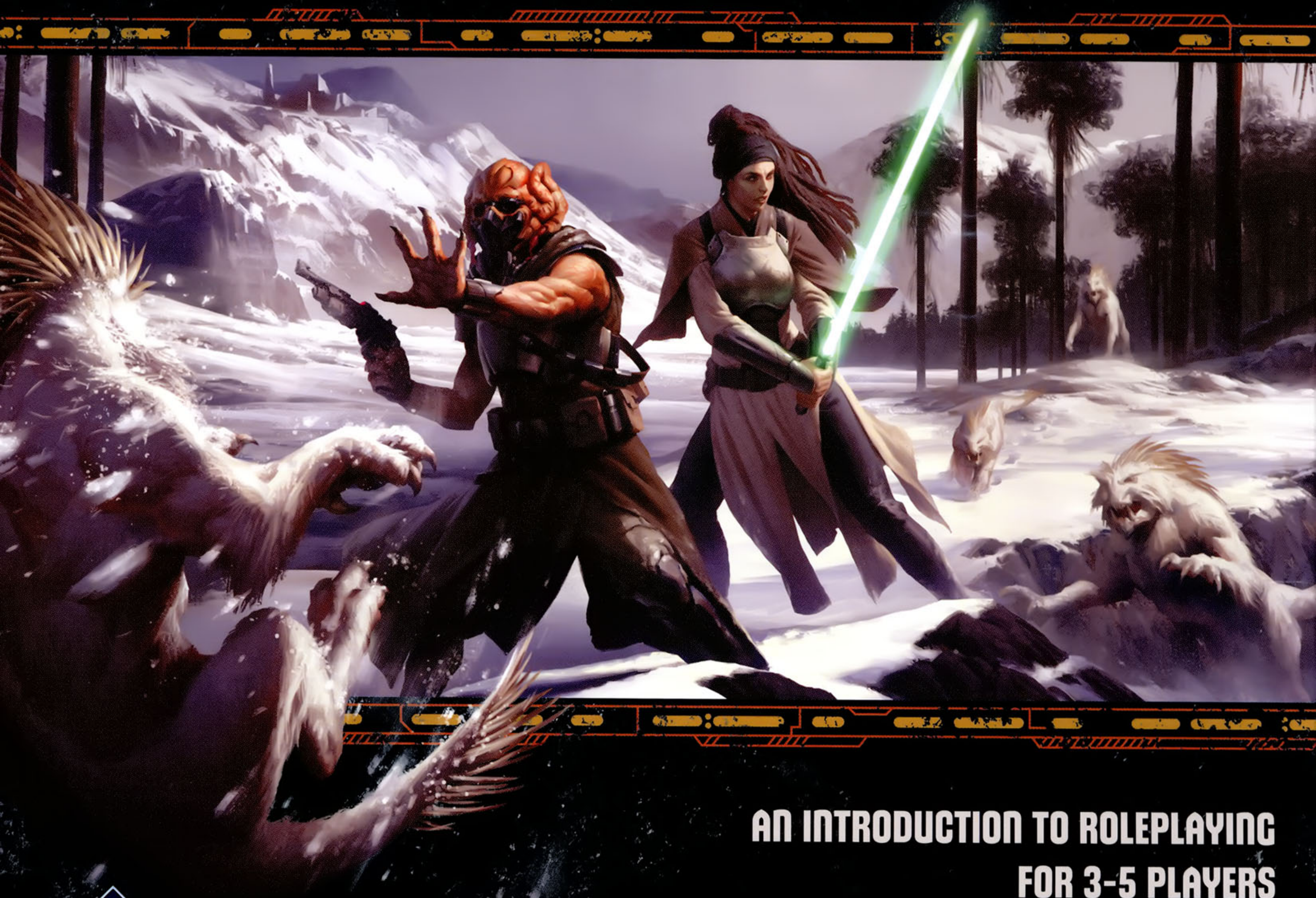


STAR WARS[®] **FORCE AND DESTINY**[™]

BEGINNER GAME



AN INTRODUCTION TO ROLEPLAYING
FOR 3-5 PLAYERS



**STAR
WARS**[®]
ROLEPLAYING

STAR WARS[®] **FORCE AND DESTINY** BEGINNER GAME

READ THIS FIRST

Welcome to the *Star Wars: FORCE AND DESTINY BEGINNER GAME*! If you're new to roleplaying games (RPGs), then read on for a quick introduction. If you're familiar with RPGs, then you can proceed directly to the adventure book and get started immediately.

WHAT IS A ROLEPLAYING GAME?

A roleplaying game (RPG) is an exciting cooperative story-telling experience. Like many games, it has rules, components, and dice to help describe and resolve the action. Unlike most games, an RPG has no winner or loser and no opposing teams. If everyone has fun, then everyone wins!

WHO ARE THE PLAYERS?

One player is the Game Master (GM). The Game Master takes the role of the setting and all the minor characters. He or she directs the plot of the story and controls the antagonists. This player should take the Adventure Book.

The other players are hero players. Each of them controls one Player Character (PC). Hero players make decisions for their PCs and react to the plot and setting created by the GM. Each hero player should choose one character folio.

EXAMPLE OF PLAY

Val, Wendy, Xander, Yoshi, and Zoey have gathered together to play the *Star Wars: FORCE AND DESTINY BEGINNER GAME*. Val takes the role of the Game Master, or GM. Wendy, Xander, Yoshi, and Zoey take the roles of Player Characters, or PCs. Wendy is playing Sarenda, a brave and tough human Guardian. Xander is playing Tarast, a skilled and cunning Kel Dor Sentinel. Yoshi is playing Dao, a wise and spiritual Zabrak Mystic, and Zoey is playing Kaveri, a fast and deadly Togruta Seeker.

The five friends are seated around Val's kitchen table. Wendy, Xander, Yoshi, and Zoey have their character folios, pencils, and some scratch paper close at hand. Val has a notebook, the Adventure Book, and the Rulebook, as well as a pencil. The five of them are sharing dice, which have been gathered in the middle of the table within easy reach of everyone. Each of the players brought a snack to share.

We join the group in mid-session, with Sarenda, Tarast, Dao, and Kaveri approaching a bridge across a deep canyon. The bridge is guarded by hostile aliens, and the four of them will have to be clever to get across safely and rescue their mentor, Romund.

Continued within...



Val (GM): The bridge is made of rough wood, with two tall arches supporting the span. A pair of one-horned aliens stands guard at the near end of the bridge, armed with blasters. The chasm is wide; it's long range from one side to the other. What must be an ice-cold waterfall crashes down from the cliff above you into the canyon below, and you can see the temple's spires above that. The path up to the temple crosses this bridge. You're still under the tree line, and the aliens haven't noticed you yet. What do you do?

Yoshi (Dao): How close are we?

Val (GM): You're currently at long range. You don't think you can get any closer without them seeing.

Zoey (Kaveri): My blaster rifle can reach that far. I could just shoot them.

Xander (Tarast): If we fight our way through here, the bad guy in the temple will know we're coming. Better to sneak. We can't go around upstream because there's a cliff face there, right? But could we go downstream, along the canyon away from the bridge?

Val (GM): Yes, you know the river at the bottom of this canyon must empty into the lake you saw earlier. You could just go around, but it's a long way.

Wendy (Sarenda): We don't have that kind of time. Romund could be being tortured right now.

Zoey (Kaveri): Okay, I hike far enough downstream. I don't think the aliens will see me and I approach the canyon edge and look down.

Wendy (Sarenda): I follow. We all do.

Val (GM): Okay. Both walls are steep and will be challenging to climb. The canyon is pretty deep, and the river at the bottom is fast-moving, crashing and foaming past many rocks and chunks of ice. There's a narrow ledge halfway down on the near side, which seems to proceed back toward the bridge.

Zoey (Kaveri): That bridge was a big wooden thing with struts and stuff, right?

Val (GM): Yes.

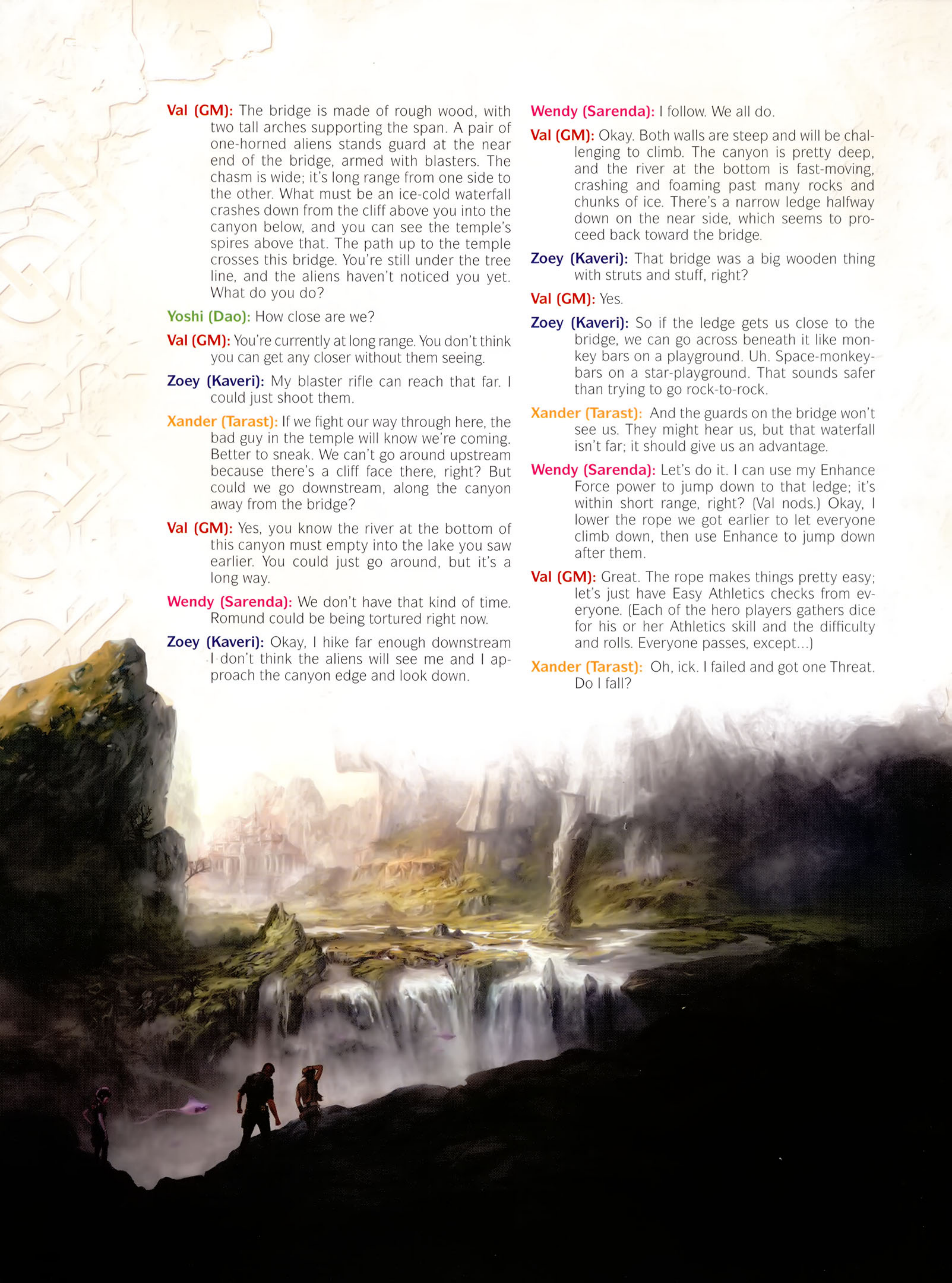
Zoey (Kaveri): So if the ledge gets us close to the bridge, we can go across beneath it like monkey bars on a playground. Uh. Space-monkey-bars on a star-playground. That sounds safer than trying to go rock-to-rock.

Xander (Tarast): And the guards on the bridge won't see us. They might hear us, but that waterfall isn't far; it should give us an advantage.

Wendy (Sarenda): Let's do it. I can use my Enhance Force power to jump down to that ledge; it's within short range, right? (Val nods.) Okay, I lower the rope we got earlier to let everyone climb down, then use Enhance to jump down after them.

Val (GM): Great. The rope makes things pretty easy; let's just have Easy Athletics checks from everyone. (Each of the hero players gathers dice for his or her Athletics skill and the difficulty and rolls. Everyone passes, except...)

Xander (Tarast): Oh, ick. I failed and got one Threat. Do I fall?



HOW TO USE THE MAPS AND CHARACTER TOKENS



The maps and character tokens included in the **FORCE AND DESTINY BEGINNER GAME** can be used as optional game aids to enhance your narrative play experience. The character tokens can be used to represent the approximate locations of the heroes and villains in important and exciting scenes of the adventure, by placing them directly onto the map. You can also draw your own maps, improvise using soda cans, books, and other objects that might be on hand, or forego maps entirely, depending on which option suits your group's play style the best.

Val (GM): You do, actually! Fortunately, Dao was already at the bottom of the rope, and he's able to catch you before you go over the edge, so no serious harm done. You suffer one strain for failing the check and another for the Threat. (Xander notes the strain on his character sheet.) Wendy, don't bother rolling for your Enhance check; there's no time pressure, and you only need one Force point to make it. You jump down after the others are all safe.

Yoshi (Dao): Okay, we make our way quietly along the ledge to the bridge.

Val (GM): The ledge reaches to just beneath the bridge struts, and you can easily reach the first of the wooden beams from there. It will be an Average Coordination check to swing from beam to beam to make it across.

Yoshi (Dao): I'd like to go first. I'm better at Athletics than Coordination; can I use that?

Val (GM): In this case, I'll allow either skill. It's an Average check, but the splash from the waterfall makes the wooden beams surprisingly slippery; take a Setback die.

Yoshi (Dao): (Yoshi gathers his dice and rolls.) Success with two Threat. I make it, but suffer some strain?

Val (GM): Actually, you make it, but halfway across one of the beams breaks under your weight! Everyone else who follows will suffer an extra Setback die. (Groans from those who haven't crossed yet.)

Yoshi (Dao): Now that I'm here, I'd like to use my Sense power to make sure there aren't more guards on this side. (Yoshi rolls the Force die and generates two Force points, which he can spend to use his Force power Sense.) I detect life forms out to short range.

Val (GM): There are two life forms above you, standing on either side of the bridge—probably two more guards. And I'm going to go ahead and make a Hard Vigilance check for them to see if they've noticed you. (Val gathers dice and flips a Destiny token from dark to light.) That broken beam made some noise, so I'll upgrade their check. (Val rolls. The guards pass.) Dao, you see a one-horned head poke over the edge of the cliff and snarl at you...

A long time ago in a galaxy far, far away....

MOUNTAINTOP RESCUE

It is a dark time in the galaxy. The JEDI ORDER has been destroyed and knowledge of the FORCE is all but lost. Only a handful of people sensitive to the Force remain, scattered across the stars, ignorant of their destiny.

Humble scholar Hethan Romund has preserved a fragment of the heritage of the Jedi. Traveling the galaxy, Romund stumbled across a number of people still strong in the Force and offered them what wisdom she could. Now, Romund has been captured by MALEFAX, a servant of the dark side of the Force. Compelled by Malefax to lead him to a lost temple rich in ancient knowledge, Romund has sent a signal to several of the Force-sensitive allies she has made over the course of her career.

Drawn together to rescue their mentor, these Force-sensitives now climb the snow-clad slopes of MOUNT TELLEC on the Outer Rim planet Spintir....

STAR WARS[®]

FORCE[™] AND DESTINY

BEGINNER GAME



READ THIS SECOND

ADVENTURE BOOK



STAR
WARS[®]
ROLEPLAYING

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For more information about the *Star Wars: FORCE AND DESTINY* line, free downloads, answers to rule queries, or just to pass on greetings, visit us online at

www.FantasyFlightGames.com

starwars.com



WELCOME TO THE *STAR WARS*: FORCE AND DESTINY BEGINNER GAME!

You are about to embark upon an exciting journey through the *Star Wars* universe, exploring the mysteries and dangers of the Force. The *Star Wars*: **FORCE AND DESTINY BEGINNER GAME** is a roleplaying game in which you will take the role of a character in the *Star Wars* galaxy and have exciting adventures! The **FORCE AND DESTINY BEGINNER GAME** is specially designed to be your introduction to roleplaying games.

WHAT IS A ROLEPLAYING GAME?

A roleplaying game is a collaborative storytelling game. Players take on the role of characters in the fictional universe—in this case, the *Star Wars* universe. As a group, the players work together to tell a story in which those characters strive to overcome challenges, do battle with dangerous enemies, and rediscover the lost mysteries of the Force. Custom dice are used to add an element of randomness to the game, so the outcome of the story isn't known beforehand. Each character has unique characteristics and game rules dictating his or her strengths and weaknesses, and uses the custom dice to determine the chance of success or failure at any given task.

BEFORE YOU BEGIN

The **FORCE AND DESTINY BEGINNER GAME** is designed for three to five players. With the contents of this box, you can get straight to the action. But first, you'll need to assign some roles.

ONE PLAYER IS THE GAME MASTER

The Game Master, or the GM, serves as the judge and the storyteller. It's his or her responsibility to present an exciting and compelling situation to the other players, and to help determine what happens next when those players respond to that situation. The GM also takes on the role of every other character who appears during the game session and is not controlled by another player. Characters controlled by the GM are called Non-Player Characters, or NPCs. GMs can invent their own stories and adventures, or use adventures written by somebody else, like the adventure included in this box.

If you are the Game Master player, you'll keep this book in front of you. It contains everything you need to know to run a fun and exciting game.

THE OTHER PLAYERS ARE HERO PLAYERS

The other two to four players take on the roles of individual characters in the *Star Wars* galaxy. There are four pre-generated hero characters included in this box. If you are a hero player, choose one of the character folios and keep it in front of you. It will explain the character you've chosen to play and give you a lot of information about how to play the game. Over the course of the game, you will choose what your hero does and says, and use the dice and game rules to determine whether your character succeeds or fails. Characters controlled by hero players are called Player Characters, or PCs.

If your group has more than four hero players, additional character folios are available at www.FantasyFlightGames.com.

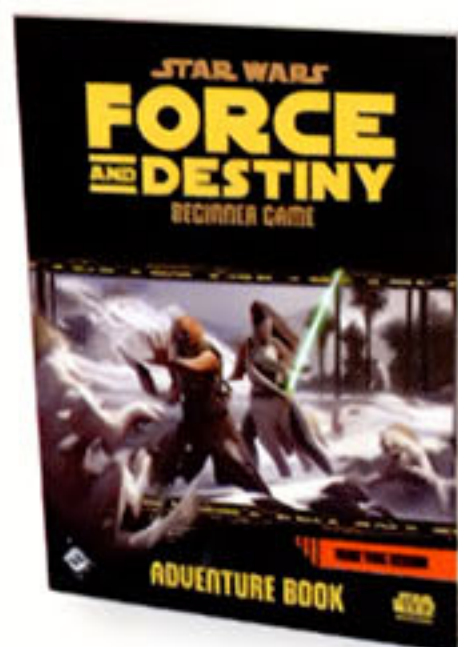
GAME MASTER ONLY!

IF YOU ARE A HERO PLAYER, CHOOSE A HERO CHARACTER FOLIO AND GIVE THIS BOOKLET TO THE GM.

Only the GM should read the rest of this book. It contains secrets and surprises for the course of the adventure, and reading ahead can spoil the fun!



CONTENTS OF THIS BOX

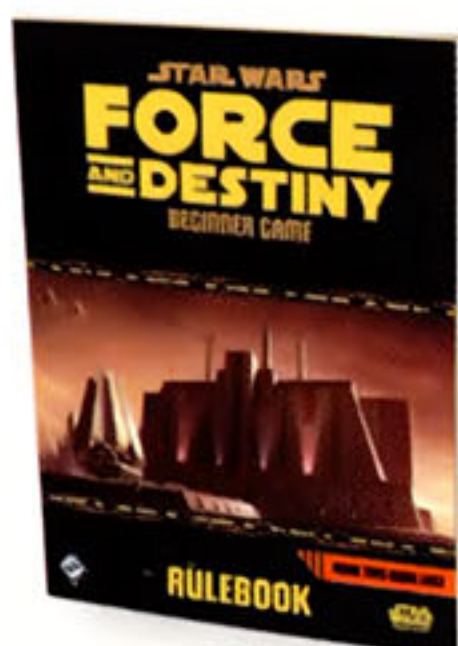


THIS ADVENTURE BOOK

This book contains the adventure and introduces the rules to the players in a fun, learn-as-you-play format.

CHARACTER FOLIOS

Each folio contains everything one hero player needs to play the **FORCE AND DESTINY BEGINNER GAME**.



THE RULEBOOK

The rulebook describes all of the **FORCE AND DESTINY BEGINNER GAME** rules. It's best to play through the adventure contained in this adventure book once to learn the rules, then use the rulebook as a reference for future play sessions.

A MAP

The folded map features four distinct map images: a map of the lost Jedi temple on Mount Tellec on one side and images of the bridge, a snowy hollow containing an old ruin, and the surrounding valley on the other side.



DESTINY POINT TOKENS

Dual-sided dark side of the Force and light side of the Force Destiny Point tokens are used to create the Destiny pool.

CUSTOM DICE

The **FORCE AND DESTINY BEGINNER GAME** includes fourteen custom dice used to resolve skill checks and generate random results.



CHARACTER TOKENS

These cardboard tokens represent the enemies, allies, monsters, and heroes of the story. Players can place these tokens on the table or on the included game map to indicate where each character is during a given scene.



YOU WILL ALSO NEED

Pens or pencils and scratch paper.



STAR WARS: FORCE AND DESTINY

The **FORCE AND DESTINY BEGINNER GAME** is a complete, stand-alone product and contains everything three to five players need to roleplay characters discovering the mysteries of the Force. Players can enjoy many hours of entertainment with the contents of this box by playing the included adventure, the downloadable adventure **LURE OF THE LOST**, and further tales of their own invention.

Players who are ready for a more complex, in-depth roleplaying experience can pursue further adventures with the **FORCE AND DESTINY** Core Rulebook. This Core Rulebook is the starting point for a complete line of roleplaying products, including pre-written adventures, sourcebooks with more content for hero players and GMs, and much more. In both games, hero players take the roles of Player Characters and adventure in the *Star Wars* galaxy. Both games use the same dice and the same core dice mechanic. They

use the same structure of characteristics, skills, and talents (although the exact lists of skills and talents are somewhat different). Both use a flexible system of actions and maneuvers to resolve combat, and both use similar mechanisms to describe the influence of the Force. In short, the **FORCE AND DESTINY BEGINNER GAME** is a simpler and easier-to-learn version of the **FORCE AND DESTINY** core rules.

The **EDGE OF THE EMPIRE** and **AGE OF REBELLION** roleplaying games are also available, each in both **BEGINNER GAME** and Core Rulebook formats, for players who wish to explore the fringes of galactic society or the ongoing conflict between the Empire and the Rebel Alliance. Players who have experience with this **BEGINNER GAME** will find themselves with an excellent head-start to jump into any of these *Star Wars* roleplaying game lines, which use the same structure, mechanics, and dice system.

HOW TO USE THIS BOOK

The adventure in this book is written and designed so that you can begin playing as you read it. It is both a fun adventure for you and your friends and a way to learn the rules. Rules concepts are introduced as they come up, and the adventure teaches you everything you need to know as you need to know it. If you're ever in doubt about what to do, let the GM make a decision, and then move on with the story. You can look up the "right" answer in the rulebook later. The important thing is that everyone has fun!

As you play through this adventure, you will see blocks of text like the one below:

The text in this block is intended to be read aloud to the hero players by the GM. It normally describes the scene or the characters, and it might include an important clue or hint!

Each of these blocks of read-aloud text has instructions for when to read it aloud. Often, the GM should do this at the start of a scene—as the heroes enter the temple, or when the hunters spot them. At other times, the GM should read these in response to PCs' actions, such as when they open a door or if they make a skill check.

THE PLAYER CHARACTERS

There are four Player Characters contained in this **BEGINNER GAME**: Kaveri the Togruta Seeker, Dao the Zabrak Mystic, Sarenda the Human Guardian, and Tarast the Kel Dor Sentinel. If your group has fewer than four hero players, you might not use all four of these PCs.

Additional character folios can be downloaded from the Fantasy Flight Games website (www.FantasyFlightGames.com).

RULES TEXT

One common page element is a sidebar like this one. Sidebars like this one contain rules text. You can refer to these sidebars to figure out how to resolve the action in a given encounter.

Not every page or encounter has its own rules sidebar. Although new rules are introduced the first time the players are expected to use them, they remain in effect throughout the adventure. For instance, the rules for building and resolving a dice pool are described on page 8. On future pages, it is assumed that the players now know how to build and resolve a dice pool.

OTHER SIDEBARS

There are also other sidebars that look like this one. These sidebars contain supplementary information and asides to assist the GM in running the scene. Sometimes these sidebars discuss game concepts. At other times, these sidebars provide advice. These sidebars often include characteristics for NPCs that are used in the encounter.

WELCOME TO SPINTIR

Spintir is an Outer Rim world on a Trans-Hydian trade route. Its largest city, Reles, is modern and wealthy, doing brisk trade exporting Spintir's natural resources and serving as a local hub for commerce. The rest of the planet is comparatively primitive, and its snow-clad mountains and deep forests can be both beautiful and dangerous. Ruins from previous settlements dot the landscape, including, on a certain mountaintop, an ancient temple that seems to have a strong connection to the Force and the Jedi Order.

Recently, noted scholar of the Force Hethan Romund went missing, captured by a dangerous Force-user named Malefax. Before her abduction, Romund made alliances with a number of Force-sensitive individuals throughout the galaxy, and she managed to send a message to each of them from captivity. Malefax has brought Romund to the temple on Spintir, for what purpose only he can reveal. Now, Romund's allies have banded together in an attempt to rescue her.

THE MAP

The adventure map is broken into several sections. One side shows the temple in which Malefax holds Romund captive. The other includes a small map of a clearing in the woods containing an old ruin, the bridge across the stream that leads up to the temple, and a larger map depicting the entire valley. The regional map is reproduced below for convenience.

THE ADVENTURE STRUCTURE

The adventure is presented as a series of encounters. The encounters are numbered and presented in the order in

which the PCs are expected to proceed. Because the individual rules concepts are introduced gradually (encounter by encounter), players are strongly encouraged to proceed in the order presented here. If the PCs attempt to skip an encounter, the GM can explain that they will be passing over vital rules or can allow them to skip and pause the game to read the skipped encounter and share the rules concepts contained within.

In-between encounters, the GM might have to improvise the transitions. These transitions can be as simple as "You make your way through the snowy forest," or as complex as small sub-encounters in their own right. They are also a great opportunity to mix in some of the color and variety of *Star Wars*.

In general, the adventure should follow this general arc:

- In **Encounter 1** (page 8), the PCs make the final ascent to the valley, while observed by the Gatekeeper.
- In **Encounter 2** (page 10), the PCs negotiate with the Gatekeeper and receive either his assistance or his condemnation.
- In **Encounter 3** (page 14), the PCs do battle with local hunters who have been corrupted by the dark side of the Force.
- In **Encounter 4** (page 18), the PCs learn to use the Force to escape an icy prison.
- In **Encounter 5** (page 20), the PCs must find a way to cross a bridge guarded by Malefax's servants.
- In **Encounter 6** (page 22), the PCs are set upon by native wildlife.
- In **Encounter 7** (page 24), the PCs confront Malefax and rescue their mentor.



THE ADVENTURE BEGINS

Once all the hero players have their character folios, it's time to begin the game.

ARRANGING THE PLAY AREA

The available dice should be placed somewhere within easy reach of all players. The map can also be placed in-between all players (with the **Valley** side showing), so everyone can easily see where the action is taking place. Each hero player should find the appropriate character token from among the available cardboard character tokens and keep it nearby. The hero players might wish to use these to represent their characters on the game map later during fight scenes! It would also be helpful for each player to have a pencil or pen and some scratch paper to take notes.

RAISING THE CURTAIN

When everyone is ready to begin, read the following opening crawl aloud to the hero players. You can also place the appropriate section of the "Read this First" sheet in front of the hero players, so they can follow along with the opening crawl. (And if you have a *Star Wars* soundtrack available, go ahead and crank that up, too!)

MOUNTAINTOP RESCUE

It is a dark time in the galaxy. The JEDI ORDER has been destroyed and knowledge of the FORCE is all but lost. Only a handful of people sensitive to the Force remain, scattered across the stars, ignorant of their destiny.

Humble scholar Hethan Romund has preserved a fragment of the heritage of the Jedi. Traveling the galaxy, Romund stumbled across a number of people still strong in the Force and offered them what wisdom she could. Now, Romund has been captured by MALEFAX, a servant of the dark side of the Force. Compelled by Malefax to lead him to a lost temple rich in ancient knowledge, Romund has sent a signal to several of the Force-sensitive allies she has made over the course of her career.

Drawn together to rescue their mentor, these Force-sensitives now climb the snow-clad slopes of MOUNT TELLEC on the Outer Rim planet Spintir...

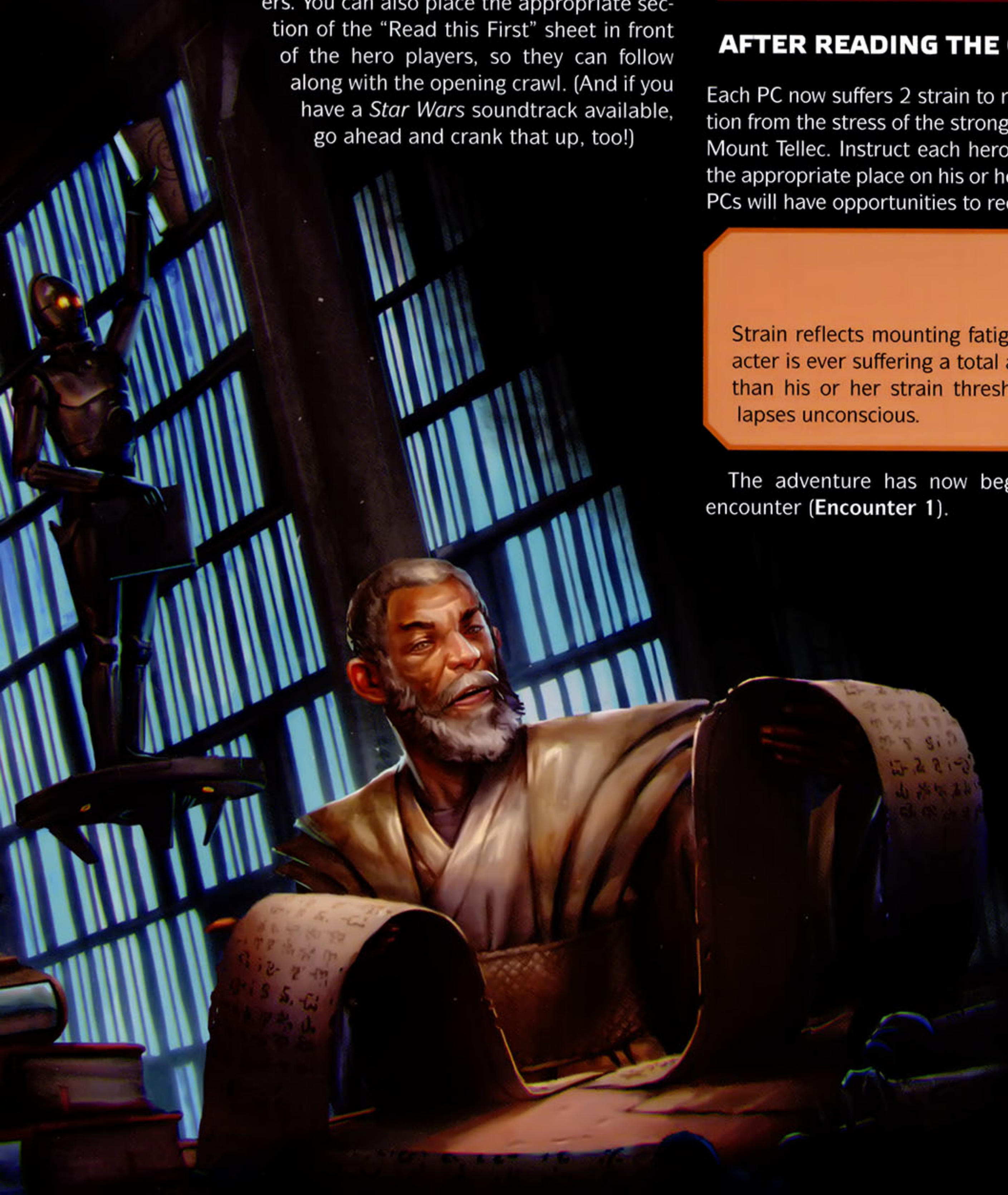
AFTER READING THE OPENING CRAWL...

Each PC now suffers 2 strain to represent his or her exhaustion from the stress of the strong winds and blowing snow of Mount Tellec. Instruct each hero player to mark 2 strain in the appropriate place on his or her PC's character sheet. The PCs will have opportunities to recover strain in the future.

STRAIN

Strain reflects mounting fatigue and stress. If a character is ever suffering a total amount of strain greater than his or her strain threshold, that character collapses unconscious.

The adventure has now begun! Proceed to the first encounter (**Encounter 1**).



ENCOUNTER 1: THE HIGH VALLEY

In this encounter, the PCs climb up to the valley that contains the ruined temple, high up in the snowy mountains of Spintir. After hours of trudging through the drifting snow, the PCs reach the final ascent, a steep cliff face exposed to biting winds and cold. They must find some way up to proceed.

Read or paraphrase the following aloud:

You stand at the bottom of a steep stone rise clad in snow and ice. It's not especially tall, but you will need to brave the elements and exert yourself to reach the top. The path continues upward in a tight switchback exposed to the howling winds. To your left, several tall evergreen trees brush against the cliff face, where smaller trees cling to cracks in the rock. A more direct route would be to scramble straight up the rocks and ice to the valley above. In any event, you have to go up if you're going to rescue Romund. What do you do?

The PCs must make skill checks to pick their way up the steep slope and into the valley beyond. Failing on the check means that the ascent is harrowing and the character will suffer penalties in **Encounter 2** to reflect that. Each PC should make one check.

If a PC simply tries to put his head down and march on despite the wind and cold, then the skill check is a **Resilience check**. But there are other things the PCs may try, such as:

- Scaling the cliff directly. **(Athletics)**
- Climbing up and leaping from tree to tree. **(Coordination)**
- Searching for another path to the top. **(Survival)**
- Rigging makeshift climbing gear. **(Mechanics)**

Once each hero player makes a choice, that player should construct a dice pool and roll a skill check. The hero players do this one at a time, in any order.

PERFORMING THE SKILL CHECK

To perform this skill check, the active player (the player whose character is performing the action) should do the following:

1. Collect a pool of dice—the number and type of dice listed on the character sheet for the skill in question, **plus one purple Difficulty die** ♦.
2. Roll the dice.

Failure ▼ symbols cancel Success ☆ symbols. If there is at least one Success ☆ symbol left over, the task succeeds.

Those are the bare-bones steps of any skill check. For more detail, read on...

THE CORE MECHANIC

Whenever a character attempts an action that has a chance of failure, a skill check is performed to determine whether or not the action succeeds. The core mechanic, which determines success or failure, is as follows:

1. Roll a pool of dice.
2. Failure ▼ symbols cancel Success ☆ symbols.
3. After all other factors, if there is at least one Success ☆ symbol, the task succeeds.

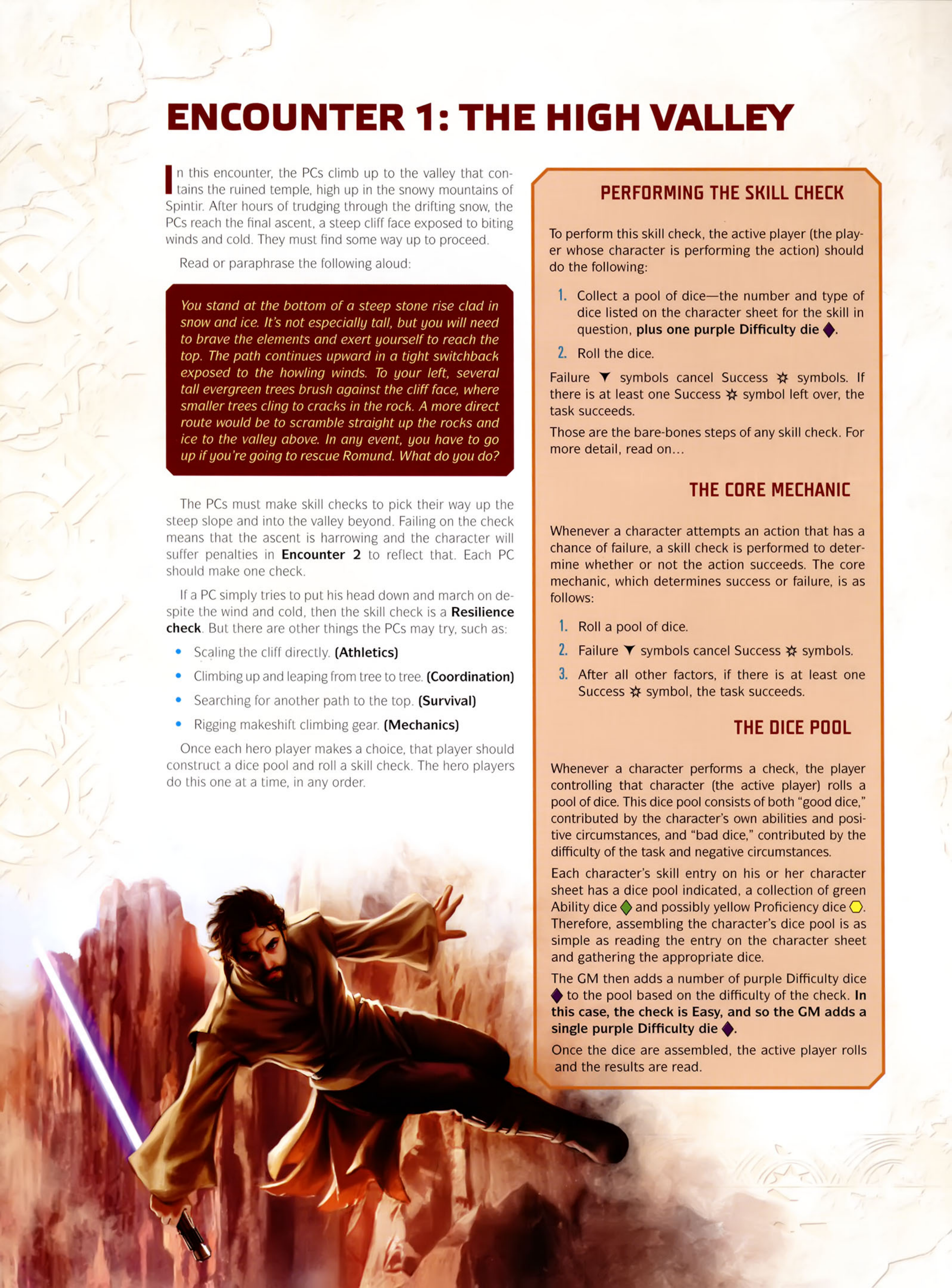
THE DICE POOL

Whenever a character performs a check, the player controlling that character (the active player) rolls a pool of dice. This dice pool consists of both “good dice,” contributed by the character’s own abilities and positive circumstances, and “bad dice,” contributed by the difficulty of the task and negative circumstances.




Each character’s skill entry on his or her character sheet has a dice pool indicated, a collection of green Ability dice ♦ and possibly yellow Proficiency dice ◊. Therefore, assembling the character’s dice pool is as simple as reading the entry on the character sheet and gathering the appropriate dice.

The GM then adds a number of purple Difficulty dice ♦ to the pool based on the difficulty of the check. **In this case, the check is Easy, and so the GM adds a single purple Difficulty die ♦.**

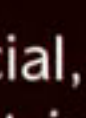
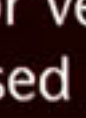

Once the dice are assembled, the active player rolls and the results are read.



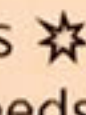

IMPORTANT CONCEPT: POSITIVE AND NEGATIVE DICE

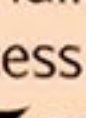
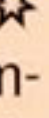

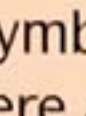
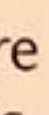
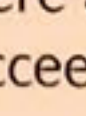
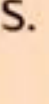
Uirtually every dice pool consists of both positive dice (usually Ability dice  and/or Proficiency dice ) and negative dice (usually Difficulty dice ). There are very few exceptions, and they are noted expressly in the text as **Simple (–) checks**.

THE TRIUMPH SYMBOL





The Triumph  symbol is a special, superior version of a Success  symbol. It is discussed in more detail later; for the moment, simply treat it as a Success  symbol.



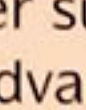

SUCCESS, OR FAILURE?

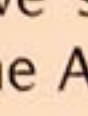
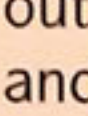
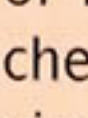

If the check results in more Success  symbols than Failure  symbols, the check succeeds!


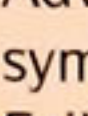
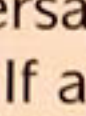
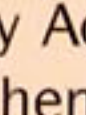
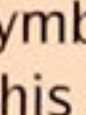
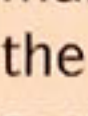
Two symbols are used to determine success or failure on a given check. These symbols are the Success  symbol and the Failure  symbol. Each Failure  symbol cancels (and is canceled by) one Success  symbol. If, after accounting for all Failure  symbols, there are any Success  symbols remaining, the task succeeds. Extra Failure  symbols have no further effect.

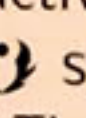
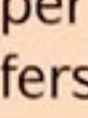
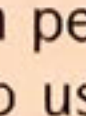
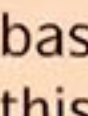
ADVANTAGE, OR THREAT?

If there are more Advantage  symbols than Threat  symbols, the character recovers 1 strain per Advantage  symbol in excess of Threat  symbols.

If there are more Threat  symbols than Advantage  symbols, the character suffers 1 strain per Threat  symbol in excess of Advantage  symbols.

