

SARENDA

ΣΚ7Μ87Κ

GUARDIAN

ΩΓΚ771Κ8



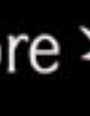
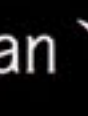
CHARACTER FOLIO

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

CHARACTER SHEET

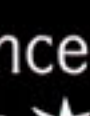
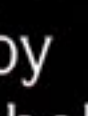
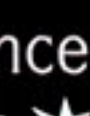
Your Character Sheet provides all the information you need to play the game. It also provides a place to write down your current status, weapons, armor, and equipment.

CHARACTERISTICS & SKILLS

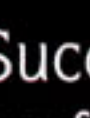
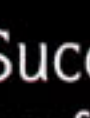
- 1 Your characteristics are used to calculate many game values but are rarely used directly. Whenever you attempt a task that might fail, you make a skill check. The dice you roll for this check are called your dice pool, and are based on your rank in that skill and your characteristic. If you roll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

SYMBOLS & DICE

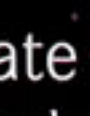
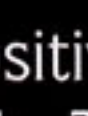


Success  symbols are canceled by Failure  symbols; if there are any Success  symbols left, the check succeeds.

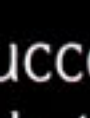
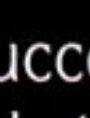
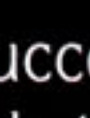
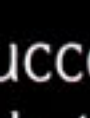


Triumph  symbols count as Success  symbols and may also be spent to trigger a powerful positive consequence.

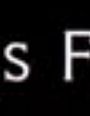

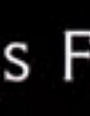


Advantage  symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat  symbols.

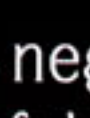
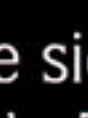


Failure  symbols cancel Success  symbols. If there are enough Failure  symbols to cancel all the Success  symbols, the check is a failure.



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 : SARENDA

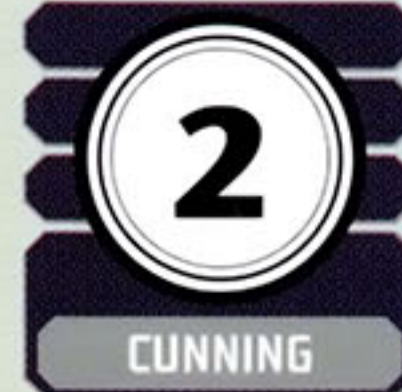
SPECIES HUMAN

CAREER GUARDIAN



CHARACTERISTICS

1



2

SKILLS

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	
Athletics (Br)	0	
Charm (Pr)	1	
Coercion (Will)	0	
Computers (Int)	0	
Cool (Pr)	1	
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	

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	⬢⬢⬢⬢
<ul style="list-style-type: none"> You deal 6 damage on a hit + 1 damage per Success ✨ symbol rolled. Inflct 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. Inflct 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	
1 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	

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	⬢⬢⬢⬢⬢⬢
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Fists	Brawl	Engaged	3	⬢⬢⬢
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GEAR, EQUIPMENT & OTHER ITEMS

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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.)



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.



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- Move
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CHARACTER SHEET

CHARACTER NAME : SARENDA

SPECIES HUMAN

CAREER GUARDIAN



CHARACTERISTICS

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

SKILLS

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

SOAK VALUE	WOUNDS
	THRESHOLD CURRENT
STRAIN	CRITICAL INJURIES
THRESHOLD CURRENT	

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

GEAR, EQUIPMENT & OTHER ITEMS

FORCE RATING	MONEY
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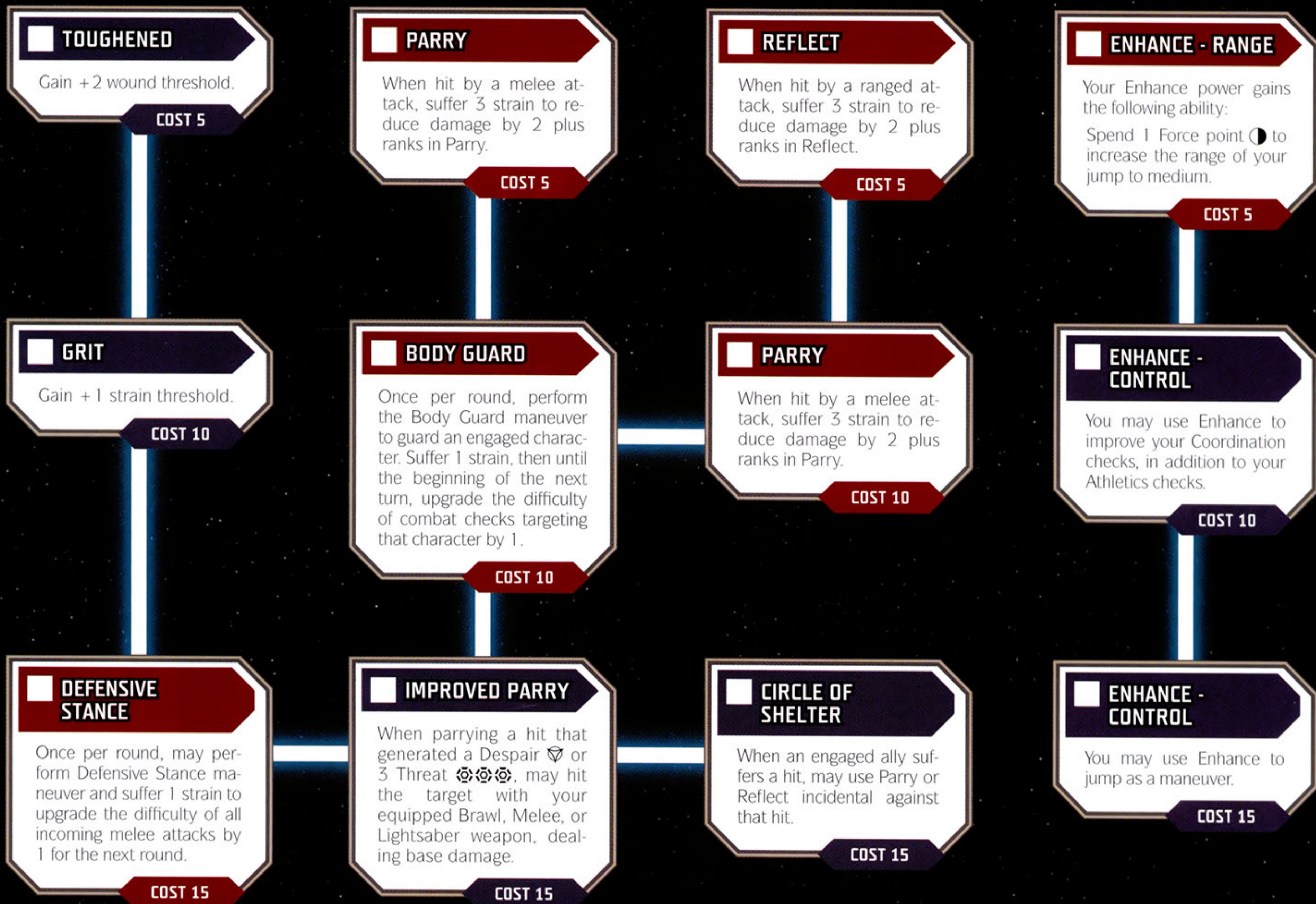
FORCE POWERS

ENHANCE
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 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...