EDGE OF THE EMPIRE™

ROLEPLAYING GAME



BETA

CREDITS

STAR WARS: EDGE OF THE EMPIRE

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CONTENTS

Credits 1

INTRODUCTION
Welcome to the Edge of the Empire Beta Playtest 4
The Edge of the Empire 5
- It Takes all Kinds 5
- Career Opportunities 5

Game Overview 5
- Player Characters (PCs) 5
- Game Master (GM) 6

Core Rulebook Chapters 6

PLAYING THE GAME
The Basics - What Players Need to Play 8
- Narrative Play 8

The Core Mechanic 9
The Dice 9
- Positive Dice 9
- Negative Dice 10
- Force Dice 10
- Ten-Sided Dice 11
- Dice Symbols & Results 11

Lights, Camera, Action! 13
The Basic Dice Pool 13
- Characteristics 13
- Skills & Training 15
- Difficulty 15
- Building a Basic Dice Pool 16
- Applying Characteristics & Skills 16
- Applying Task Difficulty 17
- Modifying a Dice Pool 17
- Interpreting the Pool 19
- Successes & Failures 19
- Advantages & Threats 19
- Triumph & Despair 20

Other Types of Checks 21
- Opposed Checks 21
- Competitive Checks 21
- Assisted Checks 22

Other Key Elements 22
- Talents 22
- Destiny Points 23
- Destiny Point Economy in Gameplay 24
- The Limits of Luck 24
- Obligations 25
- Obligation in Play 25
- Experience & Development 25
- Derived Attributes 26
- Wound Threshold 26
- Strain Threshold 26
- Defense 26
- Soak Value 26

CREATING A CHARACTER
Character Generation 27
Character Generation Steps 28
Character Backgrounds 29
Obligation 30
- What is Obligation? 30
- Obligation as a Threshold 32
- Obligations as a Resource 33

Selecting A Species 33
- Bothans 34
- Droids (Class Four) 35
- Gands 36
- Humans 36
- Rodians 37
- Trandoshans 38
- Twi'leks 38
- Wookiees 39

Career and Specializations 39
- The Bounty Hunter 40
  - The Role of the Bounty Hunter 40
  - Bounty Hunter Specializations 40
- The Colonist 44
  - The Role of the Colonist 44
  - Colonist Specializations 44
- The Explorer 48
  - The Role of the Explorer 48
  - Explorer Specializations 48
- The Hired Gun 52
  - The Role of the Hired Gun 52
  - Hired Gun Specializations 52
- The Smuggler 56
  - The Role of the Smuggler 56
  - Smuggler Specializations 56
- The Technician 60
  - The Role of the Technician 60
  - Technician Specializations 60

Invest Experience Points 64
- Starting Experience Points 64
- Improving Characteristics 64
- Skill Training 64
- Acquiring Talents 65
- Acquiring New Specializations 65

Determine Derived Attributes 65
- Wound Threshold 65
- Strain Threshold 65
- Defense 65
- Soak Value 65

Determine Motivations 66
- Types of Motivation 66
- Motivations in Play 67

Finishing Touches 67
- Physical Description 67
- Personality 68

Selecting A Ship 68
- Ghtroc 720 Light Freighter 68
- YT-1300 Light Freighter 68
- Firespray System Patrol Craft 68

SKILLS
What Are Skills? 69
- Skill Ranks 70
- Skill Descriptions 70

Choosing Skills 70
General Skills 70
- Astrogation (Intellect) 71
- Athletics (Brawn) 71
- Charm (Presence) 72
- Coerce (Willpower) 72
- Computers (Intellect) 73
- Cool (Presence) 74
- Coordination (Agility) 74
- Deceit (Cunning) 75
- Discipline (Willpower) 75
- Leadership (Presence) 76
- Mechanics (Intellect) 76
- Medicine (Intellect) 77
- Negotiate (Presence) 77
- Perception (Cunning) 78
- Pilot – Planetary (Agility) 78
- Pilot – Space (Agility) 79
- Resilience (Brawn) 79
- Skulduggery (Cunning) 80
- Stealth (Agility) 80
- Streetwise (Cunning) 81
- Surveillance (Intellect) 81
- Survival (Cunning) 82
- Vigilance (Willpower) 82

Combat Skills 83
- Brawl (Brawn) 83
- Gunnery (Agility) 83
- Melee (Brawn) 84
- Ranged – Heavy (Agility) 84
- Ranged – Light (Agility) 84

Knowledge Skills 85
- Core Worlds (Intellect) 85
- Education (Intellect) 85
- Lore (Intellect) 85

Outer Rim (Intellect) 86
Underworld (Intellect) 86
Xenology (Intellect) 86

TALENTS
Talent Types 87
Talent Trees 88
Talent Ranks 88
Talent Descriptions 88

GEAR AND EQUIPMENT
Galactic Economics 101
Rarity 102
The Black Market 102
Encumbrance 103
Weapon Skills 104
Weapon Qualities 105
Weapon Characteristics 107
Weapon Maintenance 108
Weapon Descriptions 109
Blasters and Energy weapons 109
Slugthrowers 111
Thrown Weapons 111
Explosives and Flame Projectors 111
Brawling Weapons 112
Melee Weapons 112
Armor 113
Armor Characteristics 113
Armor Types 113
Gear 114
Black Market Items 120
Customization and Modifications 122
Modding Attachments 122
Weapon Attachments 122
Armor Attachments 126

CONFLICT AND COMBAT
Narration and Structure 127
Structured Gameplay 128
The Turn 129
Maneuvers 129
Maneuver Limitations 129
Types of Maneuvers 130
Actions 131
Action Limitations 131
Types of Actions 131
Defense 134
Soak 134
Range Bands 134
The Five Range Bands 135
Planetary Scale Ranges 136
Additional Combat Check Modifiers 136
Conditional and Situational Modifiers 136
Environmental Effects 138
Wounds, Strain, and States of Health 140
Wounds and Wound Threshold 140
Strain and Strain Threshold 140
Critical Injuries 141
Other Ongoing Status Effects 141
Death 143
Recovery and Healing 143
Recovering from Wounds 143

STARSHIPS AND VEHICLES
Ship and Vehicle Characteristics 146
Protection 147
Shipyard Standard Systems 148
Starship and Vehicle Weapons 149
Blaster Cannon 150
Ion Weapons 150
Laser Weapons 150
Ordnance 151
Starship and Vehicle Combat 152
Combat Overview 152
Small Craft Combat 152
Capital Ship Combat 153
Combat Turns 153
Maneuvers 153
Starship Actions 155
Planetary Scale Range Bands 158
Piloting and Stellar Phenomena or Terrain 159
Taking Damage 160
Hull Integrity 160
System Strain 160
Critical Hits 161
Component Hit Criticals 161
Repairing Damage 161
Interstellar Travel 164
Sublight Travel 164
Hyperspace Travel 164
Planetary Vehicle Profiles 165
Speeders 165
Wheeled and Tracked Vehicles 167
Walkers 167
Starship Profiles 168
Starfighters and Patrol Boats 168
Freighters and Transports 170
Capital Ships 171
Starship and Vehicle Modifications 172
Attachments 172

THE FORCE
The Force in Edge of the Empire 176
Force Sensitive Characters 176
Specialization: Force-Sensitive Exile 176
Force Talents 176
Force Powers 178
Force Power: Sense 180
Force Power: Influence 182
Force Power: Move 184
The Jedi and the Dark Side 186

THE GAME MASTER
How to Run an Edge of the Empire Game 188
Running the Game 188
Using Obligation 190
Guiding Starting Obligation Selection 191
Using the Obligation Check 191
Using the Obligation Threshold 191
Managing Obligation Resources 192
Managing Obligation Settlement 192
Player Motivations and How to Use Them 193
Managing Motivations 193
Motivations in the Story 193
Rewarding Motivations 193
Adjudicating Destiny Points 194
Encouraging Destiny Point Use 194
Destiny Points as Narrative Aid 194

ADVERSARIES
Minions 195
Henchmen 196
Nemeses 196
Adversary List 197
Galactic Underworld 197
Spaceport Personnel 200
Bounty Hunters 201
The Forces of Law & Order 201
Patrons & Clients 204
Droids 204
Galactic Oddities and Fringe Dwellers 206

CRATES OF KRAYTS
Introduction 207
Adventure Summary 208
Getting the Player Characters Involved 208
Prior to Play 208
Episode I: Vapor Station 209
Landing Bay 210
Episode II: Nar Shaddaa 211
Local Scum 211
Investigating Greentop Tower 212
Pursuing Leads 213
To TechTank 214
Episode III: TechTank 215
Cordol's Chain Attack 216
Escape 219
Epilogue 219

INTRODUCTION

A long time ago, in a galaxy far, far away....

WELCOME TO THE STAR WARS: EDGE OF THE EMPIRE BETA PLAYTEST

The *Star Wars* Roleplaying Game development team welcomes you to the *Star Wars: Edge of the Empire* Beta Playtest. For over three decades, the *Star Wars* universe has inspired the imaginations and captured the hearts of generations of fans. Now, we invite you to indulge your creativity and lose yourselves in the fantastic world of the *Star Wars* Roleplaying experience.

To encapsulate the operatic grandeur of the *Star Wars* universe, the *Star Wars* Roleplaying Game will be presented in three epic installments. These take place during the height of the Rebel Alliance's struggle against the Galactic Empire. *Star Wars: Edge of the Empire* is the first of these installments, focusing on the fringes of society, on the scum and villainy of the galaxy and the explorers and colonists of the Outer Rim. In this game, players take on the roles of hard-hearted bounty hunters, roguish scoundrels, charming smugglers, or fearless explorers trying to survive and thrive on the edges of civilization. In the second installment, *Star Wars: Age of Rebellion*, the players take the fight to the opressive Galactic Empire as cunning spies, cocky pilots, and dedicated soldiers in the Rebel Alliance. Finally, in *Star Wars: Force and Destiny*, the players become figures of legend; the last surviving Force users in the galaxy. Hunted by the Empire, they must stay alive, and more importantly, stay true to the ideals of their forebearers—the fabled Jedi. Each of these independent game lines stands alone as a unique gaming experience while fully integrating with the others to form a single unified system.

We here on the development team invite you to join us in the process of creating the best *Star Wars* Roleplaying experience possible. This Beta Playtest is a complete game that provides Players and Game Masters with all the tools they need to play countless games of *Edge of the Empire*. However, it is important to note that many of the elements in this beta are not representative of the final product. Much of the art and background material has been removed to provide a more concise playtesting experience.

There are two main methods for you to submit your feedback. First, we have a public forum on the FFG website www.fantasyflightgames.com/edgeoftheempirebeta. You can use this board to discuss the beta test with the other people involved, post questions and feedback, and get news updates from the *Star Wars* Roleplaying Game team. Second, you can submit any specific reports or feedback directly to the development team at the beta test e-mail address (edgeoftheempirebeta@fantasyflightgames.com). When submitting your feedback via e-mail, it is most helpful to us if you consolidate all of your questions and comments into a single document for your entire group, waiting to send it in until you have collected all feedback into a single document. This will help the development team here more easily organize and process all of your comments.

We would like to include a note as to what constitutes useful feedback. The sort of information that is most useful to us is specific, well thought out, and concise. Good feedback states the issue at hand and accurately cites page numbers and rules contradictions therein. We are primarily concerned with issues that affect gameplay, such as missing rules entries, examples that are inconsistent with the rules text, and balance or clarity issues.. We will be adding weekly updates to our website as the testing progresses.

To close,, we would like to extend our sincerest thanks to you for your enthusiasm and your diligence during this Beta Playtest. Your feedback is incredibly valuable to us and we thank you for helping us in making this game the best it can possibly be. We hope you enjoy this document and have many great adventures in *Star Wars: Edge of the Empire*. May the Force be with you.

Happy gaming,
The Star Wars Roleplaying Game Team
July, 2012

THE EDGE OF THE EMPIRE

Life isn't easy at the edge of galactic civilization. Money, food, and other necessities are often in short supply. It takes a great deal of cunning, drive, and good old fashioned luck to survive, let alone get ahead in life. Many beings living on the fringes of the civilized galaxy have nowhere left to turn but themselves and their closest friends. They live through grit, determination, exploration, and often illicit or dangerous activities.

IT TAKES ALL KINDS

Fringers find themselves in this lifestyle for a number of reasons. They come from enslaved worlds and poverty stricken planets scattered across the galaxy. On the run from Imperial authorities they escape the glitzy, glamorous worlds in the galactic core for planets in the Outer Rim. Some have even served the Empire or the Rebel Alliance before ending up in the underworld. Many others, however, simply find themselves living on the edges of society far from civilization. In fact, the only thing these men and women truly have in common is the drive it takes to break out of their circumstances.

This motivation defines a fringer. This sense of purpose is the catalyst for everything fringers do to make a difference in their own lives or the lives of the people around them. The activities they participate in, whether criminal or not, are simply a means to an end, whatever that end may be.

CAREER OPPORTUNITIES

Nearly endless opportunities exist for those affiliated with the underworld. Cargo needs to be smuggled past Imperial and planetary authorities. Dangerous criminals and renegades need to be caught. Covert and dangerous missions need to be accomplished. Starships need to be modified, databases hacked, and credits stolen. Across the vast, uncharted regions of space, countless worlds and new hyperspace routes wait to be explored.

Smugglers run goods past Imperial and planetary authorities through a series of specialized hyperlanes that stretch all across the galaxy. They transport everything from weapons, chak-root, food and water, medical supplies, spice, and in some rare cases, diplomats, criminals, and even slaves.

Failure to pay debts, breaking Imperial or planetary laws, or escaping a prison sentence are just a few reasons why someone could end up with a price on his head. Specialized guilds of trackers collect these bounties and distribute them amongst their members. For enough credits, some bounty hunters are even willing to execute their targets on behalf of their employers.

When force is required, clients come to the underworld in search of mercenaries. Whether former soldiers of the Imperial army, veterans of the Clone Wars, or self-trained guns for hire, those with the ability and willingness to use force are always in high demand.

Vast resources have yet to be discovered in the uncharted regions of space. Greedy corporations and other nefarious agencies seek out explorers to search these areas of the galaxy for anything that might increase their profit margins. Other times, organizations hire explorers to seek out new worlds for secret installations or to chart hyperspace routes to smuggle goods or soldiers under the ever-watchful eye of Imperial authority.

There are times when acquiring the services of qualified technicians through official channels may risk too much exposure. Those in need of certain illicit devices built for them or repairs to their starships without attracting the attention of Imperial authorities often turn to the technicians found in the underworld.

On the edges of the Empire, plenty of individuals scrape out an existance on remote colony worlds and scattered outposts. Those with valuable skills in politics and leadership, medicine, or knowledge and research can be in high demand. While such aiblities may be taken for granted in regular society, in an isolated settlement they are incredibly valuable. This holds doubly true in the galaxy's criminal underworld, and such individuals can be tempted into criminal activities by the incredible rewards – and despite the incredible risks.

Of course, criminals are not the only ones lurking in the fringes of the galaxy. Many fringers are not outlaws or criminals, but have found themselves at the edges of society for idealistic reasons, or they have been forced into exile. They may be freedom fighters, merchants looking to make a little money on the side, or those who have no other choice but to hide. The debts they owe are normally quite unique, and their motivations highly focused toward a single purpose. A perilous road lies ahead of them. In many ways, such a life may even be more dangerous than that of a typical fringer.

GAME OVERVIEW

A roleplaying game—or RPG—is a cooperative storytelling experience. In *Edge of the Empire,* these stories center around fringers and other scoundrels spread across the *Star Wars* galaxy.

Unlike traditional games, there are no winners or losers in an RPG. The goal of the game is to create an interesting and unique story concerning a group of protagonists. The game—much like a good film or novel—focuses on the victories and failures of the characters as they overcome obstacles and resolve conflicts to achieve their goals. The real reward of playing the game is to have fun with friends and create a truly memorable story.

The rules presented in this book give guidelines on how to manage everything from creating characters and stories, to managing resources and action sequences. To execute the plots, characters, and conflicts of the story, each player assumes a role.

PLAYER CHARACTERS (PCS)

Player Characters are the protagonists of the story being crafted jointly by the entire group. Each player is in charge of creating his own unique character and controlling that character's actions throughout the course of the game. In essence, each player acts out how his character thinks, feels, talks, and makes decisions during an encounter, explaining the actions he may perform. Dialogue, on the other hand, is simply spoken out loud and always in character while the story is in play. The role of the Player

Character is covered in greater detail on page 8 of **Chapter 1: Playing the Game**.

GAME MASTER (GM)

The Game Master does not control a single character. Instead, he oversees the remainder of the game world, including everything but the Player Characters. He organizes the game, manages the rules, arbitrates all disputes amongst players, and creates the overall plot. The role of the Game Master is covered in greater detail on page 8 of **Chapter 1: Playing the Game** and in **Chapter 9: The Game Master**.

PLAYING THE GAME

Although a roleplaying game is cooperative and narrative, there are still rules that govern how the game functions. These rules allow players to determine which tasks succeed and which tasks fail. *Edge of the Empire* has rules that govern situations from flying a freighter to studying ancient ruins, and from negotiating a new trade deal to shooting a Stormtrooper. These rules are covered thoroughly in this book.

CORE RULEBOOK CHAPTERS

The following is a brief overview of the chapters of *Edge of the Empire* that are included in this *Beta Playtest*, describing the broad composition of each chapter.

CHAPTER 1: PLAYING THE GAME
This chapter covers all the core game mechanics.

CHAPTER 2: CREATING A CHARACTER
This section takes players through the process of character creation.

CHAPTER 3: SKILLS
This chapter gives detailed information about skils, what they are used for during gameplay, and possible interpretations of the results when rolling for a particular skill.

CHAPTER 4: TALENTS
This chapter gives detailed information about talents and how they are used during gameplay.

CHAPTER 5: GEAR AND EQUIPMENT
This section covers much of the weapons, armor, gear, and economy of *Edge of the Empire*.

CHAPTER 6: CONFLICT AND COMBAT
This chapter covers all the rules for running effective and memorable combat sequences in a story.

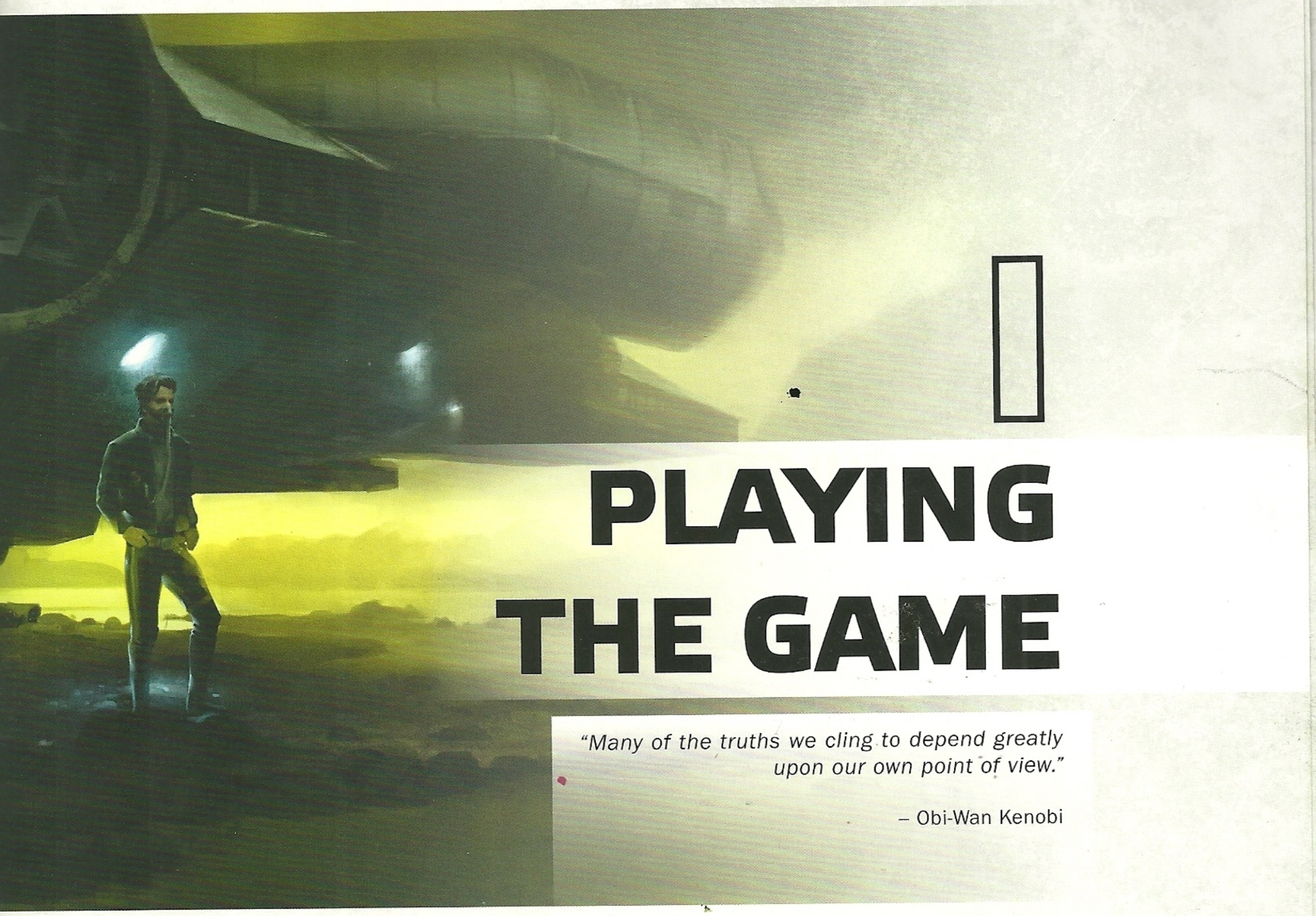
CHAPTER 7: STARSHIPS AND VEHICLES
This chapter handles the rules for piloting and using starships and vehicles, and the specific rules governing starship and vehicle combat.

CHAPTER 8: THE FORCE
This chapter details the basic rules for Force sensitive characters and available Force powers.

CHAPTER 9: THE GAME MASTER
This chapter covers the role of the Game Master and presents useful information for running *Star Wars: Edge of the Empire* campaigns.

CHAPTER 10: ADVERSARIES
This section includes a number of key adversaries fringers may encounter during their travels throughout the galaxy.

CHAPTER 11: CRATES OF KRAYTS
An adventure is attached to the end of the book to get players involved in the action. GMs should read over the adventure a few times to get a sense of the story, the major NPCs, and the key moments in it. Players should not read the adventure, as it will spoil play for everyone involved in the game.



1 PLAYING THE GAME

"Many of the truths we cling to depend greatly upon our own point of view."

– Obi-Wan Kenobi

The *Edge of the Empire* Roleplaying Game focuses on the grim and gritty portions of the *Star Wars* universe. Characters exist in places where morality is gray and nothing is certain, highlighting those who live on the fringes of both the galaxy and its society. In an *Edge of the Empire* campaign, bounty hunters, smugglers, mercenaries, and explorers not only rub elbows with doctors, politicians, and scholars, but also find themselves thrust into adventures together with them.

During these adventures, the characters will often find themselves facing any number of challenges, from repairing their damaged starship or slicing their way past a security panel to exchanging blaster fire with hired gunmen out to collect a bounty. The characters must rely on their innate abilities, trained skills, and special talents to survive. This section provides a broad overview of the basics of *Edge of the Empire*.

First, "The Basics" explains the people and items required to play the game. Next, a brief example of play provides a look at what might take place during a session of *Edge of the Empire*. Many of the game terms and mechanics found in the example of play are then discussed in a section that explores the game's core mechanic and special dice. The section ends with a discussion of some fundamental rules and guidelines, as well as the general makeup of characters found in *Edge of the Empire*.

THE BASICS - WHAT PLAYERS NEED TO PLAY

Beginning an *Edge of the Empire* game requires very few materials. Besides at least one copy of this rulebook, players will need pencils or pens and sheets of paper on which to write up their characters. Alternatively, the players can use the character sheets provided in this book on pages 223-224 The group will also need access to one or more standard 10-sided dice. Two dice per player is recommended.

The players and GM will need a set of the special custom dice designed specifically to manage the unique task resolution system used in the game. The dice are described in detail later in this chapter. While they are not available for sale concurrent with the Beta Playtest, they will be available at local hobby game retailers as well as the online store at www.fantasyflightgames.com/edgeoftheempirebeta. In the mean time, there is an application for iOS and Android that simulates these dice; more information on this application is available at www.fantasyflightgames.com/edgeoftheempirebeta. Players are also encouraged to make their own set of custom dice. However, if this is not an option, **Table 1-1** on page 12 shows how players can use standard 6-sided, 8-sided, and 12-sided dice, which are readily found at most hobby game retailers.

THE PLAYER CHARACTERS (THE PCS)

In *Edge of the Empire*, each player creates his own unique character. It is this character who embarks on adventures and becomes one of the protagonists of the story, alongside the other players' characters. Collectively, these characters are called Player Characters or "PCs" for short. These Player Characters are cut from the same cloth as other memorable characters found in the *Star Wars* universe—tough, savvy, resourceful, and powerful people who are destined to make an impact on the galaxy. However, the PCs are also distinct from the common masses. In general, the PCs have special qualities or abilities that set them apart and make them unique. PCs are generally well trained in their field, highly capable, and often have access to a variety of resources. This distinction is what allows the PCs to face the dangers that abound in an *Edge of the Empire* campaign.

Players will ultimately have to make a number of choices that can dramatically affect the outcome of the story. Since a character is not the only protagonist, players have to work with each other and the Game Master to create the story through a collaborative effort.

The reward of being a player is to discover the mysteries of the story through the course of the game. Over time, these characters suffer tremendous defeats and glorious victories. They grow from their experiences, perfecting their skills and abilities to face new perils. These factors often make a roleplaying games a memorable experience for players long after the game is over.

THE GAME MASTER (THE GM)

The Game Master (often abbreviated as "GM") is the player who sets the scenes, advances the storyline, and adjudicates the rules in an *Edge of the Empire* game. The GM also controls the vast cast of characters known as Non-Player Characters (NPCs). Anyone the Player Characters meet and interact with, from a common junkyard vendor to a high ranking public official, is managed by the GM. Ultimately, the GM provides the backdrop and framework for the adventure, adding details as events unfold and the PCs make decisions that impact the story.

Non-Player Characters (or NPCs) are the characters the GM controls throughout the course of the story. They range from characters as insignificant as security guards, bartenders, merchants, and other civilians, to full blown villains, antagonists, and allies the PCs meet during the course of the story. The GM assumes the role of each NPC in the exact same way a player assumes the role of his character. He is in charge of acting out the character, describing what he does in a scene, making the necessary choices, and communicating—in character—during dialogue sequences.

The GM is not the PC's adversary. The GM is not playing "against" the other players. Rather, the GM is a guide and resource to help explain the "who, what, where, and why" of the people, places, and events the PCs encounter. Ideally, the GM works with the other players to develop and resolve the story. While it is true that the GM sets the characters up to fight against opponents and may place them in dangerous situations, the goal is for the GM to provide interesting encounters, keep the players motivated, and help the story flow as smoothly as possible.

Remember, since *Edge of the Empire* relies on narrative and interpretive game play, all of the players work together to evaluate results and describe how the story unfolds. The GM just has the additional responsibilities of managing the NPCs, helping resolve disputes, and establishing how the game rules are applied. Ultimately, the GM's word is final. If the GM makes a ruling, the other players should accept it and keep the story moving.

NARRATIVE PLAY

Edge of the Empire asks the players to step into their characters' roles and use dramatic narrative to describe events and advance the story. While this rulebook provides specific rules on how to resolve actions, the game relies heavily on both the Game Master and the players to use their imaginations—tempered with common sense—to explain what happens.