In addition to success and failure, each check may generate positive or negative side effects or other outcomes, represented by the Advantage  symbol and the Threat  symbol, respectively. These twists of fortune are independent of success or failure; a check can fail and still generate a positive side effect via Advantage , or a check can succeed but with a negative consequence due to Threat .

Advantage  symbols are canceled by Threat  symbols and vice versa, just as with Success  and Failure  symbols. If any Advantage  symbols remain once this is done, then something beneficial to the active character has occurred. If any Threat  symbols remain, then something harmful to the active character has occurred.


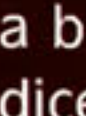
In this case, the active character may recover 1 strain per Advantage  symbol. The active character suffers 1 strain per Threat  symbol. This is the most basic way to use Advantage  and Threat , and this option is always available to the active character; other specific options are discussed later.

AFTER EACH HERO PLAYER HAS ROLLED...

Make a note of each PC who succeeds on the check and which PCs fail. PCs who succeeded feel confident about their progress and may have impressed anyone watching. PCs who failed feel discouraged after their struggles climbing up the slope, although they do eventually make it to the top of the valley.

Continue to **Encounter 2**.

EASIER THAN WRITING IT DOWN

Instead of writing the result of their climb down, PCs who succeeded can each take a blue Boost  die to help keep track, while PCs who fail can take a black Setback  die. (There may not be enough dice to go around, but that's okay—any method that helps the group remember is fine.)

COMPLETE ENCOUNTER 1 BEFORE MOVING ON

ENCOUNTER 2: THE GATEKEEPER

In this encounter, the PCs are confronted by the Gatekeeper, a ghostlike projection of the holocron stored in the ruined temple. The Gatekeeper can see and hear everything that happens in the valley, and it watched the PCs' final ascent with interest. It is seeking allies who can dislodge Malefax from the temple and purge the dark side of the Force from the valley. If the PCs impress the Gatekeeper with their knowledge, their abilities, or their good intentions, the Gatekeeper will help them navigate the valley more safely (although it will still wish to test them). If the PCs fail to do so, the Gatekeeper will actively work to hinder them. The PCs can use their various social skills and some roleplaying to impress the Gatekeeper. Since the Gatekeeper doesn't physically exist, violence will not help them, and attempting to resort to violence is unlikely to impress him.

When the PCs have all successfully climbed up to the valley, read the following aloud:

Having reached the top of the steep climb, you pause a moment to take in the view. You are now quite high up the slopes of the mountain, and spread out before you is a tapestry of icy peaks, snow-clad forests, and rolling hills. Above you still is the forbidding summit of Mount Tellec, reachable only by passing through a densely wooded valley. You figure it's at least another hour of hard going before you reach the temple where Malefax, hopefully, is holding your mentor, Romund. But before you can resume your hike, a flickering, ghostly figure appears before you! He appears to be an older Cerean male wearing simple robes, but comprised entirely of silvery-blue light. "Hello," says the figure. "I am the Gatekeeper."

If at least half the PCs passed their check in **Encounter 1**, the Gatekeeper is relatively polite and intrigued:

"Welcome to my valley. You handled the climb well; you may be useful. But first I must know: what is your purpose here?"

If more than half of the PCs failed their check, the Gatekeeper is more brusque:

"The climb seems to have nearly killed you, and the valley may finish the job. You are of no use; turn back. What possessed you to attempt the climb in the first place?"

The characters may now talk to the Gatekeeper, ask him questions about himself, the valley, and the temple, and try to convince him to assist with their mission. The GM plays the role of the Gatekeeper and responds to their questions and statements as the Gatekeeper would. The Gatekeeper is a copy of an ancient Jedi Master, stored within the holocron located in the temple. The Gatekeeper wants to find someone to dislodge Malefax from the temple before the dark side adept can locate the holocron, and is trying to decide if the PCs might help. If the Gatekeeper decides the PCs are of no use, are unworthy, or just as evil as Malefax, he will contact the local residents of the valley and tell them exactly where to find the PCs. The PCs must convince the Gatekeeper that they are allied with the light side of the Force to proceed without being hounded by enemies. Some of the questions the PCs might ask, and strategies they might try are noted on the following pages, along with the Gatekeeper's response.



YOU WANT TO USE US? FOR WHAT?

"My temple is currently occupied by a servant of the dark side of the Force. I wish this villain removed, before his corruption of this sacred valley becomes permanent. The question is whether you are the people for the job."

WHAT DO YOU MEAN, "MY VALLEY?"

"Calling it 'my' valley is a trifle prideful, and speaks of inappropriate attachment. Still, it is the place in which I dwell, and I feel protective of the valley and its inhabitants. I have no desire for the dark side to take root here."

ARE YOU A GHOST?

"Ha! I suppose I am, after a fashion."

WHAT CAN YOU TELL US ABOUT THE TEMPLE ON THIS MOUNTAIN?

"The temple is my home. You can see what's left of its spires above the trees from here, at the far end of the valley. It is a sacred place, strong in the Force. I will not allow it to be defiled."









NEVER MIND, WE'LL JUST LEAVE.





"Before you go, I should warn you. You're not alone in this valley, and the locals have become quite hostile since the temple fell to the dark side. I could help you get past them, or I could lead them straight to you. Which I choose is up to you. Impress me."

If the PCs want to get any information or to secure the Gatekeeper's help against the locals, they'll have to convince the Gatekeeper that they are worthy.

OPPOSED CHECKS

Dealing with the Gatekeeper requires an **opposed check**, a check in which the skill of one character is pitted against the skill of another. Sometimes these checks use the same skill on both sides, such as the Knowledge vs. Knowledge example on the next page or the Athletics vs. Athletics check that two wrestlers would make. At other times, one skill opposes a different skill, such as in the Deception vs. Discipline example on the following page.




When making an opposed check, the player who controls the active character (the one making the check; in this case, a hero player) assembles his or her dice pool as usual. The difficulty of the check is determined by the rival character's dice pool for the relevant skill. For every green Ability die  that the rival character would add to a dice pool, a purple Difficulty die  is added to the active character's dice pool. For every yellow Proficiency die  that the rival character would add to a dice pool, a red Challenge die  is added to the active character's dice pool. In other words, the rival character builds his own dice pool out of Difficulty  and Challenge dice  instead of Ability  and Proficiency dice , then adds that to the active character's dice pool to represent the "bad dice" for the check.

The dice pool is then rolled and evaluated following the normal rules for dice pools. In the case of an opposed check, Advantage  and Triumph  could reflect something beneficial occurring to the active character or something disadvantageous happening to the rival character. Likewise, Threat  and Despair  symbols could reflect something bad happening to the active character or something good happening to the rival character, at the GM's discretion.



WHAT'S A HOLOCRON?

A holocron is a rare repository of knowledge in the form of a crystalline polyhedron, usually about the size of a person's fist. Holocrons are all different, but most were constructed by Jedi or Sith in the distant past and are attuned to the Force in some way. This holocron contains much knowledge of the Force, and careful study of its contents could greatly expand the powers of any would-be Jedi...or would-be Sith. Many holocrons, including the one in this adventure, have a "gatekeeper" personality imprinted during the holocron's creation. The gatekeeper serves as the interface for the holocron, ensuring that the knowledge contained within is accessible and comprehensible, and that the user is worthy of receiving the information. The Gatekeeper has judged Malefax as unworthy of receiving his secrets but is aware that if the dark side adept gains unrestricted access to the holocron itself, Malefax may be able to bypass the Gatekeeper.







ENCOUNTER 2 CONTINUES ON THE NEXT PAGE


There are a number of strategies the PCs might attempt to convince the Gatekeeper that they are worthy. PCs who passed their check to climb up to the valley may add a Boost  die to their first check in this scene. PCs who failed must add a Setback  die to their first check in this scene. The PCs can try each of the following strategies once, until they run out of strategies, run out of patience, or run out of time due to rolling a Despair  result (see below).

YOU ARE CLEARLY VERY WISE AND COULD TEACH US SO MUCH. PLEASE HELP US!


The PCs can attempt to be charming, complimenting the Gatekeeper and appealing to his role as a teacher. If the PCs attempt this tack, they'll have to choose one PC to make a **Charm check opposed by the Gatekeeper's Cool** ( ). Opposed checks are discussed in detail on page 11.


BOOST & SETBACK DICE

Boost dice  and Setback dice  reflect circumstantial modifiers to the chances of success or failure of a task. Boost dice  make the task more likely to succeed; Setback dice  make the task less likely to succeed. There are many, many reasons why a Boost die  or Setback die  might be added to a dice pool, and this is a good time to learn more about it.


Characters might add a Boost die  for any of the following when making a check to win over the Gatekeeper:

- Displaying respect or admiration for the Jedi Order.
- Mastering their emotions and displaying patience and serenity.
- Offering to help restore balance to the temple and the valley.

In short, any circumstantial benefit that applies on any check can provide a Boost die  to the active character's check.




Characters might suffer a Setback die  for any of the following when making a check to convince the Gatekeeper:

- Displaying hatred, anger, or another negative, dark side emotion.
- Being rude or dismissive toward the Gatekeeper.
- Displaying great ignorance or a disregard for knowledge.






In short, any circumstantial hindrance that applies on any check can add a Setback die  to the active character's check.

In all cases, the GM has final approval on which dice are added to the pool.





WE WILL ABSOLUTELY HELP YOU BECAUSE WE ARE SO TRUSTWORTHY AND NOT LIARS OR ANYTHING.

Lying to the Gatekeeper isn't the best tactic, but the PCs can certainly try. If the PCs attempt this tack, they'll have to choose one PC to make a **Deception check opposed by the Gatekeeper's Discipline** (  ). Opposed checks are discussed in detail on page 11.



YOU SHOULD HELP US BECAUSE THE JEDI CODE SAYS THAT YOU SHOULD BE COMPASSIONATE TOWARD ALL LIVING BEINGS.











There's very little the Gatekeeper likes more than engaging in philosophical or scholarly debate. If the PCs try to use debate to present a compelling reason for the Gatekeeper to help them, they should choose one PC to make a **Knowledge check opposed by the Gatekeeper's Knowledge** (  ). Even if this check is failed, it is likely that the Gatekeeper will be pleased by the attempt. If any Advantage  is generated on the check, then any future checks opposed by the Gatekeeper gain a Boost  die. Opposed checks are discussed in detail on page 11.

IF YOU DON'T HELP US, WE WILL NOT ONLY DO NOTHING TO RESTORE BALANCE TO YOUR VALLEY, BUT WE WILL DESECRATE YOUR TEMPLE.

Reminding the Gatekeeper that things could always get worse might work, but the Gatekeeper is reasonably certain that things are very bad already. The PCs can choose one of their number to make a **Coercion check opposed by the Gatekeeper's Discipline** (  ). Because the Gatekeeper has no physical body and can't be threatened directly, Coercion checks against him suffer a Setback  die. Opposed checks are discussed in detail on page 11.

CHALLENGE DICE & THE DESPAIR SYMBOL

Challenge dice  are the mechanical and narrative opposite of Proficiency dice . In opposed checks, they appear when the other character has training in the relevant skill.

The Despair  symbol only appears on the Challenge die , and it is the mirror of the Triumph  symbol. However, the Despair symbol  does not cancel the Triumph  symbol, and it is not canceled by the Triumph  symbol. A Despair  symbol counts as a Failure  symbol and cancels a Success  symbol. Additionally, it indicates that something calamitous has occurred for the active character. In combat, this might be a weapon jamming or running out of ammunition. In this case, a Despair  symbol on a check means that a group of local hunters draws near, interrupting any chance that the characters have to ask the Gatekeeper further questions (see **Moving On**, on the next page).

ALL WE WANT IS TO RESCUE OUR MENTOR. SURELY WE CAN MAKE SOME SORT OF DEAL.

The PCs can be completely honest with the Gatekeeper, laying out the situation with Malefax and Romund. They can offer to take whatever steps the Gatekeeper requires to restore balance to the temple, if the Gatekeeper helps them reach it safely. If they try this tack, they should choose one PC to make a **Negotiate check opposed by the Gatekeeper's Cool** (♦♦). Opposed checks are discussed in detail on page 11.

If the PCs pass any of these checks, then the Gatekeeper agrees to help them as much as he can. He will answer questions more fully, and he will help warn them of the attack outlined in the next encounter.

IS ROMUND STILL ALIVE?

"Yes. I believe Malefax is attempting to force her to reveal the secrets of my temple. A vain attempt, as she does not know my secrets."

WHAT CAN YOU TELL US ABOUT MALEFAX? DOES HE HAVE ANY WEAKNESSES?

"He is completely ensnared by the dark side, and utterly focused on increasing his own power. He will underestimate you, and particularly underestimate your ability to work as a team."

ARE THERE ANY DANGERS IN THE VALLEY?

"Yes. With the temple out of balance, the locals have become extremely hostile. I will not be able to prevent them from attacking you. There are also various environmental hazards, but given that you managed the climb up here, I don't imagine they will pose a significant threat."

THE GATEKEEPER, ECHO OF A LONG-DEAD JEDI MASTER

The Gatekeeper has no physical form, which means several of his characteristics have no value (—).

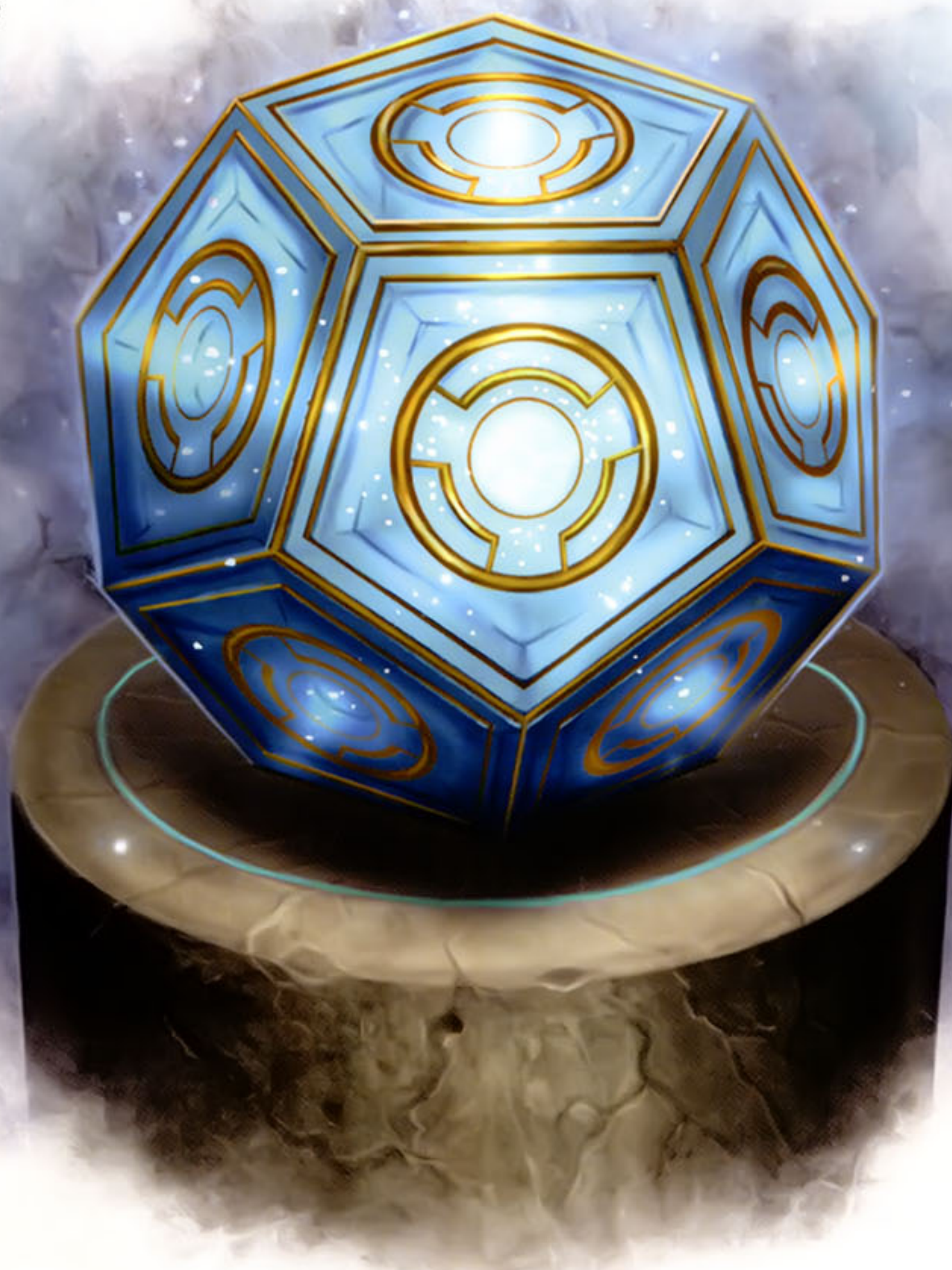
—	—	3	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD			
—		—			

Skills: Cool 1 (♦♦), Discipline 1 (♦♦♦), Knowledge 2 (♦♦♦).

Equipment: None.

MOVING ON

This encounter ends in one of two results. Either the PCs successfully convince the Gatekeeper that they are worthy of his assistance, in which case he answers any questions they may have and helps them, or they exhaust all their options, give up, or run out of time due to rolling a Despair symbol. In the latter case, the Gatekeeper refuses to help them and will continue to test them as they move through the valley. Either way, when this scene is over, it will be time to move on to **Encounter 3**.



COMPLETE ENCOUNTER 2 BEFORE MOVING ON

ENCOUNTER 3: HUNTERS & HUNTED

In this encounter, a fight breaks out between the PCs and a group of local hunters. If the PCs were successful in their attempts to influence the Gatekeeper during **Encounter 2**, then the PCs have an advantage over the hunters.

If the Gatekeeper is aiding the PCs, read or paraphrase the following aloud:

"A group of hunters now approaches your position, their minds clouded by the dark side. Even if you evade them now, they will continue to hunt you, and they will find you. I will lead them into a ruin not far from the lake. You can conceal yourselves and strike from ambush. I would take it as a kindness if you would leave at least some of them alive. Go quickly now, we have only moments." Then the Gatekeeper is gone. You press through the snowy trees and across a bridge until you come to the ruin he mentioned, hiding yourselves seconds before the first of the fur-clad hunters enters the ruin. He holds an old-style slugthrower rifle, and his face is daubed with blood. Soon, the entire group of hunters is in the center of the ruin, and it is time to strike...

If the Gatekeeper is not aiding the PCs, read or paraphrase the following aloud:

"You are not worthy of my aid. But still, I offer this word of warning: a group of hunters approaches. They will find you—I will see to that. Best you not fight them with your backs to a cliff." Then the Gatekeeper vanishes. You hear the hunters approaching through the trees. You flee, but no matter where you turn, the hunters pursue. They corner you in a ruin on the edge of the lake, wielding old-style slugthrower rifles, their faces daubed with blood. Surrounded and outmaneuvered! The Gatekeeper must be aiding the enemy. Time to fight for your lives!

Either way, reference **The Ruin** portion of the map for this encounter.

IT IS TIME TO BEGIN COMBAT

Combat follows the steps listed below:

1. **Determine Initiative**—in this case, based on whether or not the heroes hid.
2. **Participants Take Turns**—each character takes one turn; PCs choose the order in which they act.
3. **The Round Ends; a New Round Begins**—return to step 2 until the encounter is over.

There are as many hunters as there are PCs, plus one additional hunter. The hunters are either clustered in the center of the ruin or arranged in a loose circle around the PCs, at medium range. The PCs should note where they are on the map. From one edge of the map to the other is long range; from the edge to the center is medium range; any two points within the ruins themselves are short range.

DETERMINE INITIATIVE

At the beginning of the first round of combat, the GM and the hero players need to determine in what order the characters (both PCs and NPCs) will take their turns. This is called the Initiative order. In most cases, determining Initiative calls for a skill check from each participant, but in this case the Initiative order is fixed based on whether the Gatekeeper is aiding the PCs or not. Note that each Initiative slot is claimed by a team (PCs or NPCs), not by an individual character. **The hero players choose the order in which their characters use their team's slots.** The GM does the same if the NPCs occupy multiple slots—although in this encounter, all NPCs act simultaneously.

If the Gatekeeper aids the PCs:

1st PC
2nd PC
3rd PC
NPCs
4th PC

If the Gatekeeper aids the hunters:

1st PC
NPCs
2nd PC
3rd PC
4th PC

If there are only three PCs, ignore the 4th PC slot.
If there are only two PCs, ignore the 3rd and 4th slots.

HUNTERS



Skills: Ranged (Heavy) 1 (◆◆◆).

Equipment: Slugthrower rifle (Skill: Ranged [Heavy] [◆◆◆]; Damage 7; Range [Medium]; ○○○○: inflict Critical Injury), heavy fur clothes (+ 1 soak).

Note that since the hunters have no strain threshold, whenever they would normally suffer strain, the hunters instead suffer wounds.

PARTICIPANTS TAKE TURNS

Each round of combat consists of a series of turns. In Initiative order, each character participating in the battle takes one turn. Beginning with the first slot in the Initiative order, one member of that team (PC or NPC) takes his or her entire turn; then, the round progresses to the next slot in the Initiative order. **Each PC can use any remaining PC Initiative slot**, but each PC can only take one turn per round. PCs can choose who acts as each Initiative slot is reached in the Initiative order; they don't have to choose beforehand. They can also act in one order during one round and in a different order during the next round—there is no permanent connection between a given PC and a given Initiative slot.

In the case of NPCs, it is normal for groups of similar NPCs (such as the hunters) to act at the same time. Just like PCs, NPCs can act in any order and can change their order from round to round.



Once each character has taken a turn, the round ends and a new round begins.

On each character's turn, that character can perform a single action and a single maneuver (in any order). Actions are not maneuvers; maneuvers are not actions.

POSSIBLE ACTIONS INCLUDE:

- Performing an attack with an available weapon.
- Using a skill.
- Using the Force (described in **Encounter 4**, on page 18; ignore this option until then).
- Performing a second maneuver.



POSSIBLE MANEUVERS INCLUDE:

- Moving to a new location within short range, or moving between range bands (from engaged range to short range, short range to medium range, etc.).
- Ready or stowing a weapon or other item.
- Using a stimpack.
- Opening or closing a door, flipping a table over for cover, or otherwise interacting with the environment.
- Aiming to gain a Boost die  on your next attack.
- Taking cover to give attackers a Setback die  on attacks against you until you leave cover or the situation changes.

ONLY ONE MANEUVER?

Characters can perform a second maneuver on their turn by suffering 2 strain or by downgrading their action to a maneuver. **Characters can never perform more than two maneuvers during their turn, nor more than one action.**





Example 1: On his turn, Tarast draws his blaster pistol (a maneuver) and fires at an enemy (an action). His shot misses, and Tarast elects to take cover behind a tree by suffering 2 strain to perform an extra maneuver.

Example 2: On her turn, Kaveri aims (a maneuver) and then fires her blaster rifle (an action). Her shot misses, but the check results in 2 Advantage . Since she has only taken one maneuver so far this turn, Kaveri elects to spend these 2 Advantage  on a second maneuver (as discussed on page 17) to roll into cover behind a collapsed pillar.

THE ROUND ENDS; A NEW ROUND BEGINS

After all characters have taken a turn, the round is over. If the battle is now done (one team has been defeated or has fled), then the encounter is over and it is no longer necessary to track Initiative. If there is more fighting to do, a new round begins and the process returns to the "Participants Take Turns" step. During this new round of combat, the order of Initiative slots remains the same, but the characters may act in a different order (they are not obligated to use the same Initiative slot as they did in the first round).

BOOST & SETBACK DICE IN COMBAT

As with other tasks, characters can gain Boost dice  and Setback dice  in combat. These dice are independent of the difficulty of the combat check, and represent external factors. For example, Boost dice  can be gained by performing the Aim maneuver, and Setback dice  are added when attacking a target who has taken cover to avoid shots.

ENCOUNTER 3 CONTINUES ON THE NEXT PAGE

MOVEMENT AND RANGE

In the **FORCE AND DESTINY BEGINNER GAME**, range and distance are handled abstractly, with a system of range bands that describe the distances between objects. There are five range bands: engaged, short, medium, long, and extreme. In order from closest to farthest:

Engaged range: Characters are close enough to touch. Engaged range is a subcategory of short range.

Short range: A few steps away. An easy shot with a blaster. It takes a single maneuver to move from short range to engaged, or from short range to medium range. For example, in this encounter, any two points within the ruins themselves are at short range.

Medium range: Opposite sides of a room. An average shot with a blaster. Still close enough to easily be seen and heard, although characters must speak loudly to be understood. It takes a single maneuver to move from medium range to short range. It takes two maneuvers to move from medium range to long range. In this encounter, medium range spans from one side of the hollow to the center.

Long range: Down the street. A hard shot with a blaster rifle; a blaster pistol cannot make the shot at all. Characters must shout to be heard clearly. It takes two maneuvers to move from long range to medium range or from long range to extreme range.


There is also an **Extreme range** band, which is the farthest apart two characters can be and still interact, although it's not important in this encounter.

You can use character tokens to approximate where each character is on the map and to estimate ranges between characters. **Since the range band system is abstract, rough estimates are normally all of the detail that you need.**




PERFORMING AN ATTACK

When fighting in a battle, one of the most basic and important actions a character can perform is to make an attack with an available weapon against a target in range. First, the attacker should compare the range to the target against the listed range for the weapon. If the target is too far away, the attacker must move closer, choose a different target for the attack, or do something else with his or her action.








Attacks are skill checks. The skill used is determined by the weapon and is listed in its description. The active character should gather the dice for the dice pool as indicated for the relevant skill.



The difficulty of an attack check (the number of purple Difficulty dice  added to the check) is determined by the circumstances of the attack.

If the attack is at **short range**, it is an **Easy** () **check**. Add 1 Difficulty die  to the dice pool.



If the attack is at **medium range**, it is an **Average** ( ) **check**. Add 2 Difficulty dice  to the dice pool.

If the attack is at **long range**, it is a **Hard** (  ) **check**. Add 3 Difficulty dice  to the dice pool.

If the attacker is **engaged** with his or her target, it is an **Average** ( ) **check** if it's made with the Melee, Brawl, Lightsaber, or Ranged (Light) skill. Add 2 Difficulty dice  to the dice pool. If the attack is made with the Ranged (Heavy) skill, it is a **Hard** (  ) **check**. Add 3 Difficulty dice  to the dice pool.

A character who uses the Aim maneuver also adds a Boost die  to the attack's dice pool. Characters who are in cover add a Setback die  to attacks that target them. Once the dice pool is assembled, it is rolled and evaluated like any other skill check.



DEALING DAMAGE AND SUFFERING WOUNDS








If the attack is a success, it hits, and the hit inflicts damage on the target. The damage inflicted by the attack is equal to the damage rating of the weapon plus the number of Success  symbols left uncanceled. For example, if Tarast fires a blaster pistol with damage 6 and hits his target with 1 uncanceled Success  symbol, he deals 7 damage.

The target reduces the damage suffered by his or her soak rating—a combination of the character's natural toughness and the armor he or she is wearing. If a character's soak rating reduces the damage to 0 or less, that character suffers no wounds. Otherwise, the character suffers wounds equal to any remaining damage. For instance, if Tarast shoots a hunter for 7 damage, the hunter reduces that damage by his soak value of 3 and suffers 4 wounds.



When a character suffers wounds, that character's controller marks them on his or her character sheet. The GM can use scratch paper for NPCs. **When a character's total number of wounds suffered exceeds his or her wound threshold, the character is defeated and knocked unconscious.** That character suffers an immediate Critical Injury and remains unconscious until healed by another character. NPCs who are defeated normally die outright (or are incapacitated such that they pose no further threat to the PCs for the purposes of the game), unless the plot calls for them to survive.



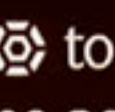




ADVANTAGE

Characters may spend Advantage  to do several things. In general, the player controlling the active character chooses how to spend Advantage  symbols, with the GM's approval. Options include:

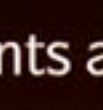
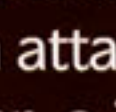


- Spend 1 Advantage  to recover 1 strain.
- Spend 2 Advantage  to immediately perform a bonus maneuver without suffering strain (a character can still only perform up to two maneuvers per turn).
- Spend 2 Advantage  to give a Boost die  to the next attack against the target.
- Spend Advantage  to inflict a Critical Injury on the target if the attack is successful—each weapon requires an amount of Advantage  noted in that weapon's description.
- Spend Advantage  to do something else appropriate to the plot and situation.

THREAT

Threat  may be spent to do several things. In general, the GM chooses how to spend Threat  symbols. Options include:

- Spend 1 Threat  to cause a PC to suffer 1 strain.
- Spend 2 Threat  to allow the target of the attack to immediately perform a bonus maneuver (even though it isn't the target's turn).
- Spend 2 Threat  to add a Setback die  to the next attack the active character performs.
- Spend 2 Threat  to add a Boost die  to the next attack targeting the active character.
- Spend Threat  to do something else appropriate to the plot and situation.

TRIUMPH

In a combat situation, a Triumph  symbol counts as a Success  symbol, and thus makes an attack more likely to hit and to deal damage. Further, a Triumph  symbol can be used to inflict 1 Critical Injury on the target, if the attack is successful, or to trigger any effect that Advantage  symbols could trigger.

THE BATTLE CONTINUES UNTIL ONE TEAM OR ANOTHER IS VICTORIOUS.

When all but one hunter has been defeated by the PCs, that remaining hunter turns and runs. Read the following aloud and then continue to **Encounter 4**:

Whooping and shrieking, the remaining hunter runs through the trees, pausing only occasionally to fire wild shots in your general direction. You take only a few steps in pursuit before—suddenly—you plummet into a deep pit, a stone-walled chamber with no visible exit. Each of you falls into a separate pit in a spray of snow and gravel. The hunter reappears at the edge of the pits for a moment, hoots in derision, and then vanishes.

If the hunters win, read or paraphrase the following aloud and then continue to **Encounter 4** (each PC immediately heals wounds to one below his wound threshold and is no longer incapacitated; PCs may also use their stimpacks to more fully recover):

As blackness overtakes you, the last thing you hear are the hunters' howls of triumph. You awaken some time later—you're not sure when—and find yourselves at the bottom of individual stone pits somewhere in the valley. As you pull yourselves to your feet, groaning with every aching movement, a hunter appears at the edge of the pits, hoots in derision, and vanishes.

CRITICAL INJURY?

If an NPC suffers a Critical Injury, that NPC is simply defeated. If a PC suffers a Critical Injury, refer to the Critical Injury chart on the back cover.

RECOVERING STRAIN

At the end of each encounter, PCs have a chance to recover strain. Each PC recovers strain equal to his or her Presence characteristic or ranks in the Cool skill (whichever is greater).

TAKE THEM ALIVE!

When an NPC's wound threshold is exceeded, it's usually not important whether that NPC is alive or dead. If the PCs specify they are trying not to kill, assume that the hunters survive.

COMPLETE ENCOUNTER 3 BEFORE MOVING ON

ENCOUNTER 4: IN DEEP TROUBLE

During this encounter, the PCs will have to use the Force and some clever thinking to escape from sheer, ice-lined pits. They will learn how to use their various Force powers.

As the PCs find themselves in the pits, read or paraphrase the following aloud:

You see no obvious way out of the pit, only some ropes well out of your reach. "Don't bother trying to climb out," says the Gatekeeper, suddenly reappearing. "The walls are covered in ice and it's just above freezing; they're slick with icemelt. No, I'm afraid you will have to use the Force to have any hope of success here. Which will be quite an interesting test, from my perspective."

The Gatekeeper lingers as the PCs make their attempts, and the GM can use him to answer questions and suggest ways the PCs might use their Force powers to escape.

Each PC should now make an attempt to escape his or her pit. Below are some suggestions on how they might proceed, based on their Force powers.

SENSE

A character with Sense may open his mind to the Force and detect the movement of small life forms behind the walls of his pit. If he is successful, he detects the movement of a small group of Spintiri snow mice, and realizes that there is a sloped passageway leading back up to the surface only centimeters away behind the ice. A few quick blows with a nearby rock will break a hole through to freedom.

MOVE

A character with Move can use the Force to take hold of a rope tied to a nearby tree and pull it down into the pit. Once the rope is acquired, it is simple enough to climb out—or at least, it's doable, although the character might look a trifle ridiculous slipping all over the slick walls.

ENHANCE

Enhance is probably the easiest Force power to use to escape. A character with Enhance can simply jump out by successfully using the Force.

ESCAPE

Each PC should make at least one attempt to use the Force. If any of the PCs succeed, it's simple enough to lower a rope to the rest of the group. If all PCs fail (and no one is willing to draw upon the dark side), they have enough time to make one more attempt each; then, another group of hunters returns and starts shooting down at the PCs in the pits. These hunters will flee when the PCs use their "magic" to escape.

When all the PCs have escaped from their pits, proceed to the **Interlude**.



USE THE FORCE

Each of the heroes in the **FORCE AND DESTINY BEGINNER GAME** has one or more Force powers, each of which has its own unique effects and rules. Although each Force power functions differently, the core mechanic for using the Force remains the same.

When a character uses the Force, he or she chooses a Force power, then performs a Use the Force action and rolls a number of white Force dice equal to his or her Force rating. Then, that character can spend Force points generated by the Force dice to trigger effects of that power.

In general, for characters aligned with the light side of the Force (such as the heroes), light side results generate one Force point per light side result. If a character rolls at least enough light side results to satisfy the number of Force points needed for the power, he or she has succeeded. If the character doesn't generate enough Force points, he or she will either have to be satisfied with a lesser result, or the action fails.

Characters may draw upon the dark side of the Force as well. Dark side results can also be used to generate Force points, although doing so inflicts strain on the character. It may even cause the character to fall to the dark side of the Force if he or she does so often. When a character calls upon the dark side of the Force, he or she suffers 1 strain per dark side result used to generate a Force point. The character must also spend a Destiny point, but for this encounter, this restriction can be ignored (Destiny is discussed in more detail on page 19).

Dark side characters use the exact opposite rules: they generate Force points from dark side results and must suffer strain to use light side results. None of the PCs will be falling to the dark side during this adventure.

COMPLETE ENCOUNTER 4 BEFORE MOVING ON

INTERLUDE: EXPERIENCE AND DESTINY

Up until now, the adventure has been deliberately very linear to help teach the game and to ensure that the critical plot elements are put in place. But now, the PCs have earned the Gatekeeper's at least grudging assistance and are poised to reach the temple. They might wish to explore the rest of the valley, search for additional resources, or converse with the Gatekeeper before moving on. Alternatively, they might simply feel the best path is the most direct one, and decide to strike directly at the temple.

Either way, it's time to award the hero players some experience and learn about Destiny!

EXPERIENCE AWARDS

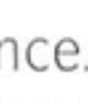
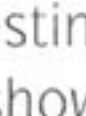
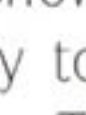
As the heroes continue their adventures and overcome new challenges, they will be awarded experience points (XP) by the GM, typically at the end of every play session. The heroes may then spend those experience points to purchase new ranks of skills, talents, and Force power upgrades from their career trees.

Now that the PCs have completed one of their primary story goals (impress the Gatekeeper with their mastery of the Force), they are each awarded 10 XP. Each of the hero players should turn to the next page of his or her character folio now, where the "level-up" procedure is explained. He or she should also be sure to **note the strain and/or wounds he or she has suffered**, as well as his or her current amount of money and any other changes to his or her character (spent stimpacks, etc.), transferring that information from his or her first character sheet to the new one.


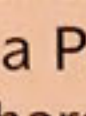
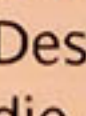
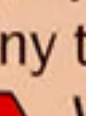
THE DESTINY POOL

The PCs are more than just mystics, warriors, and adventurers. They are the main characters of the story, and they are touched by the Force with a great destiny. This destiny is represented in part by the Destiny pool.

BUILDING THE DESTINY POOL

Each hero player now rolls the Force die  once. For each light side result  rolled, place a Destiny token in the Destiny pool with its white (light) side showing. For each dark side result  rolled, place a Destiny token in the Destiny pool with its black (dark) side showing. The Destiny pool is a collection of Destiny tokens that both the GM and hero players can manipulate; it should be placed somewhere within reach of as many players as is practical.

DESTINY

Both the GM and the hero players can use the Destiny pool to upgrade skill checks. Each time a check is performed, the active player may choose to spend one, and only one, Destiny to upgrade one Ability die  to a Proficiency die . Then the player controlling the character who is the target of the action in question may do the same, spending one, and only one, Destiny to upgrade one Difficulty die  to a Challenge die . When the hero players do this, they spend one light side Destiny by flipping a Destiny Point token from its light side to its dark side. When the GM does this, he spends one dark side Destiny and flips one Destiny Point token from its dark side to its light side. If there are no Destiny Point tokens showing the appropriate face, that player cannot spend Destiny Points until some have been flipped.

Destiny Points can also be flipped to allow a light side character to draw upon the dark side of the Force, or for a dark side character to draw upon the light side of the Force, as discussed on page 18.

NEXT STEPS

If the PCs want to explore the rest of the valley before moving on, flip to the **Other Encounters in the Valley** section on page 28. If the PCs spend a lot of time exploring and don't take any precautions against being discovered, then they might encounter another group of hunters—refer to **Encounter 3** for guidelines as to how to run those encounters.

If the PCs wish to talk to the Gatekeeper and ask him any additional questions, the GM can refer to **Encounter 2** for some of the Gatekeeper's responses to likely questions. The GM can also use the Gatekeeper to foreshadow events from later in the adventure, if desired, or help guide the PCs toward the next step.

Once the PCs decide they're done exploring, or they've explored all of the valley aside from the temple, it's time to move on to **Encounter 5**.

If the PCs are unsure of how to proceed, the GM should remind them that their objective is to rescue Hethan Romund from the temple, and should suggest they head directly there. Begin **Encounter 5**.

COMPLETE THE INTERLUDE BEFORE MOVING ON

ENCOUNTER 5: THE BRIDGE



During this encounter, the PCs attempt to cross over a bridge leading to the temple. The rough wooden bridge spans a crevasse through which runs an icy-cold river. It is guarded by several alien sentries with modern, off-world weapons and armor—presumably allies of Malefax. The PCs will have to sneak, talk, or fight their way past the guards to reach the temple. Reference **The Bridge** portion of the map for this encounter.

Read the following aloud as the PCs approach the bridge:


The temple rests on the summit of a steep cliff above you. A glimmering waterfall crashes from the temple grounds and into a deep chasm separating you from the trail up to the temple. Spanning the chasm is a tall arched bridge of wooden beams, a sturdy-looking but primitive structure met at each end by a rude trail. At the near side of the bridge, a pair of one-horned Advosse mercenaries stands guard, and another set is on the far side. You'll have to find some way across the bridge to reach the temple.

The mercenaries will block any attempt to simply walk across the bridge, but they won't attack unless the PCs make a threatening move or try to go past them. The PCs have three basic strategies for how to proceed.

TALK THEIR WAY PAST

To cross the bridge, the PCs have to come up with a plausible lie or suitable bribe, or must intimidate their way past. If they choose to lie or intimidate, they need to make an **opposed Deception or Coercion check vs. the mercenaries' Discipline (◆)**. The mercenaries are not especially loyal to Malefax, and if offered a good deal (**opposed Negotiate vs. Cool [◆]**) of at least 100 credits each, they may stand aside and let the PCs go about their business. If the rationale the PCs offer seems plausible, reward them with a Boost die  on the check. If it is very unlikely, give them a Setback die . If they fail, the mercenaries draw their weapons and tell them to go away. If the PCs don't leave, the mercenaries attack.

FIND ANOTHER WAY ACROSS



While the bridge is the most obvious way across the gorge, adventurous PCs may find other options. Climbing down into the gorge and jumping rock to rock across the river, then back up the other side, is a **Hard (◆◆◆) Athletics check**. If the PCs have some rope, one of them can make the climb and then lower a rope for the rest. Another option is finding the hidden cave entrance on the cliff face—an **Average (◆◆) Perception check**—and picking their way through the cave, then under the waterfall and along a ledge beneath the bridge. Each PC who takes this route should make either a **Discipline check** (to master fear) or a **Resilience check** (to endure the cold)—**Average (◆◆)** in both cases—and suffer 2 strain on a failure. The GM may wish to use Destiny to upgrade the check; on a Despair , the mercenaries notice that PC going by and move to intercept him or her.

Simply sneaking past the mercenaries won't be possible, not without luring them away from the bridge somehow. If the PCs do somehow manage this, they will need to make an **opposed Stealth check vs. the mercenaries' Vigilance (●)**.

Force powers such as the jumping ability of Enhance or creative use of Move may also be used to get around.

FIGHT!

The PCs can simply attack the mercenaries and fight their way across. If they do this, the guards use their comlinks to communicate with Malefax, placing him on high alert. The mercenaries are not expecting a fight; they each make a separate **Vigilance check** for Initiative. The PCs will likely make **Cool checks**, unless the battle is the result of a failed attempt to bluff or climb past (see **Expanded Rules: Determine Initiative**, on page 21).

The distance from one end of the bridge to the other is long range. Pillars placed at regular intervals along the bridge can provide cover, and Triumph  or Despair  on checks may be spent to knock characters over the bridge into the water, effectively taking them out of the fight (NPCs are knocked unconscious, and PCs suffer 5 wounds with no opportunity to reduce with soak).

ADVOZSE MERCENARIES



Skills: Cool 0 (◆), Discipline 0 (◆), Ranged [Light] 1 (◆◆◆), Vigilance 1 (◆).

Equipment: Blaster pistol (Skill: Ranged [Light] [◆◆◆]; Damage 6; Range [Medium]; ○○○○: inflict 1 Critical Injury), vibroknife (Skill: Melee [◆◆]; Damage 3; Range [Engaged]; ○○: inflict 1 Critical Injury; Pierce 2 [reduce the target's soak by 2]), blast vest (+2 soak), comlink.

Since the mercenaries have no strain threshold, whenever they would normally suffer strain, they suffer wounds instead.

EXPANDED RULES: EXTREME RANGE

Extreme range is the farthest range at which characters can see and interact with each other. Characters cannot hear one another even if they shout. Only some sniper rifles and vehicle-mounted weapons can shoot this far. It takes two maneuvers to move from extreme range to long range.

