

OSKARA

ΔΝΟΚ7Κ

BOUNTY HUNTER

ΞΟΛΑΔΥ ΞΟΛΑΔΥ7





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 AND 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 : *OSKARA*

SPECIES *TWI'LEK*

CAREER *BOUNTY HUNTER*



CHARACTERISTICS

1

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

SKILLS

2

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

CHARACTER HEALTH STATS

3 SOAK VALUE

4

4 WOUNDS

12	
THRESHOLD	CURRENT

5 STRAIN

13	
THRESHOLD	CURRENT

CRITICAL INJURIES

6

- 3** Your **Soak** score reduces incoming damage and can prevent wounds. Your Soak score 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 exceeds your Wound Threshold, you are knocked out and suffer a Critical Injury. Wounds can be recovered by 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 may 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.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Carbine	Ranged - Heavy	Medium	9	♦♦♦♦♦♦♦♦♦♦
<ul style="list-style-type: none"> • You deal 9 damage on a hit + 1 damage per Success ✨ symbol rolled. • Inflict a critical injury on a hit for 🤖🤖🤖. 				
Fists	Brawl	Engaged	2	♦♦
<ul style="list-style-type: none"> • You deal 2 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 to a living creature. Consumed on use.
Comlink	Allows communication between other players with Comlinks.
2 Binders	Binds prisoners' hands.
Datapad	Hand-held computer; accesses computer systems.
Padded Armor	Soak 2; already included in soak value.

MONEY

400 credits

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver. You cannot perform more than 2 maneuvers on your turn. You can also perform any number of 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 a total of 10 xp.

UPGRADE MENU

1

Mechanics Skill

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

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

XP COST **5**

2

Gunnery Skill

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

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

XP COST **10**

Quick Draw Talent

You gain the Quick Draw Talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Quick Draw: Once per round, draw or holster a weapon or accessible item as an incidental (without spending a maneuver).

XP COST **5**

3

Point Blank Talent

You gain the Point Blank Talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Point Blank: When you hit a target at short range or closer with your blaster carbine, a blaster pistol or rifle of any type, or a grenade, you deal +1 damage.

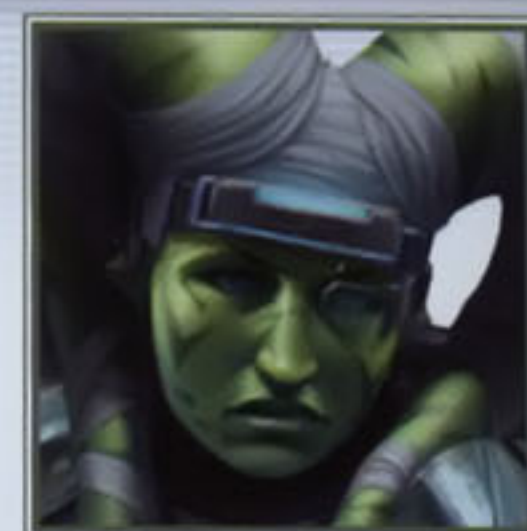
XP COST **5**

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



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.



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

THE PLAYER'S TURN

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An Action may include:

- Perform an attack
- Use a skill
- Exchange your 1 Action for an additional Maneuver

A Maneuver may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver. You cannot perform more than 2 maneuvers on your turn. You can also perform any number of incidental actions.

SOAK VALUE

4

WOUNDS

12

THRESHOLD CURRENT

STRAIN

13

THRESHOLD CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Carbine	Ranged - Heavy	Medium	3 9	
<ul style="list-style-type: none"> • You deal 9 damage on a hit + 1 damage per Success ★ symbol rolled. • Inflict a critical injury on a hit for 				
Fists	Brawl	Engaged	2	
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MONEY

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SKILLS

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

SOAK VALUE	WOUNDS
	THRESHOLD CURRENT
STRAIN	CRITICAL INJURIES
THRESHOLD CURRENT	

Progress bars for various stats, including a long one with many small increments and a shorter one with fewer increments.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