In *Edge of the Empire*, combat, placement of characters, and other situations are represented in an abstract fashion. This level of abstraction allows the game to keep the focus on the characters and their actions, rather than measurements, statistics, or minutiae. Rather than taking a ruler and measuring the distance between characters on a map, it is preferable for a player to simply state: "I'm ducking behind the computer console to get some cover while I return fire." That sort of description paints a much better picture of the action taking place.

Resolving actions also has a narrative element. *Edge of the Empire* utilizes a unique system of dice to determine if a given task succeeds or fails. However, the dice provide far more than a simple pass/fail result. The combination of dice types and symbols are all resources the players can use to help tell the story and add depth to the scene. The variety of results allows for interesting and compelling encounters. It is possible for a character to fail at a task, but still receive some benefit or find a brief respite. Likewise, a character may succeed at a task but at a certain cost, or with unforeseen complications.

THE CORE MECHANIC

The core mechanic of the game revolves around the skill check. The skill check determines whether specific actions performed by characters succeed or fail, and any consequences that may accompany that success or failure. This core mechanic in *Edge of the Empire* is quite simple, and can be broken into two key elements:

1. Roll a pool of dice
2. After all other factors, if there is at least one Success symbol, the task succeeds.

The first element involves rolling a pool of dice. When a character wishes to attempt an action, a dice pool must be assembled. The number and type of dice are influenced by several factors, such as the character's innate abilities, skill training, equipment, and the inherent difficulty of the task being attempted. The GM may decide that the environment or the situation warrants certain dice as well—repairing a starship with ample time and the proper tools is one thing, but attempting repairs in the pouring rain, without tools, while under a hail of blaster fire is quite different. Once all the necessary dice have been assembled, the player attempting the task rolls all of the dice in his pool.

The second element involves interpreting the results on the dice. The players look at the symbols on the face-up sides of each die. Certain symbols work in pairs, one type canceling out another. Other symbols are not canceled, and their effects are applied regardless of the outcome of the task. After comparing the first set of paired symbols—Success and Failure—the players can determine if the task succeeds. Then they compare the second set of symbols—Advantage and Threat—to determine if there are any beneficial side effects or negative consequences. Finally, any other symbols are resolved to add the last details to the outcome.

This core mechanic forms the foundation of the game. Other rules and effects either modify or interact with one of these two fundamental elements—the pool of dice being assembled or the results on the dice after they are rolled.

THE DICE

This section takes a closer look at the special dice and their symbols. By understanding these dice and symbols, players will have a better understanding of the core mechanic. This section also discusses how to assemble a dice pool, and when to introduce extra dice based on the circumstances.

When a character makes a skill check in *Edge of the Empire,* the dice allow the players to quickly determine success and failure, as well as magnitude and narrative implications of each task. To accomplish this, *Edge of the Empire* uses seven different types of dice. Each die has a specific function and purpose. The dice differ significantly. Each die face is either blank, or features one or more symbols that represent various positive or negative effects.

A typical dice pool generally ranges from five to eight dice. This size pool covers the majority of situations. Especially difficult, complex, or epic situations may include more dice, while mundane situations may involve fewer dice. Dice pools are generally not assembled or rolled for tasks so trivial that success is guaranteed. The impact of generating and rolling a dice pool is best used with important tasks that can influence the story.

Dice can be divided into three categories. The first type features dice that possess symbols beneficial to success and accomplishing tasks. The second type is comprised of dice which possess symbols that cancel those beneficial symbols and hinder the accomplishment of tasks. The third type of die is the Force die, which is used slightly differently than the other dice.

Boost, Ability, and Proficiency dice are the beneficial, positive dice. Setback, Difficulty, and Challenge dice are the negative, disruptive dice. Force dice are distinct, and while used for a number of situations, Force dice are generally not used in a standard skill check.

POSITIVE DICE

There are three types of positive dice which provide symbols that improve the odds of successfully completing a task or achieving beneficial side effects.

ABILITY DICE



Ability is represented with green eight-sided dice. Ability dice form the basis of most dice pools rolled by the players. They represent the character's aptitude or skill used when attempting a skill check. These dice possess positive, beneficial symbols. Ability dice are opposed by Difficulty dice. Ability dice are represented by ◆ in text.

PROFICIENCY DICE



Proficiency is represented with yellow twelve-sided dice. Proficiency dice represent the combination of innate ability and training. They are most often used when a character is attempting a skill check using a skill he has trained. Proficiency dice can also be added to a pool by investing a Destiny Point into an important skill check. These dice possess a greater likelihood of success, and are the only die that feature the potent Triumph symbol (see page 11). Proficiency dice are the upgraded version of Ability dice (for more on upgrades, see page 17). Proficiency dice are represented by ⬡ in text.

POSITIVE DICE COME FROM	NEGATIVE DICE COME FROM
The skill used to accomplish a task	The difficulty of the task attempted
The characteristic being applied	An opponent's special abilities, skills, or characteristics
An applicable talent or special ability	Opposing forces at work
Equipment or gear being used by the character	Inclement weather or environmental effects
The use of Light Destiny Points	The use of Dark Destiny Points
Tactical or situational advantages	Tactical or situational disadvantages
Other advantages, as determined by GM	Other disadvantages, as determined by the GM

BOOST DICE



Special advantages, or "boosts," are represented with light blue six-sided dice. Boost dice represent benefits gained through situation and circumstance, as well as advantageous actions taken by the characters. They can be added to a pool for a wide variety of reasons. Boost dice are most often used to reflect the character gaining some sort of benefit or advantage, such as having ample time to complete the task or having the right equipment. Boost dice and Setback dice are mirror opposites of each other. Boost dice are represented by □ in text.

NEGATIVE DICE

There are three types of negative dice, which impose symbols that undermine success or introduce unwanted complications.

DIFFICULTY DICE



Difficulty is represented with purple eight-sided dice. Difficulty dice represent the inherent challenge or complexity of a particular task a character is attempting. In simplest terms, the more Difficulty dice in a dice pool, the more challenging it is to succeed. Difficulty dice possess negative, harmful symbols that cancel out the positive, beneficial symbols found on Ability, Boost, and Proficiency dice. Difficulty dice oppose Ability dice. Difficulty dice are represented by ◆ in text.

CHALLENGE DICE



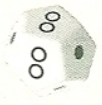
Challenge is represented with red twelve-sided dice. Challenge dice represent the most extreme adversity and opposition. These dice may be featured in place of Difficulty dice during particularly daunting challenges posed by trained, elite, or prepared opponents. Challenge dice can also be added to a pool by investing a Destiny Point into an important skill check. These dice feature primarily negative, obstructive results, such as Threats and Failures, but the Challenge die also features the potent Despair result (see page 11). Challenge dice are the upgraded version of Difficulty dice (for more on upgrades, see page 17). Challence dice are represented by ⬢ in text.

SETBACK DICE



Certain complications, or "setbacks," are represented with black six-sided dice. Setback dice represent problems or minor obstacles during task resolution. Setback dice are often used to represent relatively minor effects that impair or hinder a character, such as poor lighting, obstructive terrain, insufficient resources, or facing a hungry rancor instead of an old, decrepit one. Setback dice are not as potent as Difficulty dice, and are added to represent additional circumstances and environmental effects that would not in and of themselves increase the base difficulty of the task. Setback dice and Boost dice are mirror opposites of each other. Setback dice are represented by ■ in text.

FORCE DICE



The Force is abstracted using white twelve-sided dice. These Force dice represent the power and pervasiveness of the Force, and are generally only used in dice pools by characters (or creatures) with Force Sensitivity, or under special circumstances. One of these special cases is when the players generate their starting Destiny pool at the beginning of a session (see Destiny Points, page 22).

Unlike the other dice used for task resolution, which generate results that impact success and failure or magnitude and complication, the Force dice generate resources. Each die features both dark side and light side points. There are no blank sides on the Force die. When players roll Force dice, they always generate a number of resources—but the resources may be dark side, light side, or a mix of both.

Force dice are represented by ⎔ in text. See **Chapter 8: The Force** for more information on using Force dice.

POSITIVE DICE AND NEGATIVE DICE

Each dice pool is made up of a number of dice from several different sources. Essentially, these dice pools are comprised of "positive dice" and "negative dice."

Positive dice are added to the pool to help accomplish a task or achieve beneficial side effects. These may reflect an innate talent or ability, special training, superior resources, or other advantages applied to the specific task. Negative dice are added to the pool to hinder or disrupt a task or to introduce the possibility of complicating side effects. These may reflect the inherent difficulty of the task, obstacles, additional risks, or the efforts of another character to thwart the task.

TEN-SIDED DICE



In addition to the custom dice described above, the game also uses standard ten-sided dice. These dice are often abbreviated as "d10" when rolled by themselves. Many standard d10s feature a "zero" on one side. If this side is rolled, it is counted as "10." This allows the d10 to generate any number between 1 and 10.

In *Edge of the Empire*, a more common roll using d10s is called the **percentile roll**. When making a percentile roll, the player rolls two dice, designating one die as the tens' digit, and the other die as the ones' digit. A result of zero on either die is counted as a zero for its respective digit. A result of "0" on both dice indicates a roll of 100. The percentile roll is abbreviated as d00, and is used most often as a randomizer, generating a number between 1 and 100. Percentile rolls are used to generate numbers to find results on lookup tables, such as the severity of a Critical Injury effect, or to determine whether or not a character's outstanding Obligations come into play.

Example: *David's character inflicts a Critical Injury on a feral Gundark. David rolls percentiles to determine how severe the critical injury is. He chooses one green d10 and one blue d10. He designates the green die as the tens digit. After rolling the dice, the green die shows a 4 and the blue die a 7. The percentile roll is read as 47. If the green die showed a zero instead, the percentile roll would be read as 7 (zero-seven).*

DICE SYMBOLS & RESULTS

The dice used in *Edge of the Empire* feature a number of unique symbols used to determine success and failure, as well as additional context and consequences during task resolution. Understanding these symbols allows the players to more fully contribute to the story, generating memorable details and describing cinematic actions over the course of their adventures. This section introduces and defines the different symbols, anda also describes how they can be used in play.

Just like dice, symbols can broadly be classified into several categories. The three categories of symbols are positive results, negative results, and Force resources.

POSITIVE RESULTS

There are three positive symbols found on the task resolution dice. These results are Advantage, Success, and Triumph.

SUCCESS

Success symbols (✲) are critical for determining whether a skill check succeeds or fails. Success is undermined by Failure. Mechanically, one Success symbol (✲) is cancelled by one Failure symbol (▼). Based on the core mechanic, if there is at least one Success symbol remaining in the pool after all cancellations, the skill check succeeds. In *Edge of the Empire*, Success symbols (✲) can also influence the magnitude of the outcome. For example, in combat, each Success symbol is added to the damage inflicted to the target. Generating four net Successes would inflict four additional damage.

Success symbols appear on ◆, □, and ⬡ dice.

ADVANTAGE

The Advantage symbol (☋) indicates an opportunity for a positive consequence or side effect, regardless of the task's success or failure. Some examples of these positive side effects could include slicing a computer in far less time than anticipated, finding an opening during a firefight to duck back into cover, or recovering from strain during a stressful situation.

It is possible for a task to fail while generating a number of Advantages, allowing something good to come out of the failure. Likewise, Advantages can occur alongside success, allowing for some significantly positive outcomes. It is important to remember that Advantage symbols do not directly impact success or failure, only the result's magnitude or potential side effects. Advantage is canceled by Threat. Each Threat symbol (۞) cancels one Advantage symbol (☋).

Characters can use Advantage results in a wide variety of ways—this is known as "taking the Advantage." If a skill check generates one or more net Advantage symbols (☋), the player can spend that Advantage to apply one or more special side effects. This could include triggering a Critical Hit, activating a weapon's special quality, recovering strain, or even performing additional maneuvers. The applications of Advantage are covered in more detail on page 19.

Advantage symbols appear on ◆, □, and ⬡ dice.

TRIUMPH

The Triumph symbol (⊛) is a powerful result, indicating a significant boon or beneficial outcome. Each Triumph symbol provides two effects:

First, each Triumph symbol (⊛) also counts as one Success symbol (✲), in every means previously defined as a Success. This means the Success portion of a Triumph symbol could potentially be canceled by Failure symbols generated during the same skill check.

Secondly, each Triumph symbol (⊛) can be used to trigger incredibly potent effects. Two common uses are to use a Triumph symbol (⊛) to automatically trigger a Critical Injury with a successful attack, or to activate a weapon's special quality—effects that usually require multiple Advantage symbols (☋) to activate. Triumphs can be used to activate other potent effects as well, including effects above and beyond those triggered by Advantage. These effects may be defined by the environment, a piece of equipment, a special character ability, or set by the GM. See page 19 for more information on using Triumph symbol (⊛) to trigger effects.

Players gain both effects with each Triumph symbol; they do not have to choose between the Success or the special effect trigger. The Success aspect of the Triumph symbol (⊛) can be cancelled by a Failure symbol (▼) as usual, however the second aspect of the Triumph symbol (⊛) result cannot be canceled. Multiple Triumph symbols (⊛) are cumulative—each Triumph adds one Success, and each can be used to generate its own special effect.

The Triumph symbol only appears on the ⬡ die.

TABLE 1-1: USING STANDARD DICE IN EDGE OF THE EMPIRE

When playing *Edge of the Empire,* the GM and players ideally have access to a full complement of the special dice described here. However, there may be times when the dice are not available. This should not stop the game from continuing. Players may use several standard 6-sided, 8-sided, and 12-sided dice to generate the results found on the custom dice by using the chart below. Players simply convert the numerical results generated to symbols used in the game.

DIE TYPE	1	2	3	4	5	6	7	8	9	10	11	12
Boost Die (d6)	Blank	Blank	Success Advantage	Advantage	Success	Success						
Setback Die (d6)	Blank	Blank	Failure	Failure	Threat	Threat						
Ability Die (d8)	Blank	Success	Success	Success Success	Advantage	Advantage	Success Advantage	Advantage Advantage				
Difficulty Die (d8)	Blank	Failure	Failure Failure	Threat	Threat	Threat	Threat Threat	Failure Threat				
Proficiency Die (d12)	Blank	Success	Success	Success Success	Success Success	Advantage	Success Advantage	Success Advantage	Success Advantage	Advantage Advantage	Advantage Advantage	Triumph
Challenge Die (d12)	Blank	Failure	Failure	Failure Failure	Failure Failure	Threat	Threat	Failure Threat	Failure Threat	Threat Threat	Threat Threat	Despair
Force Die (d12)	Light Side	Light Side	Light Side	Light Side	Light Side	Light Side	Light Side Light Side	Dark Side	Dark Side	Dark Side Dark Side	Dark Side Dark Side	Dark Side Dark Side

NEGATIVE RESULTS

There are three negative symbols found on the task resolution dice. These results are Threat, Failure, and Despair.

FAILURE

Failure symbols (Failure) are critical for determining whether a skill check succeeds or fails. Failure undermines Success. Mechanically, one Failure symbol (Failure) cancels one Success symbol (Success). Based on the core mechanic, if there is at least one Success symbol (Success) remaining in the pool after all cancellations, the skill check succeeds. Fortunately for characters, multiple net Failure symbols (Failure) do not influence the magnitude of the failure.

Failure symbols appear on ■, ◆, and ⬣ dice.

THREAT

The Threat symbol (Threat) is fuel for negative consequences or side effects, regardless of the task's success or failure. Some examples of these negative side effects could include taking far longer than expected to slice a computer terminal, leaving an opening during a firefight which allows an enemy to duck into cover, or suffering additional strain during a stressful situation.

It is possible for a task to succeed while generating a number of Threats, tainting or diminishing the impact of the success. Likewise, Threats can occur alongside failure, creating the possibility for significantly dire outcomes. It is important to remember that Threat symbols (Threat) do not directly impact success or failure, only the result's magnitude or potential side effects. Threat cancels Advantage. Each Threat symbol (Threat) cancels one Advantage symbol (Advantage).

The GM generally resolves Threat effects. There are a wide variety of possible effects that Threat can trigger. If a skill check generates one or more net Threat symbols, the GM generally applies one or more special side effects. This could include being knocked prone, losing the advantage of cover, taking more time than anticipated, suffering strain during a normally routine action, or potentially allowing an enemy to perform a maneuver. The applications of Threat are covered in more detail on page 19.

Threat symbols appear on ■, ◆, and ⬣ dice.

DESPAIR

The Despair symbol (Despair) is a powerful result, indicating a significant bane or detrimental outcome. Each Despair symbol imposes two effects:

First, each Despair symbol (Despair) also counts as one Failure symbol (Failure) in every means previously defined as a Failure. This means the Failure portion of a Despair symbol could potentially be canceled by Success symbols (Success) generated during the same skill check.

Secondly, each Despair symbol (Despair) can be used to trigger potent negative effects. A Despair symbol (Despair) could be used to indicate a weapon has jammed, or run out of ammunition or energy cells. Despair can activate other potent effects as well, including effects above and beyond those triggered by Threats. These effects may be defined by the environment, an adversary, a special character ability, or set by the GM. See page 19 for more information on using Despair symbols (Despair) to trigger effects.

Players suffer both effects with each Despair symbol; they do not get to choose between the Failure or the special effect trigger. The Failure aspect of the Despair symbol (Despair) can be cancelled by a Success symbol (Success) as usual, however the second aspect of the Despair symbol (Despair) result cannot be cancelled. Multiple Despair symbols (Despair) are cumulative—each Despair imposes one Failure, and each can be used to generate its own special effect.

The Despair symbol only appears on the ⬣ die.

FORCE RESOURCES

The final category of dice symbols represents resources generated by Force dice. There are two types of resources: light side Force points and dark side Force points. Force sensitive characters can use these resources to help fuel special abilities, such as telekinesis or precognitive combat awareness. Powerful Force users like Jedi use Force dice frequently, and struggle with the balance of the light and dark sides of the Force.

In *Edge of the Empire*, such powerful Force users are generally quite rare. While Player Characters have the potential to be Force sensitive and gain some fledgling control of the Force, there are other uses for the Force dice besides using Force powers.

One of the most common applications of the Force dice in *Edge of the Empire* is their use to determine the group's starting pool of Destiny Points at the beginning of each session (see page 22). Otherwise, the Force dice are usually limited to those capable of using the Force as outlined by their special abilities, such as the Force Sensitivity talent.

Unlike the positive and negative dice used for pass/fail task resolution, Force dice generate resources which are spent to fuel a power's effects, such as magnitude, range, or duration. The Force die and the mechanics that govern it are very different from the core skill check mechanics of Edge of the Empire. Because of this, the use and application of the Force are discussed in greater detail in **Chapter 8: The Force**.

LIGHTS, CAMERA, ACTION!

During the course of an *Edge of the Empire* adventure, characters find themselves attempting a variety of tasks. These tasks can help resolve interactions between PCs and NPCs, keep the story moving along, or conduct a fierce firefight between the PCs and enemy mercenaries. When the outcome of a PC's task is uncertain, that character will usually need to perform a skill check to determine success or failure of a particular action. These skill checks often utilize a number of different character attributes, such as skill, special talents, and inherent ability.

The type of skill check required is determined by the GM. Once the type of check and its difficulty have been set, the player creates a pool of dice based on the different factors involved in the task. This could be a combination of many types of dice, and often varies from action to action based on the characters involved and the specific situation.

After the dice pool has been created, the player rolls all of the dice assembled. The results on these dice are evaluated. Some results cancel each other out, others are cumulative. Once all evaluations have been made, the player and GM resolve the skill check by determining the action's success or failure. They use the information from the dice results to describe the outcome of the check as well as any additional effects, complications, or surprises.

THE BASIC DICE POOL

Edge of the Empire uses a concept known as a dice pool, which is a collection of the custom dice needed for the game (see **The Dice** on page 9). While some advanced or complex actions may require a large dice pool, the basic dice pool is quite simple. The basic dice pool relies on three factors: the PC's inherent ability, any specialized training, and the difficulty of the task being attempted.

Following a look at these three factors in greater detail, this section goes on to describe assembling and resolving a basic dice pool, and discusses some additional types of dice pools and checks players may use during a game session.

CHARACTERISTICS

In *Edge of the Empire*, a character's intrinsic abilities are defined by six characteristics: Brawn, Agility, Intellect, Cunning, Willpower, and Presence.

Brawn and Agility are a measure of the character's physical abilities: his strength, flexibility, athletic prowess, skill with weapons, and general toughness. Intellect and Cunning are the character's mental abilities, reflecting his knowledge, analytical skill, cleverness, and deductive reasoning. Willpower and Presence represent the character's personality and force of spirit, such as his charisma, mental fortitude, and how well he relates to and interacts with others.

A character's species determines his starting characteristic ratings. However, each player has the opportunity to increase these default characteristics during character creation by investing a portion of his starting experience points. It is important to note that after character creation, increasing characteristics is a significant in-game

investment—something that may only happen a few times over the course of an entire campaign. Players need to think carefully about their characteristic ratings, and should consider investing a significant portion of their starting experience points in improving their characteristics (more on character creation is covered in **Chapter 2: Creating a Character**).

Although it does make sense to focus on characteristics that help the character's core skills and talents (such as a Politico character with high Presence or a Soldier with a high Brawn rating), the game system offers a great deal of flexibility. Players should consider going against the stereotypes or possibly plan ahead in anticipation of moving into other careers over the course of a campaign. For example, the player may decide that his pilot character is big and hulking, increasing the character's Brawn, thinking he might eventually become a mercenary or bounty hunter. Likewise, a slicer could be just as nimble with his body as he is with computers, with a high Agility rating, opening up the opportunity to perhaps one day become a thief or infiltration specialist.

CHARACTERISTIC RATINGS

Characteristic ratings for both PCs and NPCs generally range from one to six. Some exceptions exist, especially in powerful or unique cases—for example, a rancor likely has a Brawn rating much higher than one of the PCs. NPCs like Darth Vader, Yoda, Han Solo and other exceptional individuals from the *Star Wars* universe likely have abilities well beyond the scope of your typical starting NPC.

A typical humanoid has an average characteristic rating of 2. A rating of 1 is weak and below average. A characteristic rating of 3 or 4 is significantly above average, while ratings of 5 or 6 represent exceptional, peak performance and ability. During character creation, no characteristic can be higher than five. Once play begins, PC characteristics are capped at six. Each species has a default characteristic profile, reflecting that species' particular strengths and weaknesses. This profile is then augmented and improved during creation by investing experience points.

To find the default characteristic profiles of each playable species, see **Chapter 2: Creating a Character**. The six characteristics are defined below.

AGILITY

The Agility characteristic measures a character's manual dexterity, hand-eye coordination, and body control. Characters with a high Agility have a good sense of balance, flexibility, and deft hands. Agility is used for a number of physical skills such as Coordination and Skulduggery, and is key to ranged combat skills such as Ranged-Light and Ranged-Heavy.

BRAWN

A character's Brawn represents a blend of a character's brute power, strength, and overall toughness, as well as the ability to apply those attributes as needed. Characters with a high Brawn are physically fit and hardy, tend not to get sick often, and have strong constitutions. Brawn is used for a number of physical skills such as Athletics and Brawl. Brawn is also used to determine a character's starting wound threshold.

CUNNING

Cunning reflects how crafty, devious, clever, and creative a character can be. Characters with a high Cunning are savvy, quickly pick up on social and environmental clues, and can more readily come up with short-term plans and tactics. Cunning is used for a number of mental skills, such as Deceit, Perception, and Survival.

INTELLECT

The Intellect characteristic measures a character's intelligence, education, mental acuity, and ability to reason and rationalize. Characters with a high Intellect can extrapolate or interpolate data, can recall details and draw from previous experience, and can think of long-term strategies and envision the ramifications of present actions. Intellect is used for a number of mental skills, such as Astrogation, Computers, and all the Knowledge skills, such as Lore or Xenology.

PRESENCE

A character's Presence characteristic is a measure of his moxie, charisma, confidence, and force of personality. Characters with a high Presence make natural leaders, draw attention when they enter a room, can easily strike up a conversation with nearly anyone, and are quick to adapt to social situations. Presence is the key characteristic for interpersonal skills such as Charm and Leadership.

WILLPOWER

The Willpower characteristic reflects a character's discipline, self-control, mental fortitude, and faith. Characters with a high Willpower can withstand stress and fatigue, remain composed during chaotic situations, and exert influence over the weaker-willed. Willpower is used for a number of skills, such as Coerce and Vigilance. Willpower is also used to determine a character's starting strain threshold.

CHARACTERISTICS IN PLAY

Different careers and professions rely on different characteristics more than others. Characteristics also influence skills, a wide variety of character abilities, and some derived statistics. For example, in addition to being used for Athletics and Melee combat skill checks, Brawn is used to determine a character's starting wound threshold and forms the basis of a character's Soak value.

As mentioned previously, characteristics are one of the three determining factors when a player creates a dice pool to perform a check (the other factors being skill training and task difficulty). See page 16 for more information about dice pools.

SKILLS & TRAINING

While characteristics are extremely important and create the foundation of a character's abilities, skills and specialized training are also key components of a character's makeup. Skills represent the character's training or experience in performing specific tasks and actions. Although a character can attempt almost anything without the proper training or skill, he will be far more effective and capable if he is skilled at performing the task at hand.

Skills represent specific training, hands-on experience, or focused knowledge in a certain area. Each skill is linked to a specific characteristic, the default ability a character uses when performing a task with that skill. For example, the Athletics skill is based on Brawn, Deceit relies on Cunning, and Lore uses Intellect. The proper skill training can compensate for a low characteristic rating. However, the most proficient characters are those who have both the proper training and a strong linked characteristic.

A character's career choice provides career skills. Characters start out with training, or "ranks," in some of their career skills. Over the course of a campaign, a character can learn and improve any skills he chooses—however, improving career skills costs fewer experience points than enhancing skills outside his current career.

For a more in-depth look at skills and their application, see **Chapter 3: Skills**.

DIFFICULTY

The third factor in defining a dice pool (in addition to a characteristic and related skill) is the difficulty of the task being attempted. The characteristic and skill ranks add positive dice to the dice pool. Difficulty adds negative dice, which make success more challenging. In addition to the task's inherent difficulty, other dice may be added to reflect additional complications based on the environment or specific situation.

While the characteristic and related skill training are defined by the character attempting the task, the difficulty of a task is set by the GM. There are six basic difficulty levels (see **Never Tell Me the Odds** on page 16 for an optional seventh difficulty level). Some modifiers or situations may warrant checks higher than Formidable, based on the GM's discretion.

In addition to providing a general classification that describes a task's inherent challenge, the difficulty level also indicates how many purple Difficulty dice are added to the dice pool when a character attempts that particular task. A task performed against a set difficulty level is referred to as a standard check.

When a character wants to attempt some sort of action that might have a chance of failure, the player makes a skill check. The skill check uses the appropriate characteristic of the character—Brawn for breaking down doors, Intellect for recalling facts, or Presence for convincing a guard to let the character get past, for example. Skill checks also rely on one of the character's skills—Athletics to break down that door, a Knowledge skill for those facts, or Charm to convince that guard.

There are two sides to every basic dice pool: the side the character contributes (in the form of Ability dice [◆] and Proficiency dice [⬢]) and the side the GM contributes (in the form of Difficulty dice [◆], Challenge dice [⬢], Boost dice [□], and Setback dice [■]). Additional factors may modify the number and type of dice for a check. When building a dice pool, every aspect of both the character's and GM's contributing dice should be explained and defined before the roll is made. The GM sets the difficulty level of the task once prior to the roll. After creating the base dice pool, either side may have the opportunity to upgrade dice.

DEFINING TASK DIFFICULTY

When used to describe the difficulty of checks or tasks, difficulty levels are represented using one of the defined difficulty labels, followed by the number of Difficulty dice added to the dice pool in parentheses. For example, a player might face an **Easy (◆) Perception check** or a **Hard (◆◆◆) Mechanics check**. More detailed examples of each difficulty level are provided here to give players a clear idea of what the different levels represent.