In an encounter like this one, if a character manages to get to extreme range, and no one is actively chasing, then that character can just leave the encounter. If the PCs sneak or run past the mercenaries and then get to extreme range from them, the mercenaries will give up the chase and go back to the bridge.

EXPANDED RULES: DETERMINE INITIATIVE

Initiative order is normally determined by means of a skill check performed by each participant. A character makes a **Cool** check if expecting a fight. If the character was not expecting a fight, he or she makes a **Vigilance** check instead. (Different characters can use different skills on the same Initiative check.)

These checks are **Simple** (–) checks; no purple Difficulty dice ◆ are added.

Once all the checks have been made, the GM notes the results of each check and ranks them in order, from most Success ☆ symbols to fewest. If there is a tie, the check with more Advantage ○ is ranked higher. If there is still a tie, a PC check beats an NPC check. **It does not matter who made which check, only whether the character is a PC or an NPC.** The GM might wish to write this down on some scratch paper.

The GM should now have a list of Initiative check results, each one marked as PC or NPC. This is the Initiative order. During the ensuing combat, a PC will act each time a PC slot on the Initiative order is reached, and an NPC (or group of NPCs) will act each time an NPC slot on the Initiative order is reached. Remember that **any PC can act in any PC slot**—it doesn't matter who rolled what value, as the Initiative slots belong to the team, not an individual. The same is true for NPCs.

SKILL CHECKS: DIFFICULTY

When a character attempts a skill check, the GM should determine the difficulty of the check. The difficulty of combat checks and opposed checks has already been discussed, but the GM must also use his or her best judgement to determine the difficulty of ordinary skill checks.

Difficulty Level	Dice	Example
Simple	–	Routine, with the outcome rarely in question. Usually not rolled unless the GM wishes to know the possible magnitude of success or unless Setback dice ■ indicate the possibility of complications.
Easy	◆	Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at short range.
Average	◆◆	Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range, trying to strike a target while engaged.
Hard	◆◆◆	Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting a target at long range.
Daunting	◆◆◆◆	Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, shooting at a target at extreme range.
Formidable	◆◆◆◆◆	Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without a breathable atmosphere.

COMPLETE ENCOUNTER 5 BEFORE MOVING ON

ENCOUNTER 6: WOLFPACK

In this encounter, the PCs must overcome one last obstacle outside the temple: a pack of native wildlife, whipped into a frenzy by Malefax's dark side influence. A group of Spintiri icewolves has come down from the mountain slopes and now haunts the temple's grounds, menacing anyone who approaches. The PCs must either sneak or fight their way past. (Negotiating with the non-sentient icewolves is not possible.) Flip to **The Temple** portion of the map, and read or paraphrase the following aloud as the PCs approach the temple:

The temple seems even larger as you approach. Its stone arches and pillars are all crowned with snow, but a broad stone plaza before the entrance is lit by the warm spring sun. Dozing in the sunlight is a small pack of four native predators, large four-legged mammals with powerful jaws and fangs. One stirs in its slumber, jostling a second, and suddenly there's snarling, spitting, roaring, and a crunch of bone and blood. Now there are only three—clearly these animals are driven mad by the dark side of the Force. Getting past them is your next challenge.

There are two groups of three icewolves, one basking in the sunlight on the stones in front of the main entrance, the other prowling around the perimeter of the temple. The PCs can approach as close as medium range to the first group before it notices and attacks. The second group approaches the PCs from behind, making an **opposed Stealth check** (◆◆◆) vs. the best PC **Vigilance**. If the icewolves pass the check, the PCs do not notice their approach until they are at short range. If they generate any Advantage (U) on the check, the icewolves gain a Boost (■) die on their Initiative check. If they fail the check, the PCs notice their approach when the icewolves are at medium range. In any case, as soon as the icewolves make their Stealth check, roll for Initiative, using Cool for the patrolling icewolves, Vigilance for the other icewolves, and presumably Vigilance for the PCs.

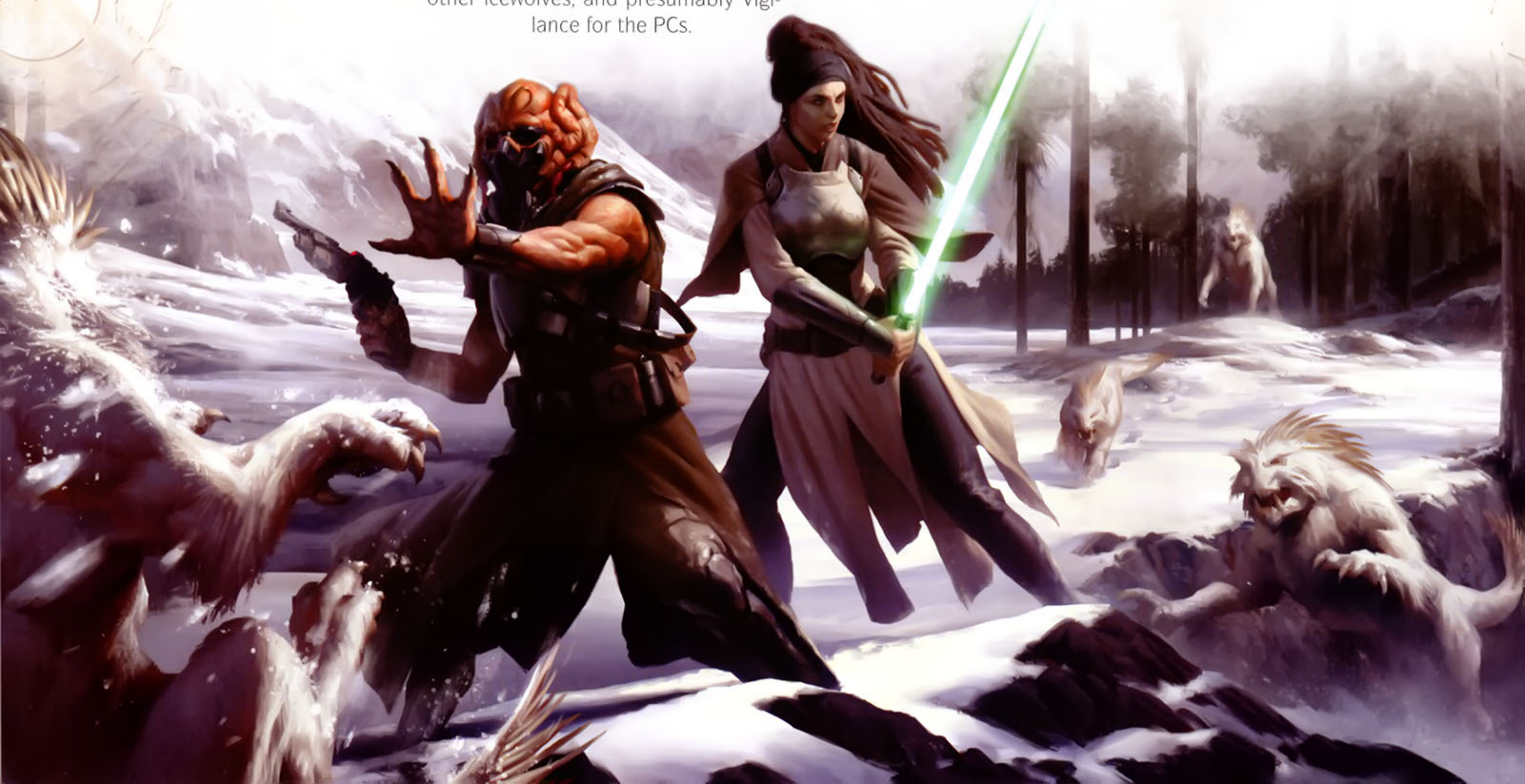
DICE POOL REVISITED: SKILLS AND CHARACTERISTICS

Up until now, each character entry has included the dice pool for each skill that the character is likely to use. However, in the course of a roleplaying game, it is impossible to predict all of the potential directions the story can go, and it might be necessary for the GM to make skill checks for NPCs in skills that are not noted in that NPC's entry. The minion rules also preclude simply including a dice pool for each skill, because it may change based on the circumstances. When determining the dice pool for a skill check, players perform the following steps:

Identify the linked characteristic for the skill check. Each skill entry on the character folios indicates a linked characteristic for that skill. The GM and hero players alike can refer to this list. A list of skills and their linked characteristics is also included on the back of the **BEGINNER GAME** Rulebook.

Compare the value of the linked characteristic to the rank of the skill. The active player collects a number of green Ability dice (◆) equal to the larger value. The active player then exchanges a number of those green Ability dice (◆) equal to the smaller value for the same number of yellow Proficiency dice (◇). These dice form the core of the dice pool.

For example, the Athletics skill is linked to Brawn. A character with 3 Brawn and 1 rank of training in Athletics has a dice pool of ◇◆◆. A character with 1 Brawn and 3 ranks of training in Athletics also has a dice pool of ◇◆◆. A character with 2 Brawn and 0 ranks of training would roll ◆◆, and a character with 2 Brawn and 2 ranks of training would roll ◇◇◇.



MINION GROUPS

Minions are the nameless individuals that the PCs encounter and perhaps fight in droves in their adventures in the *Star Wars* universe. An individual minion is generally not an especially dangerous threat, as minions often have poor characteristic values, no skills, and low wound thresholds.

The GM may choose to use minions in groups, in which case several special rules apply. Minion groups are always composed of identical minions, and groups of minions can be much more dangerous than minions individually.

A group of minions acts together and behaves in most respects as a single character. All minions in the group take their turn at the same time, and they perform unified actions and maneuvers that reflect the group working as a unit to achieve their goals. An attack or ability that targets one minion in the group targets the entire group.

The minion group has a single wound threshold, shared by all members of the group. This wound threshold is equal to the sum of the wound thresholds of every member of the group. (For example, a group of 3 icewolves—each with a wound threshold of 5—has a wound threshold of 15.) Each time any member of the group suffers wounds, the wounds are applied to the group's wound threshold. Individual members of the group are defeated one at a time, and one falls each time the total wounds suffered exceeds the wound threshold of an individual member of the group. For example, when the icewolf group passes 5 wounds, one icewolf is defeated. When the total wounds suffered exceeds 10, the second icewolf is defeated. When the total wounds suffered exceeds 15, the third and final icewolf is defeated.

If a minion group suffers a Critical Injury, it immediately suffers wounds equal to the wound threshold of one member of the group.

When minions perform checks, they use the characteristics of a single member of the group. If the check is a skill that is listed in the "Skills" section of the minion's entry, then the group receives a bonus if there are two or more minions working together. For every minion in the group beyond the first, the group counts as having one rank in that skill. For example, a group of 3 icewolves counts as having 2 ranks in Brawl and rolls a dice pool of when making Brawl checks. The same group has no ranks of training in Stealth (because that skill is not on the "Skills" list in the icewolf description) and would roll on Stealth checks no matter how many icewolves were part of the minion group.

SPINTIRI ICEWOLVES

3	3	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 4		W. THRESHOLD 5			

Skills (group only): Athletics (varies: for a full group of 3, for a group of 2, for a single icewolf), Brawl (varies: as Athletics), Vigilance (varies: for a full group of 3, for a group of 2, for a single icewolf).

Other commonly used skills: Cool 0 (); Stealth 0 ().

Equipment: Teeth and Claws (Skill: Brawl [varies: for full group of 3]; Damage 5; Range [Engaged]; : inflict 1 Critical Injury; Pierce 1 [reduce the target's soak by 1]).

Minion Rules: These icewolves use the minion group rules.

Since the icewolves have no strain threshold, when they would normally suffer strain, they suffer wounds instead.



COMPLETE ENCOUNTER 6 BEFORE MOVING ON

ENCOUNTER 7: THE POWER OF THE DARK SIDE

In this encounter, the PCs confront Malefax and rescue their mentor. They will find Malefax, Romund, and Malefax's remaining mercenaries in the temple's main assembly hall or its adjoining rooms. However the PCs choose to proceed, they will likely find themselves doing battle with Malefax and some or all of his remaining forces, but if victorious, they will have succeeded at their goal for the adventure!

Once the PCs have driven off the icewolves outside, read or paraphrase the following aloud:

Approaching the main entrance, you hear a strangled scream from within the temple—apparently, Het-han Romund is still alive. Peering within, you see a small antechamber that opens to side chambers to the left and right, and widens into a large assembly hall deeper in, lit by brilliant shafts of sunlight from above. Romund lies against a pillar within the assembly hall, a horned Advosse mercenary standing over her with a blaster. You can hear shouting and screaming from a chamber to the right. "Nothing!" the voice cries. "The archive is empty! Just a bunch of useless scrolls and tablets! Where is the holocron?" A red-skinned figure with two sharp horns on his forehead, a Devaronian, strides into view and points a wicked serrated sword at Romund. This must be Malefax. "Tell me, or I'll skin you alive!" Then, the Devaronian turns and stalks back into the archive, from which you hear more screams and crashing. He seems unhinged, and waves of anger, fear, and hatred boil off him, permeating the temple. No one seems to have noticed you yet. What do you do?

There's one Advosse mercenary standing guard over Romund in the main assembly hall and a second Advosse walking a slow patrol route through all the outer chambers of the temple. Malefax alternates between tearing up the archives and screaming at Romund. From one side of the assembly hall to the other is medium range. It's long range from the adjoining rooms to the spot where Romund is being kept.

Romund is injured from her captivity and the torture to which she's been subjected, but not in any immediate danger.

The PCs will have to decide what to do quickly, otherwise, the patrolling mercenary will walk through the antechamber and notice them. There are several likely strategies they may try.

SNEAK IN

The PCs could try to get as close as possible to their mentor without raising the alarm. Sneaking into position will require an **opposed Stealth check vs. the Vigilance of the patrolling mercenary** (●). Malefax's Force powers give him a sense from which the PCs cannot hide. However, he is sufficiently distracted by his own madness that he won't notice any PCs unless they come within short range of him, move Romund from her position, or attack one of his guards. A suitable use of a Despair ☹ result on a Stealth check could be having Malefax suddenly storm into the room screaming, forcing the PCs to desperately scramble away from him or begin combat.

If the PCs use their Force powers in clever ways (using Sense to locate the guards, using Move to create a distraction, etc.), they should be rewarded with one or more Boost dice ■ on their check.

TALK PAST


If the PCs spend much time at all discussing what to do, an Advosse mercenary walks into the antechamber and challenges them with his blaster drawn. As at the bridge, the PCs will have to come up with a plausible story and convince the mercenary that he should let them past. Because he's been instructed by Malefax to let no one in, the mercenary is suspicious; any check to deceive or charm him will suffer at least one Setback die ■, with perhaps more if the story is dubious.

If the PCs claim to know where the holocron is and ask to speak to Malefax, the mercenary will lead them straight to the dark side adept. This is one way to get right up close to their target, but since the PCs have no holocron, nor any idea where it is (and may not even know what a holocron is or looks like), Malefax will soon become frustrated with them and attack.

ASK THE GATEKEEPER

The PCs may wish to retreat a bit after their initial look at the situation and call out to the Gatekeeper to see if he's listening. The Gatekeeper appears instantly and can tell them exactly who is in the temple and where. He can also tell them what a holocron is.

"A holocron is a store of knowledge of the Force, created by the Jedi. I am the Gatekeeper of my holocron, and it is my responsibility to keep the knowledge it contains from the unworthy. Malefax is clearly unworthy, and so I have hidden the holocron from him. You may yet prove yourselves worthy, in which case I will reveal it to you. But not until the dark side is purged from my temple."

The Gatekeeper's advice grants a Boost die  on either a Stealth check to sneak into the temple or the Initiative check at the start of a battle.

ADVOZSE MERCENARIES

2

3

2

2

1

1

BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER







PRESENCE











SOAK VALUE

4

W. THRESHOLD

8

Skills: Cool 0 () , Discipline 0 () , Ranged [Light] 1 (), Vigilance 1 ().

Equipment: Blaster pistol (Skill: Ranged [Light] []; Damage 6; Range [Medium]; : inflict 1 Critical Injury), vibroknife (Skill: Melee []; Damage 3; Range [Engaged]; : inflict 1 Critical Injury; Pierce 2 [reduce the target's soak by 2]), blast vest (+ 2 soak), comlink.

Since the mercenaries have no strain threshold, whenever they would normally suffer strain, they suffer wounds instead.



ENCOUNTER 7 CONTINUES ON THE NEXT PAGE

MALEFAX (NEMESIS)



Skills: Brawl 1 (●●●), Coercion 3 (●●●), Cool 0 (●), Coordination 1 (●●●), Deception 2 (●●●), Discipline 2 (●●), Melee 2 (●●●), Perception 1 (●●●), Skulduggery 2 (●●●), Stealth 3 (●●●), Ranged (Light) 1 (●●●), Vigilance 2 (●●).

Equipment: Blaster pistol (Skill: Ranged (Light) (●●●); Damage 6; Range [Medium]; ●●●: inflict 1 Critical Injury),

Ancient Sith sword (Skill: Melee (●●●); Damage 5; Range [Engaged]; ●●: inflict 1 Critical Injury; Pierce 2 [reduce the target's soak by 2]),

Dark robes (+1 soak, already included above), comlink, 2 stimpacks (use as a maneuver to heal 4 wounds on an organic being).

As a nemesis NPC, Malefax has a strain threshold and can suffer strain, just like a PC. He also suffers Critical Injuries like a PC.

MALEFAX'S FORCE POWERS

Malefax has Force Rating 2, and can roll 2 Force dice ● when using his Force powers. Malefax is a dark side Force user, and he uses dark side results ○ to generate Force points ● and trigger his Force powers. He must spend a Destiny point and suffer strain to use light side results ●.

Sense: Spend ● to sense all living things within short range; Spend ● to sense the emotional state of one living target engaged with Malefax; Spend ● to boost the range at which he senses living things to long range.

Move: Spend ● to move one object of about the size of a backpack or smaller within short range; Spend ● to increase the size of the object affected to person-sized; Spend ● to increase the range to medium range.

FIGHT!

One way or another, violence is almost certain to break out in this scene. Even if the PCs sneak in, as soon as they rescue Romund, Malefax will notice and leap to attack them.

When combat does begin, roll for Initiative, using Vigilance for the mercenaries and Malefax. If the PCs managed to get close enough to engage Malefax in conversation, he'll instead attack using Cool for Initiative (his Cool is much worse than his Vigilance, so this is to the PCs' advantage). The mercenaries will take cover behind walls and pillars and fire at the PCs, retreating if the PCs get close. If Malefax is defeated, the mercenaries flee out the door of the temple and down into the valley. They'll play no further part in this adventure.

To keep things exciting, the GM can use Advantage ●, Threat ●, Triumph ●, and Despair ● to affect the environment. The temple is old and crumbling; a good roll could collapse a pillar to create cover, hurl the target through a wall into the next room, or drop dangerous rubble on an enemy. A bad roll might see the same rubble fall on the active character or cause a pillar to collapse, cutting off the escape.

THE LIGHT SIDE TRIUMPHANT

Once Malefax is defeated, the surviving mercenaries (if any) flee, and the PCs can rescue Romund. Read the following aloud:

"My friends!" says Romund. "I was worried that my message would not reach you; I had only moments when Malefax took me. I've never been happier to see you in all my life." She slowly struggles to her feet, clearly damaged by her ordeal but still smiling. "And I'm so glad that this has brought you all together. I think this could be a grand opportunity for you, to learn from each other and from this temple. I believe it has secrets yet to uncover!"

Then the Gatekeeper appears. "You are quite right."

If the PCs have generally behaved in accordance with the light side of the Force and have defeated Malefax, the Gatekeeper thanks them for their help...and asks for their assistance one last time. He gathers the PCs (but not Romund) together in the main assembly hall and instructs them in a meditation ritual that should purge the dark side energy and hatred from the temple. The GM may choose to simply narrate this or may ask the PCs to make Force checks until they generate a certain quantity of light side results. With Malefax's defeat, there is no imminent danger in the valley any longer, and therefore there is no time pressure on the PCs to perform this task—they can simply keep trying until they succeed.

If the PCs perform the ritual, the temple and the valley are cleansed of Malefax's taint. If they don't, then the taint remains for a few weeks before dissipating naturally, unless it is reinforced by future evil emotions and behaviors.

Either way, the PCs are victorious and the adventure is over!



WRAP UP AND REWARDS

After the PCs rescue their mentor and restore balance to the temple, this adventure is over. But their adventures in the *Star Wars* galaxy are just beginning!

ANCIENT RELICS

Often, adventures end in the acquisition of new equipment for the PCs. In this particular adventure, the PCs have an opportunity to seize the weapons and equipment of Malefax and of any mercenaries they have defeated. More importantly, if they have satisfied the Gatekeeper that they are worthy, they now have control of the temple and all of the Gatekeeper's knowledge. The Gatekeeper's holocron is in a hidden chamber behind the archive to the right of the main assembly hall, and the wall will grind open to give the PCs access.

The PCs can also scavenge the temple for valuables. This might seem like desecration, but the Gatekeeper's only objection is that attachment to material things like wealth impairs judgement. There are a number of ancient and potentially valuable scrolls in the temple's archive, and scattered about are several idols and statues, some made of precious metals. All told, the PCs can salvage about 200 credits' worth each in goods. The holocron itself, of course, is priceless.

Finally, Malefax and his crew left behind another 300 credits per PC worth of credit chips and trade tokens.

EXPERIENCE AWARDS

Furthermore, at the end of each session, it is customary to receive an award of experience points (XP), which the PCs can invest in new or upgraded skills, talents, and Force power upgrades. Each of the hero players should turn to the final spread of his or her character folio now, where investing experience is explained. Each hero player should also be sure to transfer all information from the previous character sheet to the new one, including talents already purchased, skill ranks purchased, wound and strain thresholds, and equipment. The usual award for an adventure is 15 experience points, with a possible bonus for achieving significant story goals or excellent play. The suggested experience award for this adventure is 10 experience points, in addition to the 10 experience points the characters should have received during the **Interlude: Experience and Destiny** section. This makes a total of 20 experience points, a fitting award for the achievement of rescuing their mentor and defeating a servant of the dark side!

AWARDING EXPERIENCE POINTS

The GM should award experience points after every session. The amount awarded is typically 15 XP per character for a session of two or three major encounters and a handful of minor ones. The GM can grant an additional 5 bonus XP when the PCs reach key milestones or complete story arcs. The GM is encouraged to consider awarding an extra point or two of XP for exceptional roleplaying or remarkably clever thinking.

The GM should give the hero players an idea of the source of their XP. For example, they may receive 5 XP for avoiding a bounty hunter and another 5 XP for discovering new secrets of the Force. The GM should explain bonus XP that is awarded to the hero players so they can strive to meet those standards in future sessions.

OTHER ENCOUNTERS IN THE VALLEY

If the PCs spend some time exploring the valley during or after this adventure and visit the following locations, they might find the following things there:

THE VILLAGE

The village on the shores of the valley's central lake is a small hunting and fishing community of Spintiri humans. Their technology is not sophisticated; the people here live close to the land and must trade for any advanced technology from the capital (use the **Hunters** profile, on page 14). Before the temple is cleansed of Malefax's influence, the villagers are in turmoil and full of hostility due to the influence of the dark side. After the temple is cleansed, they are welcoming to strangers and willing to trade.

THE WOLF DEN

Nestled between steep, icy cliff faces, the wolf den is a rough stone cavern against the north side of the valley. A pack of icewolves makes its home here, dragging back the carcasses of their kills to share with the icewolf matriarch and cubs.

HUNTER'S CAMP

The hunter's camp on the opposite side of the lake from the village is a simple collection of lean-tos, drying racks, and firepits. The hunters bring their kills here to skin, dry pelts, and smoke meat for transport back to the village. The camp is deserted (the PCs having met the hunters earlier), but a careful search reveals a leather bag with the equivalent of two stimpacks' worth of traditional herbal remedies. There's also a small wooden boat pulled up on the nearby shore.

RUINS

The ruins of an ancient village, honeycombed with deep stone-walled pits and crisscrossed by ancient tunnels, once used for burial chambers and pantries. A wounded icewolf lurks in these tunnels; it fell in and hasn't been able to escape.

MOUNT TELLEC

The mountain peak rises above and behind the temple, forbidding and capped by what seems to be a permanent snow-storm. Anyone who is willing to brave the climb (**Average (◆◆) Resilience check**), however, will find a small shrine with an amazing view of not only the valley but the lowlands beyond. Atop the shrine is a small golden idol worth about 150 credits and a curious crystal of uncertain significance. Meditating at the shrine (**Average (◆◆) Discipline check**) for at least half an hour restores all strain.

THE LAKE

The lake is deep and very cold. It's inhabited by several species of fish and some sharp-toothed aquatic mammals called skryl that whelp on the ice during the winter and bask on the shores of the lake's island in spring and summer. In the center of the lake is a stone tower beneath the surface, suggesting yet another ruin at the bottom of the lake.

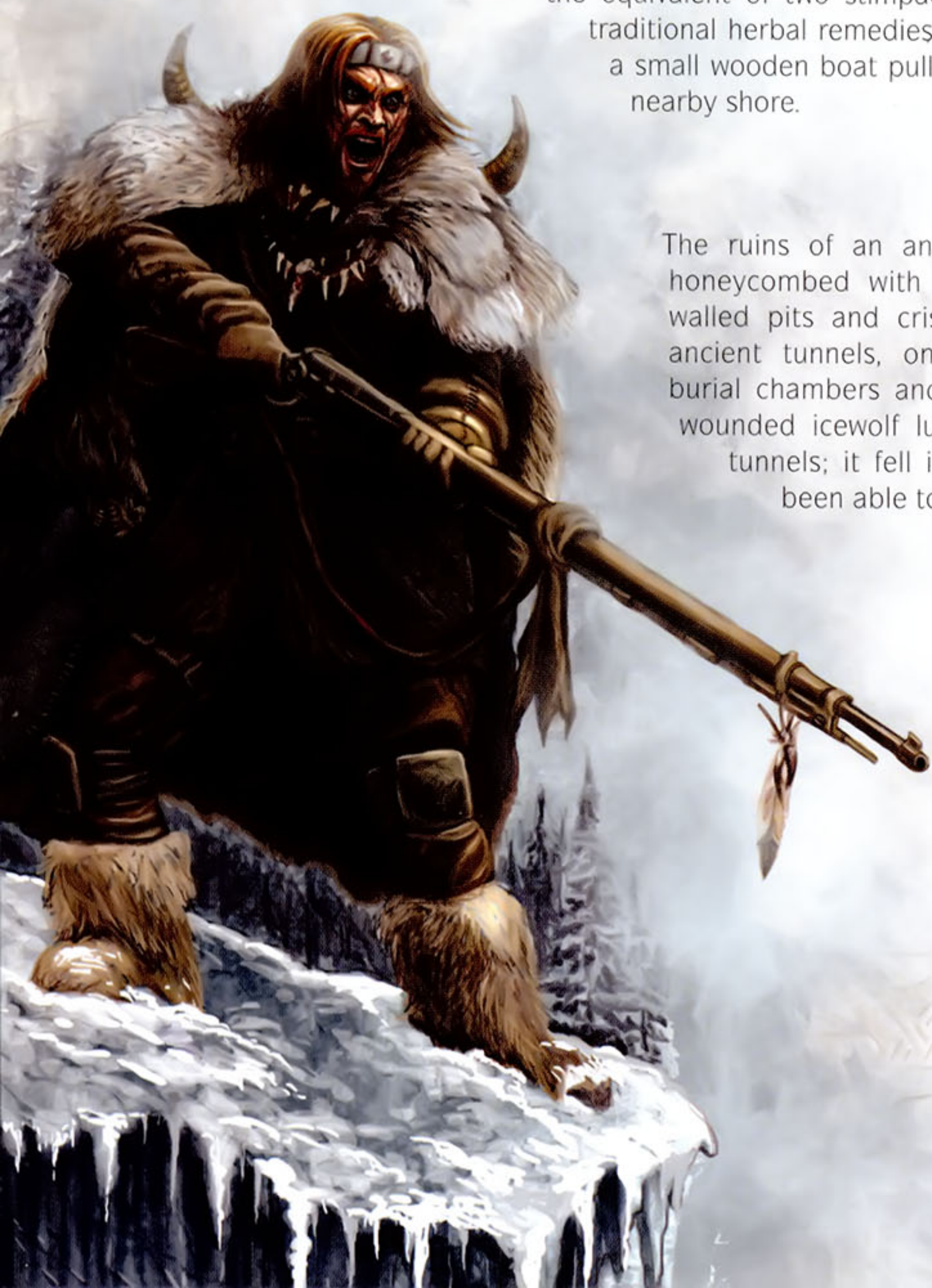
THE FOREST

A snow-clad forest fills the eastern half of the valley. As the snow melts and green things begin to grow, a variety of hibernating mammals emerge from their dens and scurry about in search of food and mates. The forest provides excellent hunting to the nearby villagers and the valley's icewolves, and animal runs throughout the woods are strewn with snares and traps, some filled with recent catches. After nightfall, the forest becomes dark and terrifying, especially with Malefax's taint filling the valley. Anyone in the forest after nightfall must pass an **Average (◆◆) Discipline check** to conquer fear or suffer a Setback die ■ to all checks until they find someplace bright and warm in which to sit a spell.

In the center of the forest is an enormous, ancient tree. This tree is strong in the Force. While the valley is tainted, it adds one dark side result ● to any Force checks made while engaged with the tree; once the valley is purified, it adds one light side result ○ to such checks instead.

THE ROCKFALL

This area is a collection of rocky bluffs, free-standing stones, and rocks that have fallen from the mountains above. Careful inspection of the rocks here reveals that many of them were carved into statues thousands of years ago, though by now they have weathered away to nearly nothing. One particular bluff has a large statue of a seated figure atop it. An **Average (◆◆) Knowledge check** reveals that the seated figure is a Jedi, and that it holds a replica of a holocron in its hands. The statue is facing the temple, and a reasonable conclusion might be that the statue is pointed directly at the hidden holocron. (This is, in fact, true.)



FURTHER ADVENTURES

Now that they have rescued their mentor and are safe in a mysterious old temple, the PCs have a galaxy of possibilities before them. The GM can continue the story using the adventure seeds below and in **LURE OF THE LOST**, a free adventure that is designed to follow the **BEGINNER GAME** and is available for download at www.FantasyFlightGames.com!

THE TEMPLE

Romund will be eager to study the temple in more detail, particularly if the Gatekeeper has revealed the secret room. The old scholar can neither see nor hear the Gatekeeper and cannot interface with the holocron directly, because she is not Force-sensitive, so she will wish to enlist the PCs' aid in asking the Gatekeeper an endless (and somewhat boring) array of questions, only some of which the Gatekeeper can answer. The Gatekeeper's responses could lead to a limitless supply of new adventures and secrets of the Force. Meanwhile, the villagers in the valley, their sanity restored, may investigate. Can the PCs smooth things over with the villagers and turn the temple into a welcoming home with friendly neighbors?

The Gatekeeper's holocron is located in a fitted scone in a pedestal in its hidden chamber, and the pedestal is connected to an ancient machine that allows the Gatekeeper to manifest anywhere in the valley. There are several empty pedestals in the same room—clearly, they once also held holocrons. The Gatekeeper may hold some clues as to where to start looking for them—perhaps one is located elsewhere in the valley, guarded by icewolves, or another has fallen into the hands of merchants in Spintir's largest city, Reles. Finding these missing holocrons and returning them to the temple forms the basis of **LURE OF THE LOST**.

BINDING THE GALAXY TOGETHER

The Force is more than just an ancient tradition. The Force is a very real and powerful presence throughout the galaxy and is integral to the life and existence of all living things. The true nature of the Force is the subject of much scholarship and meditation by Force-sensitives throughout the galaxy. There are many theories, but little certainty. The Jedi taught that the Force possesses a light side, of harmony, knowledge, and oneness, and a dark side, of selfishness and negative emotions. The ancient Sith embraced the dark side and drew power from their emotions and passions.

There are places where the Force is stronger than others. These so-called vergences in the Force are not common, and can be as small as a single tree or cave, or as large as an entire planet. In these places, the Force itself may manifest illusions or presences that seem very much like spirits, and seekers of wisdom may discover a fraction of the truth of the Force.

Malefax may not be the only dark side adept who poses a danger to the PCs. He may have had allies offworld, or resources the PCs know nothing about. His allies might seek revenge, or might seek the holocron for themselves. The Empire, too, will not be happy to see anyone resurrecting lost Jedi secrets. If the PCs seem complacent, arrival from any of these enemies can spark a new adventure as the PCs scramble to keep out of the clutches of the dark side.

THE STAR WARS GALAXY

The *Star Wars* galaxy is massive and incredibly detailed, with dozens of worlds that the PCs could explore, many of them strong in the Force. Although the ruined temple and the valley around it provide a haven in which the PCs can study the Force in peace, they may wish to explore further to expand their knowledge—and of course circumstances may conspire to force them to leave.

A GALAXY TO EXPLORE

Millions upon millions of planets populate the galaxy, and only a small fraction of them have been fully explored. Although the Empire controls many worlds and persecutes all vestiges of the Jedi Order (possibly including the PCs), there are other worlds beyond the Empire's reach. There are planets where the PCs may be welcomed as heroes, and others where they may be feared as conquerors. And there are planets with no sentient life whatsoever, where the PCs might pit themselves against wild animals and the forces of nature.

The legacy of the Force is felt everywhere throughout the galaxy. From remote, unpopulated worlds like Dagobah or Irum, to the former home of the Jedi Order on Coruscant, it seems as if anywhere the PCs go, they will discover more of their destiny. They may uncover ancient Jedi secrets, as they did on Spintir, encounter other Force-sensitives like themselves, or find artifacts and tools of the Jedi.

A GALAXY OF HISTORY

The galaxy has a history of civilization that spans tens of thousands of years. Great empires have risen and fallen, and left in their wake hidden secrets, lost technology, and forgotten knowledge of the Force. The Galactic Republic stood for over one thousand years, and during that time the Jedi Knights were the defenders and peacekeepers of the galaxy, powerful warriors and scholars of the Force. Their lightsabers were icons of truth and justice until the Jedi Order was destroyed during the rise of the Galactic Empire.

Because the legacy of the Force has been deliberately suppressed by the Empire, exploring ancient ruins and seeking out ancient knowledge may be one of the few ways the PCs can learn more. Unfortunately, without any living Jedi to guide them, the PCs may struggle to distinguish between the wisdom of the Jedi and the knowledge of the Sith, and some ancient Sith holocrons have been known to actively attempt to corrupt their users.



GM TIPS & ADVICE

The Game Master has the hardest job at the table, since he or she is trying to manage many characters at once and keep the session moving. The GM can also have the most rewarding job, as his or her role is unique in the collaborative storytelling experience. Here are a few key pieces of advice to make the GM's job easier and ensure a better game for everyone.

DON'T LET THE STORY STOP JUST BECAUSE OF A FAILED CHECK.

One of the most common mistakes made by new GMs is concealing too much information from the other players, or assuming that the PCs will always succeed. If they are searching for the schematics of a lightsaber while exploring a derelict Jedi starship but fail the checks to find them, then the story can grind to a halt. The simplest solution to this is just to not roll for checks that must be passed for the story to continue. Another answer is to have an alternative means of progressing the story. For example, the PCs fail to find the lightsaber plans before accidentally activating a security droid, and now must do battle with a lightsaber-armed droid. When the PCs defeat the droid, however, they discover that its droid brain contained the plans to construct a new lightsaber. The PCs are still "punished" for their failure (they had to fight a battle they could have avoided) but the story still moves forward—albeit in a different way than the players initially expected.

DELEGATE!

The GM can have a lot to keep track of, especially during busy scenes like combat. It's okay to delegate some of the responsibilities to other players. For example, one player could keep track of Initiative and call out the next Initiative slot each time a player finishes his or her turn. It's also entirely reasonable to let the hero players keep track of their own experience points, money, and gear. In extreme cases, an entire NPC could be delegated to a hero player whose PC isn't involved in a given scene. This both makes the GM's job easier and keeps that hero player involved.

SAY "YES" AND "YES, BUT..."

Roleplaying games are collaborative, improvisational storytelling experiences. It can be helpful to look at traditional improv theater for inspiration—specifically, the rule in improv of "say 'yes'." When someone invents a fact of the scene that enhances the story or moves the plot forward, and it

could just as easily be true as not, saying "yes" is usually the right thing to do. Usually hero players are becoming inventive because they are looking for a way forward in the plot, so working with them to build or discover that way forward keeps the story moving.

Of course, that doesn't mean that everything should always go their way all the time. Perhaps the PCs want to locate a stolen holocron. The Mystic character might ask if his ancient scrolls contain any clues they might follow. The answer could be "Yes, but the relevant section is written in a language you don't know. You'll have to travel to Reles and find a linguist to translate them for you." Now the PCs have a way forward—a target—but also a complication, something to overcome. They'll need to consider their options and decide how to proceed, but they have a clear objective: finding a particular scholar in a particular city.

The dice system is very flexible and rewards this style of play in two ways. First of all, it's quite easy to allow a player's improvised idea for an action or plan to be determined by a dice roll. "Can I shoot the stormtroopers as I jump out of the treetop?" "Yes, but the check will receive one Setback die ■ because you're falling and a second because the foliage is very dense." Secondly, the dice symbols—particularly Advantage 🎲, Threat ⚡, Triumph 🏆, and Despair 🏹—lend themselves to improvisation. The symbols provide inspiration for new complications and boons as the story moves in new directions.

TREAT THE OTHER PLAYERS LIKE ALLIES.

Remember that all the players at the table have the same goal: to tell a fun story. It's okay to admit you don't have total mastery of the rules—the group can work together to resolve a rules dispute in the way that is the most fun and best for the story. It's okay to admit to being caught flat-footed by a decision the PCs make, and to ask for a break to plan out the next few scenes. And it's okay to throw the question to the table: "What happens next? What's the best way to interpret that Despair 🏹 symbol?" The answer to the question "Does my character know anyone on this planet?" can be "I don't know; does she?" Playing a roleplaying game is a collaborative project, and you're all on the same team.

Lastly, and most importantly: If everyone is having fun, you're doing it right!

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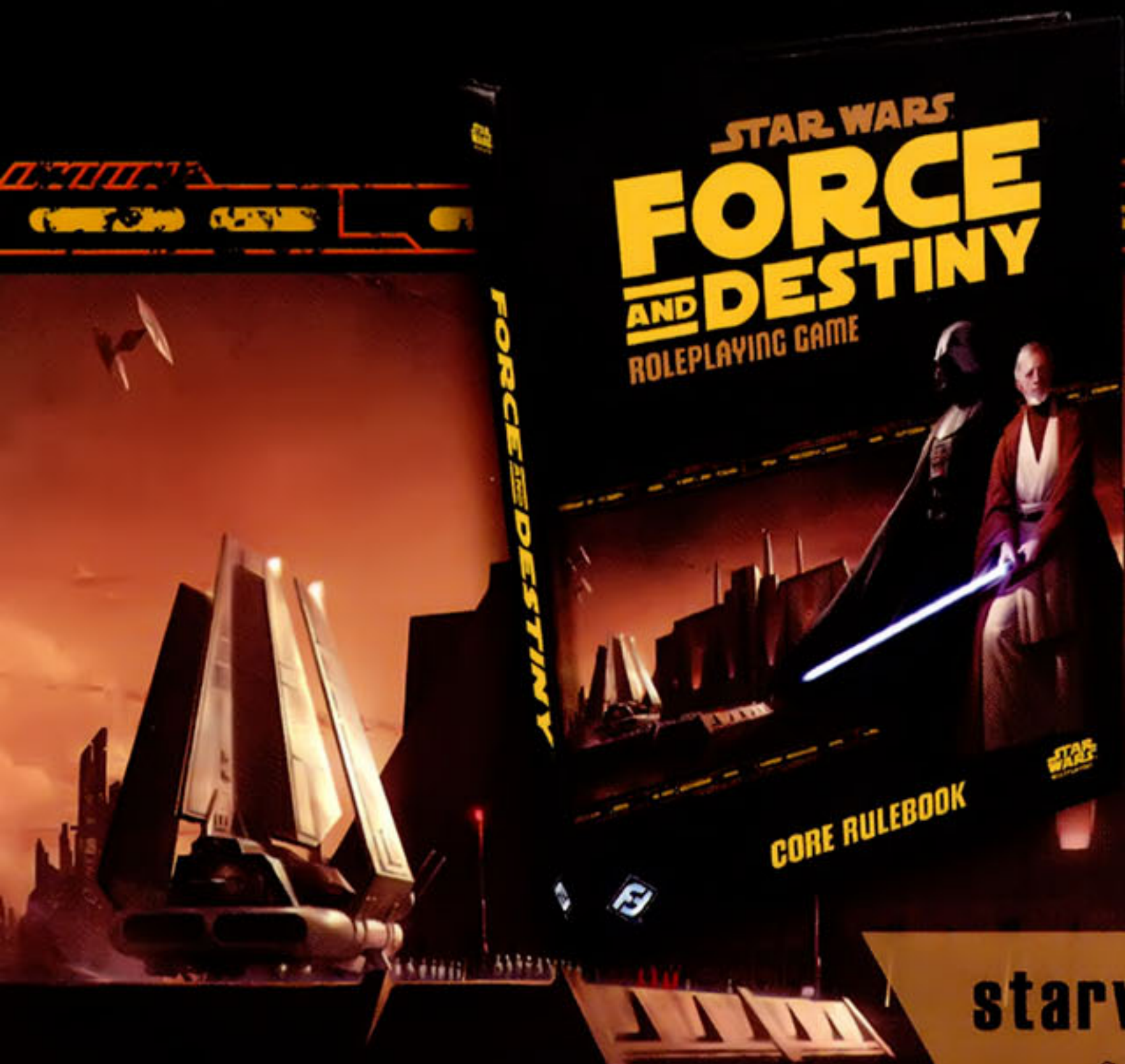
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CRITICAL INJURIES

If an NPC suffers a Critical Injury, then for simplicity's sake, that NPC is simply defeated. If a Player Character suffers a Critical Injury, he or she suffers ill effects based on the number of Critical Injuries the character is currently suffering from. Each Critical Injury persists until it is healed. See page 19 of the **BEGINNER GAME** Rulebook for more information on healing and recovery.