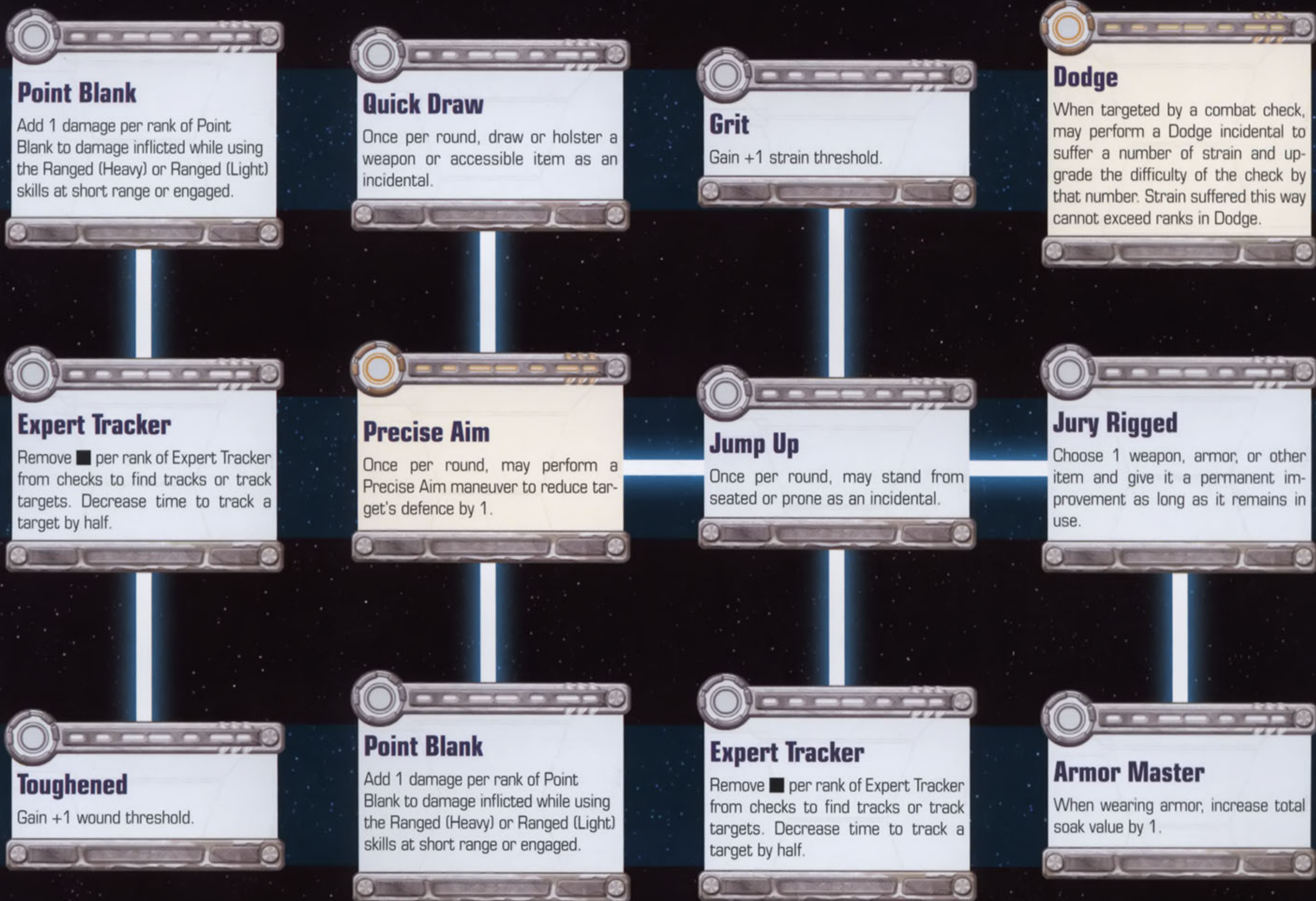
GEAR, EQUIPMENT, & OTHER ITEMS

MONEY

[Empty field for money value]

BOUNTY HUNTER: TALENT TREE 2

Career Skills: Athletics, Computers, Mechanics, Perception, Pilot, Streetwise, Vigilance, Ranged - Light, Ranged - Heavy



INVESTING EXPERIENCE POINTS

You will occasionally receive experience from the GM as you continue to play, which can be spent to improve your character. You may spend these experience points to increase your skills or to advance on your talent tree. Refer to page 11 of the Rulebook for more detailed information.

Skill Training 1

The cost for training skills falls into one of two categories—career skills and non-career skills. Each skill has five ranks of training available.

Training a career skill costs five times the value of the next highest rank. For example, training a career skill from Rank 0 (untrained) to Rank 1 requires 5 experience points. Improving a Rank 1 career skill to Rank 2 requires 10 experience points. Each rank must be purchased separately. This means that training a career skill from Rank 0 to Rank 2 costs 15 experience points (5 for raising it from Rank 0 to Rank 1, then 10 more for raising it from Rank 1 to Rank 2).

You can also purchase ranks in your non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from Rank 0 (untrained) to Rank 1 requires 10 experience points. Improving a Rank 1 non-career skill to Rank 2 requires 15 experience points, and so on.

Acquiring Talents 2

Talents are acquired from your career talent tree. This talent tree provides a unique format for purchasing talents that comes with several special rules and restrictions.

Your talent tree has four columns and three rows. The cost of each talent depends on the row it occupies. The topmost row of talents 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 costs 15 experience each.

Note that the choices on the tree are connected by a series of lines that link some talent choices with others. When purchasing talents, you may only purchase talents you are eligible for. You are eligible to select any talents in the first, topmost row, plus any talents that are connected via one of the aforementioned links to a talent you have already acquired. Each entry on the talent 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 ⬡

OSKARA'S STORY

Ryloth, the home planet of the Twi'leks, is a dry, dusty planet with precious little to offer for anyone looking to get rich. In fact, its most valuable (some would say only valuable) export is the illegal spice called Ryll. Consequently, many of the rich and powerful on Ryloth are smugglers, crime lords, and thugs, sometimes capturing innocent Twi'leks and forcing them to labor in the spice mines.

Oskara was always quick, clever, and lucky enough to stay ahead of the press gangs...but her sister Makara was not. When Makara was nabbed by Aqualish thugs, Oskara had to act fast to keep her sister out of the mines. She offered her own unique services to the gang leader instead, claiming to be an experienced bounty hunter. Surprisingly, her first job for the gang went well and Oskara soon thrived under the tutelage of a veteran hunter named Gyax. She was called on to perform more and more duties for the spice mining gang, and as long as she did well Makara was safe.

But then Oskara was "loaned out" to a Hutt gangster on Tatooine named Teemo. And then things started to come undone. Teemo paid her quite well, but in the course of her bounty-hunting work for the Hutt she uncovered a plot against the Ryll-mining gang on Ryloth. The Hutt was going to seize their territory...and there would be no more guarantees of safety for Makara. Oskara decided to team up with Teemo's favorite gladiator, a Wookiee named Lowhrick, and one of his best pilots, a human named Pash. Alongside her new companions, Oskara has sent a warning to her compatriots on Ryloth and is now fleeing Teemo's revenge.

Oskara seems jaded and cynical at first, having seen much of the worst the galaxy had to offer at a young age. She is careful not to get too attached to anyone or anything. She is a professional bounty hunter and takes a serious approach to her work, focusing on results rather than any emotional considerations.