SIMPLE TASKS

A simple task is something so basic and routine that the outcome is rarely in doubt. Success is assumed for the majority of simple tasks. If failure is virtually impossible, the task should not even require a check—the GM may simply state the proposed action succeeds. If circumstances make the outcome uncertain, then a simple task may require a roll. This is generally only the case if one or more Setback dice are introduced, such as Setback dice added from injuries, the environment, or opposition.

A simple task adds no Difficulty dice to the skill check's dice pool.

TABLE 1–2: DIFFICULTY LEVELS

DIFFICULTY	DICE	EXAMPLE
Simple	–	Routine, with the outcome rarely in question. Usually not rolled unless the GM wishes to know the possible magnitude of success, or Setback dice indicate the possibility of complications.
Easy	◆	Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at close range.
Average	◆◆	Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range or trying to strike a target while engaged.
Hard	◆◆◆	Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting at a target at long range.
Daunting	◆◆◆◆	Picking an exceptionally sophisticated lock, performing surgery or grafting implants, find food and shelter on a barren desert planet, shooting at a target at extreme range.
Formidable	◆◆◆◆◆	Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without breathable atmosphere.

EASY TASKS
An easy task represents something that should pose little challenge to most characters, but something could go wrong, and failure is still possible. A typical character with the proper training, resources, and the right tools for the situation should reasonably expect to succeed at most easy tasks he attempts. Often, the magnitude or potential side effects are more uncertain than the success itself.

An easy task adds one Difficulty die (◆) to the skill check's dice pool.

AVERAGE TASKS
An average task represents a routine action where success is common enough to be expected, but failure is not surprising. A typical character with the proper training, resources, and the right approach to the situation should reasonably expect to succeed at average tasks slightly more often than he fails.

An average task adds two Difficulty dice (◆◆) to the skill check's dice pool.

HARD TASKS
A hard task is much more demanding of a character. Success is certainly feasible, but failure is far from surprising. A typical character with the proper training, resources, and the right tools for the situation should accept that he might fail at hard tasks more often than he succeeds—especially without Destiny or other advantages on his side.

A hard task adds three Difficulty dice (◆◆◆) to the skill check's dice pool.

DAUNTING TASKS
A daunting task taxes a character and may push him to his limits. Success may be difficult to achieve, but it is possible. A typical character with the proper training, resources, and the right tools for the situation will likely fail more often than he succeeds at daunting tasks, and he may wish to look for some advantages to aid him.

NEVER TELL ME THE ODDS

There are some situations in which the chance of success is impossibly low. In almost all cases, the GM simply states that any such check automatically fails without needing to assemble and roll a pool of dice.

However, the GM may decide to allow a PC to attempt a check where success is extremely improbable—throwing a grenade in hopes that it will put out a fire, scaling a perfectly smooth, slick wall, or using reason to calm down a rampaging rancor, for example. Allowing the PCs to make an impossible task should be relegated to critical moments in a story's arc or truly life-or-death situations only.

To prevent players from abusing these opportunities, attempting an impossible task automatically requires the player to spend one Destiny point. The player gains no benefits for doing so, beyond being able to attempt the task in the first place. He also may not spend any additional Destiny Points on the check. For simplicity, an impossible task imposes the same number of Difficulty dice as a formidable task (◆◆◆◆◆).

A daunting task adds four Difficulty dice (◆◆◆◆) to the skill check's dice pool.

FORMIDABLE TASKS
Formidable tasks seem nigh impossible. In fact, a formidable task most likely is impossible if approached casually. However, with proper planning, a well-trained and well-equipped character has a chance at success. Typical characters almost always fail formidable tasks. Even trained veterans fail formidable tasks more often then they succeed. Failure seems inevitable unless the character can apply one or more advantages, such as investing Destiny Points, or adding bonuses from specific equipment, talents, or assistance.

A formidable task adds five Difficulty dice (◆◆◆◆◆) to the skill check's dice pool.

BUILDING A BASIC DICE POOL

Now that the three primary building blocks of a skill check's dice pool have been discussed, the following section shows how the dice pool is actually assembled.

APPLYING CHARACTERISTICS & SKILLS
The active character's skill training and the skill's associated characteristic are equally important when building a dice pool. When performing a task, the GM and player determine which skill is most appropriate. This also determines which characteristic is used. For example, if the character is attempting to bypass a security terminal by slicing its alarm system, the skill check would use the Computers skill, which is linked to the Intellect characteristic. The ratings for these two attributes determine the number of Ability and/or Proficiency dice that are added to the dice pool.

Once the characteristic and skill are determined, the player can start building his dice pool. The player compares his ranks of skill training and the linked characteristic's rating.

The higher value between the two determines how many Ability dice are added to the skill check's dice pool. Then the player upgrades (see page 10) a number of those Ability dice into Proficiency dice based on the lower of the two values. If a character is unskilled (possesses no ranks) in the necessary skill, that is automatically the lower value—zero—and the character relies solely on the appropriate characteristic. (This would

also apply if the character had no ranks in the characteristic in question; however in practice it is almost impossible for a character to have no ranks in a characteristic.)

Example 1: *41-VEX, a converted protocol droid, is attempting to slice his way past the security terminal described above. This uses 41-VEX's Computers skill and Intellect rating. 41-VEX has Computers 2 and Intellect 3. His Intellect is higher, so the player begins by adding three Ability dice (◆◆◆)to his pool. His Computers skill is lower, so he upgrades that many dice (two) into Proficiency dice (⬡⬡). To attempt this action, 41-VEX starts out with three dice in his pool: ◆⬡⬡, one Ability die and two Proficiency dice.*

Example 2: *Later, Oskara the gear-head Twi'lek bounty hunter must attempt to slice past the same security terminal. Oskara is more experienced with slicing and has the skill Computers 3. However, her Intellect is only 2. Her Computers skill is higher, so the player begins by adding three Ability dice (◆◆◆) to her pool. Her Intellect rating is lower, so she upgrades that many dice (two) into Proficiency dice (⬡⬡). To attempt this action, Oskara starts out with three dice in her pool: ◆⬡⬡, one Ability die and two Proficiency dice.*

Example 3: *Finally, Lowhhrick the surly Wookiee hired gun tries to get past the same security terminal. The Wookiee has Intellect 2 but no ranks of training in Computers. His Intellect is higher, so the player begins by adding two Ability dice (◆◆) to his pool. Since he has no ranks in Computers, that value is considered zero and no Ability dice are upgraded to Proficiency dice. To attempt this action, Lowhhrick starts out with only two dice in his dice pool: ◆◆, two Ability dice.*

Note that both 41-VEX and Oskara begin with the same size and type of dice pool, despite the fact their ranks in the Computers skill and Intellect ratings are different. The system allows a character to compensate for a lack of innate ability by improving his trained skills, and vice versa.

APPLYING TASK DIFFICULTY

After determining which skill and related characteristic are required to attempt the task, the GM then chooses the level of difficulty for the task by consulting **Table 1–2: Difficulty Levels** on page 15. The difficulty level of the task determines the number of Difficulty dice that the player must add to his pool. For example, an **Average (◆◆)** skill check means the player adds two Difficulty dice to the dice pool.

In some cases, the GM may upgrade one or more of these Difficulty dice—removing them from the dice pool and replacing them with an equal number of Challenge dice. Difficulty dice are most often upgraded into Challenge dice when facing skilled opposition, particularly challenging circumstances, or when Destiny Points are invested to make a check more challenging.

After setting the difficulty level for the task, the GM adds the corresponding number of Difficulty dice to the action's dice pool. If there are no other factors influencing the outcome of the attempt, the basic dice pool is now complete and can be rolled to determine success or failure, as well as any potential side effects.

Example: *Following the examples above, the GM reviews the table of difficulty levels. He decides that this terminal is outdated and security is generally lax in this area, so he assigns a difficulty of Average (◆◆) to the task. Two Difficulty dice are added to the players' dice pools when they attempt to slice past this terminal's security.*

INCREASE, UPGRADE, OR ADD?

There may come times when the GM is unsure whether a situation should have the difficulty level increased or whether dice should be added or upgraded. The difficulty should be set based on the task itself, not on the circumstances surrounding that specific attempt at the task. In general, once set, the difficulty level remains the same, regardless of the situation in which that particular task is attempted.

Upgrading (or downgrading) dice is not usually necessary unless a specific rule or ability calls for it. These situations are defined by the individual abilities, and are generally not applied arbitrarily by the GM.

If the circumstances for this particular execution of the task are unique, then the GM may decide the task warrants the addition of Boost or Setback dice. Added dice should reflect the elements that make this attempt distinct or special. As a general rule, if the GM feels that a skill check has distinct factors that would modify the outcome, he should consider using Boost and Setback dice.

MODIFYING A DICE POOL

If there are no other influences or contributing factors that impact the outcome of a task, the dice pool can consist of dice based solely on the acting character's skill and characteristic, along with the difficulty level set by the GM. However, in a setting as diverse and action-packed as *Star Wars*, few actions occur in a vacuum. In fact, if an action is important enough to assemble and roll a dice pool, there is a good chance other factors are involved.

These other factors can affect or modify the dice pool in a number of ways. The most common ways are by adding dice, upgrading/downgrading dice, and removing dice. These modifications can be triggered by the players, the GM, or simply make sense given the environment and situation. Any number of factors can warrant modification of the dice pool, such as obstructing terrain, poor lighting, tactical advantages, time constraints, superior equipment, special talents, unlocked career abilities, investment of Destiny Points, or critical injuries. The following sections describe these modifications in more detail.

It is also important to note that when modifying a dice pool, players perform the modifications in a specific order. First, players assemble the basic pool. Then, they add additional dice. Then, they upgrade dice. Then, they downgrade dice. Finally, they remove dice.

ADDING DICE

One way to modify the basic dice is to add dice to reflect environmental conditions or various advantages and disadvantages. This is done primarily through the use of Boost and Setback dice. As a general rule, one Boost die (□) is added to the dice pool for each advantage that would help the character succeed, and one Setback die (■) is added for each disadvantage or obstacle impeding success.

UPGRADE VERSUS INCREASE

Upgrading Difficulty dice in a dice pool is different than **increasing** a skill check's difficulty. Increasing or decreasing difficulty is simply a measure of how many Difficulty dice are added to the initial dice pool, and is covered in more detail on page 16. Upgrading Difficulty dice into Challenge dice is generally triggered by a special ability or the investment of Destiny points by one of the participants.

A single Boost die (□) is often enough to represent the benefits provided by useful gear, ample time, superior position, or the element of surprise. If more than one of these advantages are applicable, the GM may allow multiple Boost dice to be added to the dice pool.

Likewise, a single Setback die (■) is usually enough to reflect the impact of detrimental or obstructing effects like poor lighting, inferior supplies, harsh environments, or outside distractions. If more than one of these disadvantages are applicable, the GM may add multiple Setback dice to the dice pool.

It is important to note that while these dice are essentially mirror opposites in their use, **Boost dice and Setback dice do not cancel each other out**. If the situation warrants the addition of two Boost dice and one Setback die, all three dice, □□■, are added to the dice pool.

Boost dice and Setback dice are a common resource all players can use to help reinforce important elements of the story. Players are encouraged to describe their actions in detail, and point out both advantages and disadvantages that may influence a particular action.

Some equipment can add Boost dice to a pool to reflect superior craftsmanship, or certain talents can allow a player to add Boost dice to a pool to reflect special training that applies to the situation. Maneuvers like aiming also allow a player to add Boost dice to a pool. Conversely, some effects specifically impose Setback dice, such as the defined effects of a Critical Injury, or a penalty for using inferior tools for a delicate task.

While the players may suggest the addition of Boost or Setback dice, the GM is the final arbiter deciding which and how many dice are added to the pool. The GM does have access to helpful guidelines when making those decisions, as well as common sense based on how the scene and action have been described. See the **Positive Dice and Negative Dice** sidebar on page 9 for examples of the types of situations that may warrant the addition of Boost or Setback dice.

Example: *In the computer terminal slicing example used previously, the scene may have been described to reflect the character attempting the task while under heavy fire from enemy forces (a disadvantage) and after suffering a broken wrist (a disadvantage). Fortunately, the character acquired a fragment of the terminal's passcode algorithms earlier (an advantage). Based on how the scene has been set up and described, the GM adds two Setback dice and one Boost die, ■■□, to the pool.*

UPGRADING AND DOWNGRADING DICE

In addition to dice being added to the pool, some game effects improve a weaker die into a more potent die, or turn a potent die into a weaker die. Improving a die is called upgrading. Weakening a die is called downgrading. Upgrading and downgrading dice most often occurs when one of the participants invests a Destiny Point into a skill check. Certain talents or special abilities also allow a character to upgrade or downgrade dice.

UPGRADING DICE

Upgrading dice is a mechanic specific to Ability dice and Difficulty dice. These are the only two types of dice that can be upgraded. When an Ability die (◆) is upgraded, it is converted into a Proficiency die (⬢). When a Difficulty die (◆) is upgraded, it is converted into a Challenge die (⬢).

When a special talent or effect calls for one or more dice to be upgraded, the player first determines how many dice are to be upgraded. Once he determines this, he removes that number of Ability dice (◆) or Difficulty dice (◆) from the pool and replaces them with an equal number of either Proficiency dice (⬢) or Challenge dice (⬢). When an effect requires a character to upgrade dice, the rules always state whether Ability dice (◆) or Difficulty dice (◆) are being upgraded.

UPGRADING MORE DICE THAN AVAILABLE

There may be situations in which a player needs to upgrade Ability dice into Proficiency dice, but there are no more Ability dice remaining in the pool. In this case, the player performs the following steps. First, he determines how many dice upgrades remain. Then, using one upgrade, he adds one additional Ability die (◆) to the pool. If any upgrade opportunities remain, he then upgrades the newly added Ability die (◆) into a Proficiency die (⬢). This process is repeated until all potential upgrades have been applied.

Likewise, if a player needs to upgrade Difficulty dice into Challenge dice but there are no more Difficulty dice remaining, the same process is followed. First, one additional Difficulty die (◆) is added, then if there are any more upgrades remaining, the Difficulty die (◆) is upgraded into a Challenge die (⬢), and so on.

DOWNGRADING DICE

Downgrading dice is also a specific mechanic, and applies only to Proficiency dice and Challenge dice. When a Proficiency die (⬢) is downgraded, it becomes an Ability die (◆). When a Challenge die (⬢) is downgraded, it becomes a Difficulty die (◆).

When a special talent or effect calls for one or more dice to be downgraded, the player first determines how many dice are to be downgraded. Once he determines this, he removes that number of Proficiency dice (⬢) or Challenge dice (⬢) from the pool and replaces them with an equal number of either Ability dice (◆) or Difficulty dice (◆). When an effect requires a character to downgrade dice, the rules always state whether Proficiency dice (⬢) or Challenge dice (⬢) are being downgraded.

DOWNGRADING MORE DICE THAN AVAILABLE

There may be situations where a player needs to downgrade Proficiency dice into Ability dice or Challenge dice into Difficulty dice. If all the potential dice are already in their downgraded form, any further downgrades are ignored.

UPGRADES & DOWNGRADES IN THE SAME POOL

Sometimes abilities call for both dice upgrades and downgrades. When this occurs, all upgrades are applied first. Then, any downgrades are applied. This is important, since upgrading dice could potentially add more dice to the overall pool.

REMOVING DICE

Just like some effects add Boost dice (□) or Setback dice (■) to a pool, some effects remove dice from the pool before they are ever rolled. Most often this comes from character talents that allow the removal of Setback dice (■) from a pool, reflecting a level of expertise in overcoming minor distractions or disadvantages that would rattle a less experienced character. In a similar fashion, a skilled enemy could have a talent that removes Boost dice (□) from skill checks made against that enemy.

The individual talent or effect describes what circumstances warrant the removal of dice, as well as the number and type of dice to be removed. If an ability would remove more dice of a type than there are in the dice pool, the maximum number of dice available are removed, and any additional removals are ignored.

Removing dice is done after all other dice have been added and all upgrades or downgrades have been applied.

INTERPRETING THE POOL

After a dice pool is rolled, the players evaluate the results to resolve the outcome. The first outcome to resolve is determining the success or failure of the skill check. Then, the players can determine if any significant side effects—good, bad, or both—are triggered.

SUCCESSES & FAILURES

If a skill check results in both Success symbols (✲) and Failure symbols (▼), the total numbers of each type of symbol are compared. Each Failure symbol (▼) cancels one Success symbol (✲). After all Failure symbols (▼) have cancelled Success symbols (✲), a pool will either have one or more Success symbols (✲), one or more Failure symbols (▼), or everything evenly cancelled out.

During this step, it is important to note that a Triumph symbol (⊛) contributes one Success (✲) to the pool, in addition to any special effects it can trigger. Likewise, a Despair symbol (▽) contributes one Failure (▼) to the pool, in addition to its special effects.

If all Successes (✲) and Failures (▼) in the pool are cancelled out, or if there are any net Failures (▼) remaining, the skill check fails. If at least one Success (✲) remains, the skill check succeeds. Remember, a dice pool must have at least one Success symbol (✲) remaining for a skill check to succeed.

ADVANTAGES & THREATS

It is also likely that a skill check results in either Advantage symbols (◔), Threat symbols (۞), or both. The player adds up the total number of Threat symbols (۞) and compares them to the total number of Advantage symbols (◔). Each Threat symbol (۞) cancels one Advantage symbol (◔). After all Threat symbols (۞) have cancelled Advantage symbols (◔), a pool will have one or more Advantage symbols (◔), one or more Threat symbols (۞), or everything evenly cancelled out.

Having one or more net Advantage symbols (◔) indicates a positive side effect or benefit. Having one or more net Threat symbols (۞) indicates a negative side effect or complication with the check. If all the Advantages (◔) or Threats (۞) cancel each other out, there are no additional effects. This possibility for a positive or negative side effect can occur regardless of whether the task succeeds or fails.

Advantage and Threat can be used to fuel a wide variety of side effects. The player rolling the skill check generally chooses how to spend Advantage, such as triggering a weapon's special ability, performing an additional maneuver, or possibly recovering some strain. Different weapons, talents, or equipment may have special uses for Advantage.

Threat is generally spent by the GM to impose some sort of complication, with more severe complications requiring more Threat. Threat can result in a number of side effects such as a task taking longer to complete than expected, suffering strain, providing an opportunity to an opponent, falling prone, or being subjected to an environmental effect. Different talents, environments, or opponents may have special uses for Threat.

For more about taking Advantage or suffering from Threat, see page 133 in **Chapter 6: Conflict and Combat**.

TRIUMPH & DESPAIR

Two symbols represent far more potent effects than the others. Triumph symbols (⊛) and Despair symbols (▽) are special cases and operate slightly differently than the other symbols. Unlike Success and Failure (✲ and ▼) or Advantage and Threat (◉ and ◎), Triumph and Despair (⊛ and ▽) do not completely cancel each other out. Rather, they indicate an especially positive or unfortunately dire side effect.

Remember that it is possible for a skill check to result in both ⊛ and ▽. In this case, both results are interpreted separately. Just like Threat, it is possible for a skill check to succeed but still impose a Despair effect, or a skill check may fail but still trigger a Triumph effect. For more about the specific applications of Triumph and Despair, see page 133 in **Chapter 6: Conflict and Combat**.

TRIUMPH

A Triumph symbol (⊛) has two effects. First, each Triumph symbol (⊛) counts as one Success symbol (✲). Second, a Triumph result indicates an unexpected boon or significantly beneficial effect related to the task. Many weapons and talents have side effects that can be triggered using a Triumph result. Otherwise, the scenario or GM may have other options for using Triumph. It is important to keep in mind that while a Triumph symbol (⊛) does add a Success symbol (✲) to the pool, the presence of one or more Triumph symbols (⊛) does not automatically mean a successful skill check.

Triumph can be thought of as an enhanced, more powerful version of Advantage. For example, a single Triumph symbol (⊛) can trigger any weapon special quality or inflict a Critical Injury, rather than requiring a certain number of Advantage symbols (◉). Or, while Advantage allows a character to recover strain, in the right situation a Triumph can allow recovery of a wound.

DESPAIR

A Despair symbol (▽) also has two effects. First, each ▽)counts as one Failure symbol (▼). Second, a Despair result indicates an unfortunate consequence, significant complication, or dire effect related to the task. Opponent's abilities, the environment, or the encounter description can offer different options for using Despair. Otherwise, the GM adjudicates the results of Despair symbols (▽) based on the situation. It is important to keep in mind that while a Despair symbol (▽) does add a Failure symbol (▼) to the pool, the presence of one or more Despair symbols (▽) does not automatically mean a failed skill check.

Despair can be viewed as an upgraded, more potent form of Threat. For example, a single Despair symbol (▽) can trigger effects that would normally require several Threat symbols (◎). Otherwise, Despair may be significant enough to warrant inflicting wounds instead of strain, mean an important piece of equipment breaks, that a weapon jams or runs out of ammo, or coupled with failure, a grenade hits an unintended target.

UNLIMITED POSSIBILITIES

With the opportunity for success or failure, as well as the myriad side effects possible through multiple Advantages, Threats, Triumphs, and Despairs, no two skill checks are the same. There are hundreds of possible outcomes for almost every skill check. A character may achieve a high-magnitude success with no other complications, or a low-magnitude success with Advantages, or a moderate success with Advantages that are tempered with Despair. Likewise, failed checks can have a silver lining by also featuring Advantage or Triumph, or create truly dire situations in which failure is accompanied by both Threats and Despair.

The sheer number of possibilities provides opportunities to narrate truly memorable action sequences and scenes. Players and GMs alike are encouraged to take these opportunities to think about how the symbols can help move the story along and add details and special effects that create action-packed sessions.

OTHER TYPES OF CHECKS

The standard skill check using a basic dice pool can be used to resolve the vast majority of tasks in a game session. However, there may be some situations that require a slightly different approach to properly resolve. In addition to the standard skill check, *Edge of the Empire* uses opposed checks, competitive checks, and assisted checks.

Opposed checks are often used when the success or failure of the task is strongly influenced by an opponent. Competitive checks can be used to determine which character performs better when two or more characters are attempting the same task. Assisted checks are simply variations of other checks, but the acting character is receiving some assistance or benefit from another character or special circumstance.

OPPOSED CHECKS

Sometimes a task is more difficult to accomplish because someone is actively trying to prevent the character from succeeding. Similarly, a task may be influenced when one character is trying to overcome or bypass another character. For example, a suspected thief lies to the local governor, claiming he had nothing to do with the burglary of medical supplies. The thief's Deceit check might be opposed by the governor's Discipline. When a hunter tries to quietly sneak past a watchful gundark, the hunter's Stealth check is opposed by the gundark's Perception skill. Opposed checks are most often applicable when a task involves directly opposing the task that another character is performing, or when a task is trying to go unnoticed, undetected, or undiscovered by someone else.

Opposed checks add Difficulty and potentially Challenge dice to the skill check's dice pool, similar to standard checks. However, rather than assigning a general difficulty level to an opposed check, a quick comparison between the active and opposing characteristics and skill ratings determine the difficulty of an opposed check.

The active character's dice pool starts out using the same rules as building a basic dice pool, using Ability dice (◆) and potentially upgrading some into Proficiency dice (⬡) based on his characteristic and skill rating. The opposition then introduces Difficulty dice (◆) and Challenge dice (⬢) based on its relevant characteristic and skill rating. The opposition's higher value between its characteristic and skill determines how many Difficulty dice (◆) are added to the pool, while the lower value indicates how many of those dice are upgraded into Challenge dice (⬢) (see upgrading dice on page 17).

Example: *Pash the smuggler is trying to sneak past a security patrol. Pash has Agility 4 and Stealth 2, building an initial dice pool of four Ability dice, two of which are upgraded to Proficiency dice (◆◆⬡⬡ in total). The security patrol has Cunning 2 and Perception 1. Therefore the opposition adds two Difficulty dice (◆◆) to the check, one of which is subsequently upgraded to a Challenge die (⬢). If there are no other factors, the skill check has six dice—two Ability dice, two Proficiency dice, one Difficulty dice, and one Challenge die (◆◆⬡⬡◆⬢).*

COMPETITIVE CHECKS

Sometimes, several people are trying to accomplish the same goal at the same time, or are trying to determine who performs a task better than the other. When multiple characters are attempting the same task and trying to determine who accomplishes the task first, performs the task better, or measure some other outcome, they are engaging in a competitive check.

For example, two characters engage in a friendly arm-wrestling contest at the local cantina. Each one has the same goal—to win the match by pinning his opponent's arm. This is a competitive check to see who outperforms the other. Other competitive checks could include several pilots navigating the Kessel Run to find who completes the run in the shortest distance, or two politicians trying to win over an undecided crowd during a council hearing.

For a competitive check, the GM assigns a difficulty level for the task, and each character involved in the competition make a skill check based on that difficulty. When characters make a competitive check, it is important to track how many total Successes they generate with their respective dice pools. The character with the most total Successes "wins" the check. If neither character succeeds in their check, then neither character wins, and the competitive check results in a draw. If two or more characters generate the same number of Successes, the check goes to a tiebreaker to see if the draw can be resolved.

Although Advantages and Triumphs still provide their customary effects in these situations, they also provide one additional benefit. If the two characters tie with the number of net Successes they generate, the character with the greater number of Triumphs becomes the winner. If the characters are also tied for number of Triumphs, the character with more total Advantages is declared the winner.

If the characters are still tied after evaluating these categories, the competitive check is a draw. In this case, the GM must determine a sole winner; this case could count as all tied parties losing, or the GM may decide to resolve the draw using another competitive check, or find some other means to settle the competition.

Example: *Oskara the Twi'lek bounty hunter and Lowhhrick the Wookiee hired gun engage in a friendly drinking contest. The players decide to go for the good stuff, using Corellian Brandy, a notoriously potent potable. The GM decides the drinking contest will require a* ***Hard (◆◆◆) Resilience check****. Oskara has Brawn 3 and Resilience 1, while Lowhhrick has Brawn 4 and Resilience 3. Oskara manages to generate two Successes, no Triumphs, and two Advantages (☆☆⚙⚙ in total). Despite his superior brawn, Lowhhrick only manages to generate one Success, one Triumph (which in addition to being a Triumph, also counts as Lowhhrick's second Success), and three Threat (☆⊕⚙⚙⚙). Lowhhrick wins the competitive check based on the tiebreaker. Oskara also has two Advantages to resolve, while Lowhhrick must contend with three Threat. Perhaps although Lowhhrick wins the contest, he wakes up the next morning with an awful hangover, while Oskara gets a restful night's sleep.*

ASSISTED CHECKS

Some tasks are important or challenging enough that help is required—or at least appreciated. Fortunately, characters can provide assistance to each other when performing a variety of tasks. Over the course of normal narrative play, providing assistance is easy. A player simply needs to explain how his character is helping with the task. If the explanation is reasonable, the GM may award assistance. There are two types of assistance that can be provided—skilled assistance and unskilled assistance.

SKILLED ASSISTANCE

Assistance works best when the assisting party brings additional insight or expertise to the task. When a character with a higher characteristic or skill rating provides assistance to another character, the dice pool can use one PC's characteristic, and the other PC's skill rating.

Example: *41-VEX the droid is assisting Pash the smuggler with an Astrogation check to set hyperdrive coordinates. Pash has Intellect 2 and Astrogation 3, and 41-VEX has Intellect 3 and Astrogation 1. The player chooses to use 41-VEX's Intellect 3 and Pash's Astrogation 3 when making the skill check, resulting in the following dice pool:* .

UNSKILLED ASSISTANCE

If the assisting party does not have a higher characteristic or skill rating, and so using either rating provides no benefit to the other character, the GM can choose to add an one Boost die ( ) to the dice pool (representing the fact that the additional assistance is still providing some benefit).

