

BORMO

ΞΔ7ΛΔ

COLONIST

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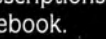
CHARACTER FOLIO

Start Here: This 2-page spread contains the information you need to begin your adventure.


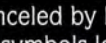

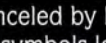
CHARACTER SHEET


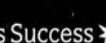
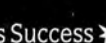
Your Character Sheet provides all the information you need to play the game. It also provides a place to write down your current status, weapons, armor, and equipment.


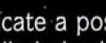
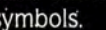
CHARACTERISTICS & SKILLS


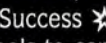
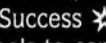
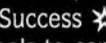
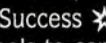
- 1 Your characteristics are used to calculate many game values but are rarely used directly. Whenever you attempt a task that might fail, you make a skill check. The dice you roll for this check are called your dice pool, and are based on your rank in that skill and your characteristic. If you roll more  than , you succeed.
- 2 Please reference these skills and descriptions of what they do on the back of the **BEGINNER GAME** Rulebook.


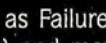
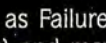
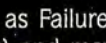
SYMBOLS & DICE


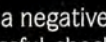
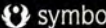
 Success  symbols are canceled by Failure  symbols; if there are any Success  symbols left at the end (after canceling), the check succeeds.

 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 : DURM BORMO

SPECIES ABEDNEDO

CAREER COLONIST



CHARACTERISTICS

1

3

BRAWN

2

AGILITY

4

INTELLECT

1

CUNNING

2

WILLPOWER

2

PRESENCE

2

SKILLS

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

CHARACTER HEALTH STATS

3 SOAK VALUE

4

4 WOUNDS

12

THRESHOLD CURRENT

5 STRAIN

14

THRESHOLD CURRENT

CRITICAL INJURIES

6

MEDKIT

Once per encounter per ally, use the Medicine skill to heal an ally. The check is **Easy** (◆) if the wounds are equal or below half the character's wound threshold, **Average** (◆◆) if above half, and **Hard** (◆◆◆) if exceeding the wound threshold. Heal 1 wound per ✨ and 1 strain per ☹.

Once per adventure per ally, you can heal a Critical Injury. The difficulty depends on the Critical Injury.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Shock Stave	Melee	Engaged	7	◆◆◆◆◆
<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 ☹☹☹☹. 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. 				
Fists	Brawl	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 ☹☹☹☹☹. Knock the target prone on a hit for ☹☹. Disorient the target for 1 round on a hit for ☹☹. A disoriented target adds 1 Setback die ■ to all skill checks he performs. 				
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 ☹☹. Disorient the target for 3 rounds on a hit for ☹☹. A disoriented target adds 1 Setback die ■ to all skill checks he performs. You have 1 stun 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.			
Medkit	Allows you to heal organic beings by using the Medicine skill.			
Heavy Clothing	+1 Soak (already included in soak value).			
Comlink	Allows communication with other characters using comlinks.			
Datapad	Allows the character to use the Computers skill. Can store data files.			

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
- 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!


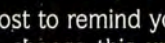
You have just gained 10 experience points (XP). You can spend those 10 experience points to purchase any of the following upgrades, worth up to a total of 10 XP.

UPGRADE MENU

1

XP COST **5**

Mechanics Skill

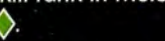
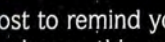
You train your Mechanics skill. You gain one skill rank in Mechanics. Your dice pool changes from  to .

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 (1 or 2) and dice pool on the skill list to the right.

2

XP COST **10**

Melee Skill

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

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.

Toughened: Gain +2 wound threshold.

5

XP COST **5**

Surgeon Talent

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

Surgeon: On a successful Medicine check to help the target heal wounds, the target heals 1 additional wound.

