MHAR'LI

LEK7'V1

ACE

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CHARACTER FOLIO

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 BEGINNER GAME Rulebook.

SYMBOLS & DICE

Success ✸ symbols are canceled by Failure ▼ symbols; if there are any Success ✸ symbols left at the end (after canceling), 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 : MHAR'LI

SPECIES HUMAN

CAREER ACE

CHARACTERISTICS

1

BRAWN	AGILITY	INTELLECT
2	4	2

CUNNING	WILLPOWER	PRESENCE
2	3	2

SKILLS

2

SKILLS	RANK	DICE POOL
Astrogation (Int)	1	⬡◇
Athletics (Br)	0	◇◇
Charm (Pr)	0	◇◇
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)	0	◇◇
Medicine (Int)	0	◇◇
Negotiation (Pr)	0	◇◇
Perception (Cun)	0	◇◇
Piloting (Ag)	2	⬡⬡◇◇
Resilience (Br)	0	◇◇
Skulduggery (Cun)	0	◇◇
Stealth (Ag)	1	⬡◇◇◇
Streetwise (Cun)	0	◇◇
Survival (Cun)	0	◇◇
Vigilance (Will)	1	⬡◇◇
COMBAT SKILLS		
Brawl (Br)	0	◇◇
Gunnery (Ag)	1	⬡◇◇◇
Melee (Br)	0	◇◇
Ranged (Light) (Ag)	1	⬡◇◇◇
Ranged (Heavy) (Ag)	0	◇◇◇◇

(3) SOAK VALUE

3

(4) WOUNDS

12

THRESHOLD | CURRENT

(5) STRAIN

13

THRESHOLD | CURRENT

CRITICAL INJURIES

(6)

(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 BEGINNER GAME Adventure.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Pistol	Ranged (Light)	Medium	6	⬡◆◆◆

- You deal 6 damage on a hit + 1 damage per uncanceled Success ✫ symbol rolled.
- Inflict a Critical Injury on a hit for ❂❂❂.

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Fists	Brawl	Engaged	2	◆◆

- You deal 2 damage on a hit + 1 damage per uncanceled Success ✫ symbol rolled.
- Inflict a Critical Injury on a hit for ❂❂❂❂❂.
- Knock the target prone on a hit for ❂ ❂.
- Disorient the target for 3 rounds on a hit for ❂ ❂. A disoriented target adds 1 Setback die ■ to all skill checks he performs.

GEAR, EQUIPMENT, & OTHER ITEMS

2 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Comlink	Allows communication with other characters using comlinks.
Flight Suit	+1 soak (already included in soak value). Can seal for vacuum tolerance.
Datapad	Contains charts and starship schematics.

MONEY

300 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
- Assist another character
- 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 incidentals.

Stop Here: Don't turn the page until instructed to by the GM.

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

XP COST 5 ◯

1

Perception Skill

You train your Perception skill. You gain one skill rank in Perception. 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 ◯

2

Ranged (Light)

You train your Ranged (Light) skill. You gain one skill rank in Ranged (Light). 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 ◯

Skilled Jockey Talent

You gain the Skilled Jockey talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Skilled Jockey: Whenever you make a Piloting check, you remove 1 Setback ☐ die from the dice pool before making the check. For example, you suffer no penalty to your Pilot checks due to the *Sunstrider's* state of disrepair.

XP COST 5 ◯

3

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 (13 or 14) on your strain threshold.

Grit: Your strain threshold is increased by 1 (from 13 to 14).

CHARACTER SHEET

CHARACTER NAME : MHAR'LI

SPECIES HUMAN

CAREER ACE

CHARACTERISTICS

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

SKILLS

SKILLS	RANK	DICE POOL
Astrogation (Int)	1	⬡◆
Athletics (Br)	0	◆◆
Charm (Pr)	0	◆◆
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)	0	◆◆
Medicine (Int)	0	◆◆
Negotiation (Pr)	0	◆◆
Perception (Cun)	0/1	◆◆ / ⬡◆
Piloting (Ag)	2	⬡⬡◆◆
Resilience (Br)	0	◆◆
Skulduggery (Cun)	0	◆◆
Stealth (Ag)	1	⬡◆◆◆
Streetwise (Cun)	0	◆◆
Survival (Cun)	0	◆◆
Vigilance (Will)	1	⬡◆◆
COMBAT SKILLS		
Brawl (Br)	0	◆◆
Gunnery (Ag)	1	⬡◆◆◆
Melee (Br)	0	◆◆
Ranged (Light) (Ag)	1/2	⬡◆◆◆◆ / ⬡⬡◆◆◆
Ranged (Heavy) (Ag)	0	◆◆◆◆

SOAK VALUE

3

WOUNDS

THRESHOLD	CURRENT
12	

STRAIN

③

13/14

THRESHOLD	CURRENT

CRITICAL INJURIES

Success ✹ symbols are canceled by Failure ▼ symbols; if there are any Success ✹ symbols left at the end (after canceling), the check succeeds.