Example: *later Pash finds himself needing to assist 41-VEX in tending to a shipmate's wounds. 41-VEX has Intellect 3 and Medicine 3, while Pash has Intellect 2 and no ranks of Medicine. Pash cannot provide skilled assistance, so 41-VEX gains one Boost die on the skill check to reflect Pash's attempts to help, resulting in the following dice pool:* .

ASSISTANCE RESTRICTIONS

The GM may stipulate certain conditions or requirements to offer assistance. To assist with tending to an injury, the assisting character needs to be next to the person being tended to, or to assist with translating an ancient holocron, the assisting character might need access to the holocron.

Generally, only one character can provide assistance at a time. However, the GM can decide that certain situations accommodate more people. In such cases, only one assisting character can offer his characteristic or skill rating—all other participating characters contribute one Boost die to the check.

ASSISTANCE AND TIMING

During combat or structured encounters, when initiative and the order in which people act is more important, assistance can be accomplished by performing the assist maneuver. The assist maneuver allows an ally to benefit from assistance provided by an engaged ally on his next skill check. Assistance only lasts until the assisted character's next activation.

For more on the assist maneuver, see **Chapter 6: Conflict and Combat**.

OTHER KEY ELEMENTS

In addition to the fundamental concepts discussed previously in this chapter, there are several other concepts that inform gameplay, advance the story, and help PCs overcome adversity. This section describes a number of these key elements, including character talents, Destiny Points, Obligation, experience, development, and derived attributes such as wound and strain thresholds.

TALENTS

Where skills represent what a character knows, practiced disciplines, or applied experience on a topic, talents are a much broader class of special ability. Talents represent various tricks, techniques, and knacks characters pick up over their careers, or reflect their sheer determination to get things done. Each talent is a distinct special ability that provides the character with an edge in certain situations.

While characteristics and skills are fairly universal—every character has six characteristics, and everyone has access to all the skills—talents are far more specific. Each career is defined by a series of unique talents bundled together in a format called talent trees. These talent trees represent the specializations within each career, and help distinguish characters advancing along separate career paths.

Talents are divided into several categories, and are either active or passive. Active talents typically require the player to state that his character is using them. Some active talents have a cost or requirement associated with them, such as investing a Destiny Point, suffering strain, or using it as part of an attack action. Other talents are passive, meaning they are always "on" and don't need to be activated by the player. Passive talents either constantly provide their benefit, or are automatically triggered under certain circumstances.

Some talents belong to a series of related talents. These either represent improved versions of lower level talents, or identical talents taken multiple times for a cumulative effect. In the former case, an improved version of a talent completely replaces the lower level version. In the latter case, the talent is measured with a series of ranks. The more times that talent is taken, the more ranks it has, and the greater the magnitude of its effects.

The majority of talents are specific to a character's given profession. Talent trees represent the natural flow of learning and experience that a character gains throughout adventures. Talent trees are divided up into five tiers—the higher

tiers representing remarkable abilities. Some talents appear across multiple specializations, but at different tiers or costs. There are also some special talent trees, such as Force Sensitivity, which are not tied to a specific profession or career, but function in much the same way.

For a full description of each talent and how they are used in play, see **Chapter 4: Talents**.

DESTINY POINTS

Player characters are cut from a different cloth than most NPCs who populate the galaxy. Not only do they have access to skills and special talents to help them succeed, but PCs are intimately connected to destiny. Destiny is that special spark that elevates heroes above commoners, imbuing a persona with enough significance in the galaxy's events to be a Player Character. Over the course of the PCs' adventures, destiny can intervene on their behalf for good or ill. Destiny may manifest in a positive way and provide a temporary advantage or boost to a PC's abilities. Or destiny may prove an ill omen and impose additional hardships and complications.

The concept of Destiny and the Player Characters' ability to tap into and influence this resource is represented by Destiny Points. Destiny is interwoven with the Force, which pervades the galaxy with both light energy and dark energy. Destiny is one way the Force guides and surrounds the characters.

Destiny Points are a resource that can be invested by either the players or the GM for a variety of different effects. For example, Destiny Points can be used to upgrade Ability dice or Difficulty dice, or trigger certain talents or special abilities.

THE POOL OF DESTINY

Like the Force, Destiny has both a light side and a dark side. Light side Destiny Points favor the characters and can be used to aid them in their actions. Dark side Destiny Points impede the characters, and are used by the GM to imperil and complicate their actions. However, the light side and dark side are two sides of the same coin, struggling for balance, enduring the other side's strengths, and exploiting the other side's weaknesses. As the pool of light side Destiny ebbs, the dark side's Destiny pool grows. As dark side Destiny Points are consumed, light side Destiny Points are replenished.

PREPARING THE DESTINY POOL

To determine the current Destiny pool, at the beginning of each game session, each player with a PC rolls one Force Die (⬡) (the GM does not roll a Force die). The results of the Force dice are tallied to become the starting Destiny pool for that session. For example, if a player rolls one light side symbol (◯), he adds one light side Destiny Point to the session's Destiny pool. If a player rolls two dark side symbols (●●), he adds two dark side Destiny Points to the Destiny pool.

Once set, the size of the Destiny pool does not change for that session. Before the next session, players roll and generate a new Destiny pool which might have a different number and composition of Destiny Points. While the Destiny pool size is fixed for a session, the number of light side and dark side Destiny Points can change frequently, as players and GM call on Destiny to influence their actions.

TRACKING DESTINY POINTS

Destiny Points can be easily tracked on a piece of paper, or with gaming tokens, glass beads, or using some other convenient method. Two-sided tokens or chips work especially well. Ideally, one side is colored or designated to represent light side Destiny Points, and the other side designated to represent dark side Destiny Points.

Another easy method involves drawing two circles on a sheet of paper and labeling one light side and one dark side. Using a number of beads or tokens, players place the appropriate number of Destiny Points in the appropriate circle. As Destiny Points are used, the tokens are moved from one circle to the other.

HOW DESTINY POINTS ARE USED

All players and the GM can tap into Destiny by using the Destiny Points in the pool. There are several distinct ways players and GMs spend Destiny Points. However, the Player Characters may only spend light side Destiny Points, and the GM may only spend dark side Destiny Points.

When a player spends a light side Destiny Point, it is converted into a dark side Destiny Point after the current action resolves. When the GM spends a dark side Destiny Point, it is then converted into a light side Destiny Point in the same fashion. Conversion takes place at the end of the action during which the Destiny Point was used, preventing players or GMs from immediately spending a just-converted Destiny Point. Destiny is a powerful resource, but it is limited. A player can only spend one light side Destiny Point during a single action, so should think carefully about how they want to use their Destiny before doing so. The GM likewise is limited to spending one dark side Destiny Point per action.

The following section explains some of the ways in which Destiny Points can be used. Unless noted otherwise, either the players or the GM may use these options.

A HELPING HAND

All characters have the opportunity to call on Destiny to enhance any skill check they are about to attempt. A player can spend one Destiny Point to upgrade his starting dice pool by one step. This refers to upgrading an Ability die into the superior Proficiency die. The GM can spend a dark side Destiny Point in this way to upgrade one of his NPC's dice pools. Additional information on upgrading dice can be found on page 17.

RAISING THE STAKES

Destiny can also be used to help keep characters out of harm's way. Characters can call on destiny to make an opponent's skill check more challenging. A player can spend one light side Destiny Point to upgrade the Difficulty dice in any NPC's skill check by one step. This refers to upgrading a Difficulty die into the more potent Challenge die. The GM can spend a dark side Destiny Point in this way to upgrade one of the PC's dice pools. Additional information in upgrading dice can be found on page 17.

SPECIAL ABILITIES AND TALENTS

Many powerful talents allow characters to spend Destiny Points for various effects. For example, a savvy Politico can spend a Destiny Point to immediately recover from strain equal to his Presence rating. Many other uses exist, as well—see the individual talent descriptions for details.

LUCK AND DEUS EX MACHINA

Destiny can also be used by the players to introduce "facts" and additional context directly into the narrative. The GM already does this by managing and directing the story, but this use of Destiny Points provides the players with a means to make contributions, as well.

Imagine the characters land on a planet they expected to have a breathable atmosphere, only to find a leak at the gas mining facility has rendered the air toxic. One of the players suggests spending a Destiny Point, saying "Good thing you remembered to pack those rebreathers last time we were in drydock, Pash."

While none of the players specifically mentioned or listed rebreathers before, it's a sensible and creative addition to the game. If the GM agrees, the Destiny Point is spent and the player's contribution is now a true statement—there are rebreathers handy.

Similarly, a player can spend a Destiny Point in this manner to suggest that the characters could find a spare stimpack while quickly scavenging through a medical facility, or introduce a terrain feature the character can duck behind for cover.

Using Destiny Points narratively is a great way to keep all of the players involved and keep the story moving forward. However, the GM has final say over what is or is not acceptable. Players should not abuse this use of Destiny Points; the more outrageous or unlikely the suggestion, the more likely the GM will curtail the players' use of Destiny Points. Ultimately, this use of Destiny Points allows the players to feel empowered as active participants in both the game and the story by rewarding creativity and roleplaying. If the Destiny Point use would fulfill this goal, the GM should consider allowing it.

DESTINY POINT ECONOMY IN GAMEPLAY

All players and the GM are encouraged to use Destiny regularly, creating an ebb and flow of destiny over the course of a session. While the players could theoretically "lock" all the Destiny Points and simply not spend any light side Destiny Points to prevent the GM from using dark side Destiny Points against them, this works both against the spirit of the mechanics and the setting. Players who hoard their Destiny Points might find the GM using other methods of putting pressure on the group, forcing them to reconsider their plan. It is perfectly acceptable for the GM to remind the players about using Destiny Points in play, such as suggesting the use of Destiny Points if they are feeling overmatched by a tough enemy.

The Player Characters are wrapped up in the fate of the galaxy, and through their adventures, Destiny works both for and against them. When used wisely, Destiny Points provide tension and excitement by making routine checks more significant, adding an element of drama to the mundane, or helping provide a boost when the players are overwhelmed.

THE LIMITS OF LUCK

Destiny is a powerful resource, and should not be abused. Destiny must also be used wisely—each player can only invest one Destiny Point into any single check. If a player chooses to invest a Destiny Point to upgrade an Ability die into a Proficiency die, for example, he cannot also invest a Destiny Point to trigger one of his character's talents. The GM is also limited to investing a maximum one Destiny Point per skill check. This does introduce the possibility that both the player and the GM invest Destiny into the same skill check, resulting in no net difference to the overall Destiny pool balance.

Once a player or GM declares the investment of a Destiny Point into a skill check or action, the other party has the opportunity to respond. For example, if the GM declares he will be spending a Destiny Point to upgrade an enemy's Ability die into a Proficiency die for an attack against a PC, that PC's player has the opportunity to then use a Destiny Point, either to upgrade one of the Difficulty dice in the attack pool into a Challenge die, or perhaps to trigger one of the PC's talents.

OBLIGATIONS

One of the elements that make characters in *Edge of the Empire* unique is the concept of Obligation. During character creation, players not only customize their PCs by selecting skills and talents, but by choosing what sort of Obligation the PC has. A group can share the same Obligation, or each PC may have his own. Narratively, Obligation can come in many forms. An Obligation might represent a large outstanding debt or that the PC is being blackmailed. A PC could owe a crime boss a "favor" or have a bounty on his head. Obligation helps tell the character's story and reinforces the gritty experiences that characterize *Edge of the Empire*.

Over the course of a campaign, Obligations can come into play in several ways—either as plot hooks and character motivations, or as compelling PC decisions. For example, the characters complete an assignment and receive a sizable payment. Do the characters spend those credits to make repairs on their ship—or make a payment to the Hutts for their outstanding loan? Obligation helps provide short-term decisions, long-term goals, and story hooks that tie together campaigns and shape the "fringe" style experience.

OBLIGATION IN PLAY

In addition to the narrative implications, Obligation has mechanical impact, as well. Before each session, the GM makes a percentile role and compares it to the group's current outstanding Obligation. If the roll is greater than the total Obligation, they've stayed off the grid or under the radar enough that it doesn't come back to haunt them—yet. If the roll is equal to or less than the total Obligation, it comes into play and impacts the session in some manner. The character whose Obligation is triggered feels the heat, and may suffer penalties or strain under the scrutiny or pressure of his Obligations.

While players create Obligations for their characters, Obligation is another tool for the GM to help reinforce the story, motivate characters, and even provide rewards. Players feel a real sense of relief when they have the opportunity to pay down or settle part of their Obligation. For more information on Obligation, see page 29.

EXPERIENCE & DEVELOPMENT

Experience is the primary means by which players customize their characters. Each character starts with a beginning pool of experience points that can be spent during character creation to train skills, improve characteristics, or acquire talents. During a campaign, players also receive additional experience for each session of *Edge of the Empire*, which they can also pend to improve their characters.

STARTING EXPERIENCE POINTS

Characters begin with a budget of experience points based on their species. The experience points used during character creation are the same "currency" as experience points received during play. If a player chooses to spend fewer experience points during character creation than his budget accomodates, those points carry over into the game and the PC begins with more experience points to spend once his adventures begin. More information on spending these experience points can be found in **Chapter 2: Creating a Character**.

IMPROVING CHARACTERISTICS

Raising a characteristic during character creation costs ten times the value of the next highest rating. During character creation, no characteristic can be increased higher than five. During the course of play, no characteristic can be increased higher than six. Characteristics may only be purchased with experience points during character creation, not at any later time. During gameplay, characteristics can only be increased by acquiring specific, high-tier talents. For more on raising characteristics, see page 64.

SKILL TRAINING

Each skill has five ranks of training available. A character has likely already acquired several ranks of skill training from his starting career and profession for free. Characters can train additional skills and gain additional ranks during character creation. Regardless of any species or career bonuses, no skill can be raised higher than rank 2 during character creation.

The cost for training skills falls into one of two categories—career skills and non-career skills. Training a career skill costs five times the value of the next highest rank. A character can also purchase ranks of non-career skills. Each rank of a non-career skill costs 5 additional experience points above the equivalent value for a career skill. Characters can purchase ranks in skills during character creation or later during gameplay.

ACQUIRING TALENTS

Talents are acquired from a character's available talent trees, generally provided by his specialization choices. A character can purchase any talents he is eligible for. An eligible talent is any talent in the first row (which cost 5 experience points each), or any talent that can trace a path back to an already acquired talent. Talents cost a variable amount, based on which tier the talent is on. Similar talents sometimes cost different amounts for different characters based on their specializations. Characters can purchase talents during character creation or later during gameplay.

ACQUIRING NEW SPECIALIZATIONS

Each character starts with a single specialization within his chosen career. However, characters can purchase additional specializations, giving them access to a broader range of skills and talents.

Acquiring a specialization allows the character to spend experience points in the new specialization's talent tree, in addition to any he already has access to. In addition, most specializations have one or more career skills. These skills now count as career skills for the character. Characters may purchase any specialization from any career, but are limitted to a maximum of three specializations at any one time. Purchasing an additional specialization within a character's career costs 5 experience points. Purchasing an additional specialization outside of a character's career costs 10 experience points.

DERIVED ATTRIBUTES

Some character attributes are based on other choices made during character creation or over the course of a campaign. Some of these attributes can change frequently over the course of play, or be modified by talents, equipment, or other special abilities.

WOUND THRESHOLD

A character's wound threshold represents how much physical damage he can withstand before he is knocked out. Wounds can be serious and lead to Critical Injury. Wounds can be treated with Medicine but may take time to recover.

A character's starting wound threshold is determined based on his species and his Brawn rating. After determining this initial value, increases to a character's Brawn rating do not increase his wound threshold; wound threshold improvements are acquired by purchasing the appropriate talent.

STRAIN THRESHOLD

A character's strain threshold represents how much duress a character can withstand before he is stunned, dazed, or otherwise incapacitated. Strain represents psychological or mental "damage" to the character. Strain is more easily suffered than wounds, and can even be used as a resource by players to trigger certain character abilities. Thankfully, characters recover from strain more quickly than from wounds.

A character's starting strain threshold is determined based on his species and his Willpower rating. After determining this initial value, increases to a character's Willpower rating do not increase his strain threshold—strain threshold improvements are acquired by purchasing appropriate talents, such as Toughened.

DEFENSE

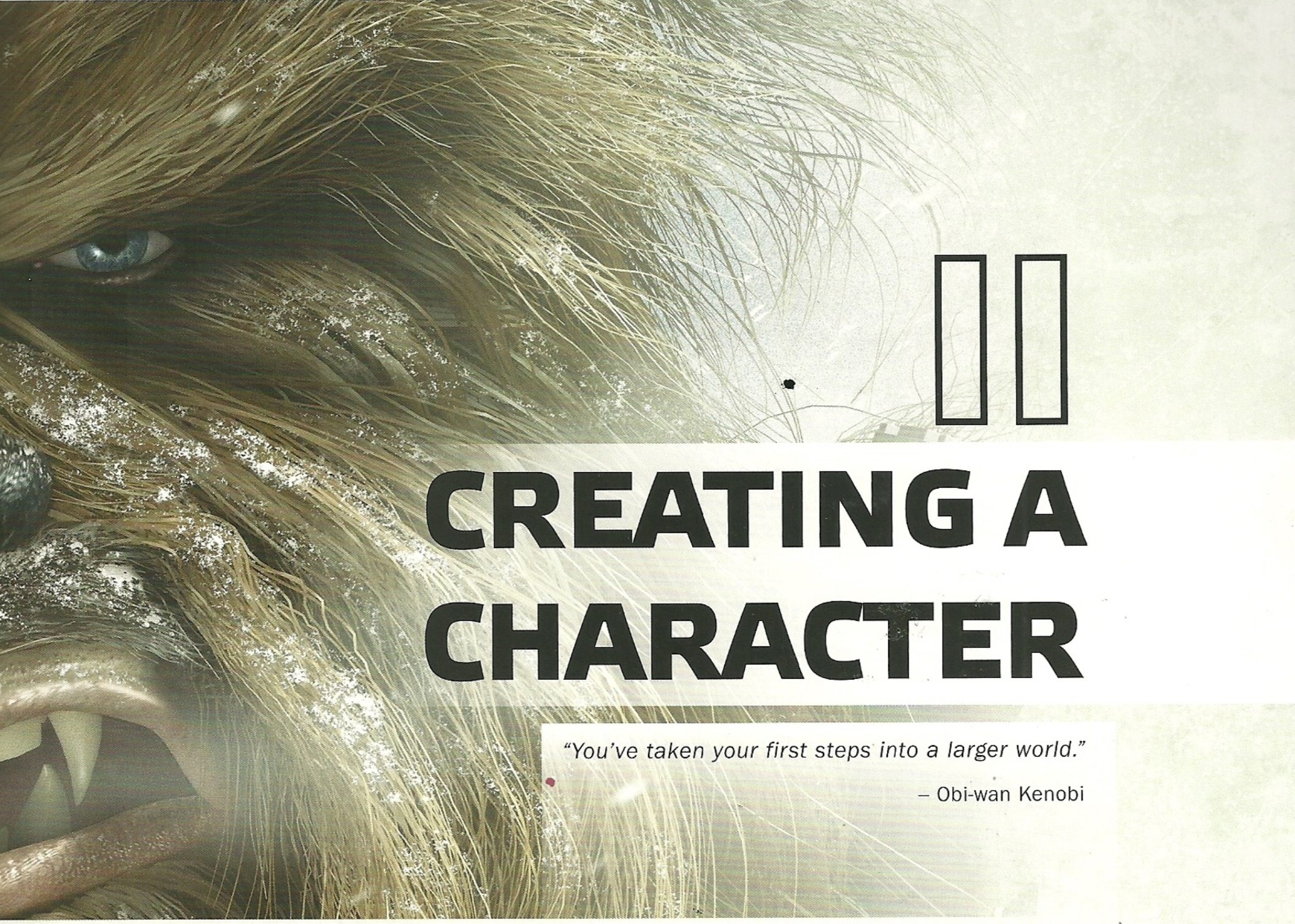
Defense determines how difficult a character is to hit in combat situations. Characters have both a ranged defense and a melee defense. A character's default value in both ranged defense and melee defense is zero. If an NPC's defense value is listed simply as "Defense" and not specifically defined by separate ranged and melee values, then the same value is applied to both his ranged and melee defense.

Defense adds Setback dice (■) to attacks made against the character, and is most commonly gained by wearing armor, or by adopting a defensive position in combat, such as gaining cover. Some special talents also increase one of the character's defense ratings.

SOAK VALUE

A character's soak value determines how much incoming damage he can shrug off before taking real damage. The soak value is subtracted from any incoming damage to the character. Any remaining damage after subtracting the soak value becomes wounds applied against the character's wound threshold.

A character's default soak value is equal to his Brawn rating. After determining this initial value, increases to a character's Brawn rating do increase his soak value. Additional soak value bonuses are most often gained by wearing armor. Some talents also increase a character's innate soak value.



II

CREATING A CHARACTER

"You've taken your first steps into a larger world."

– Obi-wan Kenobi

Edge of the Empire focuses on all aspects of the "fringes" of the *Star Wars* galaxy, including the little explored regions of the Outer Rim, the seedy underworld, and even the idea of the outlier characters that inhabit these murky domains. The Player Characters of *Edge of the Empire* also embody this idea. Although the PCs may have come from a background of wealth, privilege, and status, they now find themselves in a situation where few things are truly black and white and even getting by from day to day is fraught with complications and danger.

When a group of players decides to start an *Edge of the Empire* campaign, special emphasis should be placed on the background of their characters. Spending some time before the actual act of coming up with characteristics, talents, equipment, and other "hard" statistics goes a long way in creating a vibrant, interesting character for everyone to enjoy.

CHARACTER GENERATION

Creating a character for *Edge of the Empire* is done in just a few short steps, allowing players to get involved in the action right away. To create a character, a player needs this rulebook, a character sheet, and a pencil. Additionally, the player needs access to the dice pool (see **The Dice**, on page 9)—either his own or the group's collection.

Character generation uses a point buy system, meaning each player has a budget of experience points he can invest in different aspects of his character. Characters begin with a modest experience point budget—but players have the option to take on additional Obligation (debt, favors, bounties on their heads) for more experience points or additional starting funds, which is described in detail later in this chapter.

Selecting a character's race and career is free, and costs no experience points. The choice of a character's career and his proficiency within that career will determine his free starting skill training. After those initial choices, players invest their experience points to improve starting characteristics, acquire training in key skills, choose starting equipment, learn special talents, and even unlock additional talent trees.

CHARACTER GENERATION STEPS

To create a character, each player follows the steps briefly explained below. These steps are broken down into more detail throughout the course of this chapter.

STEP 1: DETERMINE A CHARACTER'S CONCEPT AND BACKGROUND

Every character starts as an idea. Does a player want to play a dashing scoundrel of a smuggler, a brawny Wookiee pilot, or a feared and incredibly competent bounty hunter? Before building a character, the player should take a few seconds and think about the character he wants to build and should think about what he wants his character's background to be. Basically, where did he come from, and what happened to make him into the character he is today? After all, no person springs into being fully formed. Individuals are influenced by a lifetime of decisions and circumstances, starting from birth.

More on determining a character's background is covered on page 29.

STEP 2: DETERMINE STARTING OBLIGATION

When creating an *Edge of the Empire* character, the player first chooses a starting Obligation. It can inform all the other decisions a player makes, such as the type of character he wants to play, what sort of overall group the players collectively want, and the sorts of skills, gear, and abilities they may wish to start with.

More on Obligation is covered on page 29.

STEP 3: SELECT CHARACTER SPECIES

The galaxy is a crowded place, full of numerous sentient species that all have their own unique abilities and beliefs. After a character's Obligation is determined, the player should define the character's species. Once selected, it can never be changed. A character's species determines its starting characteristic ratings for Brawn, Agility, Intellect, Cunning, Willpower, and Presence. It also provides a default wound threshold and strain threshold values.

Most races also provide some sort of innate ability or bonus. A common racial bonus is an additional career skill. For example, Rodian characters begin the game with one rank in Survival.

More on the various species players can choose from can be found on page 33.

STEP 4: SELECT CHARACTER CAREER

A career sets the character along a certain path or way of life, but is by no means limiting. A career is a broad archetype or template of related skills and abilities. Within each career are a number of specializations.

Each career has eight associated career skills. These skills should be checked on the character sheet to indicate they are career skills. During this step of character creation, the player may choose four of the eight starting career skills and gain one rank in each of the selected skills free of charge (he does not spend experience points). He may not choose the same skill more than once.

During play, career skills are less expensive to train and improve than non-career skills.

More on the six careers can be found on page 39.

STEP 5: SELECT SPECIALIZATIONS

Each career has several specializations within its broader definition. Specializations are more focused, and provide special abilities called talents. Each specialization also includes four bonus career skills.

These four skills should be marked on the character sheet as career skills if they are not already marked. During this step of character creation, the player may choose two of the four bonus career skills and gain one rank in each. He may not choose the same skill more than once. However, he may choose to train a skill that was also trained during the career selection step, allowing the character to start with a skill trained to level two.

More on specific specializations can be found within the career sections starting on page 39. A full list and descriptions of each talent in this book can be found starting on page 87.

STEP 6: INVEST EXPERIENCE POINTS

During character creation, experience points can be invested into one of four areas of character development—improving characteristics, training skills, acquiring talents, and gaining new specializations. A player may spend experience points on any combination of these developments to develop a truly unique character.

Players do gain additional experience points throughout the course of gameplay. The amount of experience they gain is determined by the GM, and more information on that can be found in **Chapter 9: The Game Master**.

Players can spend experience points during character creation, and at the end of each game session when they receive additional experience points. More on spending experience points can be found on page 64.

STEP 7: DETERMINE DERIVED STATS

There are several important statistics for each character that can only be determined after investing experience points. These help further define the character's resilience and combat abilities. These statistics are wound threshold, strain threshold, Defense, and Soak Value.

Specifics on how to determine derived statistics can be found starting on page 65.

STEP 8: DETERMINE STARTING MOTIVATIONS

Every player should begin with a starting Motivation for his character. Motivations provide additional story elements for both the player and GM to draw from. Characters gain an additional experience point (XP) bonus at the end of a session if the GM determines that the player kept true to his character's Motivation throughout the course of the adventure.

The three primary Motivations a player may choose for their characters are Ambition, Cause, and Relationship. Once the primary Motivation is determined, the player rolls on the appropriate specific Motivation table to provide further detail.

For more information on determining and utilizing Motivations during play, see page 66.

STEP 9: FINISHING PERSONAL TOUCHES

Once all of the other characteristics and derived statistics are determined, the player can then flesh out the rest of his character, such as height, weight, build, hair or skin color (if appropriate), planet of origin, and other cosmetic details. Ideally, background details should tie in with the character's Obligations and Motivation (see pages 29 and 66 respectively). Lastly, the player should come up with the character's name.

STEP 10: GROUP SELECTS SHIP

In *Edge of the Empire*, the characters are assumed to be independent freelancers and have the advantage of starting play with their own starship to move from place to place (and adventure to adventure).

Once all of the characters have been finalized, the group should discuss the type of starship they will use as their "home base." Do they want something with a lot of cargo space, but slow? Will a fast and well-armed cruiser suit their needs better? Or do they want something in-between, such as a stock light freighter?

The players should look through the example starships provided in **Chapter 7: Starships and Vehicles**. They may choose one starship from the light freighter, bulk freighter, or transport hull types. The Game Master has final say in the type of ship the players choose at this stage. Once the ship has been chosen, the players should then decide on any modifications for their ship, such as detachable cargo holds or additional armor. Finally, the players should decide on a name for the ship and which player serves as its primary pilot.

STEP 1: CHARACTER BACKGROUNDS

As the player begins sketching out his character's background, he should consider the general status level of the character's previous life. Did he come from squalor and poverty? Did he live a comfortable life? Was he destined for a greater position later on? Even something as simple as "my character was a formerly wealthy heir to a noble family" provides a wealth of ideas on which to build his backstory and help determine both his starting Obligation and Motivation.