CHARACTER SHEET

CHARACTER NAME : DURM BORMO

SPECIES *ABEDNEDO*

CAREER *COLONIST*



CHARACTERISTICS

3

BRAWN

2

AGILITY

4

INTELLECT

1

CUNNING






















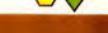





2

WILLPOWER

2

PRESENCE

SKILLS

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

SOAK VALUE
4

WOUNDS
12/14
THRESHOLD CURRENT

STRAIN
14
THRESHOLD CURRENT

CRITICAL INJURIES

MEDKIT

Once per encounter per ally, use the Medicine skill to heal an ally. The check is **Easy** (◆) if the wounds are equal or below half the character's wound threshold, **Average** (◆◆) if above half, and **Hard** (◆◆◆) if exceeding the wound threshold. Heal 1 wound per ☆ and 1 strain per ☹.

Once per adventure per ally, you can heal a Critical Injury. The difficulty depends on the Critical Injury.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Shock Staff	Melee	Engaged	7	◆◆◆◆◆◆◆

- You deal 7 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.

Fists	Brawl	Engaged	3	◆◆◆
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- You deal 3 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.

Stun Grenade	Ranged (Light)	Short	8	◆◆◆
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- 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 ☹☹.
 - Disorient the target for 3 rounds on a hit for ☹☹. A disoriented target adds 1 Setback die ■ to all skill checks he performs.
- 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.
Medkit	Allows you to heal organic beings by using the Medicine skill.
Heavy Clothing	+1 Soak (already included in soak value).
Comlink	Allows communication with other characters using comlinks.
Datapad	Allows the character to use the Computers skill. Can store data files.

MONEY



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.

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

CHARACTER SHEET

CHARACTER NAME : DURM BORMO

SPECIES ABEDNEDO

CAREER COLONIST



CHARACTERISTICS

3
BRAWN

2
AGILITY

4
INTELLECT

1
CUNNING

2
WILLPOWER

2
PRESENCE

SOAK VALUE

WOUNDS
THRESHOLD CURRENT

STRAIN
THRESHOLD CURRENT

CRITICAL INJURIES

SKILLS

SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	1		
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

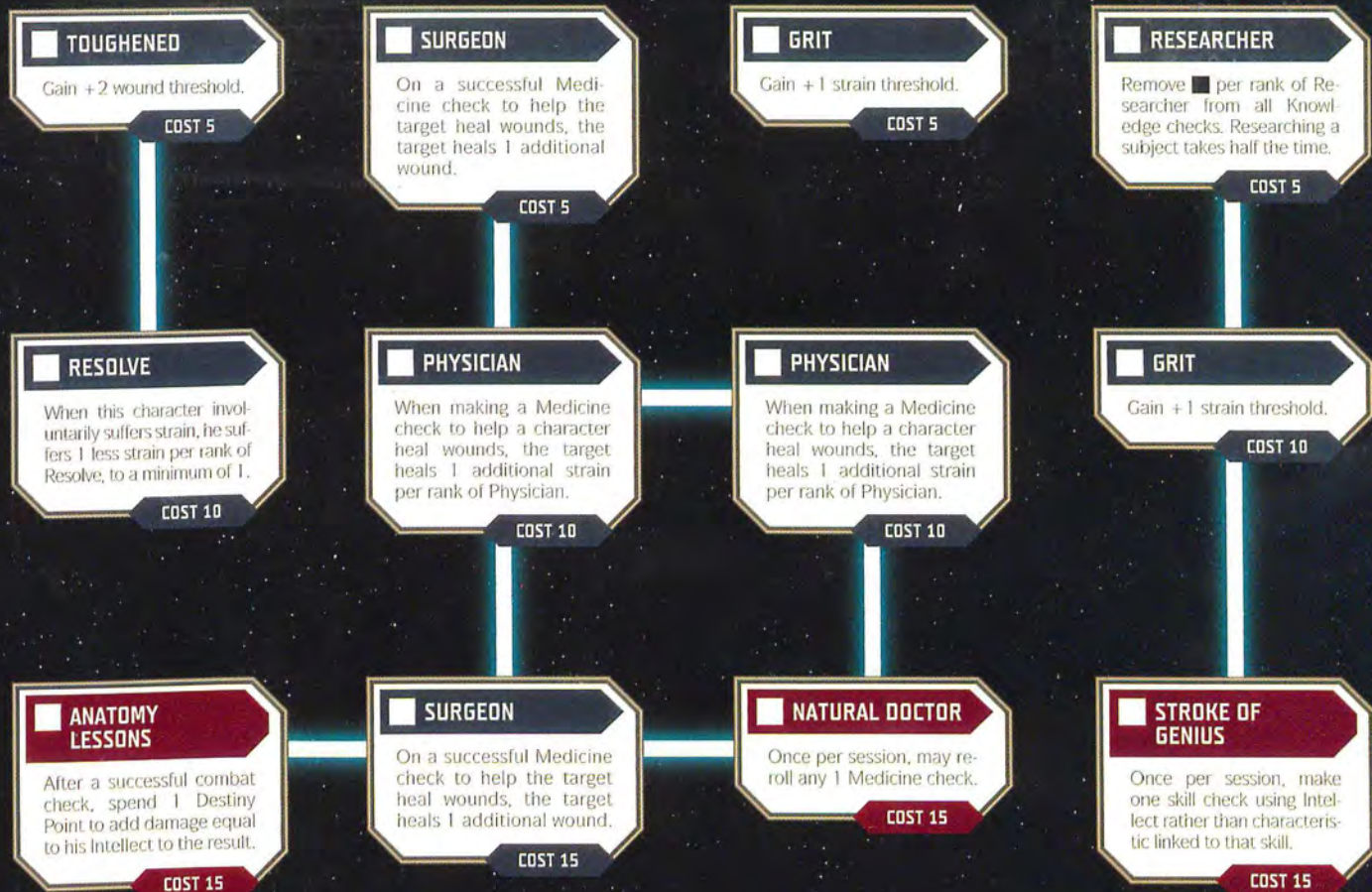
WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