Number of Critical Injuries	Difficulty to Heal	Effects
First Critical Injury	Easy (◆)	Immediately suffer 2 strain. No ongoing effect.
Second Critical Injury	Average (◆◆)	Suffer a Setback die ■ to your next check. No ongoing effect.
Third Critical Injury	Hard (◆◆◆)	Suffer a Setback die ■ to all checks until this Critical Injury is healed.
Fourth Critical Injury	Hard (◆◆◆)	The PC is incapacitated until this Critical Injury is healed.



Success ☆ symbols are canceled by Failure ▼ symbols; if there are any Success ☆ symbols left, 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.

SYMBOLS AND DICE



Ability Die ◆



Proficiency Die ◆



Difficulty Die ◆



Challenge Die ◆



Boost Die ◆



Setback Die ■



Force Die ◆

SKILL CHECKS: DIFFICULTY

When a character attempts a skill check, the GM should determine the difficulty of the check. The difficulty of combat checks and opposed checks has already been discussed, but the GM must also use his or her best judgement to determine the difficulty of ordinary skill checks.

Difficulty Level	Dice	Example
Simple	–	Routine, with the outcome rarely in question. Usually not rolled unless the GM wishes to know the magnitude of success, or with one or more Setback dice ■ to indicate the possibility of complications.
Easy	◆	Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at short range.
Average	◆◆	Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range, trying to strike a target with a melee attack while engaged.
Hard	◆◆◆	Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting a target at long range.
Daunting	◆◆◆◆	Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, shooting a target at extreme range.
Formidable	◆◆◆◆◆	Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without a breathable atmosphere.

STAR WARS[®]

FORCE[™] AND DESTINY

BEGINNER GAME



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RULEBOOK



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ROLEPLAYING

STOP! OPEN THE ADVENTURE BOOK FIRST

The rules presented in this book are intended for players who have already played through the included **BEGINNER GAME** adventure. The introductory adventure featured in that book is designed to walk you through all of the basic **FORCE AND DESTINY BEGINNER GAME** rules in an easy, play-as-you-learn format. So grab some friends, crack open the adventure book, and get started!

GETTING STARTED

Now that you have played through the introductory **BEGINNER GAME** adventure, there is no need to stop there. The galaxy is yours to explore, and this book is filled with all the rules you will need to carry on with your adventures. All of the rules introduced and taught in the adventure can also be found here for ease of play, and many of the concepts have been expanded with further detail.

WHAT'S IN THE BOOK?

- **Chapter I: Playing the Game (page 2).** Rules for building and interpreting dice pools, performing checks, using Destiny Points, and investing experience points to enhance the **FORCE AND DESTINY BEGINNER GAME** characters.
- **Chapter II: Combat (page 12).** Rules for handling combat, movement, and characters' health.
- **Chapter III: Skills (page 21).** Descriptions and common uses of each of the various skills that a character might learn in the course of his or her adventures in the *Star Wars* galaxy.
- **Chapter IV: Talents (page 26).** Special abilities and techniques available to the characters in the **FORCE AND DESTINY BEGINNER GAME**.
- **Chapter V: Gear and Equipment (page 30).** Common personal weapons, armor, and gear critical for the survival of fugitive Force users.
- **Chapter VI: The Force (page 37).** Special rules for manipulating the mystical power of the Force.
- **Chapter VII: Adversaries (page 44).** Several additional opponents with which the heroes can contend.

GAME RULES

Many of the rules presented here will be familiar now that you have played through the tutorial adventure, although this section provides greater depth.

WHAT PLAYERS NEED TO PLAY

Continuing with your **FORCE AND DESTINY BEGINNER GAME** requires very few materials. Besides at least one copy of this rulebook, players will need pencils or pens, as well as the character folios and custom dice they used in the **BEGINNER GAME** adventure.

The players and GM might also find it helpful to obtain the *Star Wars* dice-rolling application. More information can be found at www.FantasyFlightGames.com.

NARRATIVE PLAY

The **FORCE AND DESTINY BEGINNER GAME** asks the players to step into their characters' roles and use dramatic narrative to describe events and advance the story. While this rulebook provides specific rules for how to resolve actions, the game relies heavily on both the Game Master and the players to use their imaginations—tempered with common sense—to explain what happens.

In the **FORCE AND DESTINY BEGINNER GAME**, combat, placement of characters, and other situations are represented in an abstract fashion. Rather than taking a ruler and measuring the distance between characters on a map, it is preferable for a player to simply state: "I'm ducking behind the computer console to get some cover while I return fire." That sort of description paints a much better picture of the action taking place.



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PLAYING THE GAME

THE CORE MECHANIC

The core mechanic of the game revolves around the skill check. The skill check determines whether specific actions performed by characters succeed or fail, as well as any consequences that might accompany success or failure. This core mechanic in the **FORCE AND DESTINY BEGINNER GAME** is quite simple and can be broken into two key elements:

1. Roll a pool of dice.
2. After accounting for all other factors, if there is at least one Success ✨ symbol showing on the dice, the task is completed successfully.

The first element involves rolling a pool of dice. When a character wishes to attempt an action, a dice pool must be assembled. The number and type of dice are influenced by several factors, including the character's innate abilities, skill training, and equipment, as well as by the inherent difficulty of the task being attempted. The GM might decide that the environment or the situation warrants certain additional dice. Once all the necessary dice have been assembled, the player attempting the task rolls all of the dice in the pool.

The second element involves interpreting the results on the dice. The players look at the symbols on the face-up sides of the dice. Certain symbols work in pairs, one type canceling out another. Other symbols cannot be canceled out; their effects are applied regardless of the outcome of the roll. After comparing the first set of paired symbols—Success ✨ and Failure ▼—the players can determine if the task succeeds. Then they compare the second set of symbols—Advantage 🌀 and Threat ☠️—to determine if there are any beneficial side effects or negative consequences. Finally, any other symbols are resolved to add the last details to the outcome.

This core mechanic forms the foundation of the game. Other rules and effects either modify or interact with one of these two fundamental elements: the pool of dice being assembled or the results on the dice after they are rolled.

THE DICE

When a character makes a skill check in the **FORCE AND DESTINY BEGINNER GAME**, the dice allow the players to quickly determine the success or failure, as well as the magnitude and narrative implications, of the attempted task. To accomplish this, the **FORCE AND DESTINY BEGINNER GAME** uses seven different types of dice. Each die face is either blank or features one or more symbols that represent various positive or negative effects.

POSITIVE DICE

There are three types of positive dice that have symbols that improve the odds of successfully completing a task or achieving beneficial side effects.

ABILITY DICE

Ability is represented with green eight-sided dice. Ability dice represent the character's aptitude or skill when attempting a skill check.

BOOST DICE

Special advantages, or "boosts," are represented with light blue six-sided dice. Boost dice represent benefits gained through luck, chance, and advantageous actions taken by the characters.

PROFICIENCY DICE

Proficiency is represented with yellow twelve-sided dice. Proficiency dice represent the combination of innate ability and training. They are most often used when characters attempt skill checks for which they have training in a relevant skill. Proficiency dice are the upgraded version of Ability dice (for more on upgrades, see page 7).

NEGATIVE DICE

There are three types of negative dice that have symbols that undermine success or impose unwanted complications.

DIFFICULTY DICE

Difficulty is represented with purple eight-sided dice. Difficulty dice represent the inherent challenge or complexity of a particular task a character is attempting. In simplest terms, the more Difficulty dice in a dice pool, the more challenging it is to succeed.

POSITIVE DICE AND NEGATIVE DICE

Each dice pool is made up of a number of dice from several different sources. Essentially, these dice pools are comprised of "positive" and "negative" dice.

Positive dice are added to the pool to help accomplish a task or achieve beneficial side effects. Negative dice are added to the pool to hinder or disrupt a task, or to introduce the possibility of complicating side effects.

TABLE 1-1: POSITIVE AND NEGATIVE DICE

Positive Dice Come From	Negative Dice Come From
The skill used to accomplish a task	The difficulty of the task attempted
The characteristic being applied	An opponent's special abilities, skills, or characteristics
An applicable talent or special ability	Opposing forces at work
Equipment or gear being used by the character	Inclement weather or environmental effects
The use of light side Destiny Points	The use of dark side Destiny Points
Tactical or situational advantages	Tactical or situational disadvantages
Other advantages, as determined by the GM	Other disadvantages, as determined by the GM

SETBACK DICE

Certain complications, or "setbacks," are represented with black six-sided dice. Setback dice represent problems or minor obstacles during task resolution. Setback dice are not as potent as Difficulty dice.

CHALLENGE DICE

Challenge is represented with red twelve-sided dice. Challenge dice represent the most extreme adversity and opposition. These dice might be featured in place of Difficulty dice during particularly daunting challenges posed by trained, elite, or prepared opponents. Challenge dice are the upgraded version of Difficulty dice (for more on upgrades, see page 7).

FORCE DICE

The Force is abstracted using white twelve-sided dice. These Force dice represent the power and pervasiveness of the Force. In the **FORCE AND DESTINY BEGINNER GAME**, Force dice are used when characters use Force powers (see page 37) as well as when the players generate their starting Destiny pool at the beginning of a session (see page 10).



DICE SYMBOLS & RESULTS

The dice used in the **FORCE AND DESTINY BEGINNER GAME** feature a number of unique symbols used to determine success and failure, as well as additional context and consequences during task resolution. Understanding these symbols allows the players to more fully contribute to the story, generating memorable details and describing cinematic actions over the course of their adventures. This section defines the different symbols and describes how they can be used in play.

POSITIVE RESULTS

There are three positive symbols on the task resolution dice.

SUCCESS ✨

Success ✨ symbols are critical for determining whether a skill check succeeds or fails. One Success ✨ symbol is canceled by one Failure ▼ symbol. If there is at least one Success ✨ symbol remaining in the pool after all cancellations, the skill check succeeds.

Success ✨ symbols also influence the magnitude of the outcome. For example, in combat, each Success ✨ symbol is added to the damage inflicted to the target. Generating four net Successes ✨ would inflict four additional damage.

ADVANTAGE 🌀

The Advantage 🌀 symbol indicates an opportunity for a positive consequence or side effect, regardless of the task's success or failure. Some examples of these positive side effects could include slicing a computer in far less time than anticipated, finding an opening during a firefight to duck back into cover, or recovering from strain during a stressful situation. One Advantage 🌀 symbol is canceled by one Threat ⚡ symbol.

It is possible for a task to fail while generating a number of Advantage 🌀 symbols, which allows something good to come out of the failure. The applications of Advantage 🌀 are covered in more detail on page 8.

TRIUMPH ⚡

The Triumph ⚡ symbol is a powerful result, indicating a significant boon or beneficial outcome. Each Triumph ⚡ symbol provides two effects:

- First, each Triumph ⚡ symbol also counts as one Success ✨, in every way a Success ✨ has been defined.
- Second, each Triumph ⚡ can be used to trigger an incredibly potent effect. See page 8 for more information on using Triumph ⚡ to trigger effects.

Players gain both effects with each Triumph ⚡ symbol; they do not have to choose between the Success ✨ and the special effect trigger.

NEGATIVE RESULTS

There are three negative symbols on the task resolution dice.

FAILURE ▼

Failure ▼ symbols are critical for determining whether a skill check succeeds or fails. One Failure ▼ symbol cancels one Success ✨ symbol. If there are no Success ✨ symbols remaining in the pool after all cancellations, the skill check fails. Multiple net Failure ▼ symbols have no further effect.

THREAT ⚡

The Threat ⚡ symbol is fuel for negative consequences or side effects, regardless of the task's success or failure. Some examples of negative side effects could include taking longer than expected to slice a computer terminal, leaving an opening during a firefight that allows an enemy to duck into cover, or suffering additional strain during a stressful situation. One Threat ⚡ symbol cancels one Advantage 🌀 symbol.

It is possible for a task to succeed but also generate Threat ⚡ symbols that taint or diminish the impact of the success. The GM generally resolves Threat ⚡ effects. The applications of Threat ⚡ are covered in more detail on page 8.

DESPAIR 🌀

The Despair 🌀 symbol is a powerful result, indicating a significant bane or detrimental outcome. Each Despair 🌀 symbol imposes two effects:

- First, each Despair 🌀 symbol also counts as one Failure ▼, in every way a Failure ▼ has been defined.
- Second, each Despair 🌀 can be used to trigger a potent negative effect. See page 8 for more information on using Despair 🌀 to trigger effects.

Players suffer both effects with each Despair 🌀 symbol; they do not get to choose between the Failure ▼ and the special effect trigger. The Failure ▼ aspect of a Despair 🌀 can be canceled by a Success ✨ symbol as usual, but the second aspect of the Despair 🌀 result cannot be canceled. If it appears alongside a Triumph ⚡ symbol, both take effect for the results of the check.

FORCE RESOURCES

The final dice symbols represent resources generated by the Force. There are two types of Force resources: light side Force points ○ and dark side Force points ●. The generic symbol for a Force point, whether light side or dark side, is ◐.

○ and ● appear on Force dice ◐, which are used by Force users to fuel special abilities. The Force die ◐ and the mechanics that govern it are very different from the core skill check mechanics. They are discussed in greater detail in Chapter VI on page 38.

LIGHTS, CAMERA, ACTION!

During the course of a **FORCE AND DESTINY BEGINNER GAME** adventure, characters find themselves attempting a variety of tasks. When the outcome of a Player Character's task is uncertain, that character usually needs to perform a skill check to determine the success or failure of that particular action.

The type of skill check required is determined by the GM (for more information on skill types, see page 21). Once the type of check and its difficulty have been set, the player creates a pool of dice based on the different factors involved in the task. The pool can be a combination of many types of

dice, and it varies from action to action based on the characters involved and the specific situation.

After the dice pool has been created, the player rolls all of the dice assembled. The results on these dice are evaluated. Some results cancel each other out, while others are cumulative. Once all evaluations have been made, the player and GM can resolve the skill check by determining the action's success or failure. They use the information from the dice results to describe the outcome of the check, as well as any additional effects, complications, or surprises.

THE BASIC DICE POOL

The **FORCE AND DESTINY BEGINNER GAME** uses a concept known as a dice pool, which is a collection of the custom dice needed for the game (see **Building a Basic Dice Pool**, on page 6). The basic dice pool relies on three factors: the PC's inherent ability, any specialized training, and the difficulty of the task being attempted.

CHARACTERISTICS

A character's intrinsic abilities are defined by the following six characteristics:

AGILITY

The Agility characteristic measures a character's manual dexterity, hand-eye coordination, and body control.

BRAWN

A character's Brawn represents a blend of a character's brute power, strength, and overall toughness, as well as the ability to apply those attributes as needed.

CUNNING

Cunning reflects how crafty, devious, clever, and creative a character can be.

INTELLECT

The Intellect characteristic measures a character's intelligence, education, mental acuity, memory, and ability to reason and rationalize.

PRESENCE

A character's Presence characteristic is a measure of moxie, charisma, confidence, and force of personality.

WILLPOWER

The Willpower characteristic reflects a character's discipline, self-control, mental fortitude, and faith.

CHARACTERISTIC RATINGS

Characteristic ratings for both Player Characters (PCs) and Non-Player Characters (NPCs) generally range from 1 to 6.

A typical humanoid has an average characteristic rating of 2. A rating of 1 is weak and below average. A characteristic rating of 3 or 4 is significantly above average, while ratings of 5 or 6 represent peak performance and ability.

SKILLS & TRAINING

Skills represent the character's training or experience in performing specific tasks and actions. Although a character can attempt almost anything without the proper training or skill, a trained character will be far more effective and capable than one unskilled at the task at hand.

Each skill is linked to a specific characteristic, the default ability a character uses when performing a task with that skill. For example, the Athletics skill is based on Brawn, Deception relies on Cunning, and Knowledge uses Intellect.

For a more in-depth look at skills and their applications, see page 21.

DIFFICULTY

Difficulty adds negative dice to the dice pool, making success more challenging. In addition to the task's inherent difficulty, other dice may be added to reflect additional complications based on the environment or specific situation.

While the characteristic and related skill training are defined by the character attempting the task, the difficulty of a task is set by the GM. There are six difficulty levels (see **Table 1–2: Difficulty Levels**, on page 7).

BUILDING A BASIC DICE POOL

Now that the three primary building blocks of a skill check's dice pool have been discussed, the following section explains how the dice pool is actually assembled.

APPLYING SKILLS & CHARACTERISTICS

The active character's skill training and the skill's linked characteristic are equally important when building a dice pool. When a character performs a task, the GM and player determine which skill is most appropriate. The skill they select determines which characteristic the character uses. For example, if the character is attempting to bypass a security terminal by slicing its alarm system, the skill check would use the Computers skill, which is linked to the Intellect characteristic.

Once the characteristic and skill are determined, the player can start building the dice pool. The player compares any ranks of skill training and the linked characteristic's rating.

The higher of the two values determines how many Ability dice (◆) are added to the skill check's dice pool. Then the player upgrades a number of those Ability dice (◆) into Proficiency dice (◇) based on the lower of the two values. If a character is unskilled (possesses no ranks) in the necessary skill, that value is automatically zero, and the character relies solely on the appropriate characteristic.

Example 1: Sarenda is attempting to jump over a bottomless chasm as she navigates her way through a lost temple. This uses Sarenda's Athletics skill and Brawn characteristic. Sarenda has Athletics 2 and Brawn 3. Her Brawn is higher, so the player begins by adding three Ability dice (◆◆◆) to the pool. Sarenda's Athletics skill is lower, so the player upgrades that many dice (two) into Proficiency dice (◇◇). To attempt the jump, Sarenda starts out with three dice in her pool: ◆◇◇ (one Ability die and two Proficiency dice).

Example 2: Later, Dao must attempt to jump over the same chasm. Dao, who constantly trains and conditions his body, has an Athletics skill of 3. However, his Brawn is only 2. His Athletics skill is higher, so the player begins by adding three Ability dice (◆◆◆) to the pool. Dao's Brawn rating is lower, so the player upgrades that many dice (two) into Proficiency dice (◇◇). To attempt this action, Dao starts out with three dice in his pool: ◆◇◇ (one Ability die and two Proficiency dice).

Note that both Sarenda and Dao begin with the same size and type of dice pool, despite the fact their ranks in the Athletics skill and their Brawn characteristics are different.

APPLYING TASK DIFFICULTY

After determining which skill and related characteristic are required to attempt the task, the GM chooses the level of difficulty for the task by consulting **Table 1–2: Difficulty Levels**, on page 7. The difficulty level of the task determines the number of Difficulty dice (◆) that the player must add to the pool. For example, an **Average (◆◆)** skill check means the player adds two Difficulty dice (◆) to the dice pool.

In some cases, the GM may upgrade one or more of these Difficulty dice (◆), removing them from the dice pool and replacing them with an equal number of Challenge dice (◆). Difficulty dice (◆) are most often upgraded into Challenge dice (◆) when characters face skilled opposition or particularly dire circumstances, or when Destiny Points are used to make a check more challenging. Upgrading Difficulty dice (◆) into Challenge dice (◆) is discussed in more detail on page 7.

If there are no other factors influencing the outcome of the attempt, the basic dice pool is now complete and can be rolled to determine success or failure, as well as any potential side effects.

Example: Following the prior examples, the GM reviews the table of difficulty levels. Deciding that the chasm is only a couple meters across and the edges are firm and covered with vines, the GM assigns a difficulty of **Average (◆◆)** to the task. Two Difficulty dice are added to the players' dice pools when they attempt to jump across the chasm.

MODIFYING A DICE POOL

If there are no other influences or contributing factors that can impact the outcome of a task, the basic dice pool might be sufficient to represent the check. However, in a setting as diverse and action-packed as *Star Wars*, it is common for other factors to be introduced.

Any number of factors might warrant modification of the dice pool, such as obstructing terrain, poor lighting, time constraints, superior equipment, special talents, investment of Destiny Points, Force powers, or Critical Injuries. The following sections describe these modifications in more detail.

It is also important to note that when modifying a dice pool, players perform the modifications in a specific order. First, players assemble the basic pool. Then they add additional dice. Then they upgrade dice. Then they downgrade dice. Finally, they remove dice.

ADDING DICE

One way to modify the basic dice pool is to add dice to reflect environmental conditions or various advantages and disadvantages. This is done primarily through the use of Boost (■).

TABLE 1-2: DIFFICULTY LEVELS

Difficulty Level	Dice	Example
Simple	–	A simple task is something so basic and routine that the outcome is rarely in doubt. Success is assumed for the majority of simple tasks. If failure is virtually impossible, the task should not even require a check—the GM may simply state that the proposed action succeeds. If circumstances make the outcome uncertain, then a simple task may require a roll. This is generally the case only if one or more Setback ■ dice are introduced, such as those added due to injuries, the environment, or opposition.
Easy	◆	An easy task represents something that should pose little challenge to most characters, but something could go wrong, and failure is still possible. Examples include picking a primitive lock, tending to minor cuts and bruises, finding food on a lush planet, and shooting a target at short range.
Average	◆◆	An average task represents a routine action for which success is common enough to be expected, but failure is not surprising. Examples include picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range, and trying to strike a target with a melee attack while engaged.
Hard	◆◆◆	A hard task is much more demanding of a character. Success is certainly feasible, but failure is far from surprising. Examples include picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, and shooting a target at long range.
Daunting	◆◆◆◆	A daunting task taxes a character and may push him to his limits. Success may be difficult to achieve, but it is possible. Examples include picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, and shooting a target at extreme range.
Formidable	◆◆◆◆◆	Formidable tasks seem nigh impossible. In fact, a formidable task most likely is impossible if approached casually. However, with proper planning, a well-trained and well-equipped character has a chance at success. Examples include picking a lock with no comprehensible mechanism, cloning a new body, and finding food and shelter on a planet without a breathable atmosphere.

and Setback ■ dice. As a general rule, one Boost die □ is added to the dice pool for each edge or tool that would help the character succeed, and one Setback die ■ is added for each disadvantage or obstacle impeding success.

A single Boost die □ is often enough to represent the benefits provided by useful gear, ample time, superior position, or the element of surprise. If more than one of these advantages are applicable, the GM may allow multiple Boost dice □ to be added to the dice pool.

Likewise, a single Setback die ■ is usually enough to reflect the impact of detrimental or obstructing effects like poor lighting, inferior supplies, harsh environments, or outside distractions. If more than one of these disadvantages are applicable, the GM may add multiple Setback dice ■ to the dice pool.

Example: In the chasm-jumping example used previously, the scene may have been described to reflect the character attempting the task while under heavy fire from enemy forces (a disadvantage) and doing so during high winds (a disadvantage). Fortunately, the character has a vine he can use to swing across (an advantage). Based on how the scene has been set up and described, the GM adds two Setback dice ■ and one Boost die □ (in total, ■■□) to the pool.

UPGRADING AND DOWNGRADING DICE

In addition to dice being added to the pool, some game effects, such as Destiny Points, upgrade a weaker die into a more potent die, or downgrade a potent die into a weaker die.

UPGRADING DICE

Upgrading dice is a mechanic specific to Ability dice ◆ and Difficulty dice ◆. When an Ability die ◆ is upgraded, it is converted into a Proficiency die ◀. When a Difficulty die ◆ is upgraded, it is converted into a Challenge die ●.

When a special talent or effect calls for one or more dice to be upgraded, the player first determines how many dice are to be upgraded. Once this has been determined, the player removes that number of Ability dice ◆ or Difficulty dice ◆ from the pool and replaces them with an equal number of either Proficiency dice ◀ or Challenge dice ●.





UPGRADING MORE DICE THAN AVAILABLE

There might be situations in which a player needs to upgrade Ability dice ◆ into Proficiency dice ◀, but there are no more Ability dice ◆ remaining in the pool. In this case, the player performs the following steps. First, he determines how many dice upgrades remain. Then, using one upgrade, he adds one additional Ability die ◆ to the pool. If any upgrade opportunities remain, he then upgrades the newly added Ability die ◆ into a Proficiency die ◀. This process is repeated until all potential upgrades have been applied.





If a player needs to upgrade Difficulty dice ◆ into Challenge dice ●, but there are no more Difficulty dice ◆ remaining, the same process is followed.

DOWNGRADING DICE

Downgrading dice is also a specific mechanic, and it applies only to Proficiency dice ◀ and Challenge dice ●. When a Proficiency die ◀ is downgraded, it becomes an Ability die ◆. When a Challenge die ● is downgraded, it becomes a Difficulty die ◆.

When a special talent or effect calls for one or more dice to be downgraded, the player first determines how many dice are to be downgraded. Once this has been determined, the player removes that number of Proficiency dice  or Challenge dice  from the pool and replaces them with an equal number of either Ability dice  or Difficulty dice .

DOWNGRADING MORE DICE THAN AVAILABLE




There might be situations in which a player needs to downgrade Proficiency dice  into Ability dice  or Challenge dice  into Difficulty dice . If all the potential dice are already in their downgraded form, ignore any further downgrades.

UPGRADES & DOWNGRADES IN THE SAME POOL

Sometimes abilities will call for both dice upgrades and down-

grades. When this occurs, all upgrades are applied first. Then, any downgrades are applied. This is important, since upgrading dice could potentially add more dice to the overall pool.

REMOVING DICE













Just as some effects add Boost dice  or Setback dice  to a pool, other effects remove dice from the pool before they are rolled. Most often this is due to character talents that allow the removal of Setback dice  from a pool. If an ability would remove more dice of a type than there are in the dice pool, the maximum number of dice available are removed, and any additional removals are ignored.

Removing dice is done after all other dice have been added and all upgrades and downgrades have been applied.

INTERPRETING THE POOL









After a dice pool is rolled, the players evaluate the results to resolve the outcome. The first outcome to resolve is the success or failure of the skill check. Then, the GM and players can determine if any significant side effects—good, bad, or both—are triggered.





SUCCESSES & FAILURES

Each Failure  symbol cancels one Success  symbol. Remember that Triumph  symbols are counted as Success  symbols in addition to their Triumph  effects, and the Success  portion of their effects can be canceled by a Failure  symbol. Likewise, Despair  symbols count as Failure  symbols in addition to their Despair  effects, and thus cancel Success  symbols just like regular Failure  symbols do.









If all Successes  and Failures  in the pool are canceled out, or if there are any net Failures  remaining, the skill check fails. If at least one Success  remains, the skill check succeeds. Remember, a dice pool must have at least one Success  symbol remaining for a skill check to succeed.





ADVANTAGE & THREAT

Advantage  symbols and Threat  symbols cancel one another. Each Threat  symbol cancels one Advantage  symbol. After all Threat  symbols have canceled Advantage  symbols, a pool will have one or more Advantage  symbols, one or more Threat  symbols, or everything evenly canceled out.



Having one or more net Advantage  symbols indicates a positive side effect or benefit. Having one or more net Threat  symbols indicates a negative side effect or complication of the attempted task. If all the Advantage  symbols and Threat  symbols cancel each other out, then there are no additional effects, positive or negative.

TRIUMPH & DESPAIR

Two symbols represent far more potent effects than the others. Triumph  and Despair  are special cases and operate somewhat differently than the other symbols. Unlike Success  and Failure  or Advantage  and Threat , Triumph  and Despair  do not completely cancel each other out. Rather, they indicate an especially positive or unfortunately dire side effect. Only the “Success” and the “Failure” portions of each symbol can cancel each other out.

Remember that it is possible for a skill check to result in both Triumph  and Despair  symbols. In this case, each result is interpreted separately. For more information about the specific applications of Triumph  and Despair , see pages 15–16.

UNLIMITED POSSIBILITIES

With the opportunity for success or failure, as well as the myriad side effects possible through varying amounts of Advantage , Threat , Triumph , and Despair , no two skill checks are the same. There are hundreds of possible outcomes with almost every skill check. A character might achieve a high-magnitude success with no other complications, or a low-magnitude success with Advantage , or a moderate success with Advantage  symbols that are tempered by Despair . Likewise, failed checks can have silver linings by also featuring Advantage  or Triumph , or they can create truly dire situations when they are accompanied by Threat  and Despair .



The sheer variety of possibilities provides opportunities to narrate truly memorable action sequences and scenes. Players and GMs alike are encouraged to take these opportunities to think about how the symbols can help move the story along and add details and special effects that create unique, action-packed sessions.

OTHER TYPES OF CHECKS













The standard skill check using a basic dice pool can be used to resolve the vast majority of tasks in a game session. However, some situations call for a slightly different approach.



OPPOSED CHECKS






Sometimes a task is more difficult to accomplish because someone is actively trying to prevent the character from succeeding. Similarly, a task may be influenced when one character is trying to overcome or bypass another character. For example, a Force-sensitive Sentinel lies to a crime lord. The Sentinel's Deception check might be opposed by the crime lord's Vigilance.

Like standard checks, opposed checks have associated Difficulty  and potentially Challenge dice  that are added to the skill check's dice pool. However, rather than assigning a general difficulty level to an opposed check, a comparison between the active and opposing characters' characteristics and skill ratings determines the difficulty of an opposed check.












The active character's dice pool is built using Ability dice and potentially upgrading some into Proficiency dice  based on characteristic and skill rating, as usual. The opposition then introduces Difficulty dice  and Challenge dice  based on its relevant characteristic and skill rating. The higher of the opposition's characteristic and skill rating values determines how many Difficulty dice  are added to the pool, while the lower value indicates how many of those dice are upgraded into Challenge dice  (see **Upgrading Dice**, on page 7).

Example: Kaveri Ra, a Togruta Seeker, is trying to sneak up on a wild nexu without being detected. Kaveri has Agility 4 and Stealth 2, building an initial dice pool of four Ability dice, two of which are upgraded to Proficiency dice ( in total). The nexu has Cunning 2 and Perception 1. Therefore, the opposition adds two Difficulty dice to the check, one of which is subsequently upgraded to a Challenge die ( in total). If there are no other factors, the skill check dice pool contains the following dice: .

For a competitive check, the GM assigns a difficulty level for the task, and each character involved in the competition makes a skill check based on that difficulty. When characters make a competitive check, it is important to track how many net Successes  each character generates after cancellations. The character with the most net Successes  "wins" the check.

Although Advantage  and Triumph  symbols still provide their customary effects in these situations, they also provide one additional benefit: the resolution of ties. If the two characters tie by generating the same number of net Successes , the character with the greater number of Triumph  symbols is the winner. If the characters are still tied, the character with more total Advantage  wins the check.

If the characters are still tied after evaluating these categories, the competitive check is a draw. In this case, the GM must determine the winner, or the consequences if everyone loses, or call for another competitive check.

Example: Belandi the Mirialan Consular and Pon the Nautolan Warrior are each attempting to convince a local antiques dealer that he should sell one of them a crystal that either could use in constructing a lightsaber. The GM decides that making their arguments will require a **Hard** () **Leadership check**. Belandi has Presence 3 and Leadership 2, while Pon has Presence 2 and Leadership 1. Belandi manages to generate two Successes, no Triumph, and two Advantage ( in total). Pon only manages to generate one Success, one Triumph (which, in addition to being a Triumph, also counts as Pon's second Success), and three Threat (). Pon wins the competitive check based on the tiebreaker.

COMPETITIVE CHECKS

When multiple characters are attempting the same task and the players need to know which character accomplishes the task first or performs the task best, or need to measure some other outcome, they are engaging in a competitive check.

For example, two characters engage in a friendly arm-wrestling contest aboard their starship. Each one has the same goal: to win the match by pinning the opponent's arm. This is a competitive check to see who outperforms the other.



DESTINY POINTS





Destiny is that special spark that elevates heroes above the rank and file, imbuing a persona with enough significance in the galaxy's events to be a Player Character. Over the course of the PCs' adventures, Destiny can intervene on their behalf for good or ill.

The concept of Destiny and the Player Characters' ability to tap into and influence this resource is represented by Destiny Points. Destiny is interwoven with the Force and is one way the Force guides and surrounds the characters.

THE POOL OF DESTINY

Like the Force, Destiny has both a light side and a dark side. Light side Destiny Points favor the Player Characters and can be used to aid them in their actions. Dark side Destiny Points impede the PCs and are used by the GM to imperil the PCs and complicate their actions. As the pool of light side Destiny ebbs, the dark side's Destiny pool grows. As dark side Destiny Points are consumed, light side Destiny Points are replenished.

PREPARING THE DESTINY POOL

To determine the current Destiny pool, at the beginning of each game session, each hero player rolls one Force  die (the GM does not roll a Force die). The results of the Force dice are tallied to become the starting Destiny pool for that session. For example, if a player rolls one light side symbol , add one light side Destiny Point to the session's Destiny pool. If a player rolls two dark side symbols  , add two dark side Destiny Points to the Destiny pool.

Once set, the size of the Destiny pool does not change for the remainder of that game session.

At the start of the next session, each player rolls again, and thus the group makes a new pool, which might well have a different number of Destiny Points.

TRACKING DESTINY POINTS

Destiny Points can be easily tracked using the included two-sided gaming tokens. The white side represents light side Destiny Points, and the black side is designated to represent dark side Destiny Points. When anyone spends a Destiny Point, simply flip a token over to its other side.

HOW DESTINY POINTS ARE USED



Player Characters may only spend light side Destiny Points, and the GM may only spend dark side Destiny Points.

When a player spends a light side Destiny Point, it is converted into a dark side Destiny Point after the current action is resolved. When the GM spends a dark side Destiny Point, it is then converted into a light side Destiny Point in the same fashion. A player can only spend one light side Destiny Point during a single action. The GM likewise is limited to spending one dark side point per action.



The active player (the player or GM forming the dice pool) always has the first chance to use a Destiny Point. Once this player has decided whether or not to use a Destiny Point, the other party involved in the check (the targeted player, or the GM in the case of an NPC) has the opportunity to respond by using a Destiny Point in turn.

The following section explains some of the ways in which Destiny Points can be used.

A HELPING HAND

Players have the opportunity to call on Destiny to enhance skill checks they are about to attempt. A hero player may spend one light side Destiny Point to upgrade a dice pool by one step. This refers to upgrading a single Ability die  into the superior Proficiency die . The GM may spend a dark side Destiny Point in this way to upgrade an NPC's dice pool. Additional information on upgrading dice can be found on page 7.

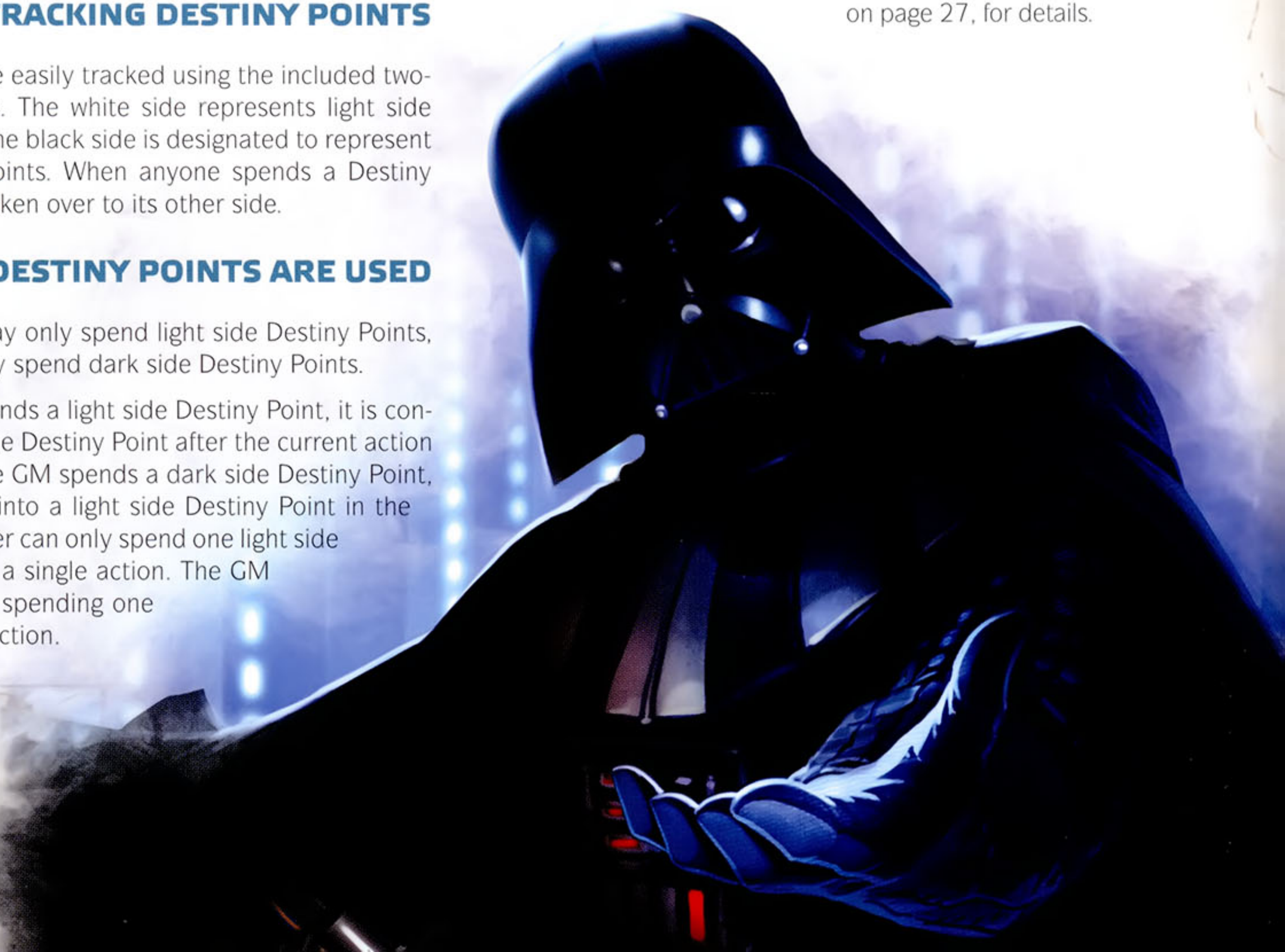
RAISING THE STAKES

Destiny can also be used to help keep characters out of harm's way. Players can call on Destiny to make an opponent's skill check more challenging. A hero player may spend one light side Destiny Point to upgrade the difficulty in any NPC's skill check by one step. This refers to upgrading a single Difficulty die  into the more potent Challenge die . The GM may spend a dark side Destiny Point in this way to upgrade the difficulty of a PC's dice pool. Additional information on upgrading dice can be found on page 7.

SPECIAL ABILITIES AND TALENTS

Some powerful talents allow characters to spend Destiny Points for various effects. For example, after acquiring the Soft Spot talent, Kaveri can spend one light side Destiny Point to add damage equal to her Cunning to a successful combat check.

Other uses exist as well—see the full talent descriptions, beginning on page 27, for details.



INVESTING EXPERIENCE POINTS (XP)

Experience is the primary means by which players customize their characters. Players should receive experience from the GM as they continue to play with the characters in the **FORCE AND DESTINY BEGINNER GAME**, and they can spend that experience to improve their characters.

SKILL TRAINING

Each skill has five ranks of training available. The cost for training skills falls into one of two categories: career skills and non-career skills. Each character should have indicating marks next to a number of skills (based on career). These are the character's career skills.

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).

A character can also purchase ranks of 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. Each rank must be purchased separately. This means that training a non-career skill from rank 0 to rank 2 costs 25 experience points (10 for raising it from rank 0 to rank 1, then 15 more for raising it from rank 1 to rank 2).

ACQUIRING TALENTS & FORCE POWER UPGRADES

Talents and Force power upgrades in the **FORCE AND DESTINY BEGINNER GAME** are acquired from a character's career tree. Career trees provide a unique format for purchasing talents and upgrades that comes with several special rules and restrictions.

Each career tree has four columns and three rows. The cost of each talent or upgrade depends on the row it occupies. The talents and upgrades in the topmost row are the least expensive, 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 each tree are connected by a series of lines that link some talent or upgrade choices with others. When purchasing talents or upgrades, characters can only purchase talents or upgrades they are eligible for. Characters are eligible to select any talents or upgrades in the first, topmost row, plus any talents or upgrades that are connected via one of the aforementioned links to one the character has already acquired. Each entry on the talent tree may only be acquired once. Some trees have multiple entries for a single talent or upgrade. This is because several of the talents or upgrades may be learned repeatedly. When a character learns a talent or upgrade for the second—or later—time, he gains an additional rank of the ability.

TABLE 1-3: INVESTING EXPERIENCE

Option	Cost	Prerequisites
May purchase ranks in any skill, up to rank 5.	Career skills cost five times the purchased rating in experience. Non-career skills cost five times the purchased rating in experience, plus five additional experience.	Whether for a career skill or a non-career skill, each rank must be purchased sequentially (rank 2 must be purchased before rank 3, and so on).
May spend experience to purchase talents and upgrades in career trees.	Each talent and upgrade lists its cost.	Talents and upgrades can only be purchased if they are on the first level of a career tree or if they are connected with a bar to one or more talents or upgrades already purchased.



COMBAT

The **FORCE AND DESTINY BEGINNER GAME** strives to capture the pure cinematic thrill found in the *Star Wars* universe. Combat is frequent, fast-moving, and meant to showcase the talents and abilities of the Player Characters.

Most of the gameplay is done on a narrative basis, with the GM describing events and the players describing their characters' actions and reactions to these events. Combat, however, requires more structured gameplay.

STRUCTURED GAMEPLAY OVERVIEW

In structured gameplay, the game is broken down into a series of rounds, each of which is further broken down into a series of turns. During a single round, each Player Character and Non-Player Character gets one turn, during which they have the opportunity to accomplish tasks and perform various actions.

Players should keep in mind that a round lasts long enough for their character to move to a new location and perform an important action. They should also remember that although each round is broken up into turns that happen sequentially in gameplay, narratively the turns are occurring at roughly the same time.

Structured gameplay events (also known as **encounters**), such as combat, follow these steps.

STEP 1: DETERMINE INITIATIVE

At the beginning of the first round of combat, the hero players and the GM need to determine in what order the characters will take their turns. This is referred to as the Initiative order.

To determine the Initiative order, each Player Character and NPC makes a **Simple (–) Cool** or **Vigilance check**—Cool when aware and ready for combat, Vigilance when combat begins unexpectedly. It is important to note that different characters might use different skills to determine Initiative during the same combat, depending on their differing circumstances.

Once all Initiative checks have been made, the GM notes the results of each check and ranks them in order, from highest number of Successes ✨ to lowest number of Successes ✨. If two checks are tied, the check with more Triumph ☯ is ranked higher. If they are still tied, the check with more Advantage ☯ is ranked higher. If a Player Character and an NPC are still tied after all of these factors have been taken into account, the Player Character is ranked higher. This is the Initiative order.