Backgrounds are not mechanical aspects of character development; instead they are thematic facets of a character that help define him as more than a set of numbers. Players do not need to give their characters backgrounds, but their characters are likely to be far more interesting with them.

STEP 2: OBLIGATION

During character creation, players not only customize their characters by selecting skills or characteristics, but by choosing what sort of Obligation the character has. A group may share the same Obligation, or each PC may have his own. An Obligation may be a large outstanding debt, the PC being blackmailed for services, owing a crime boss "favors," having a price on his head, or being locked into a binding contract.

Over the course of a campaign, Obligations can put pressure on characters—having unresolved Obligations can affect them in very tangible ways. At the same time, taking on additional Obligations allows characters to obtain goods and services that would normally be far out of reach. This provides players with a choice; do they resolve their character's Obligation as quickly as possible, do they maintain their current level of Obligation, or do they take on even more Obligation in the hopes that the risk will pay off with larger rewards?

WHAT IS OBLIGATION?

Each Player Character starts with at least one Obligation. As described previously, this Obligation may be a tangible one such as a debt owed or a bounty on one's head, or an intangible Obligation such as an unpaid favor or familial duty.

A player may select his character's Obligation in one of several ways. He may roll randomly from the list found on **Table 2–1: Obligation**. Alternatively, if a particular Obligation fits his character's backstory, he may choose one of the Obligations on **Table 2–1** instead of rolling, as long as he has his GM's permission. Finally, he may make up his own Obligation, if he has a concept that better fits his backstory. GMs should be aware, however, that some of the published adventures in supplements are tied into the Obligations listed here.

TABLE 2–1: OBLIGATION

D100 RESULT	OBLIGATION TYPE
01-08	Addiction
09-16	Betrayal
17-24	Blackmail
25-32	Bounty
33-40	Criminal
41-48	Debt
49-56	Dutybound
57-64	Family
65-72	Favor
73-80	Oath
81-88	Obsession
89-96	Responsibility
97-00	Roll twice on this chart. The Character's starting Obligation is split equally into two different origins.

Each Obligation consists of two parts:

- A title and narrative description. This does not have any rules effects, but is intended to offer an explanation that allows the player to work the Obligation into his character's story.
- A numeric value: This is the Obligation's size, and determines the mechanical effects of an Obligation. The mechanical workings of Obligations are explained on page 31.

STARTING OBLIGATION

Each character begins play with a moderate Obligation of some sort. The nature of this Obligation is determined by the player, either by rolling randomly or by selecting based on his backstory. The size of each player's Obligation is based on the starting number of players, as determined by **Table 2–2: Player Starting Obligation**.

In addition, players may choose to increase the size of their characters' starting Obligation when they generate their Obligation, in order to gain additional starting experience, or additional credits to purchase starting gear. However, doing so puts both the individual character and the group at greater peril when the GM makes an Obligation Check at the start of a session (see **Obligation in Play** on page 31).

PLAYER STARTING OBLIGATION VALUES

The different starting amounts in **Table 2–2: Player Starting Obligation** are designed to have starting parties begin with a total group Obligation between 60-70 points. Players who too readily dip into extra Obligation to gain more experience points or extra credits during character creation (see **Table 2–3: Additional Obligation Bonus**) may find their group with a much higher starting value, while more cautious groups may begin with less.

Each player character has the option to gain additional starting Obligation in exchange for additional mechanical benefits, as laid out in **Table 2–3: Additional Obligation Bonus**. There are two limitations to this; each option can only be selected once, and player characters cannot gain more additional Obligation than their original starting value.

Obligation values can fluctuate over the course of a game, as players have the chance to buy down their existing Obligations, or take on new Obligations.

TABLE 2–2: PLAYER STARTING OBLIGATION

# OF PCS	RECOMMENDED STARTING OBLIGATION PER PLAYER
2	25
3	20
4	15
5	10
6+	5

ASSEMBLING THE GROUP'S OBLIGATION

Once each player in the group has picked his character's Obligation, the GM assembles all of the Obligations into a single table. If the GM is using the ship character sheet from the back of this book, he'll find a place to record the group's collective Obligations. Otherwise, he can simply write them down in a simple table. The table should have three columns. The first is the column that contains each Obligation's value. The second column details the type of Obligation. The third column records the character each Obligation belongs to.

There isn't a "standard" Obligation Check Chart—each is unique to each group and play session, based on the characters' individual Obligations. The GM notes each of the player's name and his character's Obligations on a sheet of paper. The GM then creates an Obligation Check chart, assigning percentiles to each character and his appropriate Obligations. In some cases, the group may possess an Obligation as a whole (not divided amongst the characters). In this case, the group Obligation gains its own entry and listing.

For example, consider a party with four Player Characters, Oskara the Twi'lek, 41-VEX the Droid, Lowhhrick the Wookiee, and Pash the Human.

Since there are four of them, each started with 15 Obligation (according to **Table 2–2: Player Starting Obligation**). Oskara's Obligation is Duty (in this case, her duty to her clan back home), 41-VEX's Obligation is Debt (the cost of purchasing his own freedom), Lowhhrick's Obligation is Oath (he's sworn to hunt down the Trandoshan slavers who kidnapped his family) and Pash's Obligation is Favor (he owes his old mentor for setting him up as a smuggler). In addition, Pash's player decided to start Pash with an additional +5 Obligation to gain +5 starting XP, for 20 total Obligation.

The GM takes this information and assembles the following chart.

OBLIGATION VALUE	OBLIGATION TYPE	CONTROLLING CHARACTER
1-15	Duty	Oskara
16-30	Debt	41-VEX
31-45	Oath	Lowhhrick
46-65	Favor	Pash

Note that the GM added each Obligation onto the previous total when assembling the list. This is extremely important when using Obligation in a game session, as it allows the GM to roll a percentile dice and randomly determine if any of the Obligations come into play during that session. It also shows the GM the total Obligation of the characters.

OBLIGATION IN PLAY

In addition to the narrative implications, Obligation has a mechanical impact as well. Every session, the GM determines whether the group's total Obligation affects the game.

Before each session, the GM rolls percentile dice and compares the results to the group's current outstanding Obligation (the chart discussed in "Assembling the Group's Obligation").

OBLIGATION CHECK RESULTS

If the roll is greater than the total Obligation, then their Obligation is low enough that their collective tangible or intangible debts and duties are not pressing enough to affect them—at least for now.

However, if the roll is equal to or less than the group's total Obligation, something related to their Obligation may introduce complications during the upcoming session.

First, rolling equal to or lower than the group's Obligation means that all characters reduce their strain threshold by 1 for the remainder of the session.

In addition, the GM can determine exactly whose Obligation triggered by comparing the results of his roll to the chart. If, for example, the GM rolled a 17, then the character with the Obligation value 16-30 would have his Obligation triggered. This Player Character reduces his strain threshold by 2, instead of the normal 1, for the remainder of the session.

Finally, if the GM triggered an Obligation and the roll was doubles (an "11" or a "44" for example), the effects of triggering that Obligation also double. All characters reduce their strain threshold by 2 for the remainder of the session, and the Player Character whose Obligation triggered reduces his strain threshold by 4.

These mechanical effects represent either internal or external pressure on the Player Characters as a result of their Obligation.

TABLE 2–3: ADDITIONAL OBLIGATION BONUS

ADDITIONAL OBLIGATION BONUS	DEFAULT	+5 OBLIGATION	+10 OBLIGATION
Character Creation Bonus	default species starting XP	+5 XP	+10 XP
Gear Bonus	500 starting credits	+1000 starting credits	+2500 starting credits

EXAMPLE OBLIGATION CHECK

At the start of a session with the characters Oskara the Twi'lek, 41-VEX the Droid, Lowhhrick the Wookiee, and Pash the Human, the GM takes their Obligation chart and rolls a percentile dice.

OBLIGATION VALUE	OBLIGATION TYPE	CONTROLLING CHARACTER
1-15	Duty	Oskara
16-30	Debt	41-VEX
31-45	Oath	Lowhhrick
46-65	Favor	Pash

The GM rolls a 24. This means that the group's Obligation has been triggered (as the GM rolled a result that was equal to or lower their total Obligation of 65). More specifically, 41-VEX's Obligation has been triggered, as the result was between 16 and 30.

Mechanically, this means all characters suffer –1 to their strain threshold for the session, and 41-VEX suffers –2 to his strain threshold instead. Narratively, this could just mean that 41-VEX is particularly concerned about his outstanding debts, concerned enough that the droid is complaining about them and driving the other three characters to distraction. It is not a major part of the ongoing story, but is a reminder to the group that they have to handle this Obligation at some point.

However, if the GM had rolled a 22, the fact that he rolled doubles means the effects amplify. In this case, Oskara and Pash see their strain thresholds drop by 2 for the session, and 41-VEX's threshold drops by 4. In this case, the GM could decide the penalty is severe enough that something ominous has occurred, such as a skip tracer contacting 41-VEX to demand a payment immediately, or even his creditor threatening to send a bounty hunter after the poor droid—and if its friends are caught in the crossfire, that's no problem to the creditor.

It could be as simple as the characters being worried about paying off their Obligations, and their concern distracting them and stressing them. However, (especially if the GM rolls doubles) triggered Obligation can also result in tangible problems. Favors could be called in or debts may require an impromptu payment.

Ultimately, even though the mechanical effects always come into play, it's up to the GM as to how this affects the characters narratively. One thing the GM should not feel obligated to do, however, is disrupt his own narrative or story in order to represent a triggered Obligation. Remember, the effects of a triggered Obligation can always be mental.

OBLIGATION AS A THRESHOLD

Obligation can also be used as a threshold, a measure of the group's infamy or social standing, depending on the volume and type of Obligation.

Generally, as the characters in *Edge of the Empire* gain more Obligation, their ties deepen to the criminal underworld of the galaxy. Even if the Obligation itself seems innocuous, such as a Favor Obligation, the favors may be owed to someone with far more criminal links.

Due to this, the GM has the option to set thresholds for the group's total Obligation (or individual characters' Obligations). In these cases, the GM may determine that the group's total Obligation must either be less or more than the set threshold in order for them to attempt a certain task. For example, a local politician may not be willing to meet with a group whose Obligation is more than 60, but a local crime lord may not trust a group whose Obligation is less than 50. In both cases, it's matter of how the NPCs perceive the group's overall reputation.

More on Obligation thresholds is covered on page 191 in **Chapter 9: The Game Master**. However, at this stage it is sufficient for players to know that the more Obligation their characters have, the easier time they're likely to have dealing with other criminals, and the harder time they're likely to have dealing with law abiding citizens.

EXCEEDING 100 OBLIGATION

Once the party's Obligation exceeds 100, the pressure of their Obligations is so severe that they can focus on little else until that Obligation is back under control. Until the party brings its total Obligation back under 100, none of the Player Characters can spend experience points to improve abilities, train skills, or acquire talents. The PCs simply have too much on their minds, and are fraught with too much mistrust, anxiety, and strain to focus long enough to improve themselves.

OBLIGATION CAP

Obligation generally ranges from 5 to 100. No matter how much the PCs pay off, return favors, or try to live squeaky clean, Obligation cannot be reduced lower than 5. While 100 is the top practical range when rolling percentiles, Obligation can exceed 100. This has detrimental effects on characters, which are covered below. However, one effect should be brought to the players' attentions at this point.

OBLIGATIONS AS A RESOURCE

Sometimes characters have the option to voluntarily accept additional Obligation to obtain items and accomplish goals that would normally be out of their reach. In these cases, the GM may increase an existing Obligation by a certain amount, or decide to create an entirely new Obligation to reflect the transaction or events.

This is mainly covered on page 192 in **Chapter 9: The Game Master**, as these options occur later during gameplay, and not usually during character creation. The only point players should be aware of is that not all Obligation is created equal. Obligation does not have an equivalent value in credits; its value is solely dependent on the circumstances, what is being acquired, the person or people being negotiated with, and so on. Acquiring an illegally salvaged T-45 power coupling on the black market may require 5 Obligation from a well-known fence and underworld contact, but could require 15 Obligation from a politician who needs to pull a few strings and ensure he retains plausible deniability about the entire affair.

SETTLING OBLIGATION

When characters have an opportunity to pay off or commit resources to decrease their current level, this is called settling the Obligation. Settling can occur in several ways. In most cases, the Obligation settlement will either be specific or generic.

SPECIFIC SETTLEMENT

Depending on whose Obligation came into play, or the form the resources have come in, the settlement may be specifically tied to one character's Obligation. For example, if 41-VEX's Debt Obligation is triggered for the session, and 41-VEX is indebted to a Hutt drug lord, then the cache of illegal spice they uncover is essentially earmarked to help settle 41-VEX's debt.

GENERIC SETTLEMENT

In other cases, the party simply has additional resources that they can spend to help settle their current outstanding Obligations. Whether this is in the form of cash (they receive 20,000 credits for their last job) or some other asset, they find themselves with a few weeks to spare between missions—the GM may allow them to apply these assets to help settle one or more of their Obligations. The GM decides how much Obligation the resources will settle, and the players decide how best to divide this among their Obligations.

STEP 3: SELECTING A SPECIES

In *Edge of the Empire*, players have a wide variety of options to choose from when choosing a species to play. The billions of worlds of the Star Wars galaxy confer nearly unlimited possibilities. The diverse crowd in the Mos Eisley Cantina scene in *Star Wars*: Episode IV *A New Hope*, offers but a glimpse at the sapient creatures who inhabit this faraway universe.

This section provides detailed rules for eight major species types, though this should not dissuade players from choosing species not listed here. *Star Wars* is not *Star Wars* without its aliens. Players should be able to encounter new life forms in their adventures and also have the opportunity to roleplay them. The very nature of the fringe is to break boundaries and find new possibilities—the only limitation is imagination.

A player must choose a species for his character, even before he commits to a career. The choice of species and career can go hand-in-hand and stress a character's background story above all else.

Each species has idiosyncratic abilities and characteristics that influence the next stage of character creation, the picking of careers. Species selection determines the initial ratings of characteristics, like Brawn and Cunning, and starting experience points (XP). Players use the allotment of XP for modification of characteristics or for the acquisition of new skills and talents appropriate to their character's background and their career.

Often, the same result can be created within the rules, simply by investing starting experience in augmenting certain characteristics or skills. In addition, the characteristics of a character do not define him completely; they're merely one facet of a character. Good roleplaying and storytelling does more to create a character than numbers ever do. Players should always attempt to create their characters within the rules first, before approaching the GM.

BOTHANS

Bothans are the galaxy's information brokers. Adept at picking up on secrets or seeing things other species ignore, Bothans can be valuable assets in any endeavor—or untrustworthy partners.

Every layer of Bothan society is based on the acquisition, manipulation, and utilization of knowledge. Sometimes likened to the Hutts and Twi'leks, Bothans take such comparisons as an insult. Prestige, not wealth, motivates them. A Bothan's reputation is, at the end of the day, all he has. Loyalty and respect of one's elders are of supreme importance, for Bothans never climb the ladder of power through disobedience. Nonetheless, their loyalties can shift at a moment's notice, depending on the knowledge at hand.

The Bothan Council governs the Bothan worlds. The major clans all have one representative in the Council, which then elects the Council Chief. Clans confer prestige to their members by appointing them to manage the committees and ministries that each clan oversees. Those administrators in turn appoint their own deputies, forming a network that stretches down to the lowest Bothan. Many Bothans can trace their genealogy through a diagram of the Council bureaucracy.

Bothans shun outright confrontation. Information is their weapon, and Bothans play secrets like a Corellian plays sabacc: the truth is the ace up their sleeve.

SPECIES ABILITIES

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** Bothans begin the game with one rank in Streetwise. They still may not train Streetwise above rank 2 during character creation.

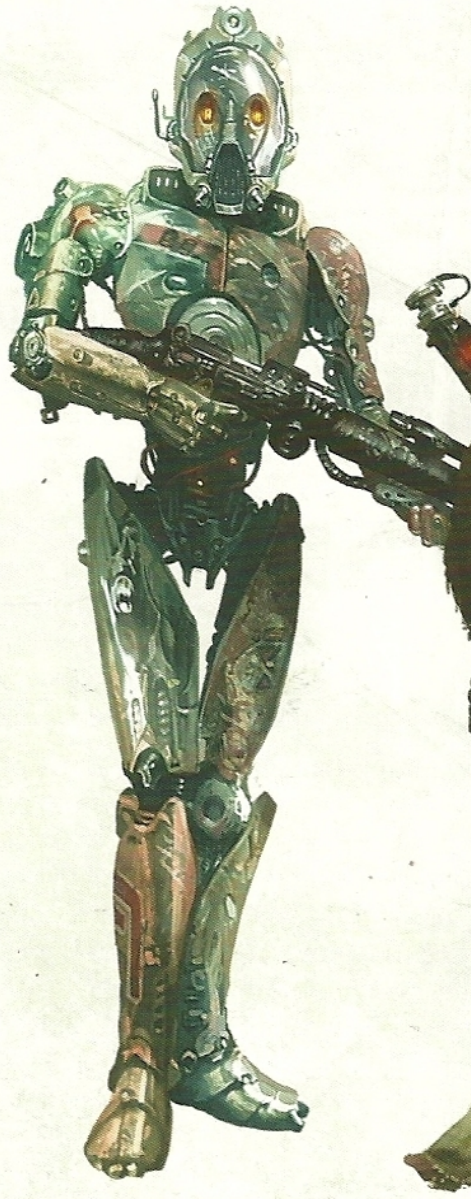
CHARACTERISTIC RATING

Brawn 1
Presence 2
Intellect 2
Cunning 3
Agility 2
Willpower 2

Bothan



Droid



Gand



Human



DROIDS (CLASS FOUR)

A typical fringer may ridicule his droid to no end, yet without it, he is usually lost. Droids serve a variety of roles on the fringe, with security and conflict resolution essential. Class Four droids specialize in combat applications, and make unyielding foes, because of their fearlessness and the speed and precision of their attacks.

Class Four droids present a special case. Over the millennia, models of their class have been the prime engines of destruction, having devastated—and even eliminated—entire populations and worlds. From the ancient war robots of Xim to the droidekas of the Trade Federation, the sheer power these automated killing machines unleash without a second thought frightens sapient species to no end. Restrictions have been placed on their use, and worlds like Naboo and Alderaan ban all combat automatons outright.

Although the Old Republic tried over and over to outlaw the manufacture of Class Four models, the droid lobby was too strong to overcome. Eventually, the accumulation of legislative defeats became the Republic's greatest failure and forged the weapon of its collapse. Unable to halt the Trade Federation's production of battle droids, the Republic had to betray its nonmilitary principles and raise an army of clones to fight the droids.

Victory on the battlefield did not translate into a victory for democracy. Fear of the droid armies still grips the inhabitants of the Core Worlds, permitting the militants in the government to cement their places in power. Palpatine's New Order prohibits the operation and manufacture of Class Four war and assassin droids, on penalty of death. Licenses for lesser security models are required for corporate and individual use, and the fees can be astronomical. Imperial governors bestowed with special privileges, such as CSA Viceprex Mirkovig Hirken, skirt regulations and employ illegal models, often to flaunt their power.

SPECIES ABILITIES

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 175 XP
- **Special Abilities:** Droids do not need to eat, sleep, or breathe, and are unaffected by toxins or poisons. Droids have a cybernetic implant cap of 6 instead of their Brawn rating.
- **Inorganic:** Since droids are inorganic, they do not gain the benefits of recovering with a bacta tank, stimpack, or medicine skill checks. Droids do recover naturally by resting, as their systems attempt self-repairs. Otherwise, droids need to be tended to with a Mechanics check, using the same difficulties and results of medicine checks for organic beings. Repair kits can be used to repair damage just like stimpacks are used on organic beings. See page 76 for more on droid repairs and healing.
- **Mechanical Being:** Droids cannot become Force sensitive, nor acquire a Force Rating by any means. Droids cannot use Force powers, and also cannot be affected by mind-altering Force powers.

CHARACTERISTIC RATING

Brawn 1	**Cunning 1**
Presence 1	**Agility 1**
Intellect 1	**Willpower 1**

DROID CLASSIFICATIONS

Droids manufacturers organize droids in five distinct classes based on their primary functions.

- Class One (First-degree): Specialize in physical sciences, mathematics, and medicine.
- Class Two (Second-degree): Work in the engineering and technical fields.
- Class Three (Third-degree): Programmed for the social and service areas, such as interpretation, teaching, protocol, and diplomatic assistance.
- Class Four (Fourth-degree): Purposely equipped with weaponry and designed for security, military training and operations, gladiatorial combat, and even assassination.
- Class Five (Fifth-degree): Basic labor units without advanced cognitive functions for a whole host of menial jobs, from sanitation to load-lifting.

GANDS

Gands are a mysterious insectoid species whose "findsmen" treat tracking quarry as a religious duty. They are exceptionally good at divining the location of individuals through ritualistic methods that off-worlders might consider backward and barbaric.

Gands have a closed culture. What is known about them is that religion and life are closely entwined. A gathering of elders called the Ruetsavii observes the various religious sects that represent the virtues of Gand life.

Off-worlders are most familiar with the religious sect known as the "findsmen." These are the Gand who leave their home planet on ritualistic hunts to catch prey and bring divine blessings to their people. Many other sects are rumored to exist, particularly in the fields of genetics, medicine, and engineering, but their exact natures are unknown.

Gands embrace technology, frequently modifying it for their own use. You can almost guarantee that a Gand's breathing apparatus, translator, blaster, and shockprod staff is customized or of personal manufacture.

SPECIES ABILITIES

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Gands begin the game with one rank in Discipline. They still may not train Discipline above rank 2 during character creation.

CHARACTERISTIC RATING

Brawn 2	**Cunning 2**
Presence 2	**Agility 2**
Intellect 1	**Willpower 3**

HUMANS

Humans are the most populous and gregarious of the galaxy's sapient species. They seem to be present on almost every open planet that harbors life while traveling the spacelanes looking for more.

Human ambition and competition have split their species into many different societies. Across the galaxy, humans live under every political system ever devised, from feudalism and theocracy to democracy and autocracy. Humans inhabit the most advanced worlds and are proficient at the most advanced technologies. There are also primitive, agricultural-based human communities who reject all aspects of the technology, either because of ignorance or philosophical belief.

As a species, humans' ethical outlook cannot be pinned down; they are both conquerors and champions, savage oppressors and compassionate benefactors. If one thing is certain about humans, it is that they gravitate toward the new and the unexplored—and are willing to take risks well beyond those of other species.

SPECIES ABILITIES

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 XP
- **Special Abilities:** Humans and near-humans start the game with access to one additional specialization in their chosen career. This still counts against the three specialization limit. It does not give the character additional beginning training in additional skills (the player must choose one of the two starting specializations to select ranks in starting skills from).

CHARACTERISTIC RATING

Brawn 2	**Cunning 2**
Presence 2	**Agility 2**
Intellect 2	**Willpower 2**

RODIANS

Rodians are born to hunt, coming from a hostile world that breeds killer instincts. For those with a price on their heads, a glimpse of a tapered green snout or an unmistakably putrid odor means a Rodian bounty hunter is on their tail.

The history of Rodia is a history of violence. Long ago, the tropical world used to teem with vicious predators, necessitating that the Rodians' defenseless ancestors either adapt or die. Adapt they did, hiding in the boughs of trees or climbing high into mountain caves, where they fashioned tools and formulated plans to hunt down the predators. They never had time to settle long enough to plant crops, and consequently did not develop agricultural competence. However, their skills in the hunt grew by leaps and bounds, and soon became the central focus of their society. Rodians who demonstrated the greatest hunting prowess were honored with prizes and leadership positions in the small communities.

Rodians became so proficient at hunting that they gradually forced most of Rodia's other predators into extinction. With nothing much left to hunt, they turned on each other. Gladiatorial hunts became the main method of resolving disputes between two Rodians, with the survivor being named the victor. Over time, these contests tilted into skirmishes and then wars between tribes, later acted out in Rodian drama.

The appearance of Old Republic scouts gave Rodians a new challenge. They hunted down the scouts and all foreigners who landed on Rodia. The world was nearly placed on the Republic's "no fly" list when the Rodian leader, the Grand Protector of the Hunt, did something unparalleled in Rodian history: he called off the hunt. He convinced his people that the off-worlders could show them the stars, where they could hunt until the end of time.

Though small feuds and hunts continue on Rodia, the planet's main industry is arms manufacture. As their ancestors did in days gone by, Rodians use their latent talent in weapon-making to craft blasters ideally suited to mercenaries and bounty hunters.

SPECIES ABILITIES

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Rodians begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation.

CHARACTERISTIC RATING

Brawn 2	**Cunning 2**
Presence 2	**Agility 3**
Intellect 2	**Willpower 1**



TRANDOSHANS

Trandoshans are belligerent, lizard-like humanoids who have an avowed hatred of Wookiees. They can be found wherever a strong hand or a big gun is desired.

Trandoshans, who call themselves the "T'doshok" in Dosh, come from a society that emphasizes strength, skill at hunting, resilience and self-reliance. Young Trandoshans can walk and possess an instinctual hunting ability almost from birth. By two years of age their mother takes them on their first hunts and by ten they are largely self-sufficient.

Trandoshan society revolves around the hunt, and worship of a goddess known as the Scorekeeper. She watches over the Trandoshan people, blessing or punishing them based on the success of their hunts. For each successful hunt and quarry brought to ground, the Trandoshans receive **jagannath**—"divine marks"—that when tallied, show a Trandoshan's status in society. The slaughtering of one of the Trandoshan's bitter enemies—namely Wookiees—earns an excess of **jagannath**, as do accomplishing other particularly difficult hunts.

As a Trandoshan gains **jagannath**, the more favored he is by the goddess, and therefore, the more desirable he is to possible mates. When a Trandoshan dies, he bows before the Scorekeeper and presents his **jagannath** quiver. That final tally of **jagannath** decides his place in the afterlife.

As Trandoshan society has evolved in the galactic community, the importance of the hunt has merged with other societal pursuits as well. Almost any action that betters the Trandoshan people can be justified as a worthy "hunt" in the eyes of Trandoshan culture. Of course, this leaves little room for "frivolous" pursuits such as the arts.

SPECIES ABILITIES

- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Trandoshans begin the game with one rank in Perception. They still may not train Perception above rank 2 during character creation.
- **Regeneration:** Whenever a Trandoshan would recover one or more wounds from natural rest or recuperation in a Bacta tank, it recovers one additional wound. It does not recover one additional wound when receiving first aid or medical treatment from a character, or when using a stimpack. Trandoshans can regrow lost limbs as well, though it usually takes at least a month before the limb is usable.
- **Claws:** When a Trandoshan makes Brawl checks to deal damage to an opponent, he deals +1 damage and has a Critical Rating of 3.

CHARACTERISTIC RATING

Brawn 3	**Cunning 2**
Presence 2	**Agility 1**
Intellect 2	**Willpower 2**

TWI'LEKS

The Twi'leks are among the most prominent non-human species in the galaxy. They are expert bargainers, sly at reading other species and using cunning to get what they want.

The government on Ryloth is an alliance of "head clans," each of which control a small town or larger districts in the city. A family's five most important Twi'leks lead their respected head-clans, with the power of influence radiating down the bloodline. According to tradition, when one leader of the head clan dies, the four remaining members must take exile in the sun-baked Bright Lands where the vicious lyleks roam. In practice, however, clan leaders find new and cunning ways to subvert exile.

The clan system has stratified Twi'lek society into castes. Twi'leks at the bottom of a bloodline are considered of the low birth caste and used as chattel in the slave trade. Twi'lek leaders exhibit disgust at any accusation of slavery and deny that they would ever put their own people in bondage, . Nonetheless, nearly every clan engages in "contracted indenturehood."

