

# TARAST

↓K7K↓

## SENTINEL

↓VIAJWV↓



### 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



- 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.
- 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*

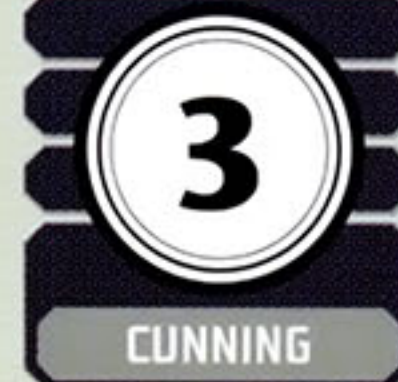
SPECIES *KEL DOR*

CAREER *SENTINEL*



### CHARACTERISTICS

1



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
<b>Blaster Pistol</b>	Ranged (Light)	Medium	6	◆◆◆
<ul style="list-style-type: none"> <li>You deal 6 damage on a hit + 1 damage per Success ✨ symbol rolled.</li> <li>Inflict a Critical Injury on a hit for ☹☹☹.</li> </ul>				
<b>Lightsaber</b>	Lightsaber	Engaged	6	◆◆◆
<ul style="list-style-type: none"> <li>You deal 6 damage on a hit + 1 damage per Success ✨ symbol rolled.</li> <li>Inflict a Critical Injury on a hit for ☹☹.</li> <li>Breach 1: The target's soak value is reduced by 10 against this attack.</li> </ul>				
GEAR, EQUIPMENT & OTHER ITEMS				
<b>2 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.			

FORCE RATING

**1**

MONEY

115 credits

**LOCKED - YOU CANNOT USE YOUR FORCE POWERS UNTIL THE GM INSTRUCTS YOU OTHERWISE**

### FORCE POWERS

**7**

#### 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**  
AGILITY

**3**  
INTELLECT

**3**  
CUNNING

**2**  
WILLPOWER

**3**  
PRESENCE

## SKILLS

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	
<b>1</b> 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	
<b>2</b> Skulduggery (Cun)	0	
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	



**SOAK VALUE**

2

**WOUNDS**

11

THRESHOLD CURRENT

**STRAIN**

12

THRESHOLD CURRENT

**CRITICAL INJURIES**

WEAPONS & EQUIPMENT

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<b>2 Stimpacks</b>	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.			
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**FORCE RATING**

1

**MONEY**

115 credits

FORCE POWERS

**MOVE**

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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

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- 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 : TARAST

SPECIES *KEL DOR*

CAREER *SENTINEL*



CHARACTERISTICS

<b>1</b> BRAWN	<b>3</b> AGILITY	<b>3</b> INTELLECT
<b>3</b> CUNNING	<b>2</b> WILLPOWER	<b>3</b> PRESENCE

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)			
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				

FORCE RATING

MONEY

FORCE POWERS

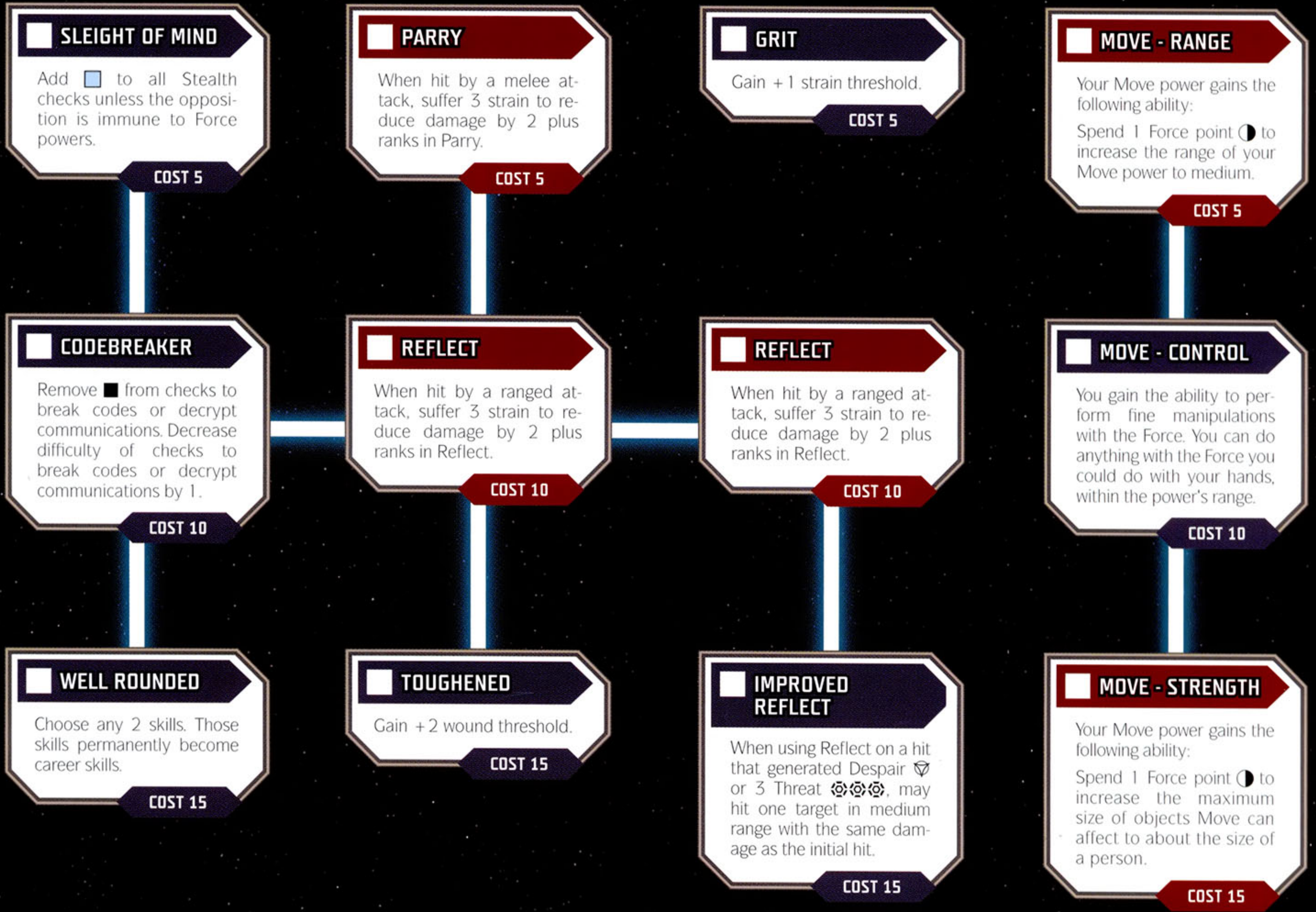
**MOVE**  
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 Spend 1 Force Point (●) to move an object about the size of a backpack or smaller from within short range of you to within short range of you.

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.

### 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 & FORCE POWER UPGRADES 2

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!