STEP 2: ASSIGN INITIATIVE SLOTS

Once Initiative order is determined, the GM notes which results were generated by Player Characters and which results were generated by NPCs. The results generated by Player Characters become Player Character Initiative slots. The results generated by NPCs become NPC Initiative slots.

STEP 3: PARTICIPANTS TAKE TURNS

Beginning at the top of the Initiative order, the hero players and GM fill each Initiative slot one at a time with a character turn. If the Initiative slot is a Player Character Initiative slot, then the players agree on one Player Character to fill the slot from among the Player Characters who have not acted that round. That Player Character then takes this turn.

If the Initiative slot is an NPC Initiative slot, then the GM chooses one NPC to fill the slot from among the NPCs who have not acted that turn. That NPC then takes this turn.

STEP 4: ROUND ENDS

Once all NPCs and Player Characters have taken a turn, the round ends. At this point, certain effects that last until the “end of the round” end. The GM also determines if the ongoing event warrants additional rounds, or if it has been resolved. If the ongoing event continues, repeat step 3 using the same Initiative order generated in step 1. If the action has been resolved and the encounter is over, proceed to step 5.

STEP 5: ENCOUNTER ENDS

Once the focal event of the encounter has been resolved, the GM ends the encounter. At this point, any character abilities that can only be used “once per encounter” reset. Each Player Character also has a chance to breathe easy and recover strain, and each PC may take steps to help heal any incapacitated characters.

THE TURN

Each character (whether a Player Character or a Non-Player Character) gets one turn to act during each round. During this turn, the character has the chance to undertake certain activities, such as moving from place to place, using skills, or even attacking others. The activities the active character can perform during a turn are split into three categories: Incidentals, Maneuvers, and Actions.

INCIDENTALS

Incidentals are minor activities that characters can undertake that require extremely little time or effort. There is no hard limit to the number of incidentals a character can perform during a single turn, although the GM may veto excessive numbers of them or decide they are complex enough to warrant counting as a maneuver. The following are examples of incidentals:

- Speaking to another character.
- Dropping an item held in one's hands.
- Releasing someone the character is holding.
- Making slight movements such as shifting position, peeking around a corner, or looking behind a person.

MANEUVERS

Not all undertakings require a check. These minor activities are known as maneuvers and cover a wide range of activities that any character can perform. They require an investment of time and effort on the character's part, but are simple enough that there is no chance of failure when doing them. Technically, characters perform maneuvers during narrative gameplay as well as encounters. However, maneuvers are tracked and defined during encounters because characters are more limited in their time and efforts by the frantic pace of conflict.


MANEUVER LIMITATIONS

A character can perform one free maneuver on his turn. The character may also perform a second maneuver by voluntarily suffering two points of strain. A single character cannot perform more than two maneuvers during his turn.



TYPES OF MANEUVERS

The following is a list of the most common maneuvers a character can perform during combat.



AIM

During combat, a character can use the Aim maneuver to steady a weapon or line up a hit before attacking. This grants one Boost die  to the character's next combat check.

ASSIST

A character can perform the Assist maneuver to add a bonus Boost die  to an engaged ally's next check. Several characters can use the assist maneuver to add more bonus Boost dice  to the engaged ally's next check. The Game Master should use common sense when allowing characters to assist one another. Some actions simply do not benefit from assistance.

GUARDED STANCE

A character can take a Guarded Stance maneuver to protect against melee attacks. Until the end of the character's next turn, any combat checks the character makes suffer one Setback die , and Melee, Brawl, and Lightsaber checks made targeting the character suffer one Setback die .

RANGED ATTACKS AND MELEE ATTACKS

Ranged attacks and melee attacks are two different types of attacks, meaning they are also two different types of combat checks. A ranged attack is an attack made with a ranged weapon of some sort, most likely an attack made using the Ranged (Light), Ranged (Heavy), or Gunnery skill. A melee attack is an attack made in close combat against an opponent with a weapon designed for use in close combat. Most often, a melee attack is made using the Melee, Brawl, or Lightsaber skill.

INTERACT WITH THE ENVIRONMENT

This is a broad category of possible interactions, such as opening a blast door, flipping or ducking behind a table, pressing a specific button on a control panel, or grabbing a blaster off of the ground.

Taking cover: Ducking behind a door jamb, crouching behind a crate, or peeking around a tree trunk: all of these maneuvers allow a character to add a Setback die ■ to any ranged combat checks that target that character.

MANAGE GEAR

This maneuver allows a character to manage items and equipment (such as drawing or loading a weapon or drawing something from a pouch or satchel).

MOVE

The Move maneuver allows a character to move within the surrounding environment.

- **Change range increment.** Performing this maneuver allows a character to move between short and medium range relative to another person or object. This also means that a character can move between medium and long range by performing two maneuvers, or between long and extreme range by performing two maneuvers. When covering long distances, multiple maneuvers do not have to be performed on the same turn, but the character is not considered to be in the new range increment until all required maneuvers have been performed. For more detail on determining range, see page 16.
- **Engage or disengage from an opponent.** If a target is already within short range of a character, the character can perform a maneuver to engage that target; if already engaged with a target, a character can perform a maneuver to disengage from that target.
- **Move within short range.** Performing this maneuver allows an unengaged character to move to another position that is currently within short range.

DROP PRONE OR STAND FROM PRONE

Dropping prone and standing from a prone position both require a maneuver. Dropping prone adds one Setback die ■ to all ranged attacks made against the prone character but also adds one Boost die □ to all melee attacks made against the prone character.

ACTIONS

During a character's turn, the character generally has the chance to perform one primary activity. This is the character's action. A character can only perform one action in a turn. In the **FORCE AND DESTINY BEGINNER GAME**, there are four major types of actions a character can perform during a turn:

EXCHANGING AN ACTION FOR A MANEUVER

A character may exchange an action for an additional maneuver during the turn. However, a character still cannot perform more than two maneuvers during a single turn.

SPENDING AN ACTION TO ACTIVATE AN ABILITY

Certain abilities, talents, and Force powers require an action to activate. When a character spends an action to activate an ability, the character has used the action for that turn.

PERFORMING A SKILL CHECK

The most common actions most characters take during their turn are actions that require a skill check to resolve. In other words, these are activities for which success is not guaranteed or for which the failure of the task may be important to the ongoing story. Skill descriptions are covered on page 22.

Combat checks, however, are unique enough that they require a separate description.

PERFORMING A COMBAT CHECK

A player makes a combat check when that player's PC uses a combat skill to attack a target. This is also referred to as an attack. A combat check follows all the rules and procedures for making a skill check, including the steps for assembling the dice pool (see page 6). However, several additional steps are included in a combat check:

1. DECLARE AN ATTACK AND SELECT TARGETS

The player chooses to have the character make an attack. The player selects the skill the character uses to make the attack and, if the skill requires a weapon to use, which weapon the character uses. The player then declares the attack's target.

2. ASSEMBLE THE DICE POOL

The player then assembles a dice pool based on the skill, its characteristic, and any applicable talents or other abilities.

The difficulty of a combat check depends on whether the attack is a ranged attack (using Ranged [Light], Ranged [Heavy], or Gunnery) or a melee attack (using Melee, Brawl, or Lightsaber). Melee attack difficulties are always **Average (◆◆) difficulty**. Ranged attack difficulties depend on the distance the target is from the active character or, in other words, the range band the target occupies. **Table 2–3: Ranged Attack Difficulty**, on page 17, lists difficulties as they relate to different range bands. See page 16 for more information about range bands.



TABLE 2-1: SPENDING ADVANTAGE ☹ AND TRIUMPH ☹ IN COMBAT

Cost	Result Options
1 Triumph ☹ or (variable) Advantage ☹	Activate a Critical Injury (if the target suffers at least 1 wound) or active weapon quality based on weapon (see page 32).
1 Advantage ☹ or 1 Triumph ☹	Recover 1 strain (this option may be selected more than once). Add one Boost die <input type="checkbox"/> to the next allied active character's check. Notice a single important point in the ongoing conflict, such as the location of a blast door's control panel or a weak point on an attack speeder.
2 Advantage ☹☹ or 1 Triumph ☹	Perform an immediate free maneuver, provided that the character has not already performed two maneuvers in that turn. Add one Setback die <input type="checkbox"/> to the targeted character's next check. Add one Boost die <input type="checkbox"/> to another allied character's next check (or that of the current active character).
1 Triumph ☹	Upgrade the difficulty of the targeted character's next check. Upgrade another allied character's next check (or that of the current active character). Do something vital to turning the tide of battle, such as shooting the controls to the nearby blast doors to seal them shut.
2 Triumph ☹☹	When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as blowing up a blaster or destroying a personal shield generator.

3. POOL RESULTS AND DEALING DAMAGE

The player rolls the dice pool for the character and evaluates the results (**Interpreting the Pool**, page 8). As with any skill check, the check must generate more Successes ★ than Failures ▼ to be successful.

When making a combat check, after calculating overall success, each remaining Success ★ result adds +1 damage to a successful attack. If the attack affects multiple targets, the additional damage is inflicted on each target.

4. RESOLVE ADVANTAGE ☹ AND TRIUMPH ☹

As in every skill check, Advantage ☹ and Triumph ☹ can be spent by the active character to gain incidental beneficial effects on a combat check. There are specific options for spending Advantage ☹ and Triumph ☹ in combat encounters. The most common of these effects can be found on **Table 2-1: Spending Advantage ☹ and Triumph ☹ in Combat**.

Keep in mind, these are not intended to be the only options available. As always, players and GMs may invent other ways to spend Advantage ☹ and Triumph ☹ depending

on the specific circumstances of the encounter, and any option that the players and GM agree on can be viable.

5. RESOLVE THREAT ☹ AND DESPAIR ☹

Just as the controlling player determines how a character spends Advantage ☹ and Triumph ☹ in a combat check, the GM then determines how to spend any Threat ☹ and Despair ☹ generated in the check. By default, the GM determines how Threat ☹ and Despair ☹ are spent.

There are specific options for spending Threat ☹ and Despair ☹ in encounters, and the most common of these can be found on **Table 2-2: Spending Threat ☹ and Despair ☹ in Combat** (page 16). As with Advantage ☹ and Triumph ☹, keep in mind that these are not intended to be the only options available, and the GM is encouraged to be creative.

6. REDUCE DAMAGE, APPLY TO WOUND THRESHOLD, AND APPLY CRITICAL INJURIES

When a character suffers damage, reduce the damage dealt by the character's soak value. If any damage remains after this reduction, the character suffers that many wounds. If the net result is zero or negative, the character suffers no wounds. For more information on soak, damage, and wounds, see **Wounds, Strain, and Injuries**, on page 19.

An attack can potentially generate a Critical Injury if the target suffers at least 1 wound. In this case, an NPC target is defeated outright. If the target is a PC or nemesis NPC, instead refer to **Table 2-4: Critical Injuries**, on page 18.

Example: Tarast is wearing padded armor, and with his natural Brawn, he has a total soak value of 4. A successful hit with a blaster pistol deals 9 points of damage to him. His soak value absorbs 4 points of this damage, which means he suffers 5 wounds.



TABLE 2-2: SPENDING THREAT ⚔ AND DESPAIR ⚔ IN COMBAT

Cost	Result Options
1 Threat ⚔ or 1 Despair ⚔	The active character suffers 1 strain (this option may be selected more than once).
2 Threat ⚔⚔ or 1 Despair ⚔	An opponent (chosen by the GM) may immediately perform one free maneuver in response to the active character's check. Add one Boost ■ die to the targeted character's next check. The active character or another allied character suffers one Setback die ■ on his next action.
3 Threat ⚔⚔⚔ or 1 Despair ⚔	The active character falls prone.
1 Despair ⚔	The character's ranged weapon immediately runs out of ammunition and cannot be used for the remainder of the encounter. Upgrade the difficulty of another allied character's next check (or that of the current active character). The tool or melee weapon the character is using becomes damaged.

SOAK

A character's soak value helps protect against incoming wounds. Most creatures and characters have a default soak value equal to their Brawn rating. Most armor and other forms of protection provide additional soak (see page 34).

After calculating the total amount of physical damage inflicted by any source, subtract the total soak value from that damage total. The result is the number of wounds the character suffers. If the soak reduces the damage to zero or less than zero, then the character takes no damage.

RANGE BANDS

The **FORCE AND DESTINY BEGINNER GAME** relies on broad terms to describe ranges and distances. The distance between two points—people, objects, or adversaries—is defined in general range categories. These range categories are used to determine how far a ranged attack can reach, how far apart two people are from each other, how much effort is needed to move between two places, and so on.

THE FIVE RANGE BANDS

For ease of play, distance in **FORCE AND DESTINY** is divided up into five different bands, from engaged to extreme. As always, the GM has final say in determining the range between the attacker and the target.

The GM is free to describe scenes dynamically and set up the action without having to worry about exact distances. Precise distances in meters do not matter. The details and story come first, creating a vivid picture for the players, while still allowing the GM to quickly provide the mechanical information players need to use their actions and build strategies.

ENGAGED

Two characters engaged with each other are in very close proximity. A character needs to be engaged with a target to strike it with a melee weapon, such as a vibroknife.

Engaged is also used to indicate that a person is close enough to an item to use it. For example, a slicer needs to be engaged with a security terminal to attempt to hack it.

SHORT RANGE

Short range indicates up to several meters between targets. Many thrown weapons and small firearms are most accurate at short range. Two people in short range can talk comfortably without raising their voices. Moving to another spot within short range requires only one maneuver.

MEDIUM RANGE

Medium range can be up to several dozen meters away. More reliable pistols can reach to medium range. Few thrown weapons can reach this far. Two people in medium range of each other need to talk loudly to hear each other. Moving from short range to medium range requires only one maneuver.

TABLE 2-3: RANGED ATTACK DIFFICULTY

Range Band	Difficulty
Engaged	Easy (◆) plus additional modifiers depending on weapon used.
Short	Easy (◆)
Medium	Average (◆◆)
Long	Hard (◆◆◆)
Extreme	Daunting (◆◆◆◆)

ADDITIONAL DIFFICULTY

Range	Difficulty
Engaged with Ranged (Light)	+ 1 difficulty (◆)
Engaged with Ranged (Heavy)	+ 2 difficulty (◆◆)
Engaged with Gunnery	Cannot make Gunnery checks when engaged with an opponent.

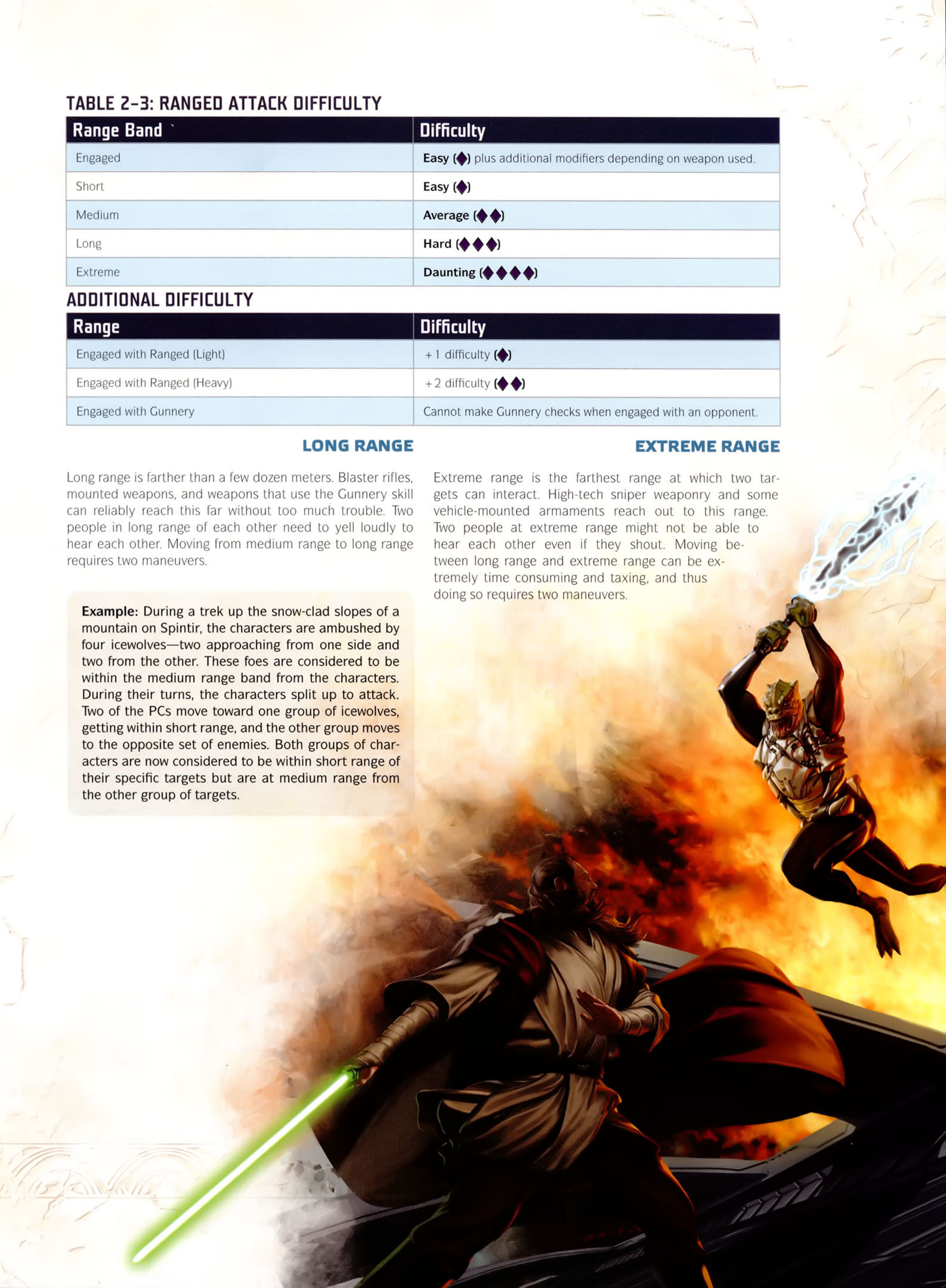
LONG RANGE

Long range is farther than a few dozen meters. Blaster rifles, mounted weapons, and weapons that use the Gunnery skill can reliably reach this far without too much trouble. Two people in long range of each other need to yell loudly to hear each other. Moving from medium range to long range requires two maneuvers.

Example: During a trek up the snow-clad slopes of a mountain on Spintir, the characters are ambushed by four icewolves—two approaching from one side and two from the other. These foes are considered to be within the medium range band from the characters. During their turns, the characters split up to attack. Two of the PCs move toward one group of icewolves, getting within short range, and the other group moves to the opposite set of enemies. Both groups of characters are now considered to be within short range of their specific targets but are at medium range from the other group of targets.

EXTREME RANGE

Extreme range is the farthest range at which two targets can interact. High-tech sniper weaponry and some vehicle-mounted armaments reach out to this range. Two people at extreme range might not be able to hear each other even if they shout. Moving between long range and extreme range can be extremely time consuming and taxing, and thus doing so requires two maneuvers.



ADDITIONAL COMBAT CHECK MODIFIERS

Any number of factors can modify a combat check, from environmental concerns to actions the character takes. This section discusses some of these modifiers.

RANGED ATTACKS AT ENGAGED TARGETS

When attacking a target engaged with an ally, the attacker upgrades the difficulty of the check by one step (upgrading one Difficulty die ♦ to a Challenge die ♦♦).

RANGED ATTACKS WHILE ENGAGED

When an engaged opponent makes a ranged attack against a character, that character may add 1 Boost die □ to the next Brawl or Melee check that character makes against that opponent.

In addition, the difficulty of some ranged attacks increases while engaged, and other ranged attacks become impossible. See **Table 2–3: Ranged Attack Difficulty**, on page 17, for more information.

UNARMED COMBAT

Characters fighting with their bare fists (or other appendage) use the Brawl combat skill. When a character does so, the attack has a base damage equal to the character's Brawn, a range of engaged, a Critical Rating of 5, and the Disorient 1 and Knockdown qualities (see **Weapon Qualities**, on page 32). Finally, when making a Brawl attack, the attacker can choose to deal damage to the target's strain threshold instead of its wound threshold. Note that this strain damage is still reduced by the target's soak value.

Unlike other weapons, Brawl weapons (see page 31) augment this basic attack. Brawl weapons can add damage to this attack, and can have an improved Critical Rating and additional weapon qualities. When using a Brawl weapon, the user adds the additional weapon qualities to the qualities already provided by the Brawl attack. If the weapon provides an improved version of an existing quality of an unarmed attack, the character uses the improved version.

IMPROVISED WEAPONS

Improvised weapons such as broken bottles, rocks, and sticks use the Melee skill. As with all Melee weapons, add the attacker's Brawn to the damage dealt. Improvised weapons generate one automatic Threat ☹ on any check and have a base damage of 1. Any attack roll that results in a Despair ☹ or two or more Threat ☹ indicates that the improvised weapon breaks and is useless in further rounds of combat.

ENVIRONMENTAL EFFECTS

The GM can add Boost □ and Setback ■ dice as he deems appropriate to any combat check due to environmental effects, such as darkness or smoke.

COVER

Being behind some sort of cover—a crate, wall, or vehicle, for example—imposes one Setback die ■ on the opponent's attack rolls and on certain skill checks, such as Perception.

DIFFICULT TERRAIN

Difficult terrain is anything that a GM decides is hard to move through or over. It can include tight passageways, bodies of water, slippery ice, thick undergrowth, loose rubble, or deep and shifting sand. Characters entering or moving through difficult terrain must perform twice as many maneuvers to move the distance they would under normal conditions.

FALLING

Gravity can be extremely dangerous. If a character falls from a height within short range, he suffers 10 damage and 10 strain. Falls from greater heights can cause a character to be incapacitated or even killed, per the GM's discretion.

TABLE 2–4: CRITICAL INJURIES

Number of Critical Injuries	Difficulty to Heal	Effects
First Critical Injury	Easy (♦)	The character suffers 2 strain immediately. No ongoing effect.
Second Critical Injury	Average (♦♦)	The character suffers a Setback die ■ to his or her next check. No ongoing effect.
Third Critical Injury	Hard (♦♦♦)	The character suffers a Setback die ■ to all checks until this Critical Injury is healed.
Fourth Critical Injury	Hard (♦♦♦♦)	The character is incapacitated until this Critical Injury is healed.

WOUNDS, STRAIN, AND INJURIES

A character's health is tracked using two independent yet similar systems: wounds and strain.

WOUNDS AND WOUND THRESHOLD

Damage to a character's physical body is tracked using wounds. Each point of damage inflicts one wound on a character. A character can only withstand so many wounds before being incapacitated. This physical limit is represented by the character's wound threshold.

- When a PC suffers wounds beyond his or her wound threshold, the PC is knocked out and incapacitated until the wounds are reduced so that they no longer exceed the character's wound threshold (usually via healing). The PC also immediately suffers one Critical Injury.
- When NPCs and creatures suffer wounds greater than their wound threshold, they are defeated. Note that the GM might wish to designate some important NPCs as nemesis NPCs. These NPCs follow the same rules for being incapacitated and suffering Critical Injuries as PCs.

STRAIN AND STRAIN THRESHOLD

Any effect that impairs the character, but does not inflict physical harm or wounds, is considered strain.

- When a PC suffers strain beyond his or her strain threshold, that PC is incapacitated until the strain is reduced so that it no longer exceeds the PC's strain threshold.
 - When an NPC suffers strain, it applies the strain directly to its wound threshold (unless it is a high-level opponent such as a nemesis, who instead uses the same rules as PCs).

INCAPACITATED

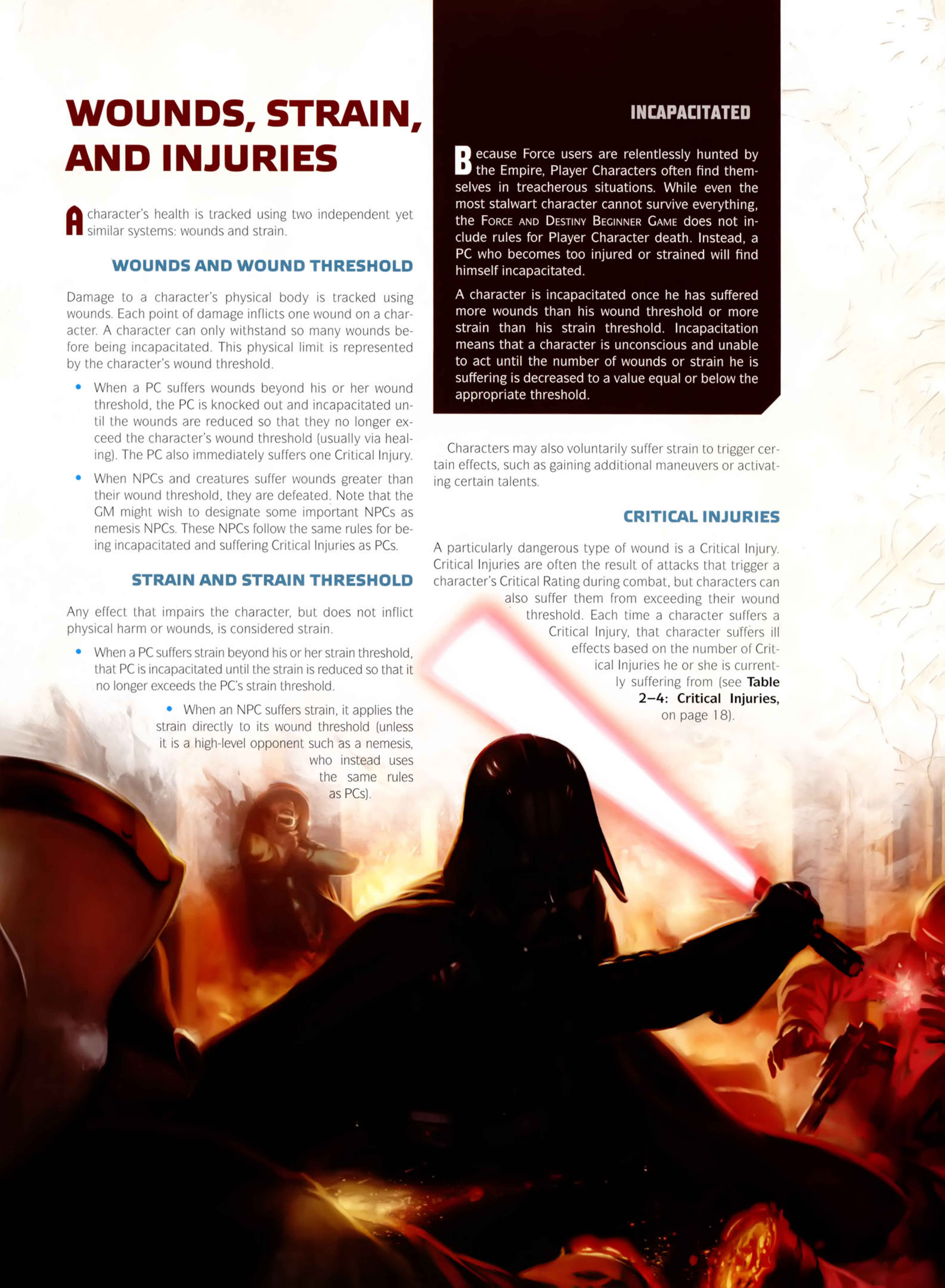
Because Force users are relentlessly hunted by the Empire, Player Characters often find themselves in treacherous situations. While even the most stalwart character cannot survive everything, the **FORCE AND DESTINY BEGINNER GAME** does not include rules for Player Character death. Instead, a PC who becomes too injured or strained will find himself incapacitated.

A character is incapacitated once he has suffered more wounds than his wound threshold or more strain than his strain threshold. Incapacitation means that a character is unconscious and unable to act until the number of wounds or strain he is suffering is decreased to a value equal or below the appropriate threshold.

Characters may also voluntarily suffer strain to trigger certain effects, such as gaining additional maneuvers or activating certain talents.

CRITICAL INJURIES

A particularly dangerous type of wound is a Critical Injury. Critical Injuries are often the result of attacks that trigger a character's Critical Rating during combat, but characters can also suffer them from exceeding their wound threshold. Each time a character suffers a Critical Injury, that character suffers ill effects based on the number of Critical Injuries he or she is currently suffering from (see **Table 2–4: Critical Injuries**, on page 18).



RECOVERY AND HEALING

While characters can be afflicted with various ailments and types of damage, there are several options for recovery.

RECOVERING FROM WOUNDS

Characters can recover from wounds in several different ways. Find some options (and restrictions) for healing below:

- **Natural Rest:** For each full night's rest, a character recovers one wound. At the end of each full week of rest, the character may attempt a Resilience check to recover from one Critical Injury. The difficulty for this check depends on the number of Critical Injuries the character is currently suffering from (see **Table 2–4: Critical Injuries**, on page 18). A Triumph ☯ result means the character can heal one additional Critical Injury. Droids benefit from natural rest as well, as their subroutines and automated systems enact self-repairs.
- **Medical Care:** Once per encounter, a character may attempt a Medicine check to patch up injuries (or have an engaged ally attempt the check instead). The difficulty of the check is based on the character's current state of health (see **Table 3–1: Medicine Check Difficulty**, on page 23). If the character does not have access to proper medical supplies (such as a medpac), the difficulty of the check is increased by one (◇). On a successful check, the target recovers a number of wounds equal to the number of Successes ✨ generated by the Medicine check and an amount of strain equal to the amount of Advantage ☹ generated.

Once per week, a character may also attempt to heal a Critical Injury by making a Medicine check (or have an engaged ally attempt the check) with a difficulty based on the number of Critical Injuries he or she is currently suffering from (see **Table 2–4: Critical Injuries**, on page 18).

Droids do not benefit from medical care in the traditional sense. However, a skilled machinist can use the Mechanics skill to treat a droid in the same way a doctor treats an organic patient with the Medicine skill.

- **Bacta Tanks:** Characters can also recover using a bacta tank. Bacta tanks are rare outside of medical installations. A wounded character recovers at a rate of one wound per two hours. At the end of each 24-hour period, a character may attempt one Resilience check to remove one Critical Injury. The difficulty for this check depends on the number of Critical Injuries the character is currently suffering from (see **Table 2–4: Critical Injuries**, on page 18).

Droids do not benefit from spending time in a bacta tank. However, they can gain the same benefits from spending time in an oil bath.

- **Stimpacks:** Stimpacks heal a fixed amount, with no check necessary. Each stimpack used on a character automatically recovers four wounds. It requires one maneuver for characters to inject themselves or engaged allies. Stimpacks have no effect on Critical Injuries. See page 35 for more information on stimpacks.

Droids cannot use stimpacks. However, they benefit from emergency repair patches in the exact same way. See page 36 for more information on emergency repair patches.

- **Heal Force Power:** Characters with the Heal power can mend broken bones and stitch flesh with the Force. Heal reflects a Force user's capacity to manipulate the living energy in things around him. It is ultimately a unity with the Force that allows one to control the vitality of living creatures. See page 41 for more information on Heal.

RECOVERING FROM STRAIN

Fortunately, recovering from strain is fairly easy. At the end of each encounter, each PC recovers strain equal to his or her Presence or ranks in the Cool skill, whichever is greater. Furthermore, a good night's rest generally removes all strain a character has suffered.





III SKILLS




The vast majority of a character's actions are governed by abilities acquired through education or experience. Any time a character attempts an action that has a reasonable chance of success or failure, the skills the character has honed come into play as a means of determining the result.

Almost anything that a character might learn could be considered a skill. The galaxy is a vast place, however, and not everything a person might learn applies directly to a dramatic game. To reflect this, the **FORCE AND DESTINY BEGINNER GAME** includes a list of skills that are most likely to come up in the course of fast-paced adventures set within the *Star Wars* galaxy. The list might not cover every imaginable situation, but it should address the majority of skills characters are likely to use over the course of a **BEGINNER GAME** session.

CAREER SKILLS

On each character sheet, several skills are flagged to denote career skills. These are skills that define the core focus of a character's chosen career. These skills are less expensive to advance when spending experience.

SKILL RANKS

Every time a character prepares to make a skill check, the player who controls that character starts by forming a dice pool. The higher of the character's values for the relevant characteristic or skill determines the total number of Ability dice . The smaller of these two values indicates how many of those dice are upgraded to Proficiency dice . A character who has not spent XP to purchase ranks in a skill is considered unskilled. This character has a value of 0 for the skill in question, thus makes checks using that skill without any Proficiency dice .

The first two ranks of a skill represent that a character has a thorough grounding in that skill but limited practical experience. The third and fourth ranks are indicative of a true professional. These are individuals who have honed the skill thoroughly and can make their living at it. Few beings actually attain the fifth rank of a skill; after all, only a rare and gifted individual can adequately appreciate the artistry of a master, whatever that artisan's craft, so those who strive to attain this level of expertise must deliberately challenge themselves to perfect their skills.

SKILL DESCRIPTIONS

This section provides a basic description of each of the skills used in the **FORCE AND DESTINY BEGINNER GAME**. Each skill is presented with clarifications on how it can best be used, along with notes on key differences from similar skills.

ASTROGATION (INTELLECT)

The Astrogation skill represents a character's ability to use knowledge of the galaxy to most effectively program the hyperspace coordinates for any jump. Astrogation examples include:

- Programming a navicomputer for a hyperspace jump.
- Providing an answer when a character wonders what other planets and systems are nearby.

ATHLETICS (BRAWN)

The Athletics skill serves as a measure of the character's overall fitness and physical conditioning. Athletics examples include:

- Climbing. The difficulty of this task is determined based on the surface and weather conditions.
- Swimming in difficult conditions. Water conditions—particularly waves, currents, and tides—dictate the overall challenge of any efforts to swim.
- Vertical and horizontal jumping. Gravitational conditions and the distance a character tries to jump are the factors most likely to affect difficulty calculations.

BRAWL (BRAWN)

Some individuals are thoroughly trained in unarmed combat, have natural weapons that they prefer to use during physical altercations, or seek to drop foes without seriously injuring them. In any of these situations, Brawl is the skill used to determine the success or failure of a hand-to-hand strike. Attacks made with Brawl can inflict wounds or strain upon their target (the attacker chooses when making the attack).

CHARM (PRESENCE)

An individual with the Charm skill is capable of giving just the right compliment to a target. Charm examples include:


- Persuading an individual to make a special exception to protocol through flattery, flirting, and grace.
- Appealing to a target to go out of the way to aid the characters, without any hope of remuneration.

Charm is often an opposed check, using the subject's Presence or Cool.

COERCION (WILLPOWER)

When a character attempts to instill obedience in a target through the use of threats or acts of physical intimidation, the character uses Coercion. Examples include:

- Issuing a threat. An implied threat—such as gesturing or pointing toward a weapon—is sufficient to invoke the use of the Coercion skill.
- Questioning or persuading a target to yield information under conditions of physical captivity.

Coercion is an opposed check, resisted by the subject's Willpower or Discipline. Attempting to persuade a subject to betray core beliefs should always add an extra Difficulty die  to the pool.

COMPUTERS (INTELLECT)

The Computers skill is used to program, manipulate, and exploit the seemingly infinite computer systems and droid brains found throughout the galaxy. This skill also governs the repair of a damaged computer system, defensive actions against an intruding slicer, and the routine maintenance needed to keep the software on a computer or droid running effectively. Computers examples include:

- Attempting to open a locked door, control an elevator, or bypass a security system.
- Altering a droid's programming or gaining access to its memories.

The difficulty for a Computers check is calculated based on any defenses present within the system and the inherent sophistication of the system against intrusion.

COOL (PRESENCE)

The life of a Force-sensitive within the Empire is never easy. The ability to stay calm and think while one's life hangs in the balance can be essential for survival.

Cool is also used to resist Charm and Negotiation.

In some combat situations, a character's Initiative is determined by the Cool skill. This is applicable under circumstances in which the acting character has calmly prepared to take action. See page 12 for full details.

COORDINATION (AGILITY)

When a character needs to balance on unstable surfaces, crawl through narrow openings, or tumble from dangerous heights, the character uses the Coordination skill. Coordination examples include:

- Walking across a narrow surface.
- Escaping from restraints.
- Crawling through the twists and turns of a sewage pipe, ventilation duct, or garbage chute.

DECEPTION (CUNNING)

When a falsehood plays the central part in a character's persuasive effort, then that character is employing the Deception skill. Attempts to deceive are subject to the perceptions of the target. Deception is opposed by the subject's Discipline. Deception examples include:

- Misleading a buyer or seller about the value of an object.
- Distracting an opponent through guile—even within the context of a physical confrontation.

DISCIPLINE (WILLPOWER)

The ability to maintain composure and react in an effective manner is governed by the Discipline skill. Discipline can enable a character to overcome attempted treachery and threats that others seek to impose. It is used to resist other characters' uses of Leadership, Coercion, and Deception. Discipline examples include:

- Acting normally when pinned by heavy fire.
- Facing down a terrifying foe rather than fleeing.

GUNNERY (AGILITY)

Gunnery applies to weapons that are typically too large for a person to carry. Gunnery examples include:

- Firing a starfighter's weapons.
- Using a vehicle-mounted weapon or a turret built into a defensive emplacement.

KNOWLEDGE (INTELLECT)

The actions that a character takes are often performed in reaction to his knowledge about a situation. Players can never be expected to know as much about life in the game setting as the characters who have lived there. The Knowledge skill serves to bridge this gap. It enables players to make decisions about their characters' actions that are informed by what the characters might know about the galaxy around them. Knowledge examples include:

- Recognizing accents, dress, and mannerisms that are associated with a particular world.
- Understanding basic scientific information.
- Deciphering an ancient piece of writing or identifying its context.
- Determining the best location to sell a cargo of goods.
- Identifying the vulnerabilities of another species.

LEADERSHIP (PRESENCE)

The Leadership skill represents a character's ability to instill faith and trust in friends, allies, and subordinates. Leadership examples include:

- Rallying allies.
- Swaying an assembled crowd to take action.

The difficulty of a Leadership check is based on the complexity of the orders a character is attempting to convey, as well as the intelligence and professionalism of the subjects that character is attempting to command.

LIGHTSABER (BRAWN OR VARIES)

Lightsabers are quite unlike any other weapons in the galaxy and are difficult for even an accomplished swordfighter to use. Some say that only an individual in tune with the Force can truly sense the blade of a lightsaber and master this elegant weapon.

Although the Lightsaber skill is linked to the Brawn characteristic, many characters, such as the PCs in the **BEGINNER GAME**, link the skill to a different characteristic instead, representing unique forms and fighting styles. NPCs with the Lightsaber skill note which characteristic they use in their profiles.

MECHANICS (INTELLECT)

The Mechanics skill represents the expertise required to repair anything from a failed hyperspace engine to a trusty blaster. Mechanics examples include:

- Repairing a device that has suffered physical damage, provided the necessary tools and replacement components are available. Droids do not benefit from Medicine, but they can substitute the Mechanics skill for the same healing effects (see Medicine, below).
- Identifying the parts and tools necessary for a repair job along with their approximate cost.

MEDICINE (INTELLECT)

Through the course of their travels, characters are certain to suffer injuries. The Medicine skill is used to treat these injuries and perform first aid. Medicine examples include:

- Giving routine first aid.
- Treating for poison.
- Performing surgeries, implanting cybernetic augmentations, or administering psychological therapy—these generally require additional medical supplies.

When treating injuries, the difficulty of the check is based on the target's current state of health (see **Table 3-1: Medicine Check Difficulty**). On a successful check, the target recovers a number of wounds equal to the number of Successes ★ generated by the Medicine check and an amount of strain equal to the amount of Advantage ☺ generated. Characters attempting to treat their own injuries increase the difficulty of the Medicine check by 2.

Droids do not benefit from Medicine, but they can substitute the Mechanics skill for these same healing checks.

TABLE 3-1: MEDICINE CHECK DIFFICULTY

State of Health	Medicine Check
Current wounds equal half of wound threshold or less	Easy (◆)
Current wounds more than half of wound threshold	Average (◆◆)
Wounds exceed wound threshold	Hard (◆◆◆)
Critical Injury	Critical Injury Severity Rating per Table 2-4: Critical Injuries , on page 18

PILOTING IN THE FORCE AND DESTINY BEGINNER GAME

Although full rules for vehicles are not included in the **FORCE AND DESTINY BEGINNER GAME**, there may still be many opportunities to use the Piloting skill. The GM may call for a Piloting check to successfully escape from pursuers in a speeder, or to navigate a hazardous asteroid field while flying a spaceship.

A Piloting check won't be necessary for routine, everyday tasks, like landing a spaceship under normal conditions or flying a speeder between cities. Piloting checks should only be made when there are real consequences for failure and the pressure is on! Even in high-pressure situations, such as during a speeder chase, it isn't necessary to use an action making Piloting checks every round. The driver of a speeder, for example, could use an action to fire a blaster at a pursuing enemy or to use the Mechanics skill to attempt an emergency repair. In these cases, the driver is assumed to be continuing on much as before, in a more or less straight line or down the street.

If the pilot wishes to use the Piloting skill to gain a significant advantage in an encounter, however, a Piloting check would be required. Here are some examples of good uses of Piloting:

- Holding a spaceship steady long enough for the rest of the party to get on board and escape.
- Navigating dangerous terrain to come at the enemy from an unexpected direction.
- Losing a pursuing enemy in a maze of streets or buildings.

As with other checks, various factors may contribute Boost ■ or Setback □ dice to Piloting checks. Difficult terrain, a damaged or unwieldy vehicle, or other environmental factors may add one or more Setback dice □. A vehicle that has excellent handling, the assistance of a co-pilot, or other environmental factors may add one or more Boost dice ■.

The GM is encouraged to make vehicles and Piloting checks as much or as little a part of the story as seems appropriate for the characters and the plot.

MELEE (BRAWN)

The majority of melee weapons depend upon the wielder's strength to inflict damage. Virtually any reasonably sturdy object can be used as a makeshift weapon, so a character who has become adept at the Melee skill can often make do with what's available. Attacks made with Melee inflict wounds upon their target unless the acting character has a weapon that specifically induces strain.