Ambitious clan members who want to rise in the family will do whatever it takes to get ahead within the social bounds. Direct confrontation is only a last resort for Twi'leks. They prefer more crafty ways of bringing down their rivals, using political schemes to disgrace an opponent's entire family. On Ryloth, shame has more power than assassination—Twi'leks never forget the stains of a scandal.

SPECIES ABILITIES

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Twi'leks begin the game with one rank in either Charm or Deceit. They still may not train Charm or Deceit above rank 2 during character creation.

CHARACTERISTIC RATING

Brawn 1	**Cunning 2**
Presence 3	**Agility 2**
Intellect 2	**Willpower 2**

WOOKIEES

Strong, intelligent, and fierce in battle, Wookiees make the best of friends for those to whom they are loyal—and the worst of enemies for those to whom they are not. Unfortunately, Wookiees have virtually disappeared from the population at large and are becoming a faded memory of the Old Republic.

Although their physique makes for an intimidating appearance, Wookiees live by strict codes of honor and loyalty. Friendship and family bonds knit Wookiees tightly together, for there are dangers on Kashyyyk that frighten even the most ferocious Wookiee. Kilometers-tall wroshyr trees cover nearly half of Kashyyyk's surface, defining the world's unique ecology and serving as homes for most Wookiee communities. On the seventh level of these forests, Wookiees have built immense cities in the trees, blending technology in harmony with the environment.

Mechanical skills and engineering come naturally to the Wookiees. The bowcaster, a crossbow that fires energy quarrels, is the most celebrated invention of their species. It is a weapon that takes a Wookiee's strength to cock and pull, yet its design shows a reverence to the past while harnessing the energy of new technology.

Having dominated much of Kashyyyk's upper levels, the Wookiees were on the path to explore the stars on their own when a neighboring species, the Trandoshans, arrived on Kashyyyk to colonize and exploit the world. Even though the Trandoshans had more advanced weaponry, the Wookiees fought the would-be colonizers off the planet. The Wookiees wasted no time in disassembling the technology Trandoshans left behind. This included a starship with sublight engines. When the Trandoshans returned, the Wookiees drove them away for a second time, then took flight to the stars.

The Wookiee-Trandoshan wars continued in spats throughout the later years of the Old Republic, with the Republic mediators usually siding with the honorable Wookiees. The Trandoshans saw an opportunity, however, when Palpatine declared his Empire. They sent emissaries to Palpatine to recount their grievances against the Wookiees. The Wookiees had hidden Jedi on Kashyyyk after Order 66, infuriating the Emperor, so he declared that Kashyyyk be occupied, to the Trandoshans' delight. The Imperials then heeded Trandoshan advice and placed the cantankerous Wookiees in labor camps. Wookiee children were held at gunpoint unless Wookiee adults used their technical expertise to build Imperial war matériel, which included parts of the Death Stars.

SPECIES ABILITIES

- **Wound Threshold:** 14 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Wookiees begin the game with one rank in Brawl. They still may not train Brawl above rank 2 during character creation.
- **Wookiee Rage:** Wookiee Rage. When a Wookiee has suffered any wounds, he deals +1 damage to his Brawl and Melee attacks. When a Wookiee is Critically Injured, he deals +2 damage to his Brawl and Melee attacks.

CHARACTERISTIC RATING

Brawn 3	Cunning 2
Presence 2	Agility 2
Intellect 2	Willpower 1

STEPS 4 AND 5: SELECTING A CAREER AND SPECIALIZATIONS

At this stage, the player chooses his character's career (which remains with the PC permanently) and his starting specialization (which may be only one of many the character undertakes over the course of his story). Both are critical choices as they establish the history and the potential future of the character.

The idea is not only to look at the immediate capabilities of a character, but to look forward to that character's growth potential. The most important difference between a career and a specialization is the obvious one—specializations are the areas of particular focus for an individual following a career path.

What a player chooses as a career for his character defines the overall and ongoing commitment to a way of life for that character. A career is more than just what a character does for a living—it is his way of life, encompassing his goals, his passions, his training, and his destiny. Areas of focus may change over time, but a character will never truly stop being whatever it is he chose to be at his core.

Specializations, on the other hand, represent a character's current areas of interest and focus. Where a career expresses the nature of a character, a specialization indicates what a character really does in the galaxy. The text that appears on the specialization talent trees on the following pages is a truncated shorthand, presented for quick reference and ease of use. The full text for each talent can be found in **Chapter 4: Talents**.

THE BOUNTY HUNTER – REPUTATION IS EVERYTHING

The Bounty Hunter's eight career skills are **Athletics, Perception, Pilot (Planet), Pilot (Space), Streetwise, Surveillance, Vigilance, and Ranged (Heavy)**. He may begin with a single rank in four of these skills, and it will be easier to attain ranks in the others by spending experience.

THE ROLE OF THE BOUNTY HUNTER

The name says it all; this is a hunter who seeks to collect bounties for his work. Bounty Hunters tend to be feared, reviled, looked down upon... and in great demand throughout the galaxy. They are expert trackers, brutal combatants, and effective investigators. They tend to prefer skulduggery, stealth, and traps over frontal assaults, but the most respected Bounty Hunters will do whatever it takes to catch their quarries and collect their fees.

BOUNTY HUNTER SPECIALIZATIONS

The specializations are covered in greater detail in the following sections; this section mainly deals with how each specialization connects to the Bounty Hunter Career.

ASSASSIN – INSTRUMENT OF POLICY

Whereas most Bounty Hunters focus primarily on the capture of quarry, those who specialize as Assassins are generally tasked with the straightforward proposition of terminating their targets. Most Hunters are considered failures if they end up with too many kills on their records, while the worth of an Assassin can readily be measured with how many bodies he's left lying on the deck.

The selection of additional skills for an Assassin very much point towards his focus: **Coordination, Skulduggery, Stealth**, and **Melee**; of these four, the player may choose to give two a single rank for free. Assassins tend to prefer getting in, taking out targets either up close or sniping from afar, and leaving just as silently as they came in, and their talents are appropriate for this kind of work.

GADGETEER – CONNOISSEUR OF TECH

Considering how often a single Bounty Hunter finds himself faced with terrible odds (more often than not, an Acquisition has friends or employees who work hard to protect him), it's not surprising how many specialize in high-tech gear and weapons.

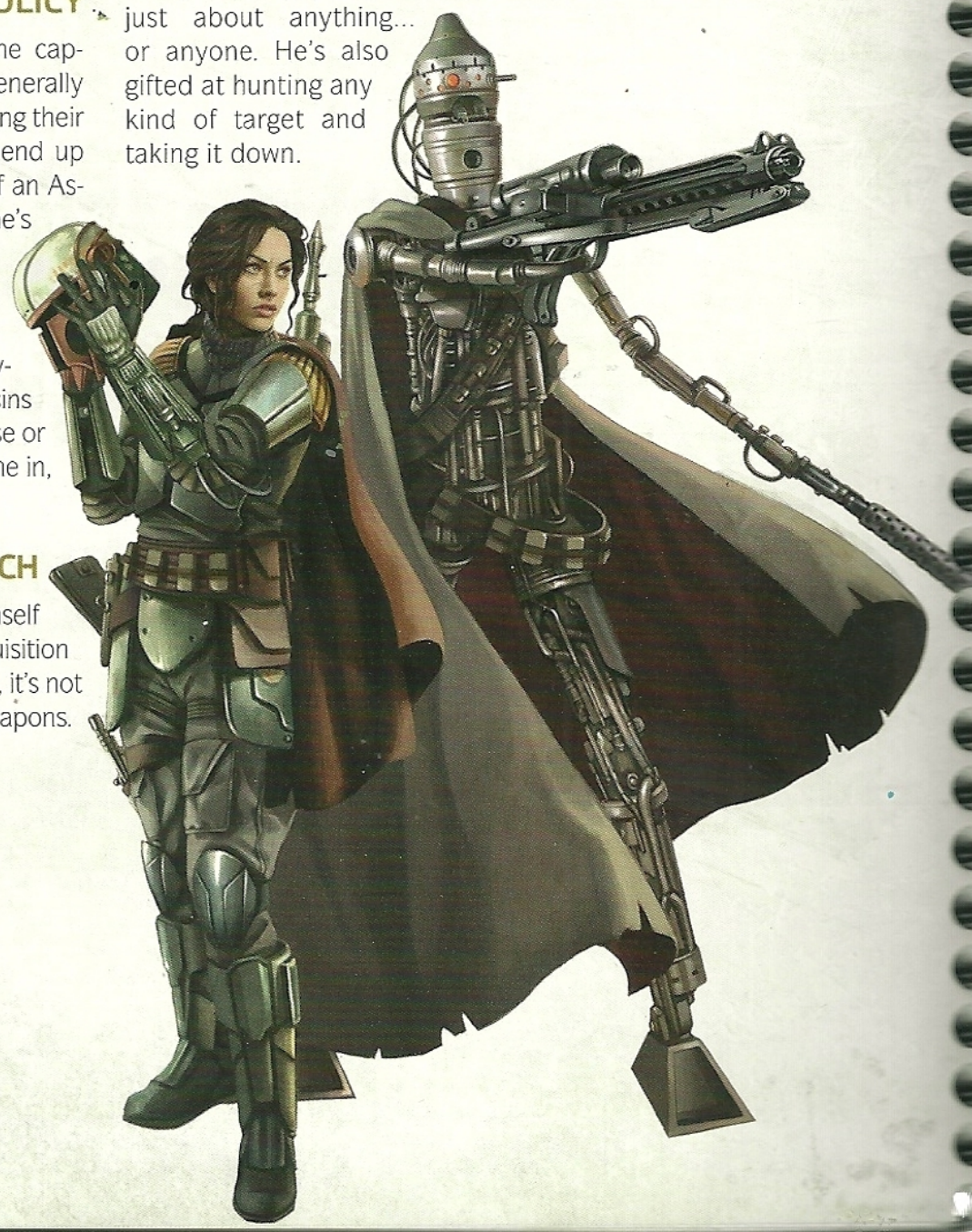
The Gadgeteer excels at presenting himself as a one-man battle force, at least for a short time. Using both the latest tech and his own personally-modified gear, a Bounty Hunter with this specialization can be hard to stop.

Gadgeteers add the skills **Computers, Mechanics, Surveillance**, and **Range (Light)** to their repertoire, making them effective technicians, ranged combat experts, and masters of surveillance. The player may choose two of these four skills to add a single rank to for free at this stage; by taking a rank in Surveillance at the career choice point and here, the skill can be at Level 2 at the start. Gadgeteer talents lean heavily towards gear use, taking down targets, and adapting to hard situations.

SURVIVALIST – MASTER OF ENVIRONMENTS

Beyond civilization, in the farthest reaches of the galaxy, there are places where few (if any) sentients have ever trodden the ground. Places like these are ideal hiding places for those fleeing retribution for their actions. Places like these are where Bounty Hunters who specialize as Survivalists thrive in their craft.

Harkening back to the ancient practices of true wilderness hunters, the Survivalist gains **Resilience, Survival, Knowledge (Lore)**, and **Knowledge (Xenology)** as his specialization skills; two may be chosen right at the start to each receive a single free rank. With his talent array, he can keep himself and his companions alive, and he knows where and what to look for when searching for just about anything... or anyone. He's also gifted at hunting any kind of target and taking it down.



Bounty Hunter: Assassin Talent Tree

Career Skills: Athletics, Perception, Pilot (Planet), Pilot (Space), Streetwise, Surveillance, Vigilance, Ranged (Heavy)

Assassin Bonus Career Skills: Coordination, Skullduggery, Stealth, Melee

PASSIVE ABILITY

ACTIVATED ABILITY

PERMANENT ABILITY



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Bounty Hunter: Gadgeteer Talent Tree

Career Skills: Athletics, Perception, Pilot (Planet), Pilot (Space), Streetwise, Surveillance, Vigilance, Ranged (Heavy)

Gadgeteer Bonus Career Skills: Computers, Mechanics, Surveillance, Ranged (Light)

PASSIVE ABILITY

ACTIVATED ABILITY

PERMANENT ABILITY

5

Quick Draw
Once per round, draw or holster a weapon or accessible item as an incidental.

Toughened
Gain +1 wound threshold.

Intimidating
May suffer a number of strain to downgrade difficulty of attempted Coerce checks, or upgrade difficulty when targeted by Coerce checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

Point Blank
Add 1 damage per rank of Point Blank to damage inflicted while using the Ranged (Heavy) or Ranged (Light) skills at close range or engaged.

10

Spare Clip
Cannot run out of ammo due to ▽. Items with a listed clip size run out of ammo as normal.

Jury Rigged
Choose 1 weapon, armor, or other item and give it a permanent improvement as long as it remains in use.

Point Blank
Add 1 damage per rank of Point Blank to damage inflicted while using the Ranged (Heavy) or Ranged (Light) skills at close range or engaged.

Disorient
After hitting with a combat check, may spend ⊕ to disorient the target for a number of rounds equal to ranks in Disorient.

15

Brace
Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

Armor Master
When wearing armour, increase total soak value by 1.

Natural Enforcer
Once per session, may re-roll any 1 Coerce or Streetwise check.

Stunning Blow
When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.

20

Jury Rigged
Choose 1 weapon, armor, or other item and give it a permanent improvement as long as it remains in use.

Tinkerer
May add one additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.

Deadly Accuracy
When acquired, choose 1 combat skill. Add ranks in that skill to any damage inflicted while using that combat skill.

Improved Stunning Blow
When dealing strain damage with Melee or Brawl checks, may spend ⊕ to stagger target for 1 round.

25

Intimidating
May suffer a number of strain to downgrade difficulty of attempted Coerce checks, or upgrade difficulty when targeted by Coerce checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

Dedication
Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.

Improved Armor Master
When wearing armour with a soak value of 2 or higher, increase defence by 1.

Crippling Blow
Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever he moves for the remainder of the encounter.

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Bounty Hunter: Survivalist Talent Tree

Career Skills: Athletics, Perception, Pilot (Planet), Pilor (Space), Streetwise, Surveillance, Vigilance, Ranged (Heavy)

Survivalist Bonus Career Skills: Resilience, Survival, Knowledge (Lore), Knowledge (Xenology)

PASSIVE ABILITY

ACTIVATED ABILITY

PERMANENT ABILITY

Forager
Remove up to ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

Stalker
Add □ per rank of Stalker to all Stealth, Coordination, and Surveillance checks made outdoors.

Outdoorsman
Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

Expert Tracker
Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

Outdoorsman
Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

Swift
Do not suffer usual penalties for moving through difficult terrain.

Hunter
Add □ per rank of Hunter to all checks when interacting with beasts or animals (including combat checks). Add +10 to Critical Injury rolls against beasts or animals per rank of Hunter.

Soft Spot
After making a successful attack, spend 1 Destiny Point to add damage equal to ranks in Cunning to the result.

Toughened
Gain +1 wound threshold.

Expert Tracker
Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

Stalker
Add □ per rank of Stalker to all Stealth, Coordination, and Surveillance checks made outdoors.

Natural Outdoorsman
Once per session, may re-roll any 1 Resilience or Survival check.

Toughened
Gain +1 wound threshold.

Hunter
Add □ per rank of Hunter to all checks when interacting with beasts or animals (including combat checks). Add +10 per rank of Hunter to Critical Injury rolls against beasts or animals.

Expert Tracker
Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

Blooded
Add □ per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by one round per rank of Blooded, to a minimum of one.

Resilience
Gain +1 soak value.

Dedication
Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.

Grit
Gain +1 strain threshold.

Heroic Fortitude
May spend 1 Destiny Point to ignore effects of critical injuries on Brawn or Agility checks until end of encounter.

THE COLONIST – BREAKING BOUNDARIES

For the Colonist, the eight defining career skills are **Charm, Deceit, Leadership, Negotiation, Streetwise, Knowledge (Core Worlds), Knowledge (Education)**, and **Knowledge (Lore)**. The player selects four of these to gain a rank in for free, and the rest can be enhanced later with experience fairly easily.

THE ROLE OF THE COLONIST

In a way, Colonists are the most out-of-place people in the Outer Rim. They are most often from the Core Worlds, where they were well educated and part of the cultural and professional elite. A Colonist doesn't tend to have the training to survive in areas of high conflict, and he isn't particularly adept at physical exploits.

What he does possess, however, is a keen grasp of the bigger picture, and he usually has the knowledge to understand problems and the capacity to get them solved. He probably came to the Outer Rim to create opportunities for himself, or to find a better life than what he left behind. If he cannot find that better life, he'll apply everything he knows to create it, and he'll use his considerable social skills to gather like-minded allies to his cause.

COLONIST SPECIALIZATIONS

The following overviews of the Colonist specializations create some context for deciding which one will best serve as a player's beginning choice.

DOCTOR – THE GIFT OF HEALING

Of all the Colonists who come to the Outer Rim, Doctors probably have the easiest time finding employment. They are in demand almost anywhere they go. Had he wished to work in high-tech, state-of-the-art medical facilities, however, a Doctor would not likely have come to the Outer Rim (at least, not by choice).

With the specialization skills of **Cool, Medicine, Resilience**, and **Knowledge (Education)**, a Doctor brings not only healing and the treatment of illnesses with him, he brings a broad spectrum of knowledge (being able to put 2 total ranks in Knowledge—Education actually makes him a kind of secondary scholar where general information is concerned) and a solid persona in the face of adversity.

POLITICO – THE GIFT OF LEADERSHIP

A Politico can talk to anyone about anything in any way he needs to, and only another Politico or a being of iron will is likely to be able to resist him if he's out to win a point or achieve a goal. What others might accomplish with might and fear, a talented Politico may well achieve with a few well-placed words and a decent plan.

Politicos gain the specialization skills of **Charm, Coerce, Deceit**, and **Negotiation**. With both Charm and Deceit, they have the possibility of starting with two ranks in each (if that's where they spend their two free ranks at this stage). A Politico might join a speech or debate in any number of ways. With his talents, he might act to inspire greatness in those around him, or he might know just what to say to cut an opponent to the core, diminishing his confidence and leaving him vulnerable.

SCHOLAR – THE GIFT OF KNOWLEDGE

At first, the idea of a Scholar wandering with a bunch of ne'er-do-wells in the Outer Rim might seem a bit odd, if not downright ridiculous. However, with all of the dangers and wonders of "a thousand thousand worlds," having someone around who actually knows something more than how to reload a heavy blaster could be exceedingly useful under any number of circumstances.

Perception, Knowledge (Outer Rim), Knowledge (Underworld), and **Knowledge (Xenology)** are the Scholar's bonus skills from his specialization; like all others, he chooses two of the four to gain a free rank. These skills emphasize his role as a font of information, as well as his keen awareness of his surroundings. His talents further enhance his capacity for knowing things, or at least knowing how to find out. Additionally, he's particularly useful in adapting to unforeseen crises and conditions.



Colonist: Doctor Talent Tree

Career Skills: Charm, Deceit, Leadership, Negotiation, Streetwise, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore)

Doctor Bonus Career Skills: Cool, Medicine, Resilience, Knowledge (Education)

PASSIVE ABILITY

ACTIVATED ABILITY

PERMANENT ABILITY

Surgeon
When making a Medicine check to help a character recover wounds, the target recovers 1 additional wound per rank of Surgeon.

Bacta Specialist
Patients regain 1 additional wound per rank of Bacta Specialist when they recover wounds from Bacta tanks or long term care.

Grit
Gain +1 strain threshold.

Resolve
When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.

5

Stim Application
Take the Stim Application Action; make an Average [◆◆] Medicine check. If successful, 1 engaged ally increases 1 characteristic by 1 and suffers 4 strain.

Grit
Gain +1 strain threshold.

Surgeon
When making a Medicine check to help a character recover wounds, the target recovers 1 additional wound per rank of Surgeon.

Resolve
When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.

10

Surgeon
When making a Medicine check to help a character recover wounds, the target recovers 1 additional wound per rank of Surgeon.

Bacta Specialist
Patients regain 1 additional wound per rank of Bacta Specialist when they recover wounds from Bacta tanks or long term care.

Bacta Specialist
Patients regain 1 additional wound per rank of Bacta Specialist when they recover wounds from Bacta tanks or long term care.

Pressure Point
When making a Brawl check against an opponent, instead of dealing damage, may deal equivalent strain plus additional strain equal to ranks in Medicine (this ignores soak).

15

Improved Stim Application
When performing Stim Application Action, may increase difficulty of check to Hard [◆◆◆], and target only suffers 1 strain.

Natural Doctor
Once per session, may re-roll any 1 Medicine check.

Grit
Gain +1 strain threshold.

Anatomy Lessons
After a successful combat check, spend 1 Destiny Point to add damage equal to his Intellect to the result.

20

Supreme Stim Application
When performing the Stim Application Action, spend ⊕ to increase an additional Characteristic by 1, to a maximum of 5.

Master Doctor
Once per round, suffer 2 strain to decrease the difficulty of a Medicine check by 1.

Dedication
Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.

Dodge
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain and upgrade the Difficulty of the check by that number. Strain suffered this way cannot exceed ranks in Dodge.

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Colonist: Politico Talent Tree

Career Skills: Charm, Deceit, Leadership, Negotiation, Streetwise, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore)

Politico Bonus Career Skills: Charm, Coerce, Deceit, Negotiation

PASSIVE ABILITY

ACTIVATED ABILITY

PERMANENT ABILITY

5

Kill with Kindness
Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks.

Grit
Gain +1 strain threshold.

Plausible Deniability
Remove ■ per rank of Plausible Deniability from all Coerce and Deceit checks.

Plausible Deniability
Remove ■ from all Coerce and Deceit checks per rank of Plausible Deniability.

10

Inspiring Rhetoric
Take an Inspiring Rhetoric action; make an Average (◆◆) Leadership check. Each Success causes 1 ally in close range to recover 1 strain. Spend ☹ to cause 1 affected ally to recover 1 additional strain.

Kill with Kindness
Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks.

Scathing Tirade
Take a Scathing Tirade action; make a Hard (◆◆◆) Coerce check. Each Success causes one enemy in close range to suffer 1 strain. Spend ☹ to cause 1 affected enemy to suffer 1 additional strain.

Plausible Deniability
Remove ■ per rank of Plausible Deniability from all Coerce and Deceit checks.

15

Kill with Kindness
Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks.

Improved Inspiring Rhetoric
Each ally affected by Inspiring Rhetoric gains □ on all skill checks for a number of rounds equal to ranks in Leadership.

Improved Scathing Tirade
Each enemy affected by Scathing Tirade suffers ■ on all skill checks equal to ranks in Coerce.

Well Rounded
Choose any 2 Skills. They permanently become Career Skills.

20

Grit
Gain +1 strain threshold.

Supreme Inspiring Rhetoric
Suffer 1 strain to perform Inspiring Rhetoric as a maneuver, not an action.

Supreme Scathing Tirade
Suffer 1 strain to perform Scathing Tirade as a maneuver, not an action.

Nobody's Fool
May upgrade difficulty of incoming Charm, Coerce, or Deceit checks once per rank of Nobody's Fool.

25

Steely Nerves
Spend 1 Destiny Point to ignore effects of critical injuries on Willpower or Presence checks until end of encounter.

Dedication
Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.

Natural Charmer
Once per session. may re-roll any 1 Charm or Deceit check.

Intense Presence
Spend a Destiny Point to recover strain equal to Presence rating.

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Colonist: Scholar Talent Tree

Career Skills: Charm, Deceit, Leadership, Negotiation, Streetwise, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore)

Scholar Bonus Career Skills: Perception, Knowledge (Outer Rim), Knowledge (Underworld), Knowledge (Xenology)

PASSIVE ABILITY

ACTIVATED ABILITY

PERMANENT ABILITY

Respected Scholar
May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

Speaks Binary
When directing NPC Droids, may grant them ▢ per rank of Speaks Binary on checks.

Researcher
Remove ■ per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

Brace
Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

5

Researcher
Remove ■ per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

Respected Scholar
May downgrade difficulty of checks to interact with institutes of learning a number of times equal to ranks of Respected Scholar.

Resolve
When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.

Researcher
Remove ■ per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

10

Codebreaker
Remove ■ per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

Knowledge Specialization
When acquired, choose 1 Knowledge skill. When making that skill check, may spend ⊕ result to gain additional successes equal to ranks in Knowledge Specialization.

Natural Scholar
Once per session, may re-roll any 1 Knowledge Skill check.

Well Rounded
Choose any 2 Skills. They permanently become Career Skills.

15

Knowledge Specialization
When acquired, choose 1 Knowledge skill. When making that skill check, may spend ⊕ result to gain additional successes equal to ranks in Knowledge Specialization.

Codebreaker
Remove ■ per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

Confidence
May decrease difficulty of any Discipline check to avoid fear by 1 per rank of Confidence.

Resolve
When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.

20

Intense Focus
Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of next skill check once.

Mental Fortress
Spend 1 Destiny Point to ignore effects of critical injuries on Intellect or Cunning checks until end of encounter.

Dedication
Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.

Brace
Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

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THE EXPLORER – EXPANDING THE GALAXY

The Explorer's eight career skills are **Astrogation, Charm, Cool, Perception, Pilot (Space), Knowledge (Lore), Knowledge (Outer Rim),** and **Knowledge (Xenology)**. He begins with a single rank in four of these, and improving them with experience points will be relatively easy.

THE ROLE OF THE EXPLORER

No matter how large the Empire is, the Explorer seeks to uncover the countless mysteries and opportunities out in the vastness. Explorers are both vitally important and insidiously dangerous to the New Order; on the one hand, they reveal trade routes, and resources that are deeply coveted by the Empire, and on the other hand they expand the ranges into which rebels, criminals, and iconoclasts can spread out and avoid Imperial might.

Though the Empire employs countless scouts and mercantile agents, and there are many more such entities working for the millions of galactic corporations seeking advantage over one another as they expand, the Explorer is a free agent. He makes his own way, tracks his own discoveries, and arranges his own special deals and connections.

EXPLORER SPECIALIZATIONS

This section offers a brief overview of each specialization and how it connects to the Explorer Career.

FRINGER – DISCOVERING NEW POSSIBILITIES

Part-negotiator, part-astrogator, and savvy in the ways of the galaxy beyond the Core Worlds, the Fringer is a jack of all trades. He focuses on knowing how to find what he needs and how to get where he needs to go. He's got the gift of gab when it's time to talk, and the awareness to maneuver away when it's time to run.

The additional skills for a Fringer are indicative of his diversified nature: **Astrogation**, **Coordination**, **Negotiation**, and **Streetwise**. As with all specialization skills, the player may select two to get a free rank in at this stage. With the capacity to take a second rank in Astrogation, Fringers can start strong in their knowledge of how to get around the galaxy, and the other skills showcase their talents in getting around quietly, talking to the right people, and navigating urban settings. They also have a strong capacity to endure rough situations.

SCOUT – DISCOVERING NEW PLANETS

There's finding a planet, and then there's going down to the planet and seeing what's what. The Scout is the professional for the task, trained to survey and survive, gathering all of the information he can while keeping his head attached to his body. While bravery in combat is one thing, there can be no denying the fearlessness of anyone willing to touch down on a completely unknown planet and trod about with only scanners and his wits to discover its secrets.

A Scout knows his way around in any environment, and he's both tough and knowledgeable enough to make the most of his situation. His additional skills—two of which receive a free rank at this stage—make his job much easier: **Athletics, Pilot (Planet), Survival**, and **Surveillance**. Most Scouts are skilled with covering any ground (or lack thereof); how to find what to eat and where to sleep. Scouts are often excellent at driving or piloting atmospheric craft as well, since they don't necessarily want to walk everywhere. They're also adept at taking advantage of opportunities in combat. Most scouts feel it's better to strike fast and strike first, so they only have to strike once.

TRADER – DISCOVERING NEW MARKETS

Those seeking to take what they discover as they explore the Outer Rim and beyond and turn a serious profit out of it are Traders. For a Trader, a new planet represents nigh-infinite potential for resource exploitation, while a new culture or hidden community is a customer base just begging for his particular talents.