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Ability Die ◆	Proficiency Die ⬡	Difficulty Die ◆	Challenge Die ◆	Boost Die ■	Setback Die ☐	Force Die ⬡

═══ WEAPONS & EQUIPMENT ═══

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Pistol	Ranged (Light)	Medium	6	⬡◆◆◆◆/ ⬡⬡◆◆

- You deal 6 damage on a hit + 1 damage per uncanceled Success ✹ symbol rolled.
- Inflict a Critical Injury on a hit for ❂❂❂.

Fists	Brawl	Engaged	2	◆◆

- You deal 2 damage on a hit + 1 damage per uncanceled Success ✹ symbol rolled.
- Inflict a Critical Injury on a hit for ❂❂❂❂❂.
- Knock the target prone on a hit for ❂ ❂.
- Disorient the target for 3 rounds on a hit for ❂ ❂. A disoriented target adds 1 Setback die ■ to all skill checks he performs.

GEAR, EQUIPMENT, & OTHER ITEMS

2 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
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MONEY

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- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Assist another character
- 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.

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CHARACTER SHEET

CHARACTER NAME : **MHAR'LI**

SPECIES **HUMAN**

CAREER **ACE**

CHARACTERISTICS

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

SOAK VALUE

WOUNDS

THRESHOLD | CURRENT

STRAIN

THRESHOLD | CURRENT

CRITICAL INJURIES

SKILLS

SKILLS	CAREER ①	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)	•		
Melee (Br)			
Ranged (Light) (Ag)	•		
Ranged (Heavy) (Ag)			

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

GEAR, EQUIPMENT, & OTHER ITEMS

MONEY

ACE: TALENT TREE 2

Career Skills: Astrogation, Cool, Discipline, Gunnery, Mechanics, Perception, Piloting, Ranged (Light), Vigilance

RAPID REACTION
Suffer a number of strain to add an equal number of ☼ to Initiative checks. Strain suffered this way cannot exceed ranks in Rapid Reaction.
COST 5

LET'S RIDE
Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental.
COST 5

SKILLED JOCKEY
Remove ■ per rank of Skilled Jockey from all Piloting checks the character attempts.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

QUICK DRAW
Once per round, draw or holster a weapon or accessible item as an incidental.
COST 10

RAPID REACTION
Suffer a number of strain to add an equal number of ☼ to Initiative checks. Strain suffered this way cannot exceed ranks in Rapid Reaction.
COST 10

GRIT
Gain +1 strain threshold.
COST 10

SKILLED JOCKEY
Remove ■ per rank of Skilled Jockey from all Piloting checks the character attempts.
COST 10

CORELLIAN SENDOFF
Take a Corellian Sendoff action, targeting two ships or vehicles in encounter; make a **Hard (◆ ◆ ◆) Cool check** to cause the targets to suffer a minor collision.
COST 15

NATURAL PILOT
Once per session, may re-roll any 1 Piloting or Gunnery check.
COST 15

TRUE AIM
Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.
COST 15

BRILLIANT EVASION
Once per encounter, when piloting a vehicle, may take Brilliant Evasion action. Select 1 opponent and make opposed Piloting check to stop opponent from attacking character for rounds equal to Agility.
COST 15

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 talent tree. See page 15 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 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 talents in the topmost row 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 choices with others. When purchasing talents, you can 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 the aforementioned links to one or more talents you have already acquired. Each entry on the talent tree can only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents can 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 ●

MHAR'LI'S STORY

Most people would describe the years since the Galactic Civil War as peaceful; up-and-coming smuggler and junkrunner Mhar'li just describes them as boring.

Born just after the establishment of the New Republic and the fall of the Empire, Mhar'li grew up on Ord Mantell. Raised on holovids, tales of adventure, and accounts of the high heroism of the plucky Rebel Alliance in the face of the Galactic Empire, Mhar'li lied about her age and enrolled in flight school as soon as she could. She raced through basic flight training, astrogation school, and advanced combat training…only to graduate and find herself in a galaxy that no longer wanted warriors.

Mhar'li's only option was the New Republic Fleet. However, she quickly realized that countless would-be snubfighter aces had the same thought. Even if she got one of the few hotly contested spots in a combat squadron, she would spend her career guarding convoys, escorting diplomatic envoys, and if she were really lucky, chasing down the occasional pirate. Thoroughly disappointed, Mhar'li packed her bags and headed for the Outer Rim. There, she hoped, her life would at least be interesting.

After years of flying along the frontier, Mhar'li managed to scrape together enough to afford her own starship (the quadjumper *Sunstrider*), and she found herself working the salvage runs out of Jakku. When the mercenary Fira Bon asked Mhar'li to fly her and the Abednedo Durm Bormo out to a wreck, Mhar'li figured it would be some easy money. Besides, there were rumors that the nomads out that way had found something particularly valuable.

Unfortunately, just as the three of them arrived, one of the components in the *Sunstrider*'s main drive blew. She thinks the ship can still fly—for now, anyway—but Mhar'li wants to get the engine fixed before she tries it, just in case. On the one hand, this means she's stuck with these nomads while a group of armed gangsters tries to take over the place. But on the other hand, at least it won't be boring!