NEGOTIATION (PRESENCE)

The art of negotiation deals with determining exactly how much of what a subject wants must be surrendered in order to get a particular good or service in return. Negotiation is opposed by the subject's Presence or Cool. Negotiation examples include:

- Purchasing goods or services for less than the seller's asking price.
- Selling goods or services—whether legal or of a more proscribed nature—at the best price possible.

PERCEPTION (CUNNING)

Characters must often maintain a careful awareness of their environment. The Perception skill represents the character's constant, passive state of awareness. Perception can be opposed by skills used for concealment or might have a difficulty set by the environment. Perception examples include:

- Noticing a trap or an ambush before falling prey to a surprise assault.
- Spotting a disguised opponent.
- Noticing a subtle clue, such as an overheard conversation or the smell of a recently fired blaster.

PILOTING (AGILITY)

The galaxy is filled with a myriad of different vessels, from vast warships and luxury pleasure yachts, to nimble speeder bikes and lumbering walkers. No matter how a vehicle moves—by rolling, gliding, walking, flying, or floating—the skill that governs its use is Piloting. See **Piloting in the FORCE AND DESTINY BEGINNER GAME**, for more information on using this skill.





RANGED (HEAVY) (AGILITY)

When fired upon a target at range, weapons that are held with two hands offer a more stable firing platform than those that are held in a single hand. Further, rifles and other such firearms are generally more deadly and more accurate than their lighter counterparts. These large weapons depend upon the Ranged (Heavy) skill for their operation.

RANGED (LIGHT) (AGILITY)

The Ranged (Light) skill includes the use of any weapon that can be fired with one hand without the benefit of a brace or other support element.

RESILIENCE (BRAWN)

Resilience represents a character's physical fortitude against threats such as sleep deprivation, brutal climates, the most restrictive of rations, and ingested toxins. This skill reflects the body's ability to be pushed beyond reasonable limits. Resilience examples include:

- Attempting to go without sleep for significantly longer than is healthy for the character's species.
- Resisting the effects of a toxin after ingesting it.
- Enduring prolonged exposure to a hostile environment—such as one with extreme heat, cold, or toxic pollution.

SKULDUGGERY (CUNNING)

Skulduggery encompasses a broad range of skills that are crucial to performing physical covert operations such as picking pockets and locks, breaking into and out of secure facilities, sleight of hand, disguise, setting traps, and sundry other mischievous actions. At the Game Master's discretion, a particular Skulduggery check can use Agility instead of Cunning, to reflect a more physical approach. Skulduggery is often opposed by a target's Perception—for the watchful—or Vigilance. Skulduggery examples include:

- Picking a lock using physical tools rather than slicing into a computer. Note that not every electronic lock has a physical interface.
- Escaping from a cell by palming a key and safely navigating away from security elements.

STEALTH (AGILITY)

The Stealth skill reflects how talented a character is at not being noticed. Stealth examples include:

- Attempting to blend in with a crowd.
- Hiding from all of an opponent's senses.
- Hiding people or objects from the attentions of others, either through concealment or misdirection.

STREETWISE (CUNNING)

The Streetwise skill represents the ability of a character to survive in the less savory portions of the galaxy by recognizing the warning signs that come with danger as well as those that might signal an opportunity. Streetwise examples include:

- Looking for a merchant who specializes in unsavory goods or illicit services.
- Discovering rumors that are actively circulating within a region.

SURVIVAL (CUNNING)

Learning to recognize the dangers of the natural environment as well as how to exploit its resources is dependent upon the Survival skill. Survival examples include:

- Identifying safe food, potable water, or shelter in a natural environment.
- Recognizing the signs of dangerous weather conditions and knowing the best way to prepare for them.
- Tracking one's quarry through the wilderness—whether that target is game or an enemy soldier.

VIGILANCE (WILLPOWER)

In uncertain times, characters skilled in Vigilance are constantly prepared to face a variety of challenges and are far more likely to succeed than those who simply react to ever-changing circumstances. This sort of preparedness requires mental discipline, and also hinges upon the character's having the wisdom and foresight to keep a variety of essential tools and supplies close at hand.

In combat situations, outside of those times when a character has patiently prepared to begin the engagement, Vigilance is used to calculate Initiative. See page 12 for details.



IV TALENTS

Player Characters are often distinguished by their special abilities. Where a minor character might surrender to overwhelming odds, a hero is expected to dramatically triumph. Talents provide a game mechanic for a character to perform tasks with superhuman flair and ability. These generally represent specialized techniques that a character has mastered—typically through intense practice and study. A character is most likely to succeed when equipped with both a skill and a talent that is appropriate for the situation.

CAREER TREES

Each of the **FORCE AND DESTINY BEGINNER GAME** character folios has a career tree on the final spread. As the GM continues to award experience, the players can invest in it by selecting new talents and Force power upgrades from the trees. Force power upgrades are covered in **Chapter VI: The Force**, starting on page 37.

Any time a player wishes to select a new talent or upgrade for a character, the player must first make certain that it is currently accessible on the character's tree. In order to navigate to a new talent or upgrade, the character must have already purchased all of the preceding talents and upgrades listed on the tree, descending through a particular path. All such descents must follow the available lines shown on the

tree. Note that for some trees, directly descending within a single column is not possible, because there is a break in the listing. In these cases, the character must first acquire a talent or upgrade from an adjacent column and create a new path to the desired talent or upgrade.

For more information on investing experience in talents and upgrades, see **Investing Experience Points**, on page 11.

PURCHASING THE SAME TALENT OR UPGRADE MULTIPLE TIMES

Some trees have multiple entries for a single talent or upgrade. This is because several of the talents and upgrades can be learned repeatedly. When a character learns a talent or upgrade for the second, third, or later time, he or she gains an additional rank of the talent or upgrade.

Example: Maggie's character Sarenda has one rank in the Parry talent, which lets her suffer 3 strain to reduce incoming melee damage by her ranks in Parry + 2. As Sarenda has 1 rank of the talent, she reduces incoming melee damage by 3. When Sarenda purchases a second rank of Parry, she will be able to reduce incoming damage by 4 when hit by a melee attack.

TALENT DESCRIPTIONS

Below is a list of the talents used in the **FORCE AND DESTINY BEGINNER GAME**. Every entry includes the information required for gameplay:

- **Activation** explains whether a talent is always in use (Passive) or if a character must take some sort of action in order to activate it (Active). If a talent is active, the type of action necessary for activation is indicated. Some talents can be activated on other characters' turns. If this is the case, the Activation will also include the "Out of Turn" note.
- **Ranked** indicates whether a talent can be purchased multiple times (Yes) or only once (No).

ADVERSARY

Activation: Passive

Ranked: Yes

Upgrade the difficulty of any combat check targeting this character once per rank of Adversary (NPC only).

BODY GUARD

Activation: Active (Maneuver)

Ranked: Yes

Once per round on the character's turn, the character may perform a Body Guard maneuver to protect one ally with whom he is engaged. He then suffers a number of strain no greater than his ranks in Body Guard. Until the start of the character's next turn, upgrade the difficulty of all combat checks targeting the protected ally a number of times equal to the strain suffered.

CIRCLE OF SHELTER

Activation: Passive

Ranked: No

When an ally engaged with the character suffers a hit from a combat check, the character may use a Parry or Reflect incidental to reduce the damage the hit deals (even though the character is not the target of the combat check).

CODEBREAKER

Activation: Passive

Ranked: Yes

The character removes one Setback die ■ per rank in Codebreaker from any attempt to break codes or decrypt communications. In addition, the character decreases the difficulty of Computers or Intellect checks made to break codes or decrypt communications by one (this does not increase with additional ranks of Codebreaker).

FORCE POWER UPGRADES

While Force power upgrades can be purchased from each character's career tree in the same way as talents, each represents a refined understanding and specific area of focus within a broader Force power, rather than a new learned skill or ability. Force power upgrades are described in **Chapter VI: The Force**, starting on page 37.

DEFENSIVE STANCE

Activation: Active (Maneuver)

Ranked: Yes

Once per round on the character's turn, the character may perform a Defensive Stance maneuver to defend against incoming melee attacks. He then suffers a number of strain no greater than his ranks in Defensive Stance. Until the start of the character's next turn, upgrade the difficulty of all melee combat checks targeting the character a number of times equal to the strain suffered by the character in this way.

DODGE

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

When targeted by a combat check (ranged or melee), the character may choose to immediately perform a Dodge incidental to suffer a number of strain, then upgrade the difficulty of the combat check by that number. The number of strain suffered cannot exceed the character's ranks in Dodge.

FORCE RATING

Activation: Passive

Ranked: Yes

Each rank permanently increases the character's Force rating by one.

GRIT

Activation: Passive

Ranked: Yes

Increase the character's strain threshold by +1 per rank of Grit.

INTIMIDATING

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

When attempting a Coercion check, the character may suffer a number of strain to downgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed his ranks in Intimidating. When the character is the target of a Coercion check, the character may suffer a number of strain to upgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed his ranks in Intimidating.

NATURAL HUNTER

Activation: Active (Incidental)

Ranked: No

Once per game session, the character may reroll any one Perception or Vigilance check.

ONE WITH THE UNIVERSE

Activation: Active (Action)

Ranked: No

Once per session, the character may spend several minutes meditating, then take the One with the Universe action, making an **Average (◆◆) Astrogation check**. If successful, during the next encounter he adds ○ to all Force power checks. However, if he succeeded with ☉, he adds ● to all Force power checks instead.



PARRY

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

When the character suffers a hit from a Brawl, Melee, or Lightsaber combat check, after damage is calculated (but before soak is applied), the character may take a Parry incidental. He suffers 3 strain and reduces the damage dealt by that hit from the attack by a number equal to two plus his ranks in Parry. This talent may only be used when the character is wielding a Lightsaber or Melee weapon.

PARRY (IMPROVED)

Activation: Passive

Ranked: No

When the character suffers a hit from a Brawl, Melee, or Lightsaber combat check that generates ☞ or ☞ ☞ ☞ and the character uses the Parry incidental to reduce the damage from that hit, after the attack is resolved, the character automatically hits the attacker once with a wielded Brawl, Melee, or Lightsaber weapon. This hit deals the weapon's base damage plus any damage from applicable talents. This ability may not be used if the original attack incapacitates the character.

PLAUSIBLE DENIABILITY

Activation: Passive

Ranked: Yes

The character removes ■ per rank of Plausible Deniability from his Coercion and Deception checks.

QUICK DRAW

Activation: Active (Incidental)

Ranked: No

Once per round on the character's turn, he may draw or holster an easily accessible weapon or item as an incidental, instead of a maneuver.

RAPID REACTION

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

The character may suffer a number of strain to add an equal number of ☆ to any Vigilance or Cool check to determine Initiative order. The number may not exceed his ranks in Rapid Reaction.

RAPID RECOVERY

Activation: Passive

Ranked: Yes

When healing strain after an encounter ends, this character heals one additional strain per rank in Rapid Recovery.

REFLECT

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

When the character suffers a hit from a Ranged (Light), Ranged (Heavy), or Gunnery combat check, after damage is calculated (but before soak is applied), he may take the Reflect incidental. He suffers 3 strain and reduces the damage dealt by that hit from the attack by a number equal to two plus his ranks in Reflect. This talent may only be used when the character is wielding a Lightsaber weapon.

REFLECT (IMPROVED)

Activation: Passive

Ranked: No

When the character suffers a hit from a Ranged (Light), Ranged (Heavy), or Gunnery combat check that generates ☞ or ☞ ☞ ☞, and the character uses the Reflect incidental to reduce the damage from that hit, after the attack is resolved, the character automatically hits one target within medium range, dealing the same damage as the hit from the initial ranged attack.

The ranged attack's hit must be one that is able to be reflected and redirected (generally only blaster weapons fall into this category; anything else is subject to GM oversight). This ability may not be used if the original attack incapacitates the character.

SECOND WIND

Activation: Active (Incidental)

Ranked: Yes

Once per encounter, the character may use a Second Wind incidental to recover an amount of strain equal to his ranks in Second Wind.

SENSE ADVANTAGE

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per game session, the character may add ■ ■ to the skill check of one NPC within extreme range.

SENSE EMOTIONS

Activation: Passive

Ranked: No

The character adds □ to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.

SLEIGHT OF MIND

Activation: Passive

Ranked: Yes

The character adds □ per rank of Sleight of Mind to his Stealth checks unless the being attempting to detect the character is immune to Force powers.

SOFT SPOT

Activation: Active (Incidental)

Ranked: No

After making a successful attack with a non-starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to the character's Cunning to one hit of the successful attack.

SURGEON

Activation: Passive

Ranked: Yes

When this character makes a Medicine check to help a character heal wounds, the target heals one additional wound per rank of Surgeon.

TOUGHENED

Activation: Passive

Ranked: Yes

Increase the character's wound threshold by two per rank of Toughened.

UNCANNY REACTIONS

Activation: Passive

Ranked: Yes

The character adds □ per rank of Uncanny Reactions to his Vigilance checks.

VALUABLE FACTS

Activation: Active (Action)

Ranked: No

Once per encounter, the character may take a Valuable Facts action, making an **Average (◆ ◆) Knowledge check**. If successful, the character may add ⌘ to any one check made by an allied character during the encounter.

The subsequent check should relate in some way to the facts the character learned, or the player should come up with an explanation for why the information the character learned is instrumental in the success of the ally's check.

WELL ROUNDED

Activation: Passive

Ranked: Yes

The character chooses any two skills. They permanently become career skills.





V GEAR AND EQUIPMENT

As important as skill and ability might be, sometimes it's just as useful to have a trusty blaster or lightsaber by your side. Having the right equipment can often help characters resolve tasks more effectively.

In the following section, players can find information on some common personal weapons, armor, and gear critical for fighting the good fight against the Empire.

WEAPONS

The galaxy is filled with strange and wondrous devices. A large number of them are designed to blast, obliterate, or at the very least intimidate their wielder's foes. Below are some of the weapons most common to Force users—as well as to their foes!

CURRENCY

Goods and services are paid for with “credits.” This is a universal term for everything from local units of currency with distinctive names and denominations to the galactic standard Imperial credit. All are interchangeable and can be carried as physical bills or coins, or tracked via digital cred sticks (also called “chips”).

AMMO

The weapons in *Star Wars* are primarily energy-based. Except when using weaponry with the Limited Ammo quality (see page 32), it is not necessary to track ammunition.

However, a weapon can still “run out” of ammo when a Despair symbol ☹ is rolled during combat. This reflects the weapon's energy source being drained. The character must perform a maneuver to slap a new energy cell into the weapon before it can be fired again.

BLASTERS

The most common type of weapon in the galaxy is the blaster. Most blasters can be set to Stun, overloading the victim's nervous system to cause temporary paralysis (see the Stun Damage weapon quality, under **Weapon Qualities**, on page 32). Stun beams can only be used at short range, no matter the weapon's normal range. Switching between "Stun" and "Kill" requires an incidental action.

HOLDOUT BLASTER PISTOL

The smallest examples of blasters are easy to conceal but still pack a powerful punch. Add one Difficulty die ♦ to a character's Perception check when attempting to find a holdout blaster pistol on a person's body.

LIGHT BLASTER PISTOL

A good compromise between concealment and power, light blasters are favored by those who often need a firearm—but just as often need to pretend they don't.

BLASTER PISTOL

Most spacers carry standard blaster pistols. They pack a punch, have decent range, and are light enough to carry around at all times.

HEAVY BLASTER PISTOL

Heavy blasters are very powerful. Their only major drawback is that they can fire fewer shots than other blasters, a trade-off for the increased power. Game Masters can spend three Threat ☉ symbols to have a heavy blaster pistol run out of ammo (see **Table 2–2: Spending Threat ☉ and Despair ☹ in Combat**, on page 16).

BLASTER RIFLE / CARBINE

Blaster rifles and carbines are the typical firearms of soldiers and heavy security forces around the galaxy.

HEAVY REPEATING BLASTER

These deadly weapons fire much more slowly than their lighter counterparts but are designed to destroy light machinery, armored targets, and opponents in cover. Heavy repeaters are far too unwieldy to fire effectively without the included tripod, which takes 2 rounds to set up. When the weapon is fired from the tripod, decrease its Cumbersome rating by 3.

DISRUPTOR RIFLE

A deadly weapon that fires a beam of charged particles capable of reducing most enemies to smoldering atoms in a single shot, a disruptor rifle sends a message that few are jaded enough to ignore: "Get in my way, and you die."

BRAWLING WEAPONS

This category includes weapons designed to fit directly over the fists.

BRASS KNUCKLES

Dirty fighters and those looking to protect their fists from the tough hides of certain alien species rely on these metallic knuckles.

EXPLOSIVES

Explosive devices might not be as ubiquitous as blasters, but they're no less deadly.

FRAG GRENADE

Frag grenades are designed to cause as much damage and mayhem as possible over a large area. They can be set to detonate on impact or set with a timer to detonate up to three rounds after being activated at the beginning of the attacker's action.

STUN GRENADE

Stun grenades shock the senses. They can be set to detonate on impact or set with a timer to detonate up to three rounds after being activated at the beginning of the attacker's action.

MELEE WEAPONS

Some wielders prefer a blade to a blaster, as they know the blade is far more reliable and just as deadly in the right hands.

ANCIENT SWORD

Some say the earliest precursors to the Jedi wielded true swords, not lightsabers, in their battles against evil. These weapons possessed strikingly shaped blades and a unique balance that made them difficult to master for those used to wielding more mundane weapons.

FORCE PIKE

Long-hafted, two-handed weapons fitted with energy blades that can inflict terrible injuries upon anyone they strike, force pikes are the chosen weapon of Emperor Palpatine's crimson-clad guards.

TRUNCHEON

Truncheons can be made of metal, wood, bone, or other materials, but all fulfill the same basic functions—bruising flesh, breaking bones, and cracking skulls.

VIBROKNIFE

A vibroknife is essentially a modded combat knife. It contains a small but powerful device within the handle that vibrates the blade at an incredibly high frequency. This causes it to function as a miniature saw, and allows it to slice through armor and flesh with startling ease.

LIGHTSABERS

More than any other item or cultural touchstone, the lightsaber was the symbol of the ancient Jedi Order throughout its long history.

LIGHTSABER

Simple weapons, though still exceedingly elegant, lightsabers are equipped with some form of kyber crystal, enabling them to focus the lightsaber's power into the signature energy blade. This stabilized, massless plasma beam burns as hot and bright as a star at its core.

WEAPON QUALITIES

Some weapons feature special qualities. Special qualities are either passive or active. Passive qualities are always on and require no activation on the part of the user. Active qualities must be triggered by the user, requiring two Advantage ☹️ results or one Triumph ☺️ result to activate unless otherwise stated in their description.

Weapon qualities often have a number associated with them. This is their **rating**. Ratings affect qualities in different ways, depending on the quality in question.

AUTO-FIRE (ACTIVE)

An Auto-fire weapon has the chance to hit multiple targets or strike a single target multiple times but with sacrificed accuracy. The attacker must increase the difficulty of his attack roll by one (add one Difficulty die ♦️ to the attack roll).

Auto-fire requires two Advantage ☹️ to activate and can be activated multiple times. Each time it is activated, the weapon deals an additional hit to the target or to another target engaged with the first target. Each of these counts as an additional hit from that weapon, and each hit deals base damage plus the number of net Successes ☆ scored on the check.

Note that each target can never suffer more Critical Injuries or Critical Hits than the number of times it was hit by the weapon.

BREACH (PASSIVE)

Breach weapons ignore 10 points of soak for every rating of Breach.

BLAST (ACTIVE)

The weapon has a large spread or explosive blast. If the attack is successful and Blast activates, each character (friend or foe) engaged with the original target suffers damage equal to the weapon's Blast rating (plus an additional damage per net Success ☆, as usual). If the Blast quality doesn't activate, the ordnance still detonates but only hits the original target for normal damage.

CUMBERSOME (PASSIVE)

A Cumbersome weapon is large, unwieldy, awkward, or heavy. To wield a Cumbersome weapon properly, the character needs a Brawn characteristic equal to or greater than the weapon's Cumbersome rating. For each point of Brawn by which the character is deficient, he must increase the difficulty of all checks made while using the weapon by 1.

DISORIENT (ACTIVE)

A weapon with Disorient can daze an opponent. When Disorient is triggered, the target is disoriented for a number of rounds equal to the weapon's Disorient rating. A disoriented target adds one Setback die ■ to all skill checks he performs.

KNOCKDOWN (ACTIVE)

When Knockdown is triggered, the target is knocked prone.

PIERCE AND BREACH

While Pierce and Breach function the same, weapons with the Breach quality are truly dangerous. Most Pierce weapons are capable of punching through light armor, but there aren't many defenses that can stand against weapons with Breach.

For example, Kaveri stabs a large battle droid with a vibroknife, which has Pierce 2. If that droid has 6 soak, Kaveri ignores 2 of that soak, and the droid counts as only having 4 soak against her attack. If Kaveri had used a lightsaber instead, which has Breach 1, then her attack would ignore the droid's soak entirely.

LIMITED AMMO (PASSIVE)

A weapon with the Limited Ammo quality can be used to make a number of attacks equal to its Limited Ammo rating before it must be reloaded with a maneuver. In addition, each shot expends one of a limited number of rounds, which must be purchased or otherwise obtained before the weapon can be used again. This also applies to grenades and other "one use" weapons that have the Limited Ammo 1 quality.

PIERCE (PASSIVE)

An attack made with this weapon ignores an amount of soak equal to the weapon's Pierce rating. If the weapon has a higher Pierce rating than the target's total soak, attacks made with it completely ignore that target's soak.

STUN DAMAGE (PASSIVE)

Some weapons deal Stun damage instead of regular damage. In this case, the weapon deals damage as strain instead of wounds. This damage is still reduced by a target's soak.

A variant of this is the Stun setting. As an incidental action, the wielder can choose to switch the setting of his weapon to "Stun." In this case, it does Stun damage as described above.



TABLE 5-1: WEAPONS

Name	Skill	Dam	Crit	Range	Price	Special
Blasters						
Holdout Blaster	Ranged (Light)	5	4	Short	200	Stun setting
Light Blaster Pistol	Ranged (Light)	5	4	Medium	300	Stun setting
Blaster Pistol	Ranged (Light)	6	3	Medium	400	Stun setting
Heavy Blaster Pistol	Ranged (Light)	7	3	Medium	700	Stun setting
Blaster Carbine	Ranged (Heavy)	9	3	Medium	850	Stun setting
Blaster Rifle	Ranged (Heavy)	9	3	Long	900	Stun setting
Heavy Repeating Blaster	Gunnery	15	2	Long	6,000	Auto-fire, Cumbersome 5, Pierce 2
Disruptor Rifle	Ranged (Heavy)	10	2	Long	5,000	Cumbersome 2, Pierce 5
Brawling Weapons						
Brass Knuckles	Brawl	+1	4	Engaged	25	Disorient 3
Explosives						
Frag Grenade	Ranged (Light)	8	4	Short	50	Blast 6, Limited Ammo 1
Stun Grenade	Ranged (Light)	8	N/A	Short	75	Blast 8, Disorient 3, Stun Damage, Limited Ammo 1
Melee Weapons						
Ancient Sword	Lightsaber	+2	3	Engaged	400	
Force Pike	Melee	+3	2	Engaged	500	Pierce 2, Stun setting
Truncheon	Melee	+2	5	Engaged	15	Disorient 2
Vibroknife	Melee	+1	2	Engaged	250	Pierce 2
Lightsabers						
Lightsaber	Lightsaber	6	2	Engaged	9,300	Breach 1

WEAPON CHARACTERISTICS

Each weapon has a variety of characteristics that define its abilities and make it distinct.

NAME

The general name of the weapon.

SKILL USED

The combat skill used when attempting an attack with this weapon.

BASE DAMAGE (DAM)

The base damage the weapon inflicts before adding damage from uncanceled Successes ✨. When calculating the total damage for a hit, each net Success ✨ generated by the attack check adds one point of damage to this base damage rating.

CRITICAL RATING (CRIT)

Indicates the number of Advantage 🎲 required to trigger a Critical Injury using this weapon.

RANGE

The effective range of the weapon. See **Range Bands**, on page 16.

PRICE

This is the price of the weapon on the open market.

SPECIAL

The qualities or other special rules this weapon possesses. More in-depth descriptions of these qualities can be found on page 32, while rules specific to a certain type of weapon are detailed in the weapon's description, on page 31.

ARMOR

Armor offers some protection against glancing blaster bolts and weapon strikes, and also from area-effect weapons like frag grenades.

ARMOR CHARACTERISTICS

Whether it's a thick robe or plated pants, each kind of armor has the following characteristics in common.

DEFENSE

The armor's defense adds Setback dice \square directly to the attacker's pool. This reflects the armor's ability to deflect damage away from the user's body.

SOAK

Soak is added to the target's Brawn and subtracted from any incoming damage suffered.

ARMOR TYPES

Below is a list of the some of the most common armor types found throughout the galaxy.

HEAVY CLOTHING

A good leather jacket or thick woolen cloak won't stop much damage, but it can misdirect an occasional knife blade or blaster bolt away from the wearer's flesh.

CONCEALING ROBES

Some ancient Jedi Knights favored heavy concealing robes for their anonymity, and now Force users throughout the galaxy still use them to avoid detection and blend into their surroundings.

Thanks to their cut and construction, concealing robes add \square to checks to notice or recognize an individual wearing them.

PADDED ARMOR

Padded armor is woven with tough, energy-resistant fibers. It tends to absorb and resist some of the power of a blaster bolt, although it often proves little use against a solid hit.

ARMORED CLOTHING

This category of armor covers light vests, jackets, or pants plated with plastoid or ceramic pads. This armor type is very light but covers the most important vital organs. An **Average** ($\diamond \diamond$) **Perception check** detects that a person's clothing is plated.

ARMORED ROBES

Armored robes are distinct and unmistakable, making them uncommon in Imperial space. Durable, hard-wearing robes are draped over a variant on the standard Jedi tunic and pants. Attached to the tunic and pants are sets of plasteel plates that provide similar protection to heavy battle armor.

TABLE 5-2: ARMOR

Type	Defense	Soak	Price
Heavy Clothing	0	1	50
Concealing Robes	0	1	150
Padded Armor	0	2	500
Armored Clothing	1	1	1,000
Armored Robes	1	2	4,500



GEAR

It might not be as exciting as a blaster, but basic equipment is often the foundation for success.

COMLINK

Comlinks allow for ranged audio communication between two parties. Some models are built into helmets and armor segments. Most operate on a standard set of frequencies that can be adjusted as desired to elude detection.

ELECTROBINOCULARS

Electrobinoculars allow the user to see normally in low light or extremely bright conditions, and they can magnify targets up to ten kilometers away. When using electrobinoculars, characters remove one Setback die ■ imposed due to long range or poor light.

MACROBINOCULARS

Macrobinoculars use rugged imaging systems to magnify far-off objects for their users. When using macrobinoculars, characters may also remove up to one Setback die ■ imposed due to long range.

GENERAL PURPOSE SCANNER

Scanners indicate the nearby presence of life forms, heat fonts, radiation sources, acoustic emissions, or any combination thereof. The motion-sensing operates up to a distance of half a kilometer, while the remaining systems can detect targets up to a kilometer and a half away.

HAND SCANNER

“Hand scanner” is a catchall designation for a wide variety of handheld scanning devices designed to run specific-purpose scans, checking for atmospheric contaminants, poisons, vermin, or (in the case of mechanics) microfractures or stress points.

EMERGENCY MEDPAC

Emergency medpacs allow for basic first aid in the field. A character using an emergency medpac can attempt to heal others using Medicine checks without penalty, as detailed on page 23.

THE RIGHT TOOLS FOR THE JOB

In the **FORCE AND DESTINY BEGINNER GAME**, each unique piece of gear does not always provide a bonus to gameplay mechanics. This is due to the narrative nature of the system. Instead, many pieces of gear aid the user in difficult tasks or allow them to perform tasks that would have been impossible otherwise. The GM and player can agree to add one Boost die ■ to the dice pool for a given action when a character uses a beneficial (and relevant) piece of gear or equipment.

TABLE 5-3: GEAR

Item	Price
Comlink	25
Electrobinoculars	250
Macrobinoculars	75
General Purpose Scanner	500
Hand Scanner	100
Emergency Medpac	100
Physician's Kit	400
Stimpack	25
Disguise Kit	100
Electronic Lock Breaker	1,000
Binders	25
Restraining Bolt	35
Ration Pack	5
Breath Mask	25
Spacesuit	100
Backpack	50
Datapad	75
Glow Rod	10
Extra Reload/Power Pack	25
Tool Kit	350
Emergency Repair Patch	25

PHYSICIAN'S KIT

A physician's kit allows the user to perform relatively complicated medical procedures in the field. It allows characters to attempt to heal others using Medicine checks without penalty, as described on page 23, and additionally grants a Boost die ■ on all attempts. In addition, these kits add an automatic Advantage ♀ to successful Medicine checks made while using the kit.

STIMPACK

Stimpacks are auto-injection tubes filled with medicine, bac-ta, and painkillers. It takes a maneuver for a character to inject a stimpack into himself or an engaged ally. A stimpack is a one-use item, and its effects are described on page 20.

ODDS AND SUNDRIES

There are plenty of pieces of gear that characters are likely to carry that are too mundane or inexpensive to track on their character sheets. Writing implements, pocket knives, street clothing, snacks, mementos: all of these things and more are details that can embellish a character, but are not important enough to track in a meticulous fashion. Player Characters can assume that they have any number of miscellaneous sundries on them, depending on what they feel their characters would actually carry.

DISGUISE KIT

Disguise kits contain the means to make an individual look different than his or her normal self, with makeup, false hairpieces, iris chromatics, and even falseprint skins and DNA cloaks in advanced kits.

ELECTRONIC LOCK BREAKER

Electronic lock breakers are automatic anti-security slicing systems that can hack through most standard electronic door locks.

BINDERS

Binder restraints are designed to keep a conscious prisoner subdued and manageable. Breaking free of binders is often a matter of either sheer brawn or impressive agility, and so escaping a set of binders requires a **Daunting** (◆◆◆◆) **Athletics** or **Coordination** check.

RESTRAINING BOLT

Using magnetic clamps or chemical adhesives, restraining bolts attach to a droid's carapace and are used to control its actions, usually by means of a remote control.

RATION PACK

Bland and flavorless, ration packs can be easily reconstituted into a full serving through built-in heat infusers and limited hydration.

BREATH MASK AND RESPIRATOR

Not all planets and environments are hospitable to all species, and thus many travelers require mechanical aids to help them breathe outside of their native habitats. Some examples of these devices include simple nose plugs, filtration masks, and aquatic rebreathers for activity underwater.

SPACESUIT

Given that most travel occurs in space, having a sealed suit on hand just in case of small concerns such as compromised hull integrity is usually a good idea. Most suits come with repair packs to seal small tears or gasket leaks.

BACKPACK

A backpack can serve many important functions, especially for carrying survival gear (or even smaller allies and droids).

DATAPAD

Datapads are common on most technologically civilized planets and are used to record, store, display, and organize almost any kind of data, from basic text to holographic recordings.

GLOW ROD

A glow rod is a handheld light source that illuminates an area in a directional beam.

EXTRA RELOAD/POWER PACK

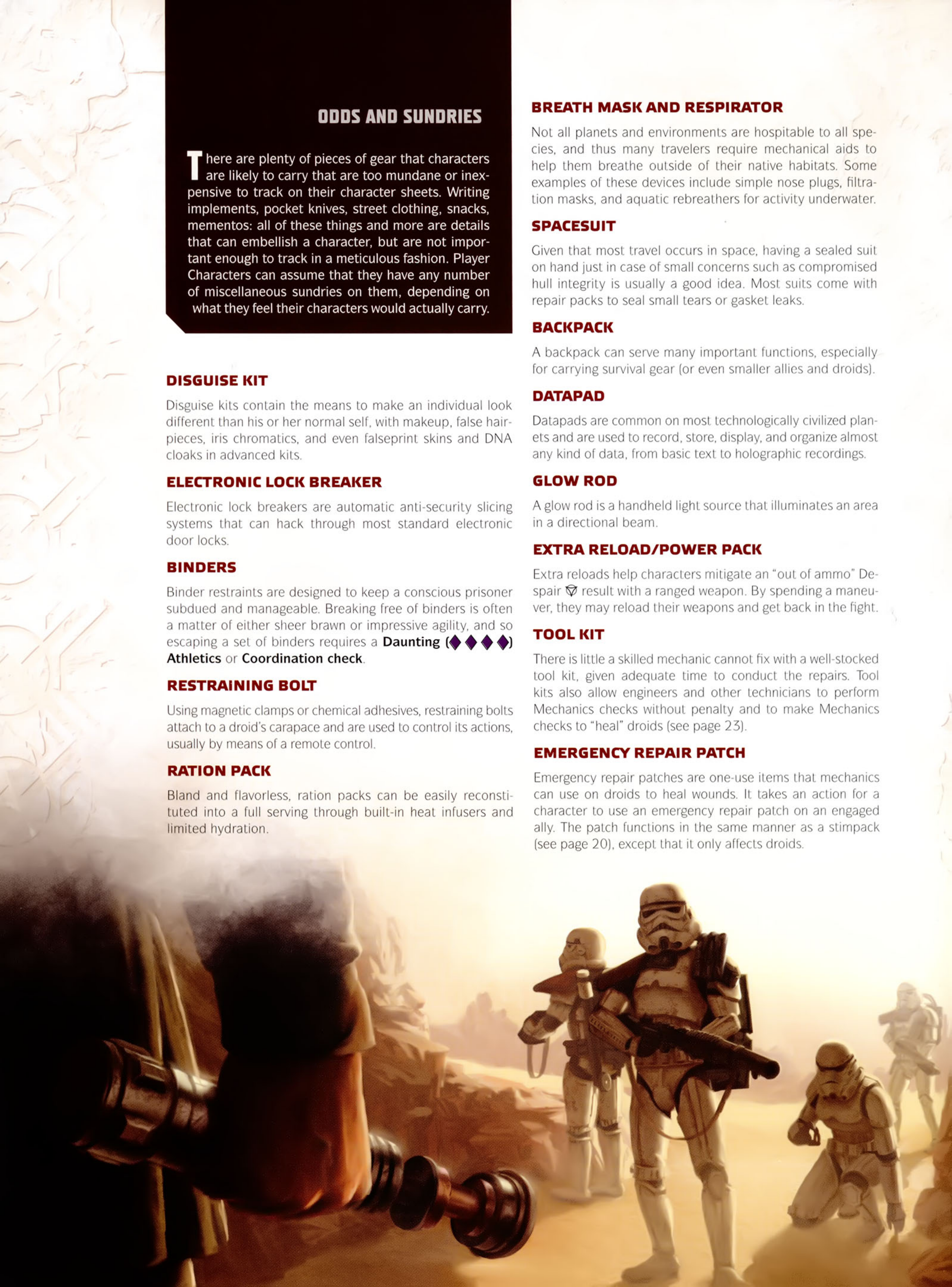
Extra reloads help characters mitigate an "out of ammo" Despair ☹ result with a ranged weapon. By spending a maneuver, they may reload their weapons and get back in the fight.

TOOL KIT

There is little a skilled mechanic cannot fix with a well-stocked tool kit, given adequate time to conduct the repairs. Tool kits also allow engineers and other technicians to perform Mechanics checks without penalty and to make Mechanics checks to "heal" droids (see page 23).

EMERGENCY REPAIR PATCH

Emergency repair patches are one-use items that mechanics can use on droids to heal wounds. It takes an action for a character to use an emergency repair patch on an engaged ally. The patch functions in the same manner as a stimpack (see page 20), except that it only affects droids.



A full-page background illustration of Yoda in a dark, misty forest. He is standing on a rocky outcrop, looking upwards with a contemplative expression. The forest is dense with gnarled trees and hanging vines, shrouded in a thick, ethereal mist. The lighting is dramatic, with a bright light source from the right creating a strong glow and long shadows.

VI

THE FORCE

The galaxy has a fundamental mysticism that science cannot unravel. This power has always defied the attempts of skeptics to explain it away, and its influence is undeniable. Species and cultures have known this strange energy by a multitude of names, but the Jedi and Sith know it as the Force.

Despite Imperial attempts to suppress knowledge of the Force, memories remain of the two great opposing traditions of Force users: the Jedi and the Sith. Each has sought to understand the Force in its own way, and myths and tales tell of their constant struggle throughout the ages. Perhaps because of the inherently mystical nature of their studies, both remain shrouded in legend. However, these two paths embody the duality of the Force, and they comprise the major approaches for those who wish to manipulate its awesome power for good or ill.

Regardless of legend or rumor, such feats are almost unthinkable now in this era of the Galactic Civil War and Imperial persecution. The Force remains, always, but its students are scattered and hidden. If they are to shape the course of galactic events once again, they must learn its ways and choose a path for themselves.

THE FORCE IN FORCE AND DESTINY

All of the Player Characters in the **FORCE AND DESTINY BEGINNER GAME** are Force-sensitive. Being Force-sensitive is very different from being a Jedi, as only years of study in the techniques and teachings of the Order entitle a Force user to such an accolade. Most Force-sensitives would not be able to achieve the degree of skill necessary to become fully fledged Jedi Knights, and in the modern age, the Jedi have been so thoroughly expunged that finding a qualified teacher in their techniques is a practical impossibility.

In **FORCE AND DESTINY**, the ability to use the Force is represented by a character's Force rating. Most Non-Player Characters have a Force rating of zero. This does not mean they are wholly cut off from the Force, as everything in the galaxy is affected by it, but it has no tangible impact on their day-to-day existence as they perceive it. Force-sensitive characters who do apprehend the Force always have a Force rating. All of the Player Characters in the **FORCE AND DESTINY BEGINNER GAME** start with a Force rating of 1, and several have the chance to attain Force rating 2 as their characters grow.

FORCE DICE

The twelve-sided, white Force die is the seventh narrative die used in the **FORCE AND DESTINY BEGINNER GAME**. On it are white, circular symbols representing the light side of the Force and black circular symbols representing the dark side of the Force.

The Force die is unique among the dice in **FORCE AND DESTINY** because, unlike the other dice, it does not generate symbols that contribute toward success or failure. In addition, the Force die's light side and dark side symbols do not cancel each other out. Instead, the Force die generates resources in the form of Force points for Force-sensitive characters to spend to activate Force powers and other abilities.



USING THE FORCE

Force-sensitives gain access to certain unique powers and abilities, called Force powers. Using the Force is an action and generally works in one of two mechanical ways:

- First, the PC can make a **Force power check**, rolling a number of Force dice equal to his Force rating and using the results to generate Force points. The character can spend these Force points to activate and enhance abilities in a variety of ways, as described in the individual Force power.
- Second, the PC can **commit** a number of Force dice. While Force dice are committed to a power (as described in the power), the PC counts his Force rating as one lower than normal for each Force die committed. Force dice can remain committed to a power or ability for multiple game rounds, and while committed, provide the PC with an ongoing effect.

FORCE POWER CHECKS

Most Force powers and Force talents provide the user with a temporary effect—they accomplish something and then end. What they accomplish is detailed in the description of the power.

However, most powers that provide a temporary effect require the

character to spend one or more Force points to activate the power or ability.

Characters generate Force points by making a Force power check, rolling one or more Force dice and generating Force points based on the results. When a Force-sensitive character attempts to activate a power, he creates a dice pool that—usually—consists solely of a number of Force dice equal to his Force rating (the number of Force dice he adds to the pool can never exceed his current Force rating). He then rolls the dice. Every light side result generates one Force point the character may spend to fuel the power's abilities. Every dark side result generates no Force points and is disregarded.

However, the dark side of the Force is always offering easy power, tempting a Force user to give in and accept its aid. A Force-sensitive character may use one or more dark side results to generate one additional Force point each—in addition to those generated by the light side results. The consequences that come with this choice can be dire, and can gravely affect the individual who gives in to this temptation.

A Force-sensitive character in the **FORCE AND DESTINY BEGINNER GAME** who wishes to use one or more dark side results to provide Force points for a power must flip one Destiny Point from light to dark. If there are no light side Destiny Points to flip, he may not use dark side results at all. He then suffers strain equal to the number of dark side results he wishes to use. A character may always choose to have a light side result or dark side result not generate a Force point.



Once the character determines how many Force points ● he has generated, he consults the Force power and determines how he may spend those Force points ●. Most powers have abilities that require one or more Force points ● to activate. Each Force point ● can be spent only once. The character may spend as many or as few Force points ● as he wishes; however, once he is finished spending Force points ●, any unspent Force points ● are lost.

Once a Force power check has been resolved, this concludes the character's action. A Force power is always "successfully" activated, even if the check does not generate any Force points to spend on the power.

COMBINED FORCE POWER CHECKS

Some Force powers require the character to make a Force power check that is combined with a skill check. This generally represents the character using Force abilities in conjunction with other skills. It also comes into play when the character's Force abilities are opposed by the skills of a target.

When a character combines a Force power check with a standard skill check, he combines the Force dice ◇ he would roll to make the Force power check with the dice he would roll to make the skill check. Relevant powers and talents specifically state when a combined check should take place. Such a check may also occur when a PC is dealing with particularly powerful characters (see the **Resisting Force Power Checks** sidebar). Unless specifically stated otherwise, the character must generate enough Force points ● to activate the Force power's basic power (or appropriate control upgrades) *and* must generate at least one uncanceled Success ☆ for the check to succeed (see page 6 for more information on passing or failing checks). This entire process still counts as making a single check.

SPENDING ● BEFORE RESOLVING CHECKS

Many combined Force power checks allow the character to spend Force points ● before resolving the overall success or failure of a check.

Example: As Sarenda attempts to cross a decrepit rope bridge over a steep ravine, she hears the terrifying sound of snapping and tearing. Before the tethers give way, Sarenda taps into the Force, attempting to use her Enhance Force power to leap to safety. The player makes a Force power check combined with an Athletics skill check, generating ☆●▼▼◇●●. By using the two Force points ● to add two additional Successes ☆ to the check, Sarenda is able to escape the collapsing bridge.

Although the entire check is made at one time, the character should generate and spend ● immediately after rolling the dice pool, before interpreting the results of the rest of the pool.

COMMITTING FORCE DICE

Some Force powers provide an ongoing effect—they give the character a benefit that lasts until he chooses to end it. What they do is detailed in the description of the power. However, most powers or talents that provide an ongoing effect require the character to commit a number of Force dice.