Traders gain access to the additional skills of **Deceit, Negotiation, Knowledge (Core Worlds)**, and **Knowledge (Education)**. Two of these skills receive a free rank at this stage. Most Traders know how to build connections between the center of civilization and the far reaches, and they are often educated folks who bring knowledge and proficiency in economics, sociology, and politics with them. As well, an effective Trader knows the art of the deal (being able to put a second starting rank in Negotiation makes him extra capable in that area), and he knows when a well-placed lie is the right tactic.



Explorer: Fringer Talent Tree

Career Skills: Astrogation, Charm, Cool, Perception, Pilot (Space), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology)

Fringer Bonus Career Skills: Astrogation , Coordination, Negotiation, Streetwise

PASSIVE ABILITY

ACTIVATED ABILITY

PERMANENT ABILITY

Galaxy Mapper
Remove ■ per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

Street Smarts
Remove ■ per rank of Street Smarts from Streetwise or Surveillance checks.

Rapid Recovery
When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.

Street Smarts
Remove ■ per rank of Street Smarts from Streetwise or Surveillance checks.

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.

Skilled Jockey
Remove ■ per rank of Skilled Jockey from all Pilot (Planet) and (Space) checks.

Grit
Gain +1 strain threshold.

Toughened
Gain +1 wound threshold.

10

Master Starhopper
Once per round, suffer 2 strain to decrease the difficulty of next Astrogation check by 1 to a minimum of Easy (◆).

Definsive Driving
Increase defence of vehicle or starship being piloted by 1 per rank of Defensive Driving.

Rapid Recovery
When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.

Durable
May reduce any Critical Hit suffered by 10 per rank of Durable to a minimum of 1.

15

Rapid Recover
When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.

Jump Up
Once per round, may stand from seated or prone as an incidental.

Grit
Gain +1 strain threshold..

Knockdown
After hitting with a melee attack, may spend ⊕ to knock the target prone.

20

Dedication
Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.

Toughened
Gain +1 wound threshold.

Dodge
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain and upgrade the Difficulty of the check by that number. Strain suffered this way cannot exceed ranks in Dodge.

Dodge
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain and upgrade the Difficulty of the check by that number. Strain suffered this way cannot exceed ranks in Dodge.

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Explorer: Scout Talent Tree

Career Skills: Astrogation, Charm, Cool, Perception, Pilot (Space), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology)
Scout Bonus Career Skills: Athletics, Pilot (Planet), Survival, Surveillance

PASSIVE ABILITY
ACTIVATED ABILITY
PERMANENT ABILITY

5

Rapid Recovery
When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.

Stalker
Add ☐ per rank of Stalker to all Stealth, Coordination, and Surveillance checks made outdoors.

Grit
Gain +1 strain threshold.

Shortcut
During a chase, add ☐ per rank in Shortcut to any checks made to catch or escape an opponent.

10

Forager
Remove up to ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

Quick Strike
Add ☐ per rank of Quick Strike to combat checks against targets that have not acted yet.

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.

Disorient
After hitting with a combat check, may spend ⊕ to disorient the target for a number of rounds equal to ranks in Disorient.

15

Rapid Recovery
When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.

Natural Hunter
Once per session re-roll any 1 Perception or Vigilance check.

Familiar Suns
Once per session, may perform a Familiar Suns maneuver; make a Hard [◆◆◆] Knowledge (Outer Rim) or (Core Worlds) check to reveal the current type of planetary environment and other useful information.

Shortcut
During a chase, add ☐ per rank in Shortcut to any checks made to catch or escape an opponent..

20

Grit
Gain +1 strain threshold.

Heightened Awareness
Allies within close range add ☐ to Perception or Vigilance checks. Engaged allies add ☐☐.

Toughened
Gain +1 wound threshold.

Quick Strike
Add ☐ per rank of Quick Strike to combat checks against targets that have not acted yet.

25

Utility Belt
Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented tool from a utility belt or satchel, with a rarity no greater than 3. This may not be a weapon.

Dedication
Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.

Stalker
Add ☐ per rank of Stalker to all Stealth, Coordination, and Surveillance checks made outdoors.

Disorient
After hitting with a combat check, may spend ⊕ to disorient the target for a number of rounds equal to ranks in Disorient.

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Explorer: Trader Talent Tree

Career Skills: Astrogation, Charm, Cool, Perception, Pilot (Space), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology)

Trader Bonus Career Skills: Deceit, Negotiation, Knowledge (Core Worlds), Knowledge (Education)

PASSIVE ABILITY

ACTIVATED ABILITY

PERMANENT ABILITY

Know Somebody
Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per Rank of Know Somebody.

Convincing Demeanor
Remove ■ per rank of Convincing Demeanor from Deceit or Skulduggery checks.

Wheel and Deal
When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

Smooth Talker
When first acquired, choose 1 Skill; Charm, Coerce, Negotiate, or Deceit. When making checks with that skill, may spend ⊕ to gain additional ✲ equal to ranks in Smooth Talker.

5

Wheel and Deal
When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

Grit
Gain +1 strain threshold.

Spare Clip
Cannot run out of ammo due to ▽. Items with a listed clip size run out of ammo as normal.

Grit
Grit: Gain +1 strain threshold..

10

Know Somebody
Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per Rank of Know Somebody.

Nobody's Fool
May upgrade difficulty of incoming Charm, Coerce, or Deceit checks once per rank of Nobody's Fool.

Smooth Talker
When first acquired, choose 1 Skill; Charm, Coerce, Negotiate, or Deceit. When making checks with that skill, may spend ⊕ to gain additional ✲ equal to ranks in Smooth Talker.

Nobody's Fool
May upgrade difficulty of incoming Charm, Coerce, or Deceit checks once per rank of Nobody's Fool.

15

Wheel and Deal
When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

Steely Nerves
Spend 1 Destiny Point to ignore effects of critical injuries on Willpower or Presence checks until end of encounter.

Black Market Contacts
When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

Black Market Contacts
When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

20

Know Somebody
Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per Rank of Know Somebody.

Natural Negotiator
Once per session, may re-roll any one Cool or Negotiate check.

Dedication
Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.

Master Merchant
When buying or selling goods, or paying off or taking Obligation, may suffer 2 strain to sell for 25% more, buy for 25% less, pay off 1 more Obligation, or take 1 less.

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THE HIRED GUN – MIGHT FOR A PRICE

The Hired Gun's eight career skills are **Athletics, Discipline, Pilot (Planet), Resilience, Vigilance, Brawl, Melee**, and **Range (Light)**. Four of these get a free initial rank, and the others will be his easiest to improve with experience (along with the four specialization skills he gains).

THE ROLE OF THE HIRED GUN

When it comes to shooting, the Hired Gun is at the forefront. He is much less of an independent operator than the Bounty Hunter, preferring to have a defined mission, an objective to achieve, and some credits to spend when the job is done. Hired Guns are muscle and applied force, meant to defend or attack as the situation calls for. They are meant to cause damage, or at least to deter an opponent from causing damage; subtlety doesn't tend to be the strong suit of someone on this path.

Hired Guns encountered in the Outer Rim likely come from one of three kinds of backgrounds; they may have been soldiers for the Empire (or, possibly, even for the Old Republic before its fall), they might have served with a planetary or organizational force of some kind, or simply came up hard, learning how to fight because that was the only way they could survive. The Hired Gun has the kinds of skills and talents that make it fairly easy to find work in the Outer Rim and the fringes of society.

HIRED GUN SPECIALIZATIONS

What follows is a brief summary of each specialization for this career, and how they apply to the career and to the player's decisions.

BODYGUARD – PERSONAL DEFENDER

Hired Guns who choose the Bodyguard specialization are excellent choices for defending both people and places. They tend to be highly capable with all kinds of weaponry, extremely tough and savvy in combat, and exactly the right people to get behind when blaster fire start flying.

Their additional skills are revelatory: **Perception, Pilot (Planet), Gunnery**, and **Ranged (Heavy)**. With this array of skills, a Bodyguard can operate anything that shoots, keep a good eye on his surroundings, and (with the option to have up to two ranks) can handle any planet-bound craft with great aptitude. This makes him potentially perfect as an armed chauffeur or as a heavy weapons emplacement operator. He also makes one excellently stalwart soldier.

MARAUDER – UP CLOSE AND PERSONAL

Marauders don't necessarily mind shooting their opponents, but they would much rather get mixed up in a melee, weapons in hand, smashing and slashing their way through. Marauders are tough—probably the toughest combatants in any conflict. They tend to take a great deal of punishment while dealing out far more to any who dare go against them.

A Marauder's list of additional skills is not at all surprising: **Coerce, Resilience, Survival**, and **Melee**. Resilience and Melee can both be brought up to two ranks if the player chose to put ranks in them after his career selection. Marauders make excellent "leg-breakers," among other things, and they usually know quite a bit about how to survive in most situations. In combat, they are masters of dishing out and taking lots of damage.

MERCENARY SOLDIER – PERSONAL MASTER OF WAR

If the Marauder is the melee master, and the Bodyguard is the all-around weapons and gear trooper, the Mercenary Soldier is the warfare expert. An adept of both ranged combat and military tactics, he is a leader of men and a deadly combatant himself.

Mercenary Soldiers share the specialization skills of **Gunnery** and **Ranged (Heavy)** with Bodyguards; their shift in focus is shown by the skills of **Discipline** and **Leadership**. With the option to put two total ranks in Discipline, a Mercenary Soldier can be a true mental rock in the most critical of situations. He is a deadly foe all on his own, and deadlier still if he has a force to lead in battle.



Hired Gun: Bodyguard Talent Tree

Career Skills: Athletics, Discipline, Pilot (Planet), Resilience, Vigilance, Brawl, Melee, Ranged (Light)
Bodyguard Bonus Career Skills: Perception, Pilot (Planet), Gunnery, Ranged (Heavy)

PASSIVE ABILITY
ACTIVATED ABILITY
PERMANENT ABILITY

Toughened
Gain +1 wound threshold.

Barrage
Add 1 damage per rank of Barrage to damage inflicted while using the Ranged (Heavy) or Gunnery skills at medium or long range.

Durable
May reduce any Critical Hit suffered by 10 per rank of Durable to a minimum of 1.

Grit
Gain +1 strain threshold.

5

Body Guard
Once per round, may perform a Body Guard maneuver to guard an engaged character. Until the beginning of the next turn, any attacks targeting guarded character suffer ■.

Hard Headed
When staggered or disoriented, perform the Hard Headed Action; make a Daunting [◆◆◆◆] Discipline check to remove status. Difficulty decreases per rank of Hard Headed.

Barrage
Add 1 damage per rank of Barrage to damage inflicted while using the Ranged (Heavy) or Gunnery skills at medium or long range.

Brace
Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

10

Improved Body Guard
When using Body Guard to guard another character, may perform 2 maneuvers to increase difficulty of attacks targeting guarded character by 1 instead of adding ■.

Side Step
Once per round, may perform a Side Step maneuve; until next turn, add ■ to opponent's ranged combat checks.

Defensive Stance
Once per round, perform a Defensive Stance maneuver; until next turn, add ■ to opponent's melee combat checks.

Brace
Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

15

Resilience
Gain +1 soak value.

Improved Side Step
May perform 2 maneuvers when Side Stepping to increase difficulty of opponent's ranged combat checks by 1 instead.

Improved Defensive Stance
May perform 2 maneuvers when using Defensive Stance to increase difficulty of opponent's melee combat checks by 1 instead.

Hard Headed
When staggered or disoriented, may take a Hard Headed Action; make a Daunting [◆◆◆◆] Discipline check to remove status. Difficulty decreases per rank of Hard Headed.

20

Dedication
Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.

Barrage
Add 1 damage per rank of Barrage to damage inflicted while using the Ranged (Heavy) or Gunnery skills at medium of long range..

Toughened
Gain +1 wound threshold.

Improved Hard Headed
When incapacitated due to strain exceeding threshold, may take a more difficult Hard Headed action to regain conciousness and reduce strain by 1.

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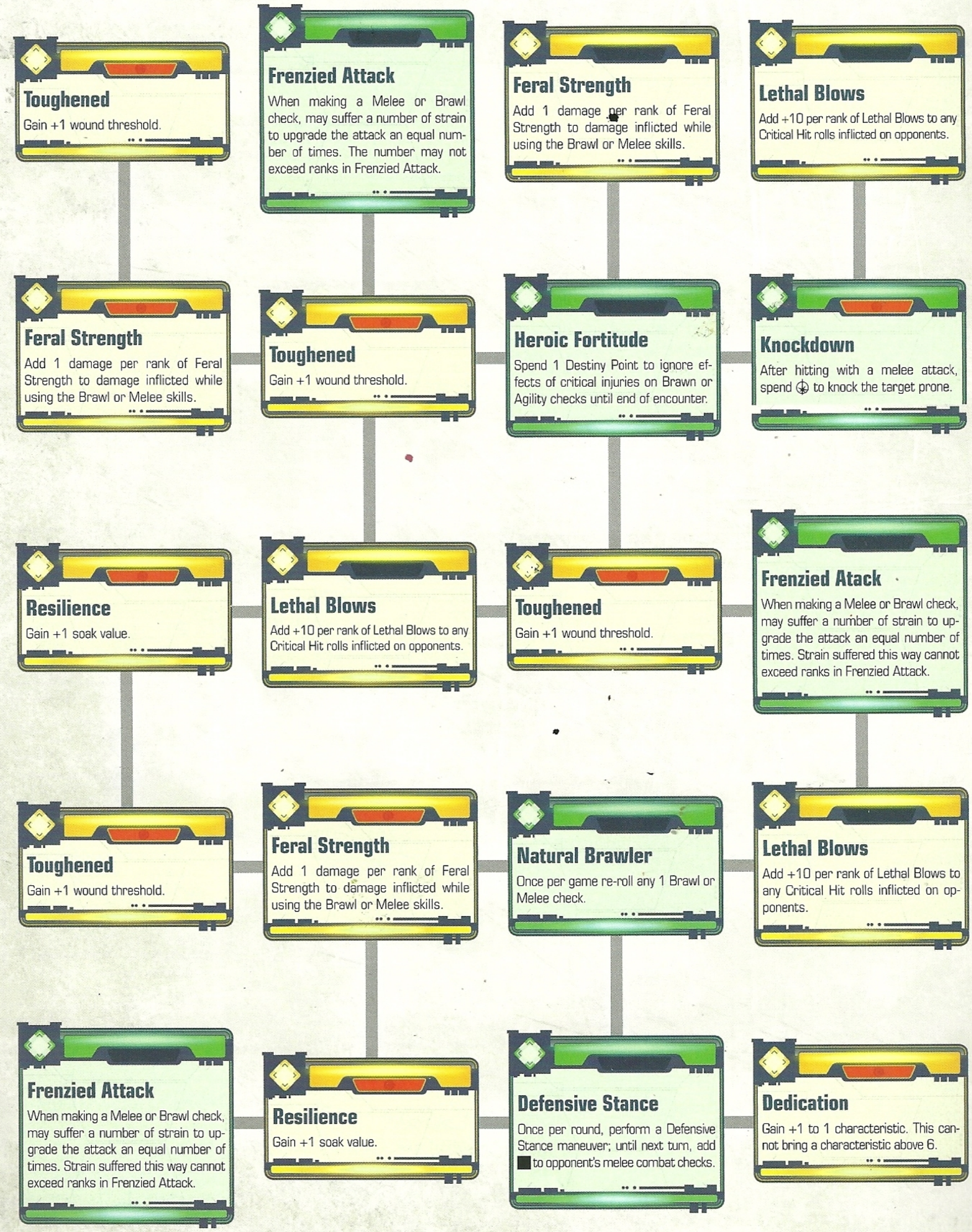
Hired Gun: Marauder Talent Tree

Career Skills: Athletics, Discipline, Pilot (Planet), Resilience, Vigilance, Brawl, Melee, Ranged (Light)
Marauder Bonus Career Skills: Coerce, Resiliece, Survival, Melee

PASSIVE ABILITY
ACTIVATED ABILITY
PERMANENT ABILITY



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Hired Gun: Mercenary Soldier Talent Tree

Career Skills: Athletics, Discipline, Pilot (Planet), Resilience, Vigilance, Brawl, Melee, Ranged (Light)
Mercenary Bonus Career Skills: Discipline, Leadership, Gunnery, Ranged (Heavy)

PASSIVE ABILITY
ACTIVATED ABILITY
PERMANENT ABILITY

Command
Add □ per rank of Command when making Leadership checks. Affected targets add □ to Discipline checks for next 24 hours.

Second Wind
Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.

Point Blank
Add 1 damage per rank of Point Blank to damage inflicted while using the Ranged (Heavy) or Ranged (Light) skills at close range or engaged.

Toughened
Gain +1 wound threshold.

5

Second Wind
Once per encounter may use Second Wind incidental to recover strain equal to ranks in Second Wind.

Confidence
May decrease difficulty of any Discipline check to avoid fear by 1 level per rank of Confidence.

Strong Arm
Treat thrown weapons as if they had 1 greater range.

Point Blank
Add 1 damage per rank of Point Blank to damage inflicted while using the Ranged (Heavy) or Ranged (Light) skills at close range or engaged.

10

Field Commander
Take a Field Commander action; make a Medium (◆◆) Leadership check. A number of allies equal to presence may immediately suffer 1 strain to perform a free maneuver.

Command
Add □ per rank of Command when making Leadership checks. Affected targets add □ to Discipline checks for next 24 hours.

Natural Marksman
Once per game re-roll any 1 Ranged (Light) or Ranged (Heavy) check.

Sniper Shot
Before making a non-thrown ranged attack, may perform a Sniper Shot maneuver to increase the weapon's range by 1 range band per rank in Sniper Shot. Upgrade the difficulty of the attack by 1 per range band increase.

15

Improved Field Commander
Field Commander action affects allies equal to double Presence, and may spend ⊛ to allow allies to suffer 1 strain and gain a free action instead.

Grit
Gain +1 strain threshold.

Toughened
Gain +1 wound threshold.

Targeted Blow
After making a successful attack, may spend 1 Destiny Point to add damage equal to Agility to result.

20

Deadly Accuracy
When acquired, choose 1 combat skill. Add ranks in that skill to any damage inflicted while using that combat skill.

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.

Dedication
Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.

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.

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THE SMUGGLER – UNIVERSAL OPPORTUNIST

Smugglers are a crafty, diverse bunch with core skills as follows: **Coordination, Deceit, Perception, Pilot (Space), Skulduggery, Streetwise, Vigilance,** and **Knowledge (Underworld)**. The player chooses four to receive a free single rank in; the others are easier than most skills to raise later with experience.

THE ROLE OF THE SMUGGLER

Though they spend most of their lives struggling to avoid Imperial entanglements, keeping their ships flying, dodging blaster fire, and having enough to eat, Smugglers are often seen as the freest beings in the galaxy. They travel the hyperspace lanes, system to system, planet to planet, bringing what people want and need (and cannot get through legitimate means).

Unfortunately, that freedom is often an illusion; many Smugglers find themselves indebted to powerful people, having been forced to take a marker on their ships just to stay in business. Such markers inevitably lead Smugglers into a kind of indentured servitude unless they can figure a way out of it. That requires job of such financial reward, the Smuggler can buy his ship back and afford to operate on his own again.

SMUGGLER SPECIALIZATIONS

The various ways a Smuggler can focus his efforts are covered here in part, mostly in context of his overall career.

PILOT – A GALAXY OF DESTINATIONS

Plenty of folks know how to fly a starship, but a Smuggler who specializes as a Pilot develops a relationship with his ship, and it becomes an extension of his wit and his will. He can make a plodding old transport run far above its performance ratings, and given time and some modifications, he can turn it into one of the fleetest and most maneuverable craft ever to take to the stars.

A Pilot is naturally focused on mastering his craft, and his specialization skills show it: **Astrogation**, **Pilot (Planet)**, **Pilot (Space)**; this gives him the chance to have two ranks starting out in this skill), and **Gunnery**. A Pilot's talents reinforce his dominance in the cockpit; what he lacks in versatility he more than makes up for in being the best there is at what he does.

SCOUNDREL – A GALAXY OF MARKS

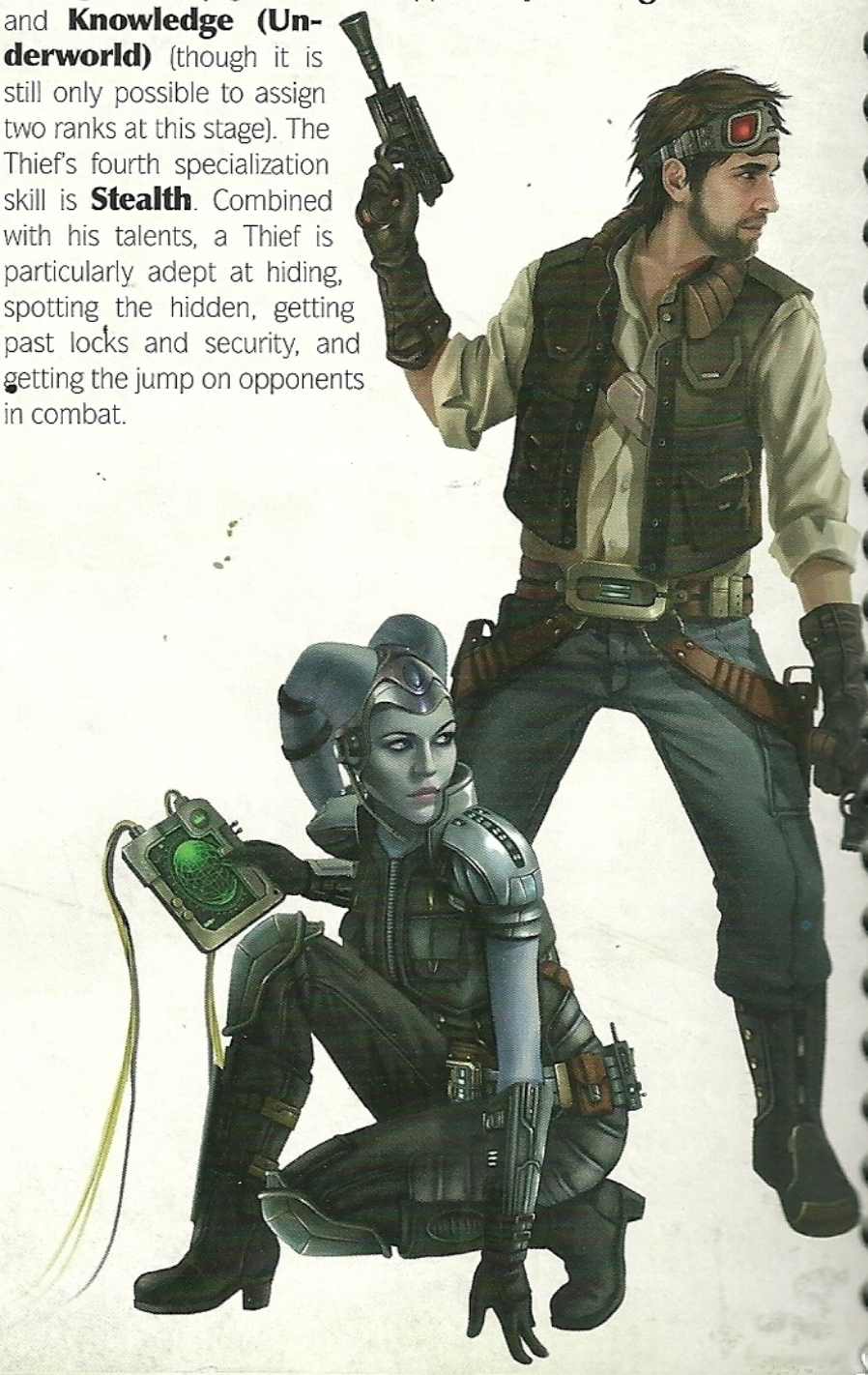
Part con artist, part gunslinger, and part cantina brawler, the Scoundrel is quick-witted, quick on his feet, and quick to get himself into a great deal of trouble at the drop of a hat. He doesn't care one wit for rules or laws, except where he can use them to work an angle that either nets him a lot of credits or brings down an enemy. If he's really lucky—and he tends to have an infallible faith in his luck—he'll manage both.

His dynamic nature is spelled out in the Scoundrel specialization skills: **Charm, Cool, Brawl**, and **Ranged (Light)**. Combined with his talents, these skills (of which he may put a rank in two for free) make him formidable in a fight, useful in dealing with the underworld, and a man simply not to be trusted.

THIEF – A GALAXY OF TREASURES

Where the Scoundrel is a bit flashier, and the Pilot focuses on mastering his ship, the Thief really is a covert operative. His ideal circumstance is to get into places blocked to others, grab things he's not supposed to have, and get out without anyone ever knowing he was there. If he can sell what he grabbed for a tidy sum, that makes for a perfect day.

Thieves gain an extra opportunity to put a rank in **Skulduggery**, making them the best of any specialization for such work starting out. They get the same opportunity with **Vigilance** and **Knowledge (Underworld)** (though it is still only possible to assign two ranks at this stage). The Thief's fourth specialization skill is **Stealth**. Combined with his talents, a Thief is particularly adept at hiding, spotting the hidden, getting past locks and security, and getting the jump on opponents in combat.



Smuggler: Pilot Talent Tree

Career Skills: Coordination, Deceit, Perception, Pilot (Space), Skulduggery, Streetwise, Vigilance, Knowledge (Underworld)

Pilot Bonus Career Skills: Astrogation, Pilot (Planet), Pilot (Space), Gunnery

PASSIVE ABILITY

ACTIVATED ABILITY

PERMANENT ABILITY

Full Throttle
Take a Full Throttle action; make a Hard (◆◆◆) Pilot check to increase a vehicle's speed by 1 for a number of rounds equal to Cunning.

Skilled Jockey
Remove ■ per rank of Skilled Jockey from all Pilot (Planet) and (Space) checks.

Galaxy Mapper
Remove ■ per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

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.

5

Skilled Jockey
Remove ■ per rank of Skilled Jockey from all Pilot (Planet) and (Space) checks.

Dead to Rights
Spend 1 Destiny Point to add addional damage equal to half Agility (rounded up) to attacks made with ship or vehicle-mounted weaponry.

Galaxy Mapper
Remove ■ per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

Rapid Recovery
When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.

10

Improved Full Throttle
Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to Medium (◆◆).

Improved Dead to Rights
Spend a Destiny Point to add additional damage equal to Agility to attacks with ship or vehicle weaponry.

Grit
Gain +1 strain threshold.

Natural Pilot
Once per game re-roll any 1 Pilot or Gunnery check.

15

Grit
Gain +1 strain threshold.

Supreme Full Throttle
When performing Full Throttle, speed increases by 2 instead of 1.

Tricky Target
Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.

Defensive Driving
Increase defence of vehicle or starship being piloted by 1 per rank of Defensive Driving.

20

Master Pilot
Once per round when piloting a starship or vehicle, may suffer 2 strain to perform any action as a maneuver.

Dedication
Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.

Toughened
Gain +1 wound threshold.

Brilliant Evasion
Once per encounter may take Brilliant Evasion action. Select 1 opponent and make Opposed Pilot (Planet or Space) test to stop opponent from attacking character for rounds equal to Agility.

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Smuggler: Scoundrel Talent Tree

Career Skills: Coordination, Deceit, Perception, Pilot (Space), Skulduggery, Streetwise, Vigilance, Knowledge (Underworld)

Scoundrel Bonus Career Skills: Charm, Cool, Brawl, Ranged (Light)

PASSIVE ABILITY

ACTIVATED ABILITY

PERMANENT ABILITY

5

Black Market Contacts
When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

Convincing Demeanor
Remove ■ per rank of Convincing Demeanor from any Deceit or Skulduggery tests.

Quick Draw
Once per round, may draw or holster a weapon or accessible item as an incidental.

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.

10

Convincing Demeanor
Remove ■ per rank of Convincing Demeanor from any Deceit or Skulduggery tests.