GEAR, EQUIPMENT, & OTHER ITEMS

MONEY

COLONIST: TALENT TREE 2

Career Skills: Charm, Computers, Knowledge, Leadership, Mechanics, Medicine, Melee, Resilience, Vigilance



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.



Success



Triumph



Advantage



Failure



Despair



Threat



Ability Die



Proficiency Die



Difficulty Die



Challenge Die



Boost Die



Setback Die



Force Die

BORMO'S STORY

Though Durm Bormo cannot wield the Force, he has always tried to follow its guidance. The Tuanul faith was founded by adherents to the Church of the Force, a group of peaceful individuals who praised the virtues of this mystical life energy even if they didn't have the ability to wield it. Durm embraced this religion, devoting himself to the life of a meditative ascetic. He studied the Force and the code of the near-forgotten Jedi Knights. Durm also learned about the Resistance, a group of brave fighters who stood against the possible return of the Galactic Empire.

Durm expected he would live out his days as a peaceful villager. He studied medicine so that he could help his neighbors in Tuanul and the surrounding Kelvin Ravine, serving as healer for the frontier community. He never realized that following the Code he'd been taught would be so hard in practice.

The Strus Clan is one of the planet's most notorious criminal groups. A roving band of greedy outlaws and desperados, it travels the sand wastes looking for easy prey while indulging in theft, protection rackets, and spice running. While out wandering the Kelvin Ravine, Durm came across a pair of Strus Clan bandits waylaying a group of scavengers. The cruel bandits were about to murder the helpless scavengers when Durm forced himself to forgo his nonviolent ways and laid them both low with his stout walking staff.

Though his quick actions saved several lives, Durm knew he had made a dangerous choice. The Strus Clan wouldn't rest until it had exacted retribution for this humiliation. If Durm stayed in his village, the Strus would happily slaughter his neighbors to get to him. The last thing he wanted to do was see his violent choices bring harm to his friends. So, Durm left for the rough-and-tumble Niima Outpost, where he made an unlikely friend: the former-soldier-turned-wanderer Fira Bon.

When Fira left for the *Starlight Wanderer* to help her old friend Misha, Durm came along. It sounded like Fira's friends had also run afoul of the Strus Clan, and despite the danger, Durm didn't want to see those brigands hurt anyone else. Perhaps, he thinks, this is what the Force has wanted him to do all along.