To activate and fuel an ongoing effect, the Force-sensitive character commits a number of Force dice ◇. The number of Force dice ◇ that need to be committed is listed in the effect's description; however, a character cannot commit more Force dice ◇ than his current Force rating.

RESISTING FORCE POWER CHECKS

Force powers are designed to be simple and inclusive, so that what Player Characters can accomplish with a power is often limited only by their imaginations. However, when confronting a powerful adversary, even skilled Force users may find their abilities stymied by an opponent's formidable will.

When a Player Character or powerful Non-Player Character wishes to use a Force power against another PC or powerful NPC, the GM can decide to make the Force power check an opposed check, if it is not already. To make the check opposed, the GM consults with the player and determines a skill that the attacking character must use as part of the Force power check. The attacking character then assembles a dice pool combining the Force dice for the Force power check with the Ability and Proficiency dice for the skill check.

The GM then determines what skill the defending character must use to oppose the check. This skill sets the difficulty of the check, as per the rules for opposed checks, on page 9. The attacking player then makes the check. The check must generate

sufficient Force points ● to activate the power *and* must generate at least one uncanceled Success ☆ to successfully execute the action he is attempting with the Force power.

The skills used in the check are up to the GM and the players involved, and they depend on the circumstances of the check. Generally, the attacking character can default to using the Discipline skill, although in some cases, other skills may make sense.

Likewise, the skills used to oppose the check also depend on the situation. The defending character often can use Discipline to oppose a Force power check if that character is also a Force user. However, in an opposed check where the attacking character is trying to pull the weapon from the defending character's hand, the defending character might use Athletics (representing attempts to hold onto the weapon). Likewise, an attempt to use Move to throw a character around a battlefield could be opposed by Resilience, as the defending character resists with raw physical strength.



When a character has committed one or more Force dice ●, he counts his current Force rating as lower than his actual Force rating. For all mechanical purposes, the character's Force rating temporarily decreases by an amount equal to the number of Force dice ● committed. This is the PC's current Force rating. When he ends the effect, the character no longer counts his Force rating as lower than usual, because the dice are no longer committed. However,

a Force-sensitive character remains a Force-sensitive character, even if committing Force dice ● has dropped his current Force rating to zero.

A character may end an ongoing effect as an incidental at the end of any subsequent turn. While an ongoing effect is active, the character may not activate that specific ongoing effect again (the character cannot benefit from two "copies" of the same ongoing effect).

FORCE POWERS

The primary means by which a Force user manipulates the Force is not merely instinctive. A true Force user can deliberately tap into the Force to change and manipulate himself and his surroundings. The Force can allow someone to do things others may see as fantastic or even unbelievable: levitating items, blocking blaster shots with one's hands, controlling the minds of others, and even predicting the future.

Force powers are one of the means by which a Force-sensitive character accomplishes those tasks. In the **FORCE AND DESTINY BEGINNER GAME**, Force powers are broad and overarching abilities that allow Force-sensitive characters to perform impressive and fantastic feats.

Each Force power focuses on a particular task that can be performed through the manipulation of the Force. Force powers might require Force power checks to activate temporary effects, or they could require users to commit Force dice ● to activate ongoing effects. Some might be able to do both. In any case, unless the power's description specifically states otherwise, using a power requires one action.

FORCE POWER BREAKDOWN

Each Force power description can be divided into two sections: the power's basic form and its upgrades. Each character in the **FORCE AND DESTINY BEGINNER GAME** begins with the

basic form of one or more Force powers. The basic form is the Force power at its simplest, and it provides the foundation for all of the upgrades that accompany the Force power.

Force power upgrades are the means by which players can customize the Force powers their characters can access, modifying them to serve their needs and their characters' personalities. Upgrades are purchased with experience points on each character's career tree (see page 11 for information on career trees).

Force power upgrades are grouped into several different categories, as described below:

Control: Control upgrades add new effects to Force powers or modify existing effects (adding or changing the way the Force-sensitive character spends Force points).

Duration: Duration upgrades increase the length of time of the power's effects.

Magnitude: Magnitude upgrades increase the number of targets affected by the power, allowing the user to affect multiple items or individuals with a single action.

Range: Range upgrades increase the distance from which the Force power can affect its targets.

Strength: Strength upgrades amplify the basic effect of a power, making the power more potent.

FORCE POWER: ENHANCE

One of the most straightforward ways in which Force users utilize the power of the Force is to imbue their own bodies with energy and strength. Making leaps that might otherwise be deemed impossible, moving at high speeds, and harnessing physical strength well beyond the capacity of most sentient beings are all equally viable.

BASIC POWER

Enhance allows Force users to perform athletic feats beyond the original scope of their natural abilities:

- When making an Athletics check, the Force user may roll an Enhance power check as part of the pool. He may spend Force points (●) to gain Success ✨ or Advantage (●) (his choice) on the check. This counts as a normal Force power check in every way—it is simply combined with the overall skill check.
- The Force user can take a Force Leap action to make an Enhance power check. He may spend a Force point (●) to jump to any location within short range.

UPGRADES

Force users may choose upgrades to the Enhance power to improve their natural abilities, enhancing existing skills and even improving their bodies' physical characteristics using the Force.

Control Upgrade: The Force user gains the ability to use Enhance with the Coordination skill in addition to Athletics.

Control Upgrade: The Force user gains the ability to use Enhance with the Resilience skill in addition to Athletics.

Control Upgrade: The Force user gains the ability to use Enhance with the Brawl skill in addition to Athletics.

Control Upgrade: The Force user only needs to use a maneuver to perform a Force Leap, instead of an action.

Range Upgrade: Spend a Force point (●) to increase the maximum range the Force user can jump to medium.

FORCE POWER: HEAL

Heal reflects a Force user's capacity to manipulate the living energy in things around him. It is ultimately a unity with the Force that allows one to control the vitality of living creatures.

BASIC POWER

Heal lets a character mend wounds with a simple touch.

- The user makes a Heal power check and may spend a Force point (●) to remove a number of wounds equal to his Intellect from an engaged living creature. A single target may only benefit from one use of Heal per encounter.

UPGRADES

Force users may choose upgrades to the Heal power to improve their healing capabilities.

Control Upgrade: If the user spent no dark side results (●) on the check, the target of Heal also recovers an amount of strain equal to the wounds recovered.

Range Upgrade: Spend a Force point (●) to increase the maximum range at which the Force user can affect targets with Heal to short range.

Strength Upgrade: The Force user may spend a Force point (●) to restore 1 additional wound on the target. The Force user may activate this upgrade multiple times, increasing the number of wounds healed by 1 each time.

FORCE POWERS AND NARRATIVE

The powers presented in the **FORCE AND DESTINY BEGINNER GAME** are intended to fit with the game's narrative style, and as such are left intentionally broad in scope. If players find ways to use their characters' Force powers outside of their predefined boundaries, the GM should consider allowing it, provided it is not abusive. In essence, players are encouraged to be creative with their Force powers, as are GMs.

For example, a Force-sensitive character might notice a colleague losing his footing and falling off a nearby cliff. Even though the players are not in structured time, the GM could reasonably allow the Force-sensitive character to immediately make a check to use his Move power and see if he can catch his friend before he hits the ground below.



FORCE POWER: MOVE

Many Force users develop the ability to shift objects without physically handling them, moving matter with the power of the mind. When moving items, the default speed is slow and deliberate, not fast enough to inflict injury or allow for fine manipulation.

BASIC POWER

At its most basic, Move allows the Force user to move small objects that are nearby.

- The user makes a Move power check and may spend a Force point (●) to move one object about the size of a backpack or smaller from within short range to another location within short range.

UPGRADES

Move's upgrades include the ability to move a greater number of objects at once, to move increasingly larger objects, and to move objects over farther distances. Some upgrades give the Force user different ways to use the power.

Control Upgrade: The Force user gains the ability to perform fine manipulation of items, allowing him to do whatever he could normally do with his hands to a held item.

Control Upgrade: The Force user gains the ability to move objects fast enough to inflict damage to a target. The Force user makes an **Easy (◆) Discipline check** with a Move power check as part of the pool. To successfully hit the target, he must gain enough Force points (●) to move the object from its starting location to the target *and* he must succeed on the check. The damage is resolved following the normal rules for ranged attacks. Small objects deal 5 damage, and person-sized objects deal 10 damage. This attack follows all the rules for ranged attacks, including cover and aiming.

MOVING AND DURATION

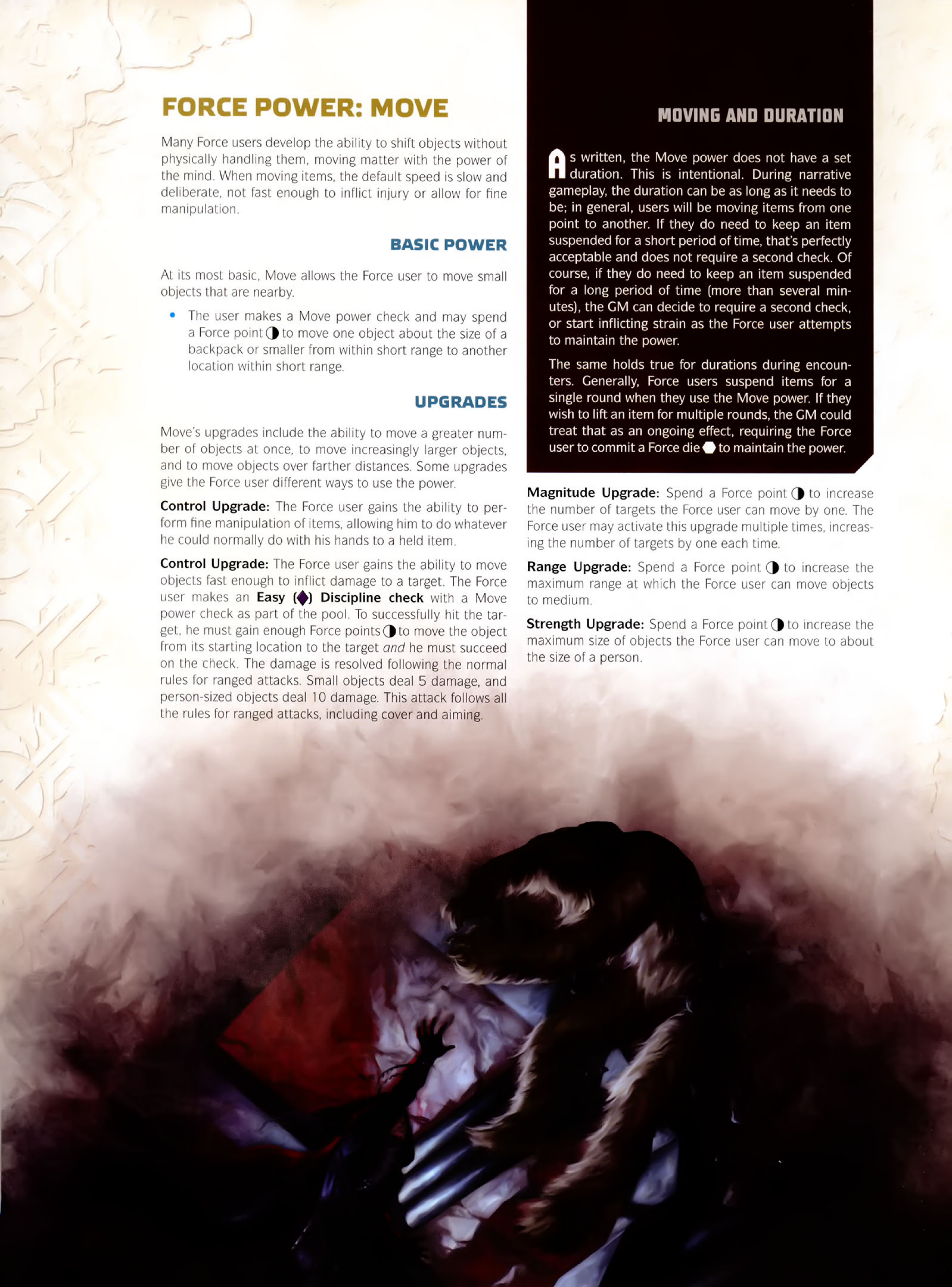
As written, the Move power does not have a set duration. This is intentional. During narrative gameplay, the duration can be as long as it needs to be; in general, users will be moving items from one point to another. If they do need to keep an item suspended for a short period of time, that's perfectly acceptable and does not require a second check. Of course, if they do need to keep an item suspended for a long period of time (more than several minutes), the GM can decide to require a second check, or start inflicting strain as the Force user attempts to maintain the power.

The same holds true for durations during encounters. Generally, Force users suspend items for a single round when they use the Move power. If they wish to lift an item for multiple rounds, the GM could treat that as an ongoing effect, requiring the Force user to commit a Force die (●) to maintain the power.

Magnitude Upgrade: Spend a Force point (●) to increase the number of targets the Force user can move by one. The Force user may activate this upgrade multiple times, increasing the number of targets by one each time.

Range Upgrade: Spend a Force point (●) to increase the maximum range at which the Force user can move objects to medium.

Strength Upgrade: Spend a Force point (●) to increase the maximum size of objects the Force user can move to about the size of a person.



FORCE POWER: SENSE

By opening his mind, a Force user can commune with the world around him. He senses the endless movement of the Living Force, seeing beyond what his eyes allow. The actions of those around him are laid bare, as if the Force user had a bird's-eye view of his surroundings, allowing him to anticipate attacks and better strike blows of his own, or even spot ambushes and lurking foes. Alternatively, he can sense the emotions or even surface thoughts of others.

BASIC POWER

Sense's basic power allows the Force user to sense the Living Force interacting with the world around him. This allows him to perceive other life close by and read the emotions of a single individual.

- The user may spend a Force point (●) to sense all living things within short range of himself (including both animals and sentient beings).
- The user may spend a Force point (●) to sense the current emotional state of one living target with whom he is engaged.

UPGRADES

Sense's upgrades include those that allow the Force user to protect himself from danger and augment his attacks, and those that allow him to detect the thoughts of others.

Control Upgrade: The Force user gains the ability to sense danger the moment before it strikes, allowing him to anticipate attacks and avoid incoming blows. Sense gains the ongoing effect: Commit a Force die (⬡). Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

Control Upgrade: The Force user's ability to anticipate danger evolves to the point where he can anticipate the actions of his opponents while he takes the offensive, making his own blows harder to avoid. Sense gains the ongoing effect: Commit

a Force die (⬡). Once per round, when the Force user makes a combat check, he upgrades the ability of the pool once.

Control Upgrade: The Force user gains the ability to detect the surface thoughts of the target. This power gains the effect: Spend a Force point (●). The user senses the current surface thoughts of one living target with whom he is engaged.

Duration Upgrade: Sense's ongoing effects from committing Force dice (⬡) may be triggered twice per round, rather than once.

Range Upgrade: Spend a Force point (●) to increase the range at which the character senses living things to medium range.

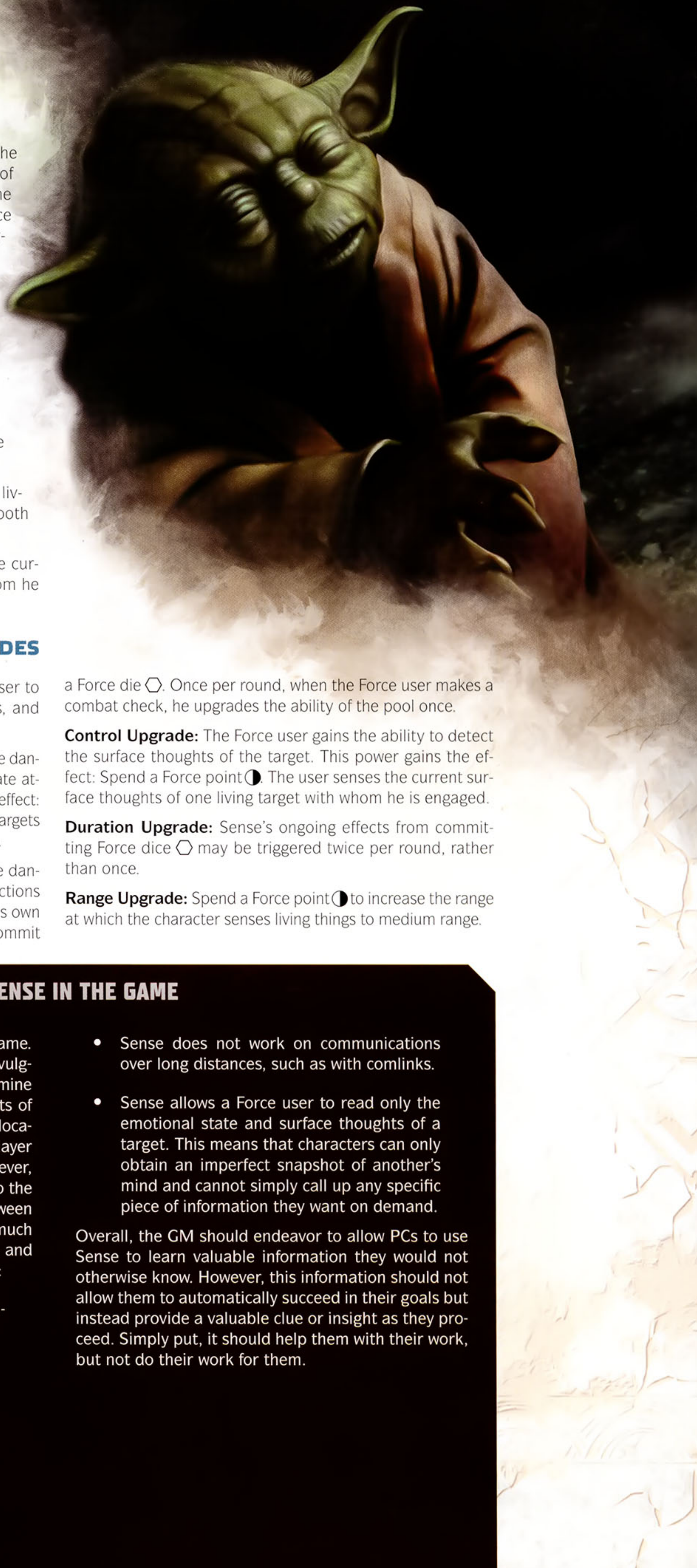
USING SENSE IN THE GAME

Sense can be an extremely potent ability in a game. It can put the GM in the situation of possibly divulging crucial information that can seriously undermine the tension of an adventure. Reading the thoughts of an opponent can reveal critical facts, such as the location of a hideout or plans to double-cross the Player Characters at a later date. At the same time, however, the GM should not simply deny this information to the character. Thus, the GM has to walk a fine line between revealing relevant information and revealing too much information. When using this power, both players and GMs should keep the following guidelines in mind:

- Some species are resistant or even completely immune to powers such as Sense.

- Sense does not work on communications over long distances, such as with comlinks.
- Sense allows a Force user to read only the emotional state and surface thoughts of a target. This means that characters can only obtain an imperfect snapshot of another's mind and cannot simply call up any specific piece of information they want on demand.

Overall, the GM should endeavor to allow PCs to use Sense to learn valuable information they would not otherwise know. However, this information should not allow them to automatically succeed in their goals but instead provide a valuable clue or insight as they proceed. Simply put, it should help them with their work, but not do their work for them.





VII

ADVERSARIES

The galaxy is an unimaginably vast place, home to a stunning variety of sentient peoples living on millions of inhabitable worlds. The freewheeling adventurers who frequent the Rim region, monstrous beasts out of a xenologist's worst nightmare, tyrannical Imperial forces, desperate criminals both petty and organized: all these and more might await those who travel the hyperlanes. Any given interaction has the potential to turn deadly, and the wise know to be ready for the eventuality—some would say the inevitability—of violence.

Characters will likely encounter opponents posing three different levels of threat to the average group of Force-sensitives. Although some variation is to be expected, the broad categories are called minions, rivals, and nemeses.

MINIONS

Minions are the most common NPCs encountered in the *Star Wars* universe. These are nameless individuals who provide muscle to flesh out encounters. Their only real threat is in numbers, as a lone minion cannot stand toe-to-toe with a PC for long.

Minions have several unique rules that reflect their status as disposable adversaries.

- Minions do not suffer strain. Anything that would normally inflict strain on a minion inflicts wounds instead. They also cannot voluntarily suffer strain.
- Minions do not possess skills. They can compensate for this by operating as a group. A minion's profile lists several skills in which it gains ranks when acting as part of a group.
- Minions can fight as a group. Minions are only deployed in groups of the same type. When deployed in a group, the minions operate in concert and share a single total of wounds (their individual wounds combined). Damage inflicted to any member of the unit is deducted from the total, with individual members being eliminated as their share of that wound total is exceeded. For example, a unit of five minions (each with five wounds individually) would have a pool of 25 wounds. When the total wounds the unit suffers exceeds 5 wounds, one member of the unit is eliminated. When characters attack a group, they attack the group as a whole, not an individual. Likewise, minions make one attack per group, not per individual.

However, working as a group allows minions to mitigate their lack of skills. When operating as a group, the minions treat each member beyond the first as one skill rank for certain skill checks noted in their profile. Thus, a group of four Imperial Stormtroopers would count as having three ranks (for the three additional troopers after the first) in any relevant checks the group was called on to make. This only applies to checks involving the skills listed in the minion profiles.

- Minions are killed by Critical Injuries. If a minion suffers a Critical Injury, it is killed outright (or incapacitated, at the GM's discretion). If a group of minions suffers a Critical Injury, it suffers one minion's worth of wounds.

RIVALS

Rivals are more dangerous than minions but still inferior to most Player Characters. Rivals follow most of the same rules as Player Characters do, with the following exceptions.

- Rivals suffer Critical Injuries normally. However, when a rival exceeds his wound threshold, the rival can be killed outright (instead of incapacitated) at the GM's discretion.
- Rivals do not suffer strain. When a rival would normally suffer strain, the rival suffers an equivalent number of wounds instead. Rivals can, however, use abilities or invoke effects that would cause them to suffer strain; this simply causes them to suffer wounds instead.

NEMESSES

The nemesis is the dark reflection of the Player Character. A nemesis is a PC's equal or superior in almost every way; this is necessary to ensure that such important foes are able to pose a threat to an entire party. Nemesis frequently possess a number of talents, high characteristics, and skills, and their weaponry and armor can endanger even the strongest parties. Nemesis suffer strain and wounds normally and do not have any exceptions governing their operations.

ADVERSARY LIST

In addition to the profiles found in the **BEGINNER GAME** introductory adventure, the GM can use the following list of foes in subsequent **FORCE AND DESTINY BEGINNER GAME** sessions.

IMPERIAL STORMTROOPER [MINION]

With high-quality equipment and an absolute disregard for anything other than achieving their objectives, stormtroopers are implacable foes on the battlefield.



Skills (group only): Athletics, Discipline, Melee, Ranged (Heavy).

Talents: None.

Abilities: None.

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stormtrooper armor (+2 soak), utility belt, extra reloads. Individuals or groups of two may be armed with light repeating blasters with slings (Ranged [Heavy]; Damage 11; Critical 3; Range [Long]; Auto-fire, Cumbersome 3, Pierce 1).


IMPERIAL STORMTROOPER SERGEANT [RIVAL]

Stormtrooper sergeants tend to be extremely motivated and self-assured individuals who place the mission above all else, sacrificing anything necessary to achieve the objective at hand.



Skills: Athletics 2, Discipline 2, Leadership 3, Melee 2, Ranged (Heavy) 2, Ranged (Light) 2, Resilience 2, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Tactical Direction (may spend a maneuver to direct one Imperial stormtrooper minion group within medium range; the group may perform an immediate free maneuver or add  to its next check).

Equipment: Heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-fire, Cumbersome 3), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stormtrooper armor (+2 soak), utility belt, extra reloads.



GUILDED BOUNTY HUNTER [RIVAL]

Most bounty hunters see Force-sensitives as quick and easy paychecks, and they have no compunctions about turning them over to the Empire.



Skills: Cool 2, Melee 1, Ranged (Light) 2, Perception 2, Stealth 1, Streetwise 2, Survival 2.

Talents: Expert Tracker (removes ■ ■ from checks to find or follow tracks; survival checks made to track targets take 50% less time than normal), Quick Draw (may draw or holster a weapon as an incidental).

Abilities: None.

Equipment: Disruptor pistol (Ranged [Light]; Damage 10; Critical 2; Range [Short]; Pierce 4), 2 stun grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 8, Disorient 3, Limited Ammo 1, Stun Damage), bolas (Ranged [Light]; Damage 2; Range [Short]; Ensnare 3, Knockdown, Limited Ammo 1), armored clothing (+1 defense, +1 soak), jetpack, utility belt.

GRIZZLED TRADER [RIVAL]

Force-sensitive traders and merchants have the ability to sense exactly when a rival will accept a deal, what special incentive might make a difference, or simply when the time for negotiation is over.



Skills: Deception 2, Knowledge 1, Negotiation 2, Streetwise 1.

Talents: Black-Market Contacts (decrease rarity of sought item by one degree when looking on the black market), Force Rating 1.

Abilities: Force-Sensitive Negotiation (add ■ to any Negotiation or Streetwise checks unless the target is immune to Force powers).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).

STREET TOUGH [MINION]

Street toughs comprise everyone from pickpockets and muggers to gang enforcers and murderers.



Skills (group only): Melee, Ranged (Light) or Ranged (Heavy), Skulduggery.

Talents: None.

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting) or slugthrower rifle (Ranged [Heavy]; Damage 7; Critical 5; Range [Medium]; Cumbersome 2), truncheon (Melee; Damage 5; Critical 5; Range [Engaged]; Disorient 2), heavy clothing (+1 soak).

PROBE DROID [RIVAL]

Probe droids travel to their destinations inside one-way hyperspace pods and communicate via encrypted holo-channels.



Skills: Perception 4, Ranged (Light) 2.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Hover (when hovering, does not have to spend additional maneuvers when navigating difficult terrain; otherwise, does not allow probe droid extra capabilities beyond those of a normal, walking character), Self-Destruct Mechanism (should the probe droid's mission become compromised, it may self-destruct as an out-of-turn incidental; this explosion does 10 damage to engaged characters).

Equipment: Built-in heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), holo-messenger, life-form scanner, long-range terrain scanner.

STALKING ACKLAY [NEMESIS]

Acklays are ferocious, three-meter-tall, six-legged predators native to the planet Vendaxa.



Skills: Athletics 4, Brawl 4, Coordination 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Amphibious (acklays breathe underwater and do not suffer movement penalties in water), Six-Armed (the acklay gains ■ on all Brawl checks and may spend ■ ■ on a successful melee attack to hit a second target engaged with it, dealing the same damage as dealt to the original target).

Equipment: Large claws (Brawl; Damage 10, Critical 2; Range [Engaged]; Knockdown, Pierce 3).

DARK SIDE FORCE USERS

The rules presented in **Chapter VI** for Force power checks assume that the character using the power is a light side Force user. However, the GM might also wish to use NPCs or adversaries who are dark side Force users. These dark side Force users generate Force points using slightly different rules.

When a dark side Force user makes a Force power

check, instead of using light side results ● to generate Force points ●, he uses dark side results ○. The dark side Force user generates one Force point ● per dark side result ○. If the dark side Force user wishes to use light side results ● to generate additional Force points ●, he must flip one Destiny Point from dark to light and suffer strain equal to the number of light side results ● he wishes to use.

FALLEN APPRENTICE [RIVAL]

Though Force users in the galaxy are rare, and those who can consciously use their abilities are rarer still, some unlock the potential within. However, for every person who sees the myths of the ancient Jedi as an ideal to live up to, someone else decides to follow a darker path. These individuals parody the tales of the Jedi, and when one such deviant decides to become a master of evil, he often seeks out apprentices who will aid and emulate him. These apprentices are often weak willed or eager for the easy power that their new master promises.



Skills: Coercion 2, Discipline 3, Lightsaber (Brawn) 3, Resilience 2, Stealth 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Force Rating 1.

Abilities: Dark side Force user (uses dark side results instead of light side results; see above).

Equipment: Basic lightsaber (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1), black robes (+1 soak).

FALLEN MASTER [NEMESIS]

While not true Jedi or Sith, there are those who stylize themselves as “masters” of the Force. If these individuals turn to the dark side, they can be incredibly dangerous and terrifyingly savage. Some may even track down old relics from a bygone era, including lightsabers or records on how to construct these weapons. In the hands of a fallen master, these blades often taste the blood of innocents.



Skills: Athletics 2, Coercion 3, Discipline 4, Knowledge 2, Leadership 2, Lightsaber (Agility) 4, Resilience 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Force Rating 3, Parry 4 (when hit by a melee attack but before applying soak, suffer 3 strain to reduce damage by 6), Reflect 4 (when hit by a ranged attack but before applying soak, suffer 3 strain to reduce damage by 6).

Abilities: Dark side Force user (uses dark side results instead of light side results; see above), Hawk Bat Swoop (The fallen master may perform a Lightsaber [Agility] combat check against one target within short range and add three Force dice ●●● to the pool. He may spend a Force point ● before resolving the success or failure of the check to engage the target immediately as an incidental, and may spend additional Force points ● to add one Advantage ● per Force point ● spent to the check. If the fallen master cannot move to engage the target, the attack automatically misses.)

Equipment: Modified lightsaber (Lightsaber; Damage 8; Critical 2; Range [Engaged]; Breach 1), black robes (+1 soak).



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SKILL DESCRIPTIONS

SKILL	CHARACTERISTIC	USED FOR...
Astrogation	Intellect	Calculating hyperspace routes and navigating the galaxy.
Athletics	Brawn	Climbing, jumping, swimming, and other feats of strength and power.
Brawl	Brawn	Attacking with bare hands, brass knuckles, or similar weapons.
Charm	Presence	Sweet-talking, appealing to better nature, and convincing someone to like or help you.
Coercion	Willpower	Threatening and intimidation, interrogation, or similar.
Computers	Intellect	Accessing, using, or bypassing computer systems.
Cool	Presence	Staying calm in a tense situation, being unruffled, checking initiative when not surprised.
Coordination	Agility	Keeping one's balance, slipping free of restraints, landing on one's feet, being nimble.
Deception	Cunning	Lying, laying a false trail, distracting an opponent in combat.
Discipline	Willpower	Resisting or overcoming fear, staying on task when distracted or deceived.
Gunnery	Agility	Attacking with heavy weaponry such as missile launchers or starship weapons.
Knowledge	Intellect	Knowing obscure facts and information of all sorts.
Leadership	Presence	Helping allies to overcome fear, swaying a crowd over to your cause, organizing a group.
Lightsaber	Varies	Attacking with lightsabers and other ancient blades.
Mechanics	Intellect	Identifying a fault with a machine, repairing a machine, restoring wounds to a Droid.
Medicine	Intellect	Diagnosing an illness, healing a disease or injury, restoring wounds to an organic being.
Melee	Brawn	Attacking with knives, vibro-axes, and other melee weapons.
Negotiation	Presence	Striking a deal, getting a better price, securing good terms on a business arrangement.
Perception	Cunning	Noticing something hidden or subtle, searching for clues, seeing through a disguise.
Piloting	Agility	Steering or flying a vehicle of any type.
Ranged (Heavy)	Agility	Attacking with blaster rifles, blaster carbines, and other heavy ranged weapons.
Ranged (Light)	Agility	Attacking with blaster pistols, heavy blaster pistols, and other light ranged weapons.
Resilience	Brawn	Being tough and stubborn, resisting poison, disease, heat and cold, or other ill effects.
Skulduggery	Cunning	Picking locks, picking pockets, palming small items, identifying flaws in security systems.
Stealth	Agility	Moving about undetected, hiding from pursuit.
Streetwise	Cunning	Finding black market goods, getting the word on the street, staying safe in urban environments.
Survival	Cunning	Finding food and shelter in the wild, tracking someone, handling a domesticated animal.
Vigilance	Willpower	Preparing for a crisis, remaining alert, checking initiative when surprised.



Success ✨ symbols are canceled by Failure ▼ symbols; if there are any Success ✨ symbols left, 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.

SYMBOLS AND DICE



Ability Die



Proficiency Die



Difficulty Die



Challenge Die



Boost Die



Setback Die



Force Die

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PURCHASE

Star Wars: Force
and Destiny Begin-
ner Game SWF01
978-1-63344-108-8

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A

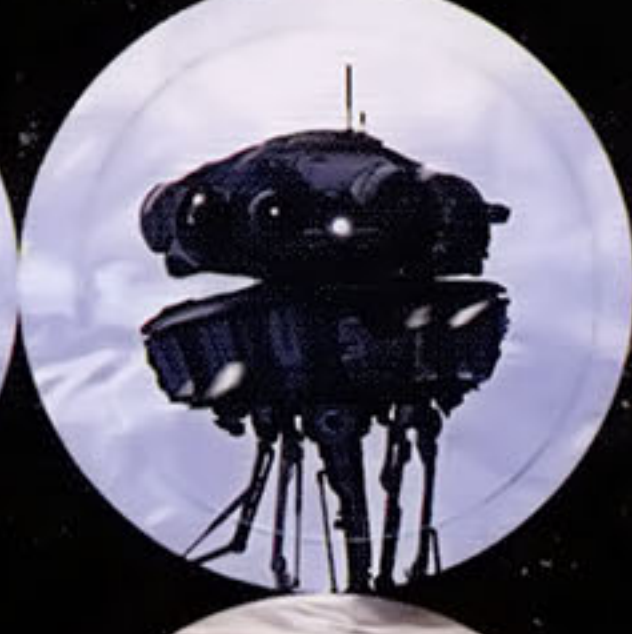
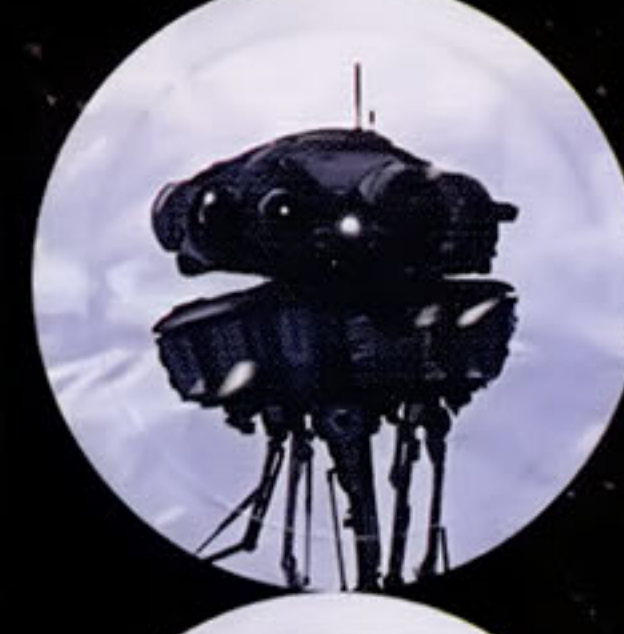


PROOF OF
PURCHASE

Star Wars: Force
and Destiny Begin-
ner Game SWF01
978-1-63344-108-8

SWF01
B

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Archive

Assembly
Hall

Meditation
Terrace

Antechamber



Plaza

STAR WARSTM
FORCE
AND **DESTINY**
BEGINNER GAME

THE TEMPLE





THE RUIN



THE BRIDGE

Path to the
Temple

Cave



THE VALLEY

Mount
Teltec

THE TEMPLE

THE BRIDGE

Village

Wolf Den



Rockfall

Hunter's
Camp

THE RUIN

STAR WARS
**FORCE
AND DESTINY**
BEGINNER GAME

DAO

7K0

MYSTIC

7K0





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 Rulebook.

SYMBOLS & DICE





Success  symbols are canceled by Failure  symbols; if there are any Success  symbols left, 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 : DAO

SPECIES ZABRAK

CAREER MYSTIC



CHARACTERISTICS

1



BRAWN



AGILITY



INTELLECT



CUNNING








WILLPOWER



PRESENCE

2

SKILLS

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


3
SOAK VALUE
4

4
WOUNDS
14
THRESHOLD CURRENT




5
STRAIN
14
THRESHOLD CURRENT

6
CRITICAL INJURIES


FEARSOME COUNTENANCE

When making a Coercion check, add a Boost die  to the dice pool (already included in the dice pool entry for the Coercion skill).

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Walking Stick	Melee	Engaged	5	
<ul style="list-style-type: none"> You deal 5 damage on a hit + 1 damage per Success  symbol rolled. Inflct a Critical Injury on a hit for . 				

GEAR, EQUIPMENT & OTHER ITEMS

6 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Heavy Clothes	Soak 1; already included in soak value.
Ancient Scrolls	Gain a Boost die  on Knowledge checks (already included).

FORCE RATING

1



MONEY

300 credits


LOCKED - YOU CANNOT USE YOUR FORCE POWERS UNTIL THE GM INSTRUCTS YOU OTHERWISE






FORCE POWERS

SENSE

You can sense the Force interacting with the world around you.
Spend 1 Force point  to sense all living things within short range.
Spend 1 Force point  to sense current emotional state of 1 engaged being.

MOVE

You can move small objects slowly with the Force.
Spend 1 Force point  to move an object about the size of a backpack or smaller from within short range of you to within short range of you.

- 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 Adventure Book.
- 7
When you use the Force, you choose a **Force Power** you know and then roll 1 Force die  (for your Force Rating 1). You may spend light side results  as Force points  to activate your Force power. You cannot spend dark side results  unless you draw upon the dark side of the Force by spending 1 Destiny and suffering strain equal to the dark side results  you use.

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
- Use the Force
- 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.

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

Charm Skill

You train your Charm skill. You gain one skill rank in Charm. 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 (0 or 1) 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.

XP COST

5

Force Power Upgrade: Move - Strength

Your Move power gains a Strength upgrade. Put a mark in the circle next to the XP cost to remind you that you have taken it. Your Move power gains the following ability:

Spend 1 Force point to increase the maximum size of objects Move can affect to about the size of a person.

CHARACTER SHEET

CHARACTER NAME : DAO

SPECIES ZABRAK

CAREER MYSTIC



CHARACTERISTICS

3

BRAWN

2

CUNNING

2

AGILITY

3

WILLPOWER

2

INTELLECT

3

PRESENCE

SKILLS

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



Success ★ symbols are canceled by Failure ▼ symbols; if there are any Success ★ symbols left, 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
- Use the Force
- 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.

SOAK VALUE

4

WOUNDS

14

THRESHOLD

CURRENT

STRAIN

14/15

THRESHOLD

CURRENT

CRITICAL INJURIES

FEARSOME COUNTEenance

When making a Coercion check, add a Boost die to the dice pool (already included in the dice pool entry for the Coercion skill).

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Walking Stick	Melee	Engaged	5	◆◆◆◆◆

- You deal 5 damage on a hit + 1 damage per Success ★ symbol rolled.
- Inflict a Critical Injury on a hit for ☹☹☹☹☹.

GEAR, EQUIPMENT & OTHER ITEMS

6 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Heavy Clothes	Soak 1; already included in soak value.
Ancient Scrolls	Gain a Boost die on Knowledge checks (already included).

FORCE RATING

1

MONEY

300 credits

FORCE POWERS

SENSE
You can sense the Force interacting with the world around you. Spend 1 Force point to sense all living things within short range. Spend 1 Force point to sense current emotional state of 1 engaged being.
MOVE
You can move small objects slowly with the Force. Spend 1 Force point to move an object about the size of a backpack or smaller from within short range of you to within short range of you.

CHARACTER NAME : DAO

CAREER MYSTIC



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

3

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)				
Lightsaber (Pr)				
Melee (Br)				
Ranged (Light) (Ag)				
Ranged (Heavy) (Ag)				

SOAK VALUE

WOUNDS

THRESHOLD

CURRENT

STRAIN

THRESHOLD

CURRENT

CRITICAL INJURIES

FEARSOME COUNTENANCE

When making a Coercion check, add a Boost die to the dice pool.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
GEAR, EQUIPMENT & OTHER ITEMS				

FORCE RATING

MONEY

FORCE POWERS

SENSE

You can sense the Force interacting with the world around you.

Spend 1 Force point to sense all living things within short range.

Spend 1 Force point to sense current emotional state of 1 engaged being.

MOVE

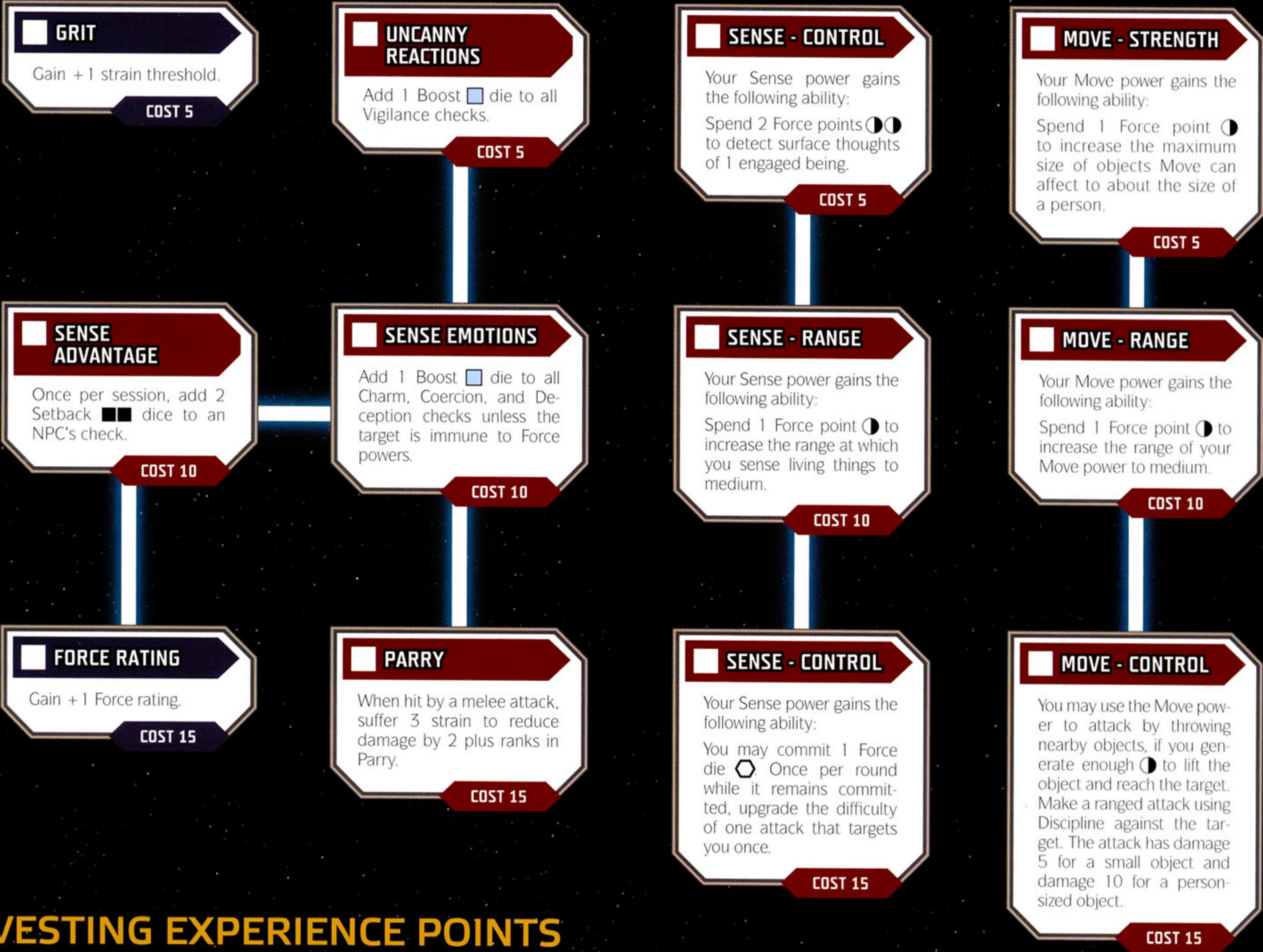
You can move small objects slowly with the Force.

