ZAL

DKV

ACE

KIM

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.

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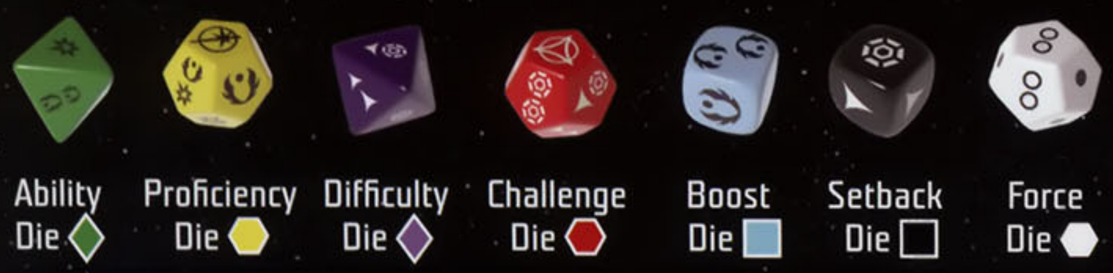


CHARACTER SHEET

CHARACTER NAME : ZAL

SPECIES HUMAN

CAREER ACE

CHARACTERISTICS

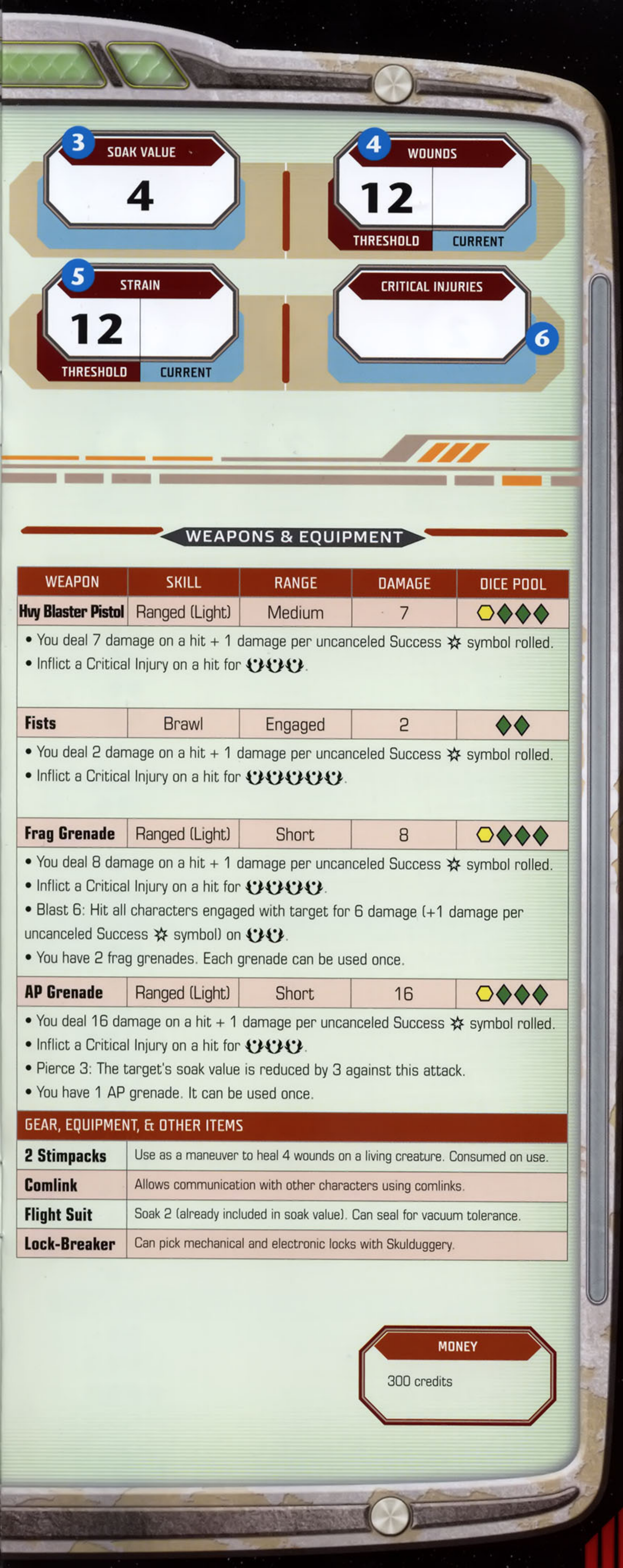
1

BRAWN	AGILITY	INTELLECT
2	4	2
CUNNING	**WILLPOWER**	**PRESENCE**
3	2	2

SKILLS

2

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



WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Hvy Blaster Pistol	Ranged (Light)	Medium	7	
• You deal 7 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled. • Inflict a Critical Injury on a hit for ❍❍❍.				
Fists	Brawl	Engaged	2	
• You deal 2 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled. • Inflict a Critical Injury on a hit for ❍❍❍❍❍.				
Frag Grenade	Ranged (Light)	Short	8	
• 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 2 frag grenades. Each grenade can be used once.				
AP Grenade	Ranged (Light)	Short	16	
• You deal 16 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled. • Inflict 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	
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.
Flight Suit	Soak 2 (already included in soak value). Can seal for vacuum tolerance.
Lock-Breaker	Can pick mechanical and electronic locks with Skulduggery.

