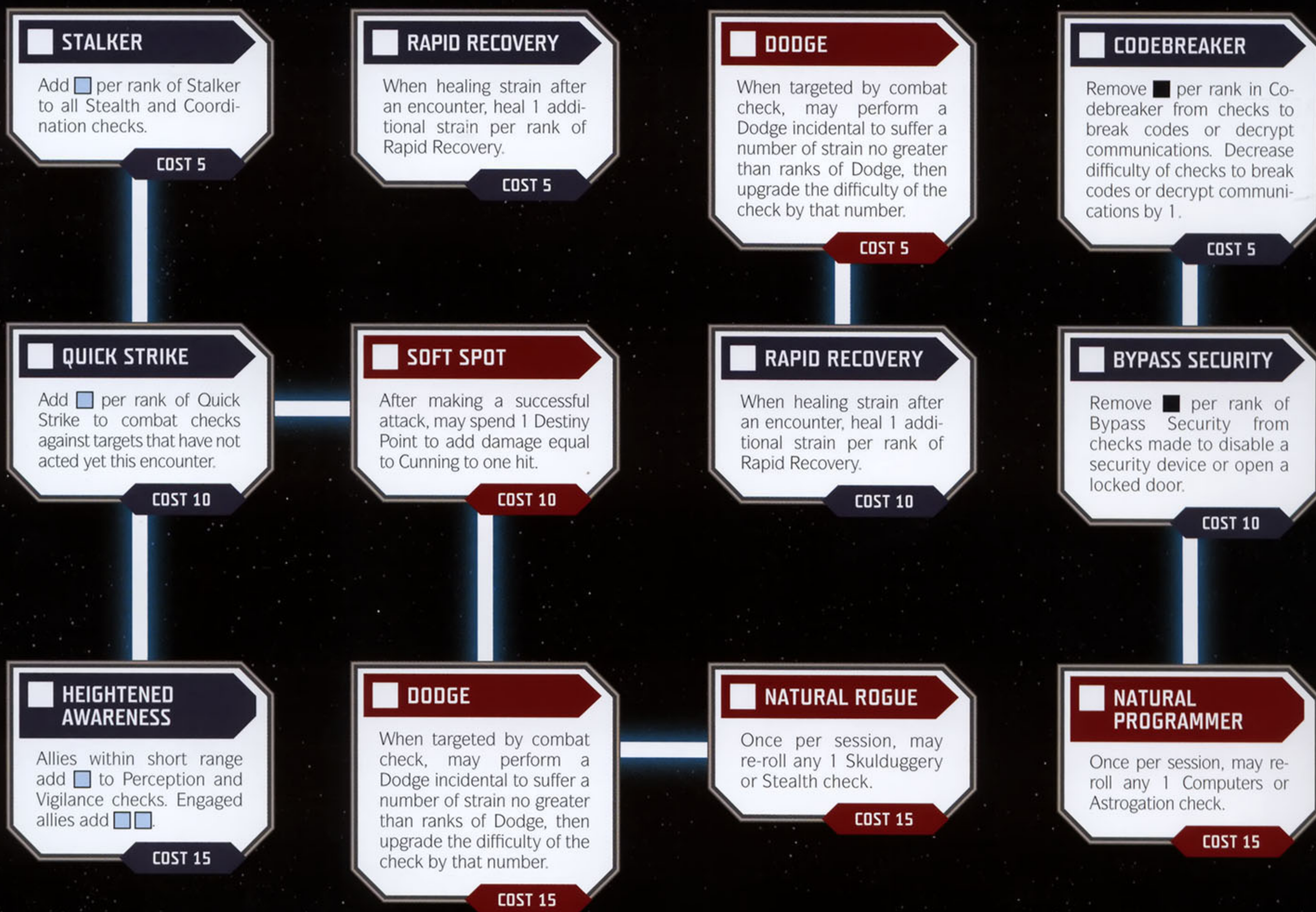
You can also perform any number of incidental actions.

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

SPY: TALENT TREE

2

Career Skills: Athletics, Computers, Cool, Coordination, Deception, Knowledge, Medicine, Perception, Piloting, Skulduggery, Stealth, 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 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 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.



Success Triumph Advantage Failure Despair Threat



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

VENDRI'S STORY

Vendri DeRalm is the inheritor of a legacy of generations of explorers and wanderers, traveling from star to star across the galaxy. The Duros people have always placed a high value on discovery and travel, being one of several species with competing claims to be the inventors of the hyperdrive in the distant past. Vendri has long enjoyed traveling to unspoiled and verdant worlds, where he can explore the natural beauty to his heart's content. For years, Vendri made his living as a wildlife and landscape holographer, taking 2-, 3-, and 4-dimensional images of exotic locales and animals. In that time, he became extremely adept at passing unseen to line up the perfect shot.

Over the last few years, as the Empire has consolidated its power, Vendri's life has become more complicated. His homeworld has been reassigned to a new sector with a new, human governor. His main business, traveling across the galaxy, now requires more paperwork and inspections than ever before, and more than once, his cargo of biological specimens has been either seized with no explanation or completely spoiled during "customs inspections" by Imperial officials. Vendri himself is routinely selected by human officers for "random inspections," and he has been arrested three times on trumped up charges (until he could pay the proper bribe).

The whole situation, Vendri concluded, had become completely intolerable. The Empire was human-controlled and routinely exploiting and harassing non-humans like him. So when he was contacted by a mysterious figure identifying herself only as "Mother," Vendri was only too happy to help the Rebel Alliance. His duties started small, gathering intelligence and acting as courier (although his non-human status complicated the latter role; Vendri was forced to commit messages to memory). Eventually, Vendri reported for advanced training on a small, forested moon called Yavin 4, where he finally met "Mother" face-to-face and discovered that she was a Duros, like him. During his training, Vendri's new superiors discovered that his career as a wildlife holographer had made him quite handy in rough country, and so they attached him to Alliance Special Operations Command. Vendri's duties now consist primarily of reconnaissance of lightly populated worlds, often in advance of or in conjunction with a Special Operations team.