

# DAO

7K0

MYSTIC

LVN47



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"> <li>You deal 5 damage on a hit + 1 damage per Success ✨ symbol rolled.</li> <li>Infllict a Critical Injury on a hit for ☹☹☹☹.</li> </ul>				

**GEAR, EQUIPMENT & OTHER ITEMS**

<b>6 Stimpacks</b>	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
<b>Comlink</b>	Allows communication between other characters with comlinks.
<b>Heavy Clothes</b>	Soak 1; already included in soak value.
<b>Ancient Scrolls</b>	Gain a Boost die <input type="checkbox"/> 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**

**7**

<b>SENSE</b>
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.
<b>MOVE</b>
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**  
AGILITY

**2**  
INTELLECT

**2**  
CUNNING

**3**  
WILLPOWER

**3**  
PRESENCE

## SKILLS

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	
Athletics (Br)	0	
<b>1</b> 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	
<b>2</b> Melee (Br)	0 / 1	
Ranged (Light) (Ag)	0	
Ranged (Heavy) (Ag)	0	



SOAK VALUE

4

WOUNDS

14

THRESHOLD

CURRENT

STRAIN

14/15

THRESHOLD

CURRENT

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
<b>Walking Stick</b>	Melee	Engaged	5	
<ul style="list-style-type: none"> <li>You deal 5 damage on a hit + 1 damage per Success  symbol rolled.</li> <li>Infllict a Critical Injury on a hit for </li> </ul>				

GEAR, EQUIPMENT & OTHER ITEMS	
<b>6 Stimpacks</b>	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
<b>Comlink</b>	Allows communication between other characters with comlinks.
<b>Heavy Clothes</b>	Soak 1; already included in soak value.
<b>Ancient Scrolls</b>	Gain a Boost die  on Knowledge checks (already included).

FORCE RATING

1

MONEY

300 credits

FORCE POWERS

SENSE
<p>You can sense the Force interacting with the world around you.</p> <p>Spend 1 Force point  to sense all living things within short range.</p> <p>Spend 1 Force point  to sense current emotional state of 1 engaged being.</p>
MOVE
<p>You can move small objects slowly with the Force.</p> <p>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.</p>



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.



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.



CHARACTER SHEET

CHARACTER NAME : **DAO**

SPECIES **ZABRAK**

CAREER **MYSTIC**



**CHARACTERISTICS**

Characteristics are represented by dice icons with values:

- BRAWN**: 3
- AGILITY**: 2
- INTELLECT**: 2
- CUNNING**: 2
- WILLPOWER**: 3
- PRESENCE**: 3

**SKILLS**

SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	<b>1</b>		
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)	•		
<b>COMBAT SKILLS</b>			
Brawl (Br)			
Gunnery (Ag)			
Lightsaber (Pr)			
Melee (Br)			
Ranged (Light) (Ag)			
Ranged (Heavy) (Ag)			

**SOAK VALUE**

Threshold:  Current:

**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.

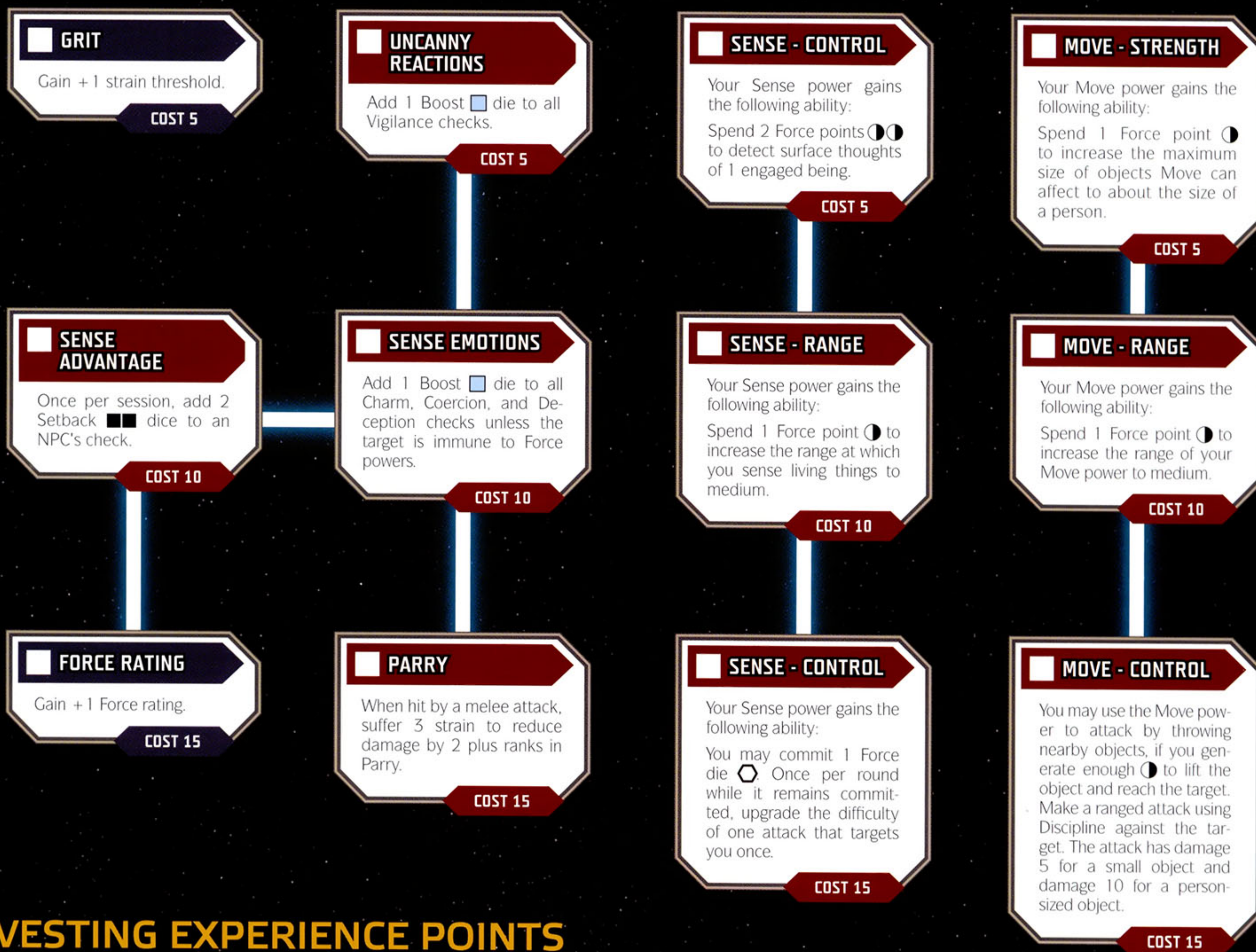
**MOVE**  
 You can move small objects slowly with the Force.  
 Spend 1 Force point (●) to move an object about the size of a backpack or smaller from within short range of you to within short range of you.

**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.



Success Triumph Advantage Failure Despair Threat



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



## 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.