MONEY

300 credits

CHARACTER HEALTH STATS

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

XP COST 5

1

Mechanics Skill

You train your Mechanics skill. You gain one skill rank in Mechanics. 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 10

2

Gunnery Skill

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

XP COST 5

Skilled Jockey Talent

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

Skilled Jockey: Whenever you make a Pilot check, you remove 1 Setback ■ die from the dice pool before making the check. For example, if you pilot a vehicle with Handling -1, you suffer no penalty to your Pilot checks.

XP COST 5

3

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 (12 or 13) on your strain threshold.

Grit: Your strain threshold is increased by 1 (from 12 to 13).

CHARACTER SHEET

CHARACTER NAME : ZAL

SPECIES HUMAN

CAREER ACE

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	4	2

CUNNING	WILLPOWER	PRESENCE
3	2	2

SKILLS

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

SOAK VALUE
4

WOUNDS
12
THRESHOLD | CURRENT

3
STRAIN
12/13
THRESHOLD | CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

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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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- 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 incidental actions.

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

CHARACTER SHEET

CHARACTER NAME : ZAL

SPECIES HUMAN

CAREER ACE

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	4	2

CUNNING	WILLPOWER	PRESENCE
3	2	2

SOAK VALUE

WOUNDS — THRESHOLD | CURRENT

STRAIN — THRESHOLD | CURRENT

CRITICAL INJURIES

SKILLS

SKILLS	CAREER (1)	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

ACE: TALENT TREE 2

Career Skills: Astrogation, Cool, Mechanics, Perception, Piloting, Gunnery, Ranged (Light)

TOUGHENED
Gain +2 wound threshold.
COST 5

FULL THROTTLE
Take a Full Throttle action; make a **Hard (◆◆◆) Piloting check** to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.
COST 5

SKILLED JOCKEY
Remove ■ per rank of Skilled Jockey from all Piloting checks the character attempts.
COST 5

GRIT
Gain +1 strain threshold..
COST 5

BARRAGE
Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.
COST 10

IMPROVED FULL THROTLE
Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to **Average (◆◆)**.
COST 10

LET'S RIDE
Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental.
COST 10

DEFENSIVE DRIVING
Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.
COST 10

TRUE AIM
Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.
COST 15

DEAD TO RIGHTS
Spend 1 Destiny Point to add additional damage equal to half Agility (rounded up) to one hit of successful attack made with ship or vehicle-mounted weaponry.
COST 15

IMPROVED DEAD TO RIGHTS
Spend 1 Destiny Point to add additional damage equal to Agility (rounded up) to one hit of successful attack made with ship or vehicle-mounted weaponry.
COST 15

TRICKY TARGET
Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.
COST 15

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.

ZAL'S STORY

Zal Artha never fit in. Born and raised on Chandrila, Zal should have been a nature-loving, peace-making scholar like most of the rest of her family and, in fact, most of the rest of the planet. But while her brother and sisters were playing with their pet squalls and taking dance and elocution lessons, Zal was racing speeders through the crystal canyons and breaking curfew.

As soon as she was old enough, Zal left Chandrila and enrolled in the Rengali Imperial Naval Academy, bringing nothing with her from Chandrila but a lucky charm made for her by her older brother. All she wanted out of life was to sit behind the stick of a starfighter. While at the academy, Zal faced constant harassment, discrimination, and derision from instructors and students alike. Undeterred, Zal pushed through and distinguished herself time and time again before graduation. Unfortunately, discrimination graduated with her. After being turned down for numerous choice assignments, she was finally placed as a shuttle pilot (a post Zal found at least as boring as contemplating the idyllic beauty of the woods back on Chandrila). When she shared her frustration with a friendly Senator she was ferrying, she finally learned why she had been denied a combat posting: Imperial Naval Command suspected her of Rebel sympathies due to her Chandrilan upbringing.

Frustrated with the Empire and unhappy with her stalled career, Zal decided to prove Imperial Naval Command right and defected to the Rebel Alliance. She was assigned to a starfighter squadron, the Soaring Dactillions. In mere weeks, she was piloting an X-wing in combat situations. After a high-attrition raid on the Fondor shipyards left the Dactillions under strength, her squadron was reassigned as test pilots for the new A-wing fighter, stationed on Cardooine.

A week later, the Dactillions scrambled again, this time using untested prototype A-wing fighters to repulse an Imperial raid on Cardooine. Though the Dactillions pushed back the Imperials and A-wing proved itself a superlative interceptor, the cost was high. Zal, perhaps protected by her lucky charm, was one of only two Soaring Dactillions to survive the battle. In the wake of these events, Zal requested (and received) a transfer to Special Operations. Zal couldn't be happier with this assignment, or with her role in the Rebellion.

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