Spend 1 Force point (●) to move an object about the size of a backpack or smaller from within short range of you to within short range of you.

XP

MYSTIC: CAREER TREE 2

Career Skills: Charm, Coercion, Discipline, Knowledge, Perception, Survival, 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 career 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.

2 ACQUIRING TALENTS & FORCE POWER UPGRADES

Talents and Force power upgrades are acquired from your career tree. This career tree provides a unique format for purchasing talents and upgrades that comes with several special rules and restrictions.

Your career tree has four columns and three rows. The cost of each talent or upgrade depends on the row it occupies. The topmost row of talents and upgrades 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 or upgrade choices with others. When purchasing talents and upgrades, you may only purchase talents or upgrades you are eligible for. You are eligible to select any talents or upgrades in the first, topmost row, plus any talents or upgrades that are connected via one of the aforementioned links to one you have already acquired. Each entry on the career tree may only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents may be learned repeatedly. When you learn a talent for the second—or later—time, you gain an additional rank of the ability.



DAO'S STORY

Dao Jodh and his people lived in peace and contemplation on a world they called simply "Home," and the rest of the galaxy referred to as Jiran VII. Many generations ago, Dao's ancestors turned their back on the rest of the galaxy and focused their gaze inward, toward inner peace and contemplation.

Dao found the regimented and contemplative life expected of him boring. His mentors told him that he was gifted, that he had more potential for enlightenment than any before him. They encouraged him to focus on his studies and unlock the mysteries within him. Nothing could be more tedious, but knowing no other life, Dao did his best.

One day, Dao's monastery was visited by strange people—offworlders! Suddenly, a whole galaxy of possibility, of diversity and difference and experience, seemed available to Dao. He plagued the visiting scholar, Hethan Romund, with questions, and she indulged his curiosity with as many answers as she could manage. She spoke of the great cities of the Core Worlds, of the fallen Jedi Order, of the crystal canyons of Chandrila and the oceans of Dac, a thousand thousand things Dao had never dreamed of seeing.

Dao became convinced that the outsiders' arrival was no accident—that they were calling him to his destiny. He asked the elders of his monastery for permission to leave. They denied him, and told him that his destiny was to be the Savior of his people. They insisted that he should put such notions out of his head, for the ordeals ahead of him would be great. Dao snuck out that night and, in the morning, followed the offworlders to their ship, stowing away aboard it.

Since then, Dao and the Togruta Kaveri have traveled the galaxy together. Dao is always eager to find new worlds and people and see the stunning diversity the galaxy has to offer, while remaining true to the peaceful wisdom of his upbringing.

If he sometimes feels guilty for abandoning his people, he doesn't mention it. But when a message came in from Romund requesting help, he was very swift to respond. Perhaps soon he will be ready to return to Home. But not yet.

KAVERI

JKYV71

SEEKER

VMV7



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 stars than triangles, you succeed.
- 2 Please reference these skills and descriptions of what they do on the back of the Rulebook.

SYMBOLS & DICE

- Success star symbols are canceled by Failure triangle symbols; if there are any Success star symbols left, the check succeeds.
- Triumph circle symbols count as Success star symbols and may also be spent to trigger a powerful positive consequence.
- Advantage circle symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat hexagon symbols.
- Failure triangle symbols cancel Success star symbols. If there are enough Failure triangle symbols to cancel all the Success star symbols, the check is a failure.
- Despair circle symbols count as Failure triangle symbols (they cancel Success star symbols) and may also be spent to trigger a powerful negative consequence.
- Threat hexagon symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage circle symbols.

Ability Die

Proficiency Die

Difficulty Die

Challenge Die

Boost Die

Setback Die

Force Die

CHARACTER SHEET

CHARACTER NAME : KAVERI

SPECIES TOGRUTA

CAREER SEEKER



CHARACTERISTICS

1

2
BRAWN

4
AGILITY

2
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)	0	♦♦
Cool (Pr)	0	♦♦
Coordination (Ag)	1	♦♦♦♦
Deception (Cun)	0	♦♦♦
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)	1	♦♦♦♦
Vigilance (Will)	1	♦♦♦
COMBAT SKILLS		
Brawl (Br)	0	♦♦
Gunnery (Ag)	0	♦♦♦♦
Lightsaber (Ag)	0	♦♦♦♦
Melee (Br)	0	♦♦
Ranged (Light) (Ag)	0	♦♦♦♦
Ranged (Heavy) (Ag)	1	♦♦♦♦

3

SOAK VALUE

3

4

WOUNDS

12

THRESHOLD

CURRENT

5

STRAIN

12

THRESHOLD


CURRENT

6


CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Rifle	Ranged (Heavy)	Long	9	<div></div> <div></div> <div></div> <div></div>

- You deal 9 damage on a hit + 1 damage per Success ✨ symbol rolled.
- Infllict a Critical Injury on a hit for .

Fists	Brawl	Engaged	2	<div></div> <div></div>
-------	-------	---------	---	-------------------------

- You deal 2 damage on a hit + 1 damage per Success ✨ symbol rolled.
- Infllict a Critical Injury on a hit for .

GEAR, EQUIPMENT & OTHER ITEMS

2 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Heavy Clothes	Soak 1; already included in soak value.
Electrobinoculars	Use to see things far away or in the dark.

FORCE RATING

1



MONEY

125 credits

LOCKED - YOU CANNOT USE YOUR FORCE POWERS UNTIL THE GM INSTRUCTS YOU OTHERWISE

FORCE POWERS

SENSE






You can sense the Force interacting with the world around you.
Spend 1 Force point  to sense all living things within short range.
Spend 1 Force point  to sense current emotional state of 1 engaged being.

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 Adventure Book.

7 When you use the Force, you choose a **Force Power** you know and then roll 1 Force die  (for your Force Rating 1). You may spend light side results  as Force points  to activate your Force power. You cannot spend dark side results  unless you draw upon the dark side of the Force by spending 1 Destiny and suffering strain equal to the dark side results  you use.

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
- Use the Force
- 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.

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

Athletics Skill

You train your Athletics skill. You gain one skill rank in Athletics. Your dice pool changes from 2 to 3.

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 (Heavy) Skill

You train your Ranged (Heavy) skill. You gain one skill rank in Ranged (Heavy). Your dice pool changes from 2 to 3.

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.

3

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

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 : KAVERI

SPECIES TOGRUTA

CAREER SEEKER



CHARACTERISTICS

2
BRAWN
3
CUNNING

4
AGILITY
2
WILLPOWER

2
INTELLECT
2
PRESENCE

SKILLS

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	2
1 Athletics (Br)	0 / 1	3 / 4
Charm (Pr)	0	2
Coercion (Will)	0	2
Computers (Int)	0	2
Cool (Pr)	0	2
Coordination (Ag)	1	3
Deception (Cun)	0	2
Discipline (Will)	0	2
Knowledge (Int)	0	2
Leadership (Pr)	0	2
Mechanics (Int)	0	2
Medicine (Int)	0	2
Negotiation (Pr)	0	2
Perception (Cun)	1	3
Piloting (Ag)	0	2
Resilience (Br)	0	2
Skulduggery (Cun)	0	2
Stealth (Ag)	1	3
Streetwise (Cun)	0	2
Survival (Cun)	1	3
Vigilance (Will)	1	3
COMBAT SKILLS		
Brawl (Br)	0	2
Gunnery (Ag)	0	2
Lightsaber (Ag)	0	2
Melee (Br)	0	2
Ranged (Light) (Ag)	0	2
2 Ranged (Heavy) (Ag)	1 / 2	3 / 4



Success ★ symbols are canceled by Failure ▼ symbols; if there are any Success ★ symbols left, 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
- Use the Force
- 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.

SOAK VALUE

3

WOUNDS

12

THRESHOLD CURRENT

3

STRAIN

12/13

THRESHOLD CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Rifle	Ranged (Heavy)	Long	9	6 green diamonds, 1 yellow hexagon

- You deal 9 damage on a hit + 1 damage per Success ★ symbol rolled.
- Inflict a Critical Injury on a hit for 6 critical injury icons.

Fists	Brawl	Engaged	2	2 green diamonds
-------	-------	---------	---	------------------

- You deal 2 damage on a hit + 1 damage per Success ★ symbol rolled.
- Inflict a Critical Injury on a hit for 6 critical injury icons.

GEAR, EQUIPMENT & OTHER ITEMS

2 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Heavy Clothes	Soak 1; already included in soak value.
Electrobinoculars	Use to see things far away or in the dark.

FORCE RATING

1

MONEY

125 credits

FORCE POWERS

SENSE

You can sense the Force interacting with the world around you.
Spend 1 Force point ● to sense all living things within short range.
Spend 1 Force point ● to sense current emotional state of 1 engaged being.

CHARACTER NAME : KAVERI

SPECIES TOGRUTA

CAREER SEEKER



CHARACTERISTICS

2

BRAWN

4

AGILITY

2

INTELLECT

3

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)				
Lightsaber (Ag)				
Melee (Br)				
Ranged (Light) (Ag)				
Ranged (Heavy) (Ag)		•		

SOAK VALUE

WOUNDS

THRESHOLD

CURRENT

STRAIN

THRESHOLD

CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
GEAR, EQUIPMENT & OTHER ITEMS				

GEAR, EQUIPMENT & OTHER ITEMS

FORCE RATING

MONEY

FORCE POWERS

SENSE

You can sense the Force interacting with the world around you.

Spend 1 Force point to sense all living things within short range.

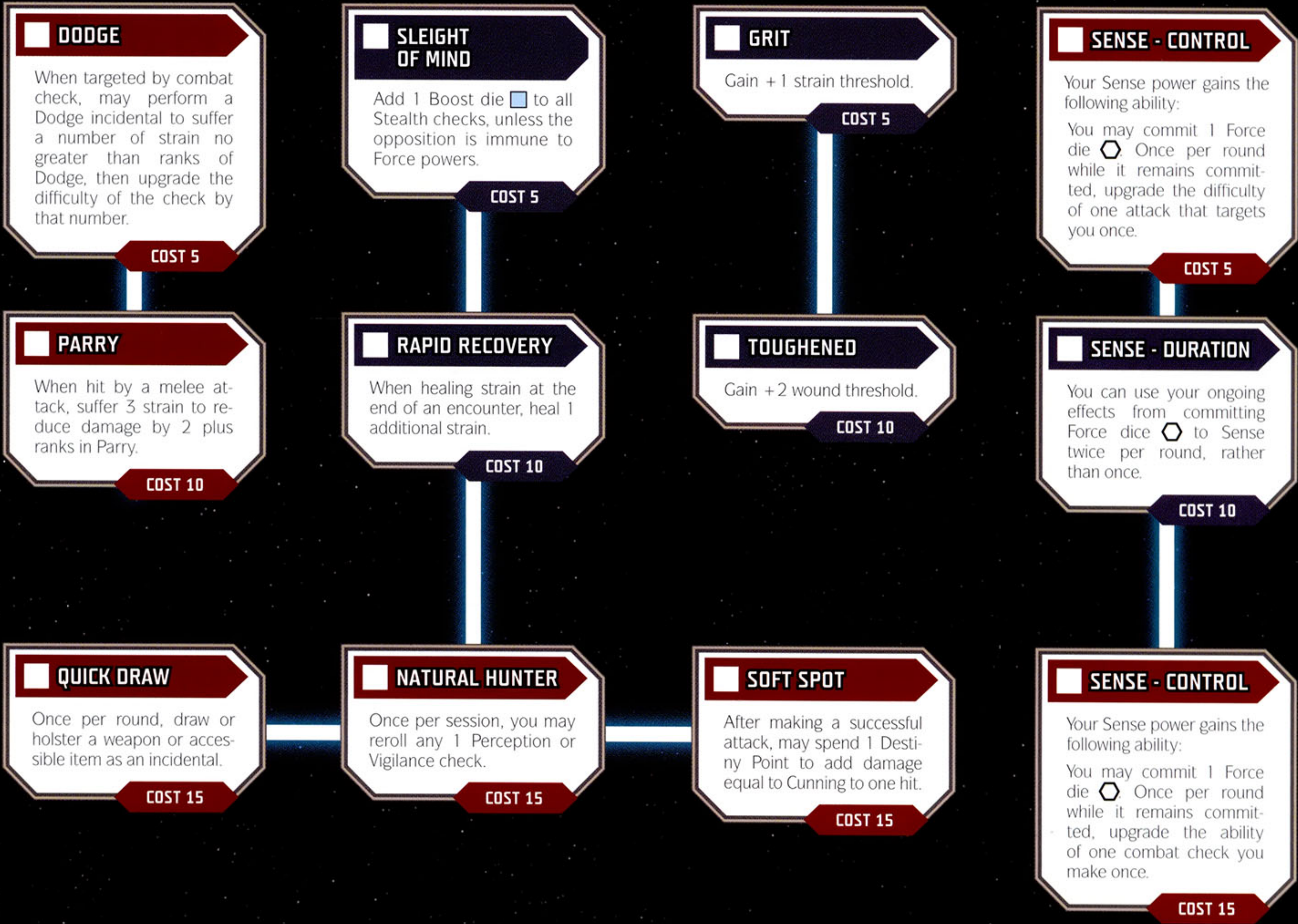
Spend 1 Force point (●) to sense current emotional state of 1 engaged being.

XP

SEEKER: CAREER TREE

2

Career Skills: Coordination, Knowledge, Piloting, Ranged (Heavy), Stealth, Survival, 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 career 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.

2 ACQUIRING TALENTS & FORCE POWER UPGRADES

Talents and Force power upgrades are acquired from your career tree. This career tree provides a unique format for purchasing talents and upgrades that comes with several special rules and restrictions.

Your career tree has four columns and three rows. The cost of each talent or upgrade depends on the row it occupies. The topmost row of talents and upgrades 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 or upgrade choices with others. When purchasing talents and upgrades, you may only purchase talents or upgrades you are eligible for. You are eligible to select any talents or upgrades in the first, topmost row, plus any talents or upgrades that are connected via one of the aforementioned links to one you have already acquired. Each entry on the career tree may only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents may be learned repeatedly. When you learn a talent for the second—or later—time, you gain an additional rank of the ability.



KAVERI'S STORY

Kaveri Ra was separated from her family at a young age. Having lived a nomadic lifestyle until that time, moving constantly from planet to planet, she continued in that vein after her parents vanished.

She had been serving as a wilderness guide and hunter throughout the Outer Rim for most of her life, when she met Hethan Romund on an expedition to a ruin on an otherwise deserted world. Over the course of that expedition, Romund was curious about Kaveri's uncanny knack for spotting trouble before it happened and understanding the local wildlife, even though she'd never visited the planet before.

Ultimately, Romund revealed the truth: Kaveri was sensitive to the Force, and her unusual abilities were only the least of what she could accomplish. Romund insisted that she was capable of much more—but that Romund herself could not teach her.

When the expedition reached the ruin, they were surprised to discover that it was not ruined in the slightest, but was in fact a fully functioning (but quite remote) monastery inhabited by a peaceful group of Zabraks who had completely forsaken technology and the outside world. After a few weeks spent learning from the Zabraks and exploring their ancient monastery, Romund and Kaveri left and went their separate ways. It was only after dropping Romund off on her home planet that Kaveri discovered a stowaway on her ship: a young Zabrak from the monastery named Dao. Far from being upset that Dao had smuggled himself aboard, Kaveri was delighted to have a new traveling companion, especially one who seemed to have some knowledge of this so-called "Force."

Since that day, Kaveri and Dao have traveled the galaxy together, exploring strange worlds and the mysteries of the Force. Recently, a message reached Kaveri from her old friend Romund, calling her to the Outer Rim world of Spintir...

SARENDA

ΣΚ7V87K

GUARDIAN

ΩΓK771K8



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 stars than triangles, you succeed.
- 2 Please reference these skills and descriptions of what they do on the back of the Rulebook.

SYMBOLS & DICE

- Success star symbols are canceled by Failure triangle symbols; if there are any Success star symbols left, the check succeeds.
- Triumph target symbols count as Success star symbols and may also be spent to trigger a powerful positive consequence.
- Advantage person symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat gear symbols.
- Failure triangle symbols cancel Success star symbols. If there are enough Failure triangle symbols to cancel all the Success star symbols, the check is a failure.
- Despair shield symbols count as Failure triangle symbols (they cancel Success star symbols) and may also be spent to trigger a powerful negative consequence.
- Threat gear symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage person symbols.

Ability Die

Proficiency Die

Difficulty Die

Challenge Die

Boost Die

Setback Die

Force Die

CHARACTER SHEET

CHARACTER NAME : SARENDA

SPECIES HUMAN

CAREER GUARDIAN



CHARACTERISTICS

1

3
BRAWN

2
AGILITY

3
INTELLECT

2
CUNNING

2
WILLPOWER

3
PRESENCE

SKILLS

2

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	3 diamonds
Athletics (Br)	0	3 diamonds
Charm (Pr)	1	1 yellow hexagon, 2 diamonds
Coercion (Will)	0	2 diamonds
Computers (Int)	0	3 diamonds
Cool (Pr)	1	1 yellow hexagon, 2 diamonds
Coordination (Ag)	0	2 diamonds
Deception (Cun)	0	2 diamonds
Discipline (Will)	1	1 yellow hexagon, 1 diamond
Knowledge (Int)	0	3 diamonds
Leadership (Pr)	0	3 diamonds
Mechanics (Int)	1	1 yellow hexagon, 2 diamonds
Medicine (Int)	0	3 diamonds
Negotiation (Pr)	0	3 diamonds
Perception (Cun)	0	2 diamonds
Piloting (Ag)	0	2 diamonds
Resilience (Br)	0	3 diamonds
Skulduggery (Cun)	0	2 diamonds
Stealth (Ag)	0	2 diamonds
Streetwise (Cun)	0	2 diamonds
Survival (Cun)	0	2 diamonds
Vigilance (Will)	1	1 yellow hexagon, 1 diamond
COMBAT SKILLS		
Brawl (Br)	1	1 yellow hexagon, 2 diamonds
Gunnery (Ag)	0	2 diamonds
Lightsaber (Int)	2	2 yellow hexagons, 1 diamond
Melee (Br)	0	3 diamonds
Ranged (Light) (Ag)	0	2 diamonds
Ranged (Heavy) (Ag)	0	2 diamonds

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
Lightsaber	Lightsaber	Engaged	6	<div> <div></div> <div></div> <div></div> </div>
• You deal 6 damage on a hit + 1 damage per Success ☆ symbol rolled. • Inflict a Critical Injury on a hit for ☹☹. • Breach 1: The target's soak value is reduced by 10 against this attack.				
Fists	Brawl	Engaged	3	<div> <div></div> <div></div> <div></div> </div>
• You deal 3 damage on a hit + 1 damage per Success ☆ symbol rolled. • Inflict a Critical Injury on a hit for ☹☹☹☹☹.				

GEAR, EQUIPMENT & OTHER ITEMS	
2 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Heavy Clothes	Soak 1; already included in soak value.
Tool Kit	Basic tools for building and repairing machines and structures.

FORCE RATING
1

MONEY
100 credits

LOCKED - YOU CANNOT USE YOUR FORCE POWERS UNTIL THE GM INSTRUCTS YOU OTHERWISE

FORCE POWERS

7

ENHANCE

You can use the Force to enhance your physical abilities.

Spend 1 Force point ● to jump to a location within short range.

Roll the Force die ⬡ when you make an Athletics check. Each Force point ● adds 1 Success ☆ or Advantage ☺ to the results; your choice. (You don't have to use an action to do this; you can do it anytime you make an Athletics check.)

- 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 Adventure Book.
- 7
When you use the Force, you choose a **Force Power** you know and then roll 1 Force die ⬡ (for your Force Rating 1). You may spend light side results ● as Force points ● to activate your Force power. You cannot spend dark side results ○ unless you draw upon the dark side of the Force by spending 1 Destiny and suffering strain equal to the dark side results ○ you use.

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
 - Use the Force
 - 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.

Start Here: This 2-page spread contains new information to help you continue your adventure.

ADVANCEMENT!

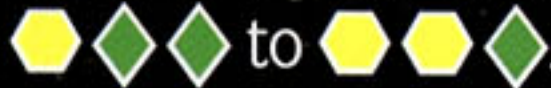
You have just gained 10 experience points (XP). You can spend those 10 experience points to purchase any of the following upgrades, worth up to a total of 10 XP.

UPGRADE MENU

1

XP COST 10

Cool Skill

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

Parry Talent

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

Parry: When you are hit by a Melee, Brawl, or Lightsaber attack, you may suffer 3 strain to reduce the damage dealt by that attack (after accounting for soak) by 3.

XP COST 5

Reflect Talent


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

Reflect: When you are hit by a Ranged (Light) or Ranged (Heavy) attack, you may suffer 3 strain to reduce the damage dealt by that attack (after accounting for soak) by 3.

XP COST 5

Force Power Upgrade: Enhance - Range

Your Enhance power gains a Range upgrade. Put a mark in the circle next to the XP cost to remind you that you have taken it. Your Enhance power gains the following ability:

Spend 1 Force point  to increase the range of your jump to medium range.

CHARACTER SHEET

CHARACTER NAME : SARENDA

SPECIES HUMAN

CAREER GUARDIAN



CHARACTERISTICS

3
BRAWN

2
AGILITY




























3
INTELLECT

2
CUNNING

2
WILLPOWER

3
PRESENCE

SKILLS

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



Success ★ symbols are canceled by Failure ▼ symbols; if there are any Success ★ symbols left, 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
- Use the Force
- 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.

SOAK VALUE

4

WOUNDS

13

THRESHOLD

CURRENT

STRAIN

12

THRESHOLD

CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Lightsaber	Lightsaber	Engaged	6	☐☐☐☐☐☐
<ul style="list-style-type: none">• You deal 6 damage on a hit + 1 damage per Success ★ symbol rolled.• Inflict a Critical Injury on a hit for ☐☐.• Breach 1: The target's soak value is reduced by 10 against this attack.				
Fists	Brawl	Engaged	3	☐☐☐
<ul style="list-style-type: none">• You deal 3 damage on a hit + 1 damage per Success ★ symbol rolled.• Inflict a Critical Injury on a hit for ☐☐☐☐☐☐.				
GEAR, EQUIPMENT & OTHER ITEMS				
2 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.			
Comlink	Allows communication between other characters with comlinks.			
Heavy Clothes	Soak 1; already included in soak value.			
Tool Kit	Basic tools for building and repairing machines and structures.			

FORCE RATING

1

MONEY

100 credits

FORCE POWERS

ENHANCE

You can use the Force to enhance your physical abilities.

Spend 1 Force point ● to jump to a location within short range.

Roll the Force die ☐ when you make an Athletics check. Each Force point ● adds 1 Success ★ or Advantage ☑ to the results; your choice.

(You don't have to use an action to do this; you can do it anytime you make an Athletics check.)

CHARACTER NAME : SARENDA

SPECIES **HUMAN**

CAREER GUARDIAN



CHARACTERISTICS

3

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

2

WILL POWER

3

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)				
Lightsaber (Int)		•		
Melee (Br)		•		
Ranged (Light) (Ag)				
Ranged (Heavy) (Ag)				

SOAK VALUE

WOUNDS

THRESHOLD

CURRENT

STRAIN

THRESHOLD

CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
GEAR, EQUIPMENT & OTHER ITEMS				

GEAR, EQUIPMENT & OTHER ITEMS





FORCE RATING

MONEY

FORCE POWERS

ENHANCE

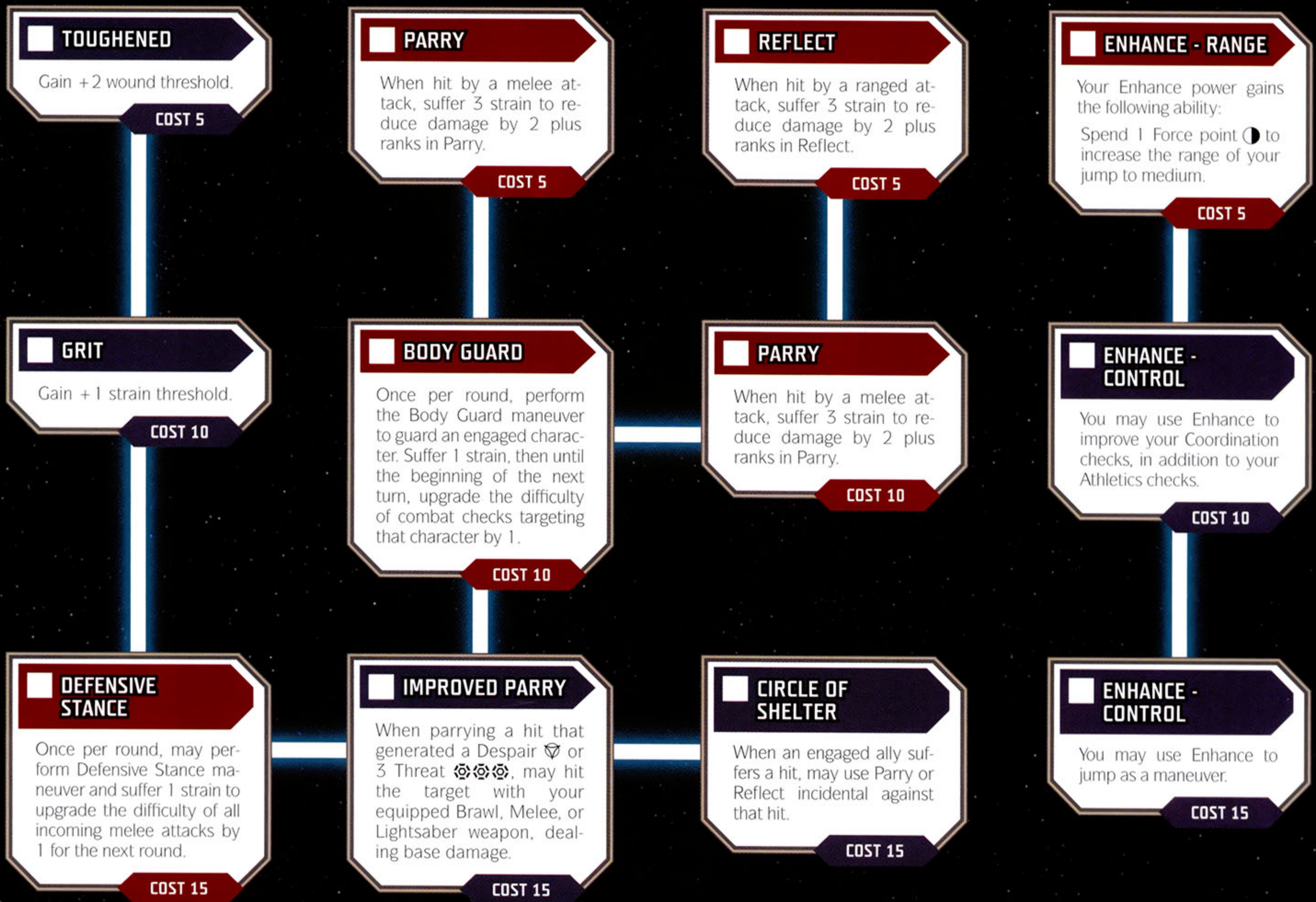
You can use the Force to enhance your physical abilities.
Spend 1 Force point (●) to jump to a location within short range.

Roll the Force die  when you make an Athletics check. Each Force point  adds 1 Success  or Advantage  to the results; your choice. (You don't have to use an action to do this; you can do it anytime you make an Athletics check.)

XP

GUARDIAN: CAREER TREE 2

Career Skills: Brawl, Cool, Discipline, Knowledge, Lightsaber, 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 career tree. See page 11 of the **BEGINNER GAME** Rulebook for more detailed information.

1 SKILL TRAINING

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.

2 ACQUIRING TALENTS & FORCE POWER UPGRADES

Talents and Force power upgrades are acquired from your career tree. This career tree provides a unique format for purchasing talents and upgrades that comes with several special rules and restrictions.

Your career tree has four columns and three rows. The cost of each talent or upgrade depends on the row it occupies. The topmost row of talents and upgrades 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 or upgrade choices with others. When purchasing talents and upgrades, you may only purchase talents or upgrades you are eligible for. You are eligible to select any talents or upgrades in the first, topmost row, plus any talents or upgrades that are connected via one of the aforementioned links to one you have already acquired. Each entry on the career tree may only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents may 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

SARENDA'S STORY

Sarenda grew up with too many sisters and not enough space in a farmstead on the planet of Taanab. She was close to her sisters, and protective of them. More than one farmhand found himself face down in the dirt after a rude comment or a teasing gesture. As much as she was protective of her sisters and others, Sarenda did always enjoy seeing bullies get their just deserts.

But Sarenda also craved space to herself. She got some of it by helping her father and aunt in the garage and machine shop, repairing speeders and other farm equipment for hour after peaceful hour. She had a natural talent with the machines, and learned a great deal from her father and aunt. But the true escapes were her regular trips out into Taanab's wilderness, exploring wooded glens and rocky caverns, climbing trees, and scaring grunn dogs.

On one such trip, she found a secluded cave that opened up into a chamber with smooth, hand carved walls. There were ancient statues and carvings in the chamber, and the skeleton of a long-dead alien with a strange machine clutched in one withered talon. She brought the device home and worked on it in the machine shop. After hours of experimentation, she managed to activate the small cylinder, only to discover that it projected a blade of pure energy. The blade could cut through absolutely anything, and—to her satisfaction—proved very good at scaring away the local boys. Sarenda ran to her father to find out more.

Her father told her that the weapon was called a "lightsaber." Her aunt said that the fact that she had been able to repair it meant that she was sensitive to something called the Force. And it also meant that Sarenda had to leave Taanab. Her aunt gave her the name of one of her dear friends, a scholar named Hethan Romund, and told Sarenda to seek the scholar out. Unfortunately, Romund had been captured and taken to the planet of Spintir...

TARAST

↓K7K↓

SENTINEL

↓VIVJWV↓





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 Rulebook.

SYMBOLS & DICE





Success  symbols are canceled by Failure  symbols; if there are any Success  symbols left, 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 : *TARAST*
SPECIES *KEL DOR*
CAREER *SENTINEL*



CHARACTERISTICS

1

1
BRAWN
3
CUNNING

3
AGILITY
2
WILLPOWER

3
INTELLECT
3
PRESENCE

2

SKILLS

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







3
SOAK VALUE
2

4
WOUNDS
11
THRESHOLD CURRENT

5
STRAIN
12
THRESHOLD CURRENT

6
CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Pistol	Ranged (Light)	Medium	6	
<ul style="list-style-type: none">• You deal 6 damage on a hit + 1 damage per Success  symbol rolled.• Inflict a Critical Injury on a hit for .				
Lightsaber	Lightsaber	Engaged	6	
<ul style="list-style-type: none">• You deal 6 damage on a hit + 1 damage per Success  symbol rolled.• Inflict a Critical Injury on a hit for .• Breach 1: The target's soak value is reduced by 10 against this attack.				
GEAR, EQUIPMENT & OTHER ITEMS				
2 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.			
Comlink	Allows communication between other characters with comlinks.			
Heavy Clothes	Soak 1; already included in soak value.			

FORCE RATING
1

MONEY
115 credits

LOCKED - YOU CANNOT USE YOUR FORCE POWERS UNTIL THE GM INSTRUCTS YOU OTHERWISE

FORCE POWERS

MOVE

You can move small objects slowly with the Force.
Spend 1 Force Point (●) to move an object about the size of a backpack or smaller from within short range of you to within short range of you.

- 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 Adventure Book.
- 7** When you use the Force, you choose a **Force Power** you know and then roll 1 Force die (● for your Force Rating 1). You may spend light side results (●) as Force points (●) to activate your Force power. You cannot spend dark side results (○) unless you draw upon the dark side of the Force by spending 1 Destiny and suffering strain equal to the dark side results (○) you use.

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
- Use the Force
- 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.

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

Athletics Skill

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

Stealth Skill

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

Parry Talent

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

Parry: When you are hit by a Melee, Brawl, or Lightsaber attack, you may suffer 3 strain to reduce the damage dealt by that attack (after accounting for soak) by 3.

XP COST

5

Force Power Upgrade: Move - Range

Your Move power gains a Range upgrade. Put a mark in the circle next to the XP cost to remind you that you have taken it. Your Move power gains the following ability:

Spend 1 Force point to increase the range at which you can affect objects with the Move power to medium.

CHARACTER SHEET

CHARACTER NAME : TARAST

SPECIES KEL DOR

CAREER SENTINEL



CHARACTERISTICS

1

BRAWN

3

CUNNING

3

AGILITY

2

WILLPOWER

3

INTELLECT

3

PRESENCE

SKILLS

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



Success ★ symbols are canceled by Failure ▼ symbols; if there are any Success ★ symbols left, 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
- Use the Force
- 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.

SOAK VALUE

2

WOUNDS

11

THRESHOLD

CURRENT

STRAIN

12

THRESHOLD

CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Pistol	Ranged (Light)	Medium	6	◆◆◆

- You deal 6 damage on a hit + 1 damage per Success ★ symbol rolled.
- Inflict a Critical Injury on a hit for ☹☹☹.

Lightsaber	Lightsaber	Engaged	6	◆◆◆
------------	------------	---------	---	-----

- You deal 6 damage on a hit + 1 damage per Success ★ symbol rolled.
- Inflict a Critical Injury on a hit for ☹☹.
- Breach 1: The target's soak value is reduced by 10 against this attack.

GEAR, EQUIPMENT & OTHER ITEMS

2 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Heavy Clothes	Soak 1; already included in soak value.

FORCE RATING

1

MONEY

115 credits

FORCE POWERS

MOVE

You can move small objects slowly with the Force.
Spend 1 Force Point ● to move an object about the size of a backpack or smaller from within short range of you to within short range of you.

CHARACTER NAME : TARAST

SPECIES **KEL DOR**

CAREER SENTINEL



CHARACTERISTICS

1

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

3

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)				
Lightsaber (Cun)		•		
Melee (Br)				
Ranged (Light) (Ag)				
Ranged (Heavy) (Ag)				

SOAK VALUE

WOUNDS

THRESHOLD

CURRENT

STRAIN

THRESHOLD

CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
GEAR, EQUIPMENT & OTHER ITEMS				

GEAR, EQUIPMENT & OTHER ITEMS

FORCE RATING

MONEY

FORCE POWERS

MOVE

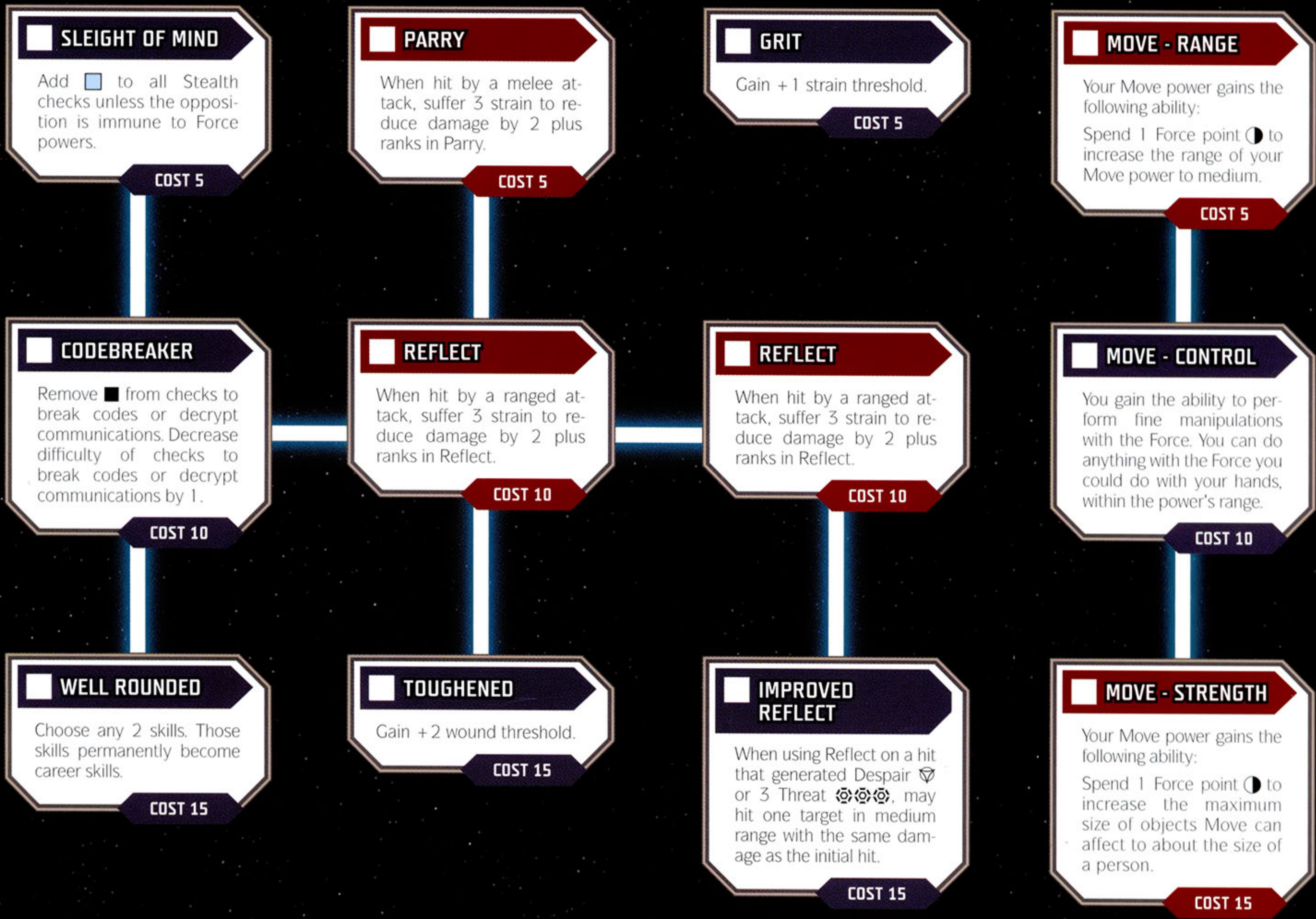
You can move small objects slowly with the Force.

Spend 1 Force Point (●) to move an object about the size of a backpack or smaller from within short range of you to within short range of you.

XP

SENTINEL: CAREER TREE 2

Career Skills: Athletics, Computers, Deception, Knowledge, Lightsaber, Perception, Resilience, Skulduggery, Stealth



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 career tree. See page 11 of the **BEGINNER GAME** Rulebook for more detailed information.

1 SKILL TRAINING

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.

2 ACQUIRING TALENTS & FORCE POWER UPGRADES

Talents and Force power upgrades are acquired from your career tree. This career tree provides a unique format for purchasing talents and upgrades that comes with several special rules and restrictions.

Your career tree has four columns and three rows. The cost of each talent or upgrade depends on the row it occupies. The topmost row of talents and upgrades 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 or upgrade choices with others. When purchasing talents and upgrades, you may only purchase talents or upgrades you are eligible for. You are eligible to select any talents or upgrades in the first, topmost row, plus any talents or upgrades that are connected via one of the aforementioned links to one you have already acquired. Each entry on the career tree may only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents may 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

TARAST'S STORY

When Tarast Voon was young, he learned that he was touched by the Force. Elated, young Tarast asked if that meant he could join the Jedi Order, but it was not to be: young as he was, Tarast was considered too old to begin his Jedi training.

Shortly thereafter, the Jedi were exterminated by Darth Vader and the Empire at the close of the Clone Wars. Tarast, too old to begin training as a Jedi and too young to fight back against the Empire, went into hiding. First his family and then a wider and wider network of contacts throughout the galaxy smuggled Tarast from planet to planet, teaching him a little of their way of life on each world. Tarast's abiding curiosity found this agreeable, but as a youth he craved some constancy that he could not have. He developed a tendency to become fixated on his new challenges, perhaps as a way of coping with the uncertain life he was forced to lead.

Tarast spent fifteen years on the run from the Empire. He had looked forward to a future as a scholar, discovering the mysteries of the Force and the Jedi, but instead he found himself forced into the life of a renegade. Always a curious sort, he studied what he could of the Jedi, and managed to find a kindred spirit in the scholar Hethan Romund. Together, Tarast and Romund spent three years trawling far-flung libraries and examining ancient ruins. Romund even helped Tarast learn how to construct his own lightsaber. Unfortunately, a close call with an Imperial agent shortly thereafter convinced Tarast that his presence was endangering his friend, and the two reluctantly parted ways.

Now, years later, a distress call has reached Tarast Voon: his old friend Romund is in trouble!

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GAME CONTENTS

- 1 Adventure Book
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- 1 Map • 4 Character Folios
- 14 Custom Dice • 8 Destiny Tokens
- 55 Character Tokens

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