**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 BEGINNER GAME rulebook.

## **SYMBOLS & DICE**



Success  $\bigstar$  symbols are canceled by Failure  $\checkmark$  symbols; if there are any Success  $\bigstar$  symbols left at the end (after canceling), the check succeeds.

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



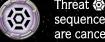
Advantage 🕑 symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat 🚱 symbols.



Failure  $\checkmark$  symbols cancel Success  $\cancel{*}$  symbols. If there are enough Failure  $\checkmark$  symbols to cancel all the Success  $\cancel{*}$  symbols, the check is a failure.



Despair  $\mathfrak{P}$  symbols count as Failure  $\checkmark$  symbols (they cancel Success  $\bigstar$  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.





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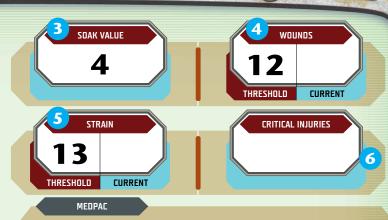
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 $\bigcirc \diamondsuit$ 

 $\diamond \diamond$ 

Ranged (Light) (Ag)

Ranged (Heavy) (Ag)



Once per encounter per ally, use the Medicine skill to heal an ally. The check is **Easy** ( $\diamondsuit$ ) if the wounds are equal or below half the character's wound threshold, **Average** ( $\diamondsuit$   $\diamondsuit$ ) if above half, and **Hard** ( $\diamondsuit$   $\diamondsuit$ ) if exceeding the wound threshold. Heal 1 wound per 🛠 and 1 strain per . Once per adventure per ally, you can heal a Critical Injury. The difficulty depends on the Critical Injury.

| WEAPON  | SKILL   | RANGE  | DAMAGE                | DICE POO                    |
|---|---|--|-----------------------|-----------------------------|
| Blaster Pistol  | Ranged (Light)  | Medium   | 6                     |                             |
|   | nage on a hit + 1 o<br>I Injury on a hit for  | <b>U</b> .   | iceled Success 🛠      | ¥ symbol rollı              |
| Stun Grenade  | Ranged (Light)  | Medium   | 8                     |                             |
| uncanceled Succ   | characters engag<br>ess 🔆 symbol) or<br>In grenade. It can  | 00.  | g-                    |                             |
|   |   |  |                       |                             |
| Fists<br>• You deal 2 dan   | Brawl<br>nage on a hit + 1 (  | Engaged<br>damage per uncar  | 2<br>Iceled Success ¥ | symbol rolli                |
| • You deal 2 dan  | 2.4.1.  | damage per uncar   | _                     | <b>♦</b><br>¥ symbol rolle  |
| <ul> <li>You deal 2 dan</li> <li>Inflict a Critica</li> </ul>   | nage on a hit + 1 (   | damage per uncar   | _                     | <b>♦</b> ♦<br>¥ symbol roll |
| <ul> <li>You deal 2 dan</li> <li>Inflict a Critica</li> </ul>   | NT, & OTHER ITEM!   | damage per uncar   | <br>celed Success ≯   |                             |
| You deal 2 dan     Inflict a Critica  GEAR, EQUIPMEN  | NT, Et OTHER ITEMS  | damage per uncar   | celed Success ¥       | Consumed on us              |
| You deal 2 dan     Inflict a Critica  GEAR, EQUIPMEN  2 Stimpacks   | NT, & OTHER ITEM!<br>Use as a maneuver<br>Allows communicat   | damage per uncar<br>CONTRACTOR<br>CONTRACTOR<br>S<br>to heal 4 wounds or   | celed Success ¥       | Consumed on us              |
| <ul> <li>You deal 2 dan</li> <li>Inflict a Critica</li> <li>GEAR, EQUIPMEN</li> <li>2 Stimpacks</li> <li>Comlink</li> </ul>                       | AT, Et OTHER ITEM<br>Use as a maneuver<br>Allows communicat<br>Soak 2 (already inc                        | damage per uncar<br>CONTRACTOR<br>CONTRACTOR<br>Solution with other chara  | celed Success ¥       | Consumed on us              |
| <ul> <li>You deal 2 dan</li> <li>Inflict a Critica</li> <li>GEAR, EQUIPMEN</li> <li>2 Stimpacks</li> <li>Comlink</li> <li>Armored Vest</li> </ul> | NT, & OTHER ITEM<br>Use as a maneuver<br>Allows communicat<br>Soak 2 (already inc<br>Provides bright ligh | damage per uncar<br>Comparison of the second second<br>to heal 4 wounds or<br>cion with other chara<br>luded in soak value). | celed Success ¥       | Consumed on us              |



## **CHARACTER HEALTH STATS**



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**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.

**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.

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 BECINNER GAME Adventure.

#### 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 incidentals.

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