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.



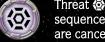
Advantage 🕑 symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat 🚱 symbols.



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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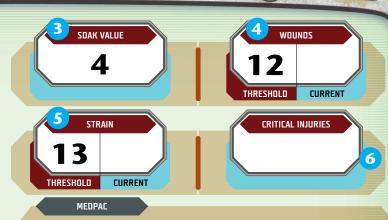
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Ranged (Light) (Ag)

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