Black Market Contacts
When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

Convincing Demeanor
Remove ■ per rank of Convincing Demeanor from any Deceit or Skulduggery tests.

Quick Strike
Add □ per rank of Quick Strike to combat checks against targets that have not acted yet.

15

Hidden Storage
Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.

Toughened
Gain +1 wound threshold.

Black Market Contacts
When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

Side Step
Once per round, may perform a Side Step maneuve; until next turn, add ■ to opponent's ranged combat checks.

20

Toughened
Gain +1 wound threshold.

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.

Hidden Storage
Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.

Improved Side Step
May perform 2 maneuvers when Side Stepping to increase difficulty of opponent's ranged combat checks by 1 instead.

25

Dedication
Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.

Natural Charmer
Once per session re-roll any 1 Charm or Deceit check.

Soft Spot
After making a successful attack spend 1 Destiny Point to add damage equal to Cunning to the result.

Quick Strike
Add □ per rank of Quick Strike to combat checks against targets that have not acted yet.

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Smuggler: Thief Talent Tree

Career Skills: Coordination, Deceit, Perception, Pilot (Space), Skulduggery, Streetwise, Vigilance, Knowledge (Underworld)

Thief Bonus Career Skills: Skulduggery, Stealth, Vigilance, Knowledge (Underworld)

PASSIVE ABILITY

ACTIVATED ABILITY

PERMANENT ABILITY

Street Smarts
Remove ■ per rank of Street Smarts from Streetwise or Surveillance checks.

Black Market Contacts
When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

Indistinguishable
Upgrade difficulty of checks to identify character once per rank of Indistinguishable.

Bypass Security
Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

5

Black Market Contacts
When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

Street Smarts
Remove ■ per rank of Street Smarts from Streetwise or Surveillance checks.

Grit
Gain +1 strain threshold.

Hidden Storage
Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.

10

Stalker
Add □ per rank of Stalker to all Stealth, Coordination, and Surveillance checks made outdoors.

Grit
Gain +1 strain threshold.

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.

Shortcut
During a chase, add □ per rank of Shortcut to any checks made to catch or escape an opponent.

15

Bypass Security
Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

Natural Rogue
Once per session re-roll any 1 Skulduggery, Stealth, or Surveillance check.

Street Smarts
Remove ■ per rank of Street Smarts from Streetwise or Surveillance checks.

Jump Up
Once per round, may stand from seated or prone as an incidental.

20

Master of Shadows
Once per round, suffer 2 strain to decrease difficulty of next Stealth or Surveillance check 1 level.

Rapid Recovery
When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.

Indistinguishable
Upgrade difficulty of checks to identify character once per rank of Indistinguishable.

Dedication
Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.

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THE TECHNICIAN – KEEPING THINGS RUNNING

Technicians are both knowledgeable and handy, and their skills show it: **Astrogation, Computers, Coordination, Discipline, Mechanics, Perception, Pilot (Planet)**, and **Surveillance**. As with all careers, the player chooses four of these skills to receive a single free rank in.

THE ROLE OF THE TECHNICIAN

Pretty much anything to do with technology or mechanical devices lies within the Technician's purview. He knows how to operate, maintain, repair, and upgrade just about anything with power or gears. Most Technicians would rather deal with machines and droids than people; the latter are just too unpredictable.

Technicians can be found almost anywhere, at any tier of society or in any location where there's even a few machines. Formality—even cleanliness—tends to fall far outside their daily concerns. They usually smell of some kind of grease, solvent, or other substance that's used on machines, and clean clothes do not usually mean clothes free of stains to them. Even those Technicians that move among the higher echelons come off as rumpled and slouching; it's just not in their nature to put on a professional front. They let their work speak for itself.

TECHNICIAN SPECIALIZATIONS

The three specialization paths for the Technician are briefly discussed, giving an overall context in relation to the career.

MECHANIC – MAKING STUFF WORK

Depending on who is asked, Mechanics are either the glue that holds everything together or the grease that makes it all go. Most Mechanics will tell you they do both, and then go back to work.

The specialization skills of a Mechanic indicate his practical versatility: **Mechanics** (of course, and this gives him the opportunity to have two starting ranks in the skill), **Pilot (Space)**, **Skulduggery**, and **Brawl**. Pragmatic and tough are two key traits that come out of a Mechanic's talent tree, as are the many ways he is capable of fixing what's broken and being prepared for any mechanical contingencies that come up.

OUTLAW TECH – MAKING THINGS BETTER

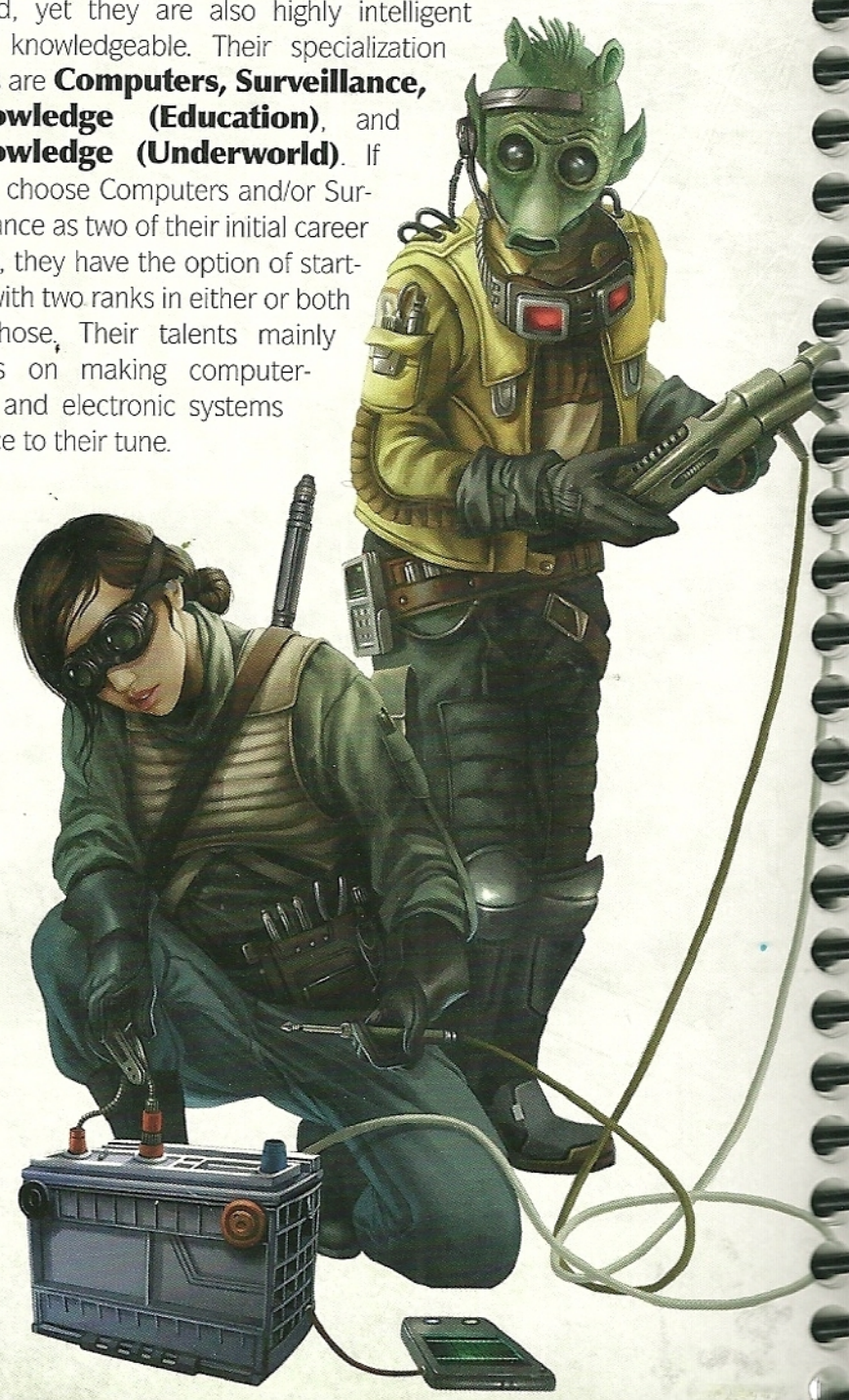
Outlaw Techs are the specialists others call on when they want something out of the ordinary. A blaster that works beyond factory tolerances? No problem. A transponder that identifies a smuggler's freighter as a religious pilgrimage craft? It'll cost a few credits, but sure. A protocol droid altered to carry out an assassination? Just how big is that credit line, anyway?

The Outlaw Tech adds the following to his available career skills: **Mechanics, Streetwise, Knowledge (Education)**, and **Knowledge (Underworld)**; this gives him the opportunity to have two starting ranks in Mechanics, if he also chooses that as one of his starting career skills to get a rank in. With his talents, the Outlaw Tech is adept at doing fantastic things with technology that he probably shouldn't. He's also tough, clever, and adaptable.

SLICER – MAKING THE DATA FLOW

For the Slicer, a computer or datapad is just a puzzle to solve with prizes for doing so. "Slicing" is the term used for the invasive efforts to steal or alter data in a system. With practically the entire galaxy wired to computerized systems, Slicers are extremely valuable people to know, and dangerous to cross.

Slicers naturally tend towards the underworld, yet they are also highly intelligent and knowledgeable. Their specialization skills are **Computers, Surveillance, Knowledge (Education)**, and **Knowledge (Underworld)**. If they choose Computers and/or Surveillance as two of their initial career skills, they have the option of starting with two ranks in either or both of those. Their talents mainly focus on making computerized and electronic systems dance to their tune.



Technician: Mechanic Talent Tree

Career Skills: Astrogation, Computers, Coordination, Discipline, Mechanics, Perception, Pilot (Planet), Surveillance

Mechanic Bonus Career Skills: Mechanics, Pilot (Space), Skulduggery, Brawl

PASSIVE ABILITY

ACTIVATED ABILITY

PERMANENT ABILITY

Gearhead
Remove ■ per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

Toughened
Gain +1 wound threshold..

Fine Tuning
When taking an Action to reduce the amount of strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.

Solid Repairs
The character repairs +1 hull integrity per rank of Solid Repairs whenever he repairs a vehicle or starship.

5

Redundant Systems
Once per session, may take a Redundant Systems action; make an Easy [◆] Mechanics check to harvest components from a functioning device to repair a broken one of similar size and function, without breaking the functioning device.

Solid Repairs
The character repairs +1 hull integrity per rank of Solid Repairs whenever he repairs a vehicle or starship.

Gearhead
Remove ■ per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

Grit
Gain +1 strain threshold.

10

Solid Repairs
The character repairs +1 hull integrity per rank of Solid Repairs whenever he repairs a vehicle or starship.

Gearhead
Remove ■ per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

Bad Motivator
Once per session, may take a Bad Motivator action; make a Hard [◆◆◆] Mechanics check to cause one targeted device to spontaneously fail.

Toughened
Gain +1 wound threshold.

15

Contraption
Once per session, may take a Contraption action; make a Hard [◆◆◆] Mechanics test to fashion a device to solve a current problem using just the tools and parts on hand.

Solid Repairs
The character repairs +1 hull integrity per rank of Solid Repairs whenever he repairs a vehicle or starship.

Fine Tuning
When taking an Action to reduce the amount of strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.

Hard Headed
When staggered or disoriented, may take a Hard Headed Action; make a Daunting [◆◆◆◆] Discipline check to remove status. Difficulty decreases per rank of Hard Headed.

20

Natural Tinker
Once per session you may re-roll any 1 Mechanics check.

Hold Together
Spend 1 Destiny point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn it into system strain.

Dedication
Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.

Improved Hard Headed
When incapacitated due to strain exceeding threshold, may take a more difficult Hard Headed action to regain conciousness and reduce strain by 1.

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Technician: Outlaw Tech Talent Tree

Career Skills: Astrogation, Computers, Coordination, Discipline, Mechanics, Perception, Pilot (Planet), Surveillance

Outlaw Tech Bonus Career Skills: Mechanics, Streetwise, Knowledge (Education), Knowledge (Underworld)

PASSIVE ABIL

ACTIVATED ABIL

PERMANENT ABIL

5

Tinkerer
May add one additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.

Utinni!
Remove ■ per rank of Utinni! from checks to find or scavenge items or gear. Such checks take half usual time.

Speaks Binary
When directing NPC Droids, may grant them □ per rank of Speaks Binary on checks.

Tinkerer
May add one additional hard poi to a number of items equal to ran in Tinkerer. Each item may only b modified once.

10

Solid Repairs
Add 1 hull integrity per rank of Solid Repairs whenever repairing a vehicle or starship.

Grit
Gain +1 strain threshold.

Utinni!
Remove ■ per rank of Utinni! from checks to find or scavenge items or gear. Such checks take half usual time.

Toughened
Gain +1 wound threshold.

15

Utility Belt
Spend 1 Destiny Point to produce a previously undocumented tool from a utility belt or satchel, with a rarity no greater than 3. This may not be a weapon.

Inventor
When constructing new items or modifying attachments, add □ or remove ■ per rank of Inventor.

Brace
Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

Point Blank
Add 1 damage per rank of Point Bla to damage inflicted while using t Ranged (Heavy) or Ranged (Lig skills at close range or engaged.

20

Jury Rigged
Choose 1 weapon, armor, or other item and give it a permanent improvement as long as it remains in use.

Speaks Binary
When directing NPC Droids, may grant them □ per rank of Speaks Binary on checks.

Inventor
When constructing new items or modifying attachments, add □ or remove ■ per rank of Inventor.

Jury Rigged
Choose 1 weapon, armor, or oth item and give it a permanent impro ment as long as it remains in use.

25

Inventor
When constructing new items or modifying attachments, add □ or remove ■ per rank of Inventor.

Dedication
Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.

Known Schematic
Once per session, may perform the KNown Schematic maneuver; make a Hard [◆◆◆] Education check. Success grants familiarity with a building or capital ship's design.

Brace
Perform the Brace maneuver to move ■ per rank of Brace from n Action. This may only remove ■ a ed by environmental circumstance

Technician: Slicer Talent Tree

Career Skills: Astrogation, Computers, Coordination, Discipline, Mechanics, Perception, Pilot (Planet), Surveillance

Slicer Bonus Career Skills: Computers, Surveillance, Knowledge (Eductation), Knowledge (Underworld)

PASSIVE ABILITY

ACTIVATED ABILITY

PERMANENT ABILITY

Codebreaker
Remove ■ per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

Grit
Gain +1 strain threshold..

Technical Aptitude
Reduce time needed to complete Computer-related tasks by 25% per rank.

Bypass Security
Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

5

Defensive Slicing
When defending computer systems, add ■ per rank of Defensive Slicing to opponent's checks.

Technical Aptitude
Reduce time needed to complete Computer-related tasks by 25% per rank.

Grit
Gain +1 strain threshold.

Bypass Security
Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

10

Natural Programmer
Once per session re-roll any 1 Computers or Astrogation check.

Bypass Secutiry
Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

Defensive Slicing
When defending computer systems, add ■ per rank of Defensive Slicing to opponent's checks.

Grit
Gain +1 strain threshold.

15

Defensive Slicing
When defending computer systems, add ■ per rank of Defensive Slicing to opponent's checks.

Improved Defensive Slicing
Defensive slicing now upgrades opponent's difficulty once per rank of Defensive Slicing. This replaces the usual Defensive Slicing benefits.

Codebreaker
Remove ■ per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

Resolve
When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.

20

Skilled Slicer
When making a Computers check may spend ⊕ to make further Computers checks within this system as Maneuvers.

Master Slicer
Once per round, may take a Master Slicer incidental to suffer 2 strain and decrease difficulty of Computers or other slicing check by 1, to minimum of Easy (◆).

Mental Fortress
Spend 1 Destiny Point to ignore effects of critical injuries on Intellect or Cunning checks until end of encounter.

Dedication
Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.

25

STEP 6: INVEST EXPERIENCE POINTS

Experience is the primary means by which players customize their characters. Each player starts with a beginning pool of experience points that can be used to improve aspects of his character before play begins. Players also receive experience as they play *Edge of the Empire*, which can be spent to improve their characters.

STARTING EXPERIENCE POINTS

Characters begin with a budget of experience points based on their species. The experience points used during character creation are the same as experience points received during play. If a player chooses to spend fewer experience points during character creation than his budget, those points carry over into the game and the Player Character starts with more experience points to spend once his adventures begin.

Players may spend experience points in the following primary ways to improve their characters. These ways are also detailed on **Table 2–4: Spending Starting Experience**.

IMPROVING CHARACTERISTICS

Raising a characteristic during character creation costs ten times the value of the next highest rating. For example, raising a character's Brawn from 3 to 4 would require 40 experience points.

Each improvement must be purchased separately. This means that raising a character's Brawn from 3 to 5 would cost 90 experience points (40 for raising it from 3 to 4, then 50 more for raising it from 4 to 5).

During character creation, no characteristic can be increased higher than 5. During the course of play, no characteristic can be increased higher than 6. **Characteristics may only be purchased with experience points during character creation, not at any later time** (During gameplay, characteristics can be increased by purchasing specific talents, however).

SKILL TRAINING

Each skill has five ranks of training available. A character may have already acquired ranks of skill training from his starting career and specialization for free. Characters may train additional skills and gain additional ranks during character creation. It is important to note that, regardless of species or career bonuses, no skill can be raised higher than rank 2 during character creation.

The cost for training skills falls into one of two categories—career skills and non-career skills. The character should have check marks next to a number of skills based on his starting career and profession.

Training a career skill during character creation costs five times the value of the rank being trained. 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 acquiring a Rank 2 career skill during creation costs 15 experience points (5 for raising it from zero to Rank 1, then 10 more for raising it from Rank 1 to Rank 2).

A character can also purchase ranks of 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. Each rank must be purchased separately. This means that acquiring a Rank 2 non-career skill during creation costs 25 experience points (10 for raising it from zero to Rank 1, then 15 more for raising it from Rank 1 to Rank 2). Characters may purchase ranks in skills during character creation or later during gameplay.

TABLE 2–4: SPENDING STARTING EXPERIENCE

OPTIONS	COST	LIMITS DURING CREATION
May spend experience to increase characteristics. This is the only time characters can increase characteristics with experience points.	Ten times the purchased rating in experience. Each rating must be purchased sequentially.	May not purchase any characteristic above 5 during character creation.
May spend experience to purchase ranks in skills.	Five times the purchased rating in experience. Each rating must be purchased sequentially.	May not purchase any skill above 2 during character creation.
May spend experience to purchase talents within specializations.	Depends on talent's position within specialization tree.	No special limits, only standard limits apply.
May spend experience to purchase new specializations.	Ten if the specialization is in another career. Five if the specialization is in the character's career.	No special limits, only standard limits apply.

ACQUIRING TALENTS

Talents are acquired from a character's available talent trees, generally provided by their specialization choices. Talent trees provide a unique format for purchasing talents that comes with several special rules and restrictions.

Each specialization talent tree has four columns and five rows. The cost of each talent depends on the row it occupies. The topmost row of talents are the cheapest, costing 5 experience points each. The next row's choices cost 10 experience points each, the third row costs 15, the forth row costs 20, and the fifth and final row's choices costs 25 experience points each.

Note that the choices on each tree are connected by a series of lines that link some talent choices with others. When purchasing talents, characters may only purchase talents they are eligible for. Characters are eligible to select any talents in the first, topmost row, plus any talents that are connected via one of the aforementioned links to a talent the character already possesses.

In some cases, a character may have already acquired a talent in one specialization, but need to purchase it again in another specialization in order to reach further into the tree. Characters may purchase talents both during character creation and later during gameplay.

ACQUIRING NEW SPECIALIZATIONS

Each character starts with a single specialization within his chosen career. However, he may purchase access to additional specializations.

Purchasing a specialization is basically the character buying the ability to purchase talents within that specialization. In addition, each specialization has career skills. These skills now count as career skills for the character (although he does not gain free advances in them, as he did with his first specialization). Characters may purchase any specialization in any career.

Purchasing an additional specialization within a character's career costs 5 experience. Purchasing an additional specialization outside of a character's career costs 10 experience.

Each character may only have three specializations purchased at any one time (in actuality, characters may only have access to three talent trees at any one time, but since each specialization includes a talent tree, this provides a limit to specializations as well). If a character wishes to learn a new specialization he must discard one of his current specializations, and will lose some of what he has learned from that specialization.

STEP 7: DETERMINE DERIVED ATTRIBUTES

Some attributes of a character are derived from a player's other choices during character creation.

WOUND THRESHOLD

A character's **wound threshold** is, basically, how many wounds—physical damage—a character can withstand before he is knocked out. A character's starting wound threshold is determined based on his race and his Brawn rating. After determining this initial value, increases to a character's Brawn rating do not increase his wound threshold—wound threshold improvements are acquired by purchasing the appropriate talents, such as Toughened.

STRAIN THRESHOLD

A character's **strain threshold** determines how much strain—psychological and mental damage—a character can withstand before he is stunned, dazed, or incapacitated. A character's starting strain threshold is determined based on his race and his Willpower rating. After determining this initial value, increases to a character's Willpower rating do not increase his strain threshold—strain threshold improvements are acquired by purchasing appropriate talents, such as Grit.

DEFENSE

Defense determines how difficult a character is to hit in combat situations. Defense is divided into ranged defense and melee defense. A character's default value in each defense rating is zero.

Defense is most commonly gained by wearing armor, or by adopting a defensive position in combat. Some talents may also increase one of the character's defense ratings.

SOAK VALUE

Soak value determines how much incoming damage a character can shrug off before being seriously wounded. A character's soak value is subtracted from any incoming damage. Any remaining damage after subtracting soak becomes wounds, and is applied towards the character's wound threshold.

A character's default soak value is equal to his Brawn rating. After determining this initial value, increases to a character's Brawn rating increase his Soak Value. Additional soak value is most often gained by wearing armor. Some talents may also increase a character's innate soak value, such as Resilience.

STEP 8: DETERMINE MOTIVATIONS

A character's Motivation helps provide flavor and distinction by helping define what makes him "tick," and what distinguishes two PCs with the same race, class, and skill mix. In the same way that Obligation gives characters a series of concrete goals they need to resolve (and provides GMs with concepts for adventures), Motivation is intended to help a player roleplay his character by giving him some predetermined character traits and goals, making the character more fully developed and more interesting to play.

During character creation, a player may either roll on **Table 2–6: Random Motivation** to determine his character's primary Motivations, or with the GM's permission, he may create his own. Once the character's primary Motivation has been determined, the player then rolls on the appropriate table to determine a specific Motivation. The GM should remind players that while many Motivations may go hand-in-hand with the character's Obligation, they are by no means limited to tying the two together.

While Obligation has very concrete effects on gameplay, Motivation is more focused on the roleplaying and narrative aspects of the game. For more on Motivation and how it's used in play, see **Chapter 9: The Game Master**.

TYPES OF MOTIVATION

In *Edge of the Darkness*, the three broadest categories of Motivation are Ambition, Cause, and Relationship. As stated above, the player may roll on this table during character creation to determine his character's Motivation or, with the GM's permission, choose or make up a new Motivation for his character. Once the player determines the category for his Motivation, he rolls once on that category's table to determine the specific Motivation.

AMBITION

A character with this Motivation is driven by a specific goal. This Motivation is internal and often abstract, and possible selfish in nature. A character with the Ambition Motivation wants to better himself in some way—gaining love, status, power, or spiritual knowledge, for example. The player should determine the character's ultimate goal and why he does things the way that he does to get there.

TABLE 2–5: SPECIFIC AMBITIONS

D%	AMBITION
01-10	Friendship
11-20	Love
21-30	Freedom
31-40	Fame
41-50	Greed
51-60	Status
61-70	Expertise
71-80	Wanderlust / Novelty
81-90	Power
91-00	Religion/Spirituality

TABLE 2–6: RANDOM MOTIVATION

D10	MOTIVATION RESULT
1-3	Ambition
4-6	Cause
7-9	Relationship
10	roll once on each of any two categories

CAUSE

Where the Ambition Motivation deals with an internal drive, the Cause Motivation is typically an external group or concept on which the character focuses. This Motivation is something so important that the character is willing to take risks or operate outside his comfort zone to fulfill it. Although this Motivation focuses on the needs of others, belief in a cause need not be altruistic by nature or for the common good—the cause could support some tenents that are dangerous or harmful to others, in fact.

TABLE 2–7: SPECIFIC CAUSES

D%	CAUSE
01-10	Religion/Spirituality
11-20	The Weak / Charity
21-30	Non-Human Rights
31-40	Local Politics
41-50	Overthrow the Empire
51-60	Crime
61-70	Emancipation
71-80	Droid Rights
81-90	Capitalism
91-00	Support the Empire

RELATIONSHIP

This Motivation focuses on a character's relationship with a specific person, creature, or even place. The relationship could be loving, respectful, and nurturing, or it could be antagonistic, competitive, or even one-sided. This Motivation could be deeply personal or completely extroverted in its approach.

TABLE 2–8: SPECIFIC RELATIONSHIPS

D%	RELATIONSHIP
01-10	Place of Origin
11-20	Pet
21-30	Childhood Friend
31-40	Comrades
41-50	Sibling/Siblings
51-60	Mentor
61-70	Parents
71-80	Extended Family/Clan
81-90	Droid Companion
91-00	Former Nemesis

MOTIVATIONS IN PLAY

Players should use a character's Motivation as a simple guide on how he interacts with the world. A character with the Ambition (Greed) Motivation views things in a far different manner than someone with the Relationship (Comrades) Motivation, for instance. Each Motivation is just that, however—a guide, not a restriction—and different situations may call for different actions. Not every deed a character performs needs to be driven by his Motivation, but he should attempt to do so generally.

CALLING ON MOTIVATIONS

If a player finds himself at a loss as to what his character should do in a given situation, the GM can look up his Motivation and provide incentive for him to act by providing "bait" that's appropriate to the Motivation. For example, a character with the Ambition (Power) Motivation might be presented with an opportunity to usurp some authority for himself in some small way, or someone with the Cause (The Weak/Charity) Motivation could stumble across some helpless NPC that he feels inspired to help.

The GM may determine that the character's Motivation would push him to succeed in certain situations and reward the player with beneficial bonuses for taking certain actions that are in character with his Motivation. However, these aspects of Motivation are covered in more detail in the **Chapter 9: The Game Master** on page 193.

CHANGING MOTIVATIONS

Just as in real life, a character's Motivation may change over time. Something could happen to the object of the character's Motivation, such as the death of a teacher in the case of the Relationship (Mentor) Motivation or the destruction of the character's home planet for the Cause (Local Politics).

In these instances, the player should decide if his character sticks to his original Motivation, possibly out of loyalty, the need for revenge, or the desire to continue with the subject's legacy, or if he changes his Motivation entirely. The player should **not** determine a new Motivation randomly and instead should work with the GM to come up with the character's new Motivation. Even over the course of a long-running campaign, changing a character's Motivation should be a rare event.

REWARDS FOR ROLEPLAYING MOTIVATION

Players can receive rewards for staying true to their Motivation, just as they can with good roleplaying. These rewards are ultimately up the GM, and generally come in the form of additional experience points. More on this can be found in **Chapter 9: The Game Master**, on page 193.

If the character changes his Motivation during a campaign, he should not receive any bonus experience points for his previous Motivation and until he has sufficiently proven his commitment to his new Motivation.

SECRET MOTIVATIONS

Once all the players have determined their character's Motivations, the GM should note them as done and keep them handy as a reference as the campaign progresses. However, a player does not have to tell the other players his character's Motivation. Some of the Motivations listed below might come with some inherent dangers, social damage, or the chance of corruption that might run counter to the party's overall goals. This is intentional, as sometimes keeping a character's Motivation secret might make things hard for the group, but is excellent for creating tension and good roleplaying.

If a character chooses to keep his Motivation secret he can, with the GM's permission, roll a second time to provide the character's "false front." The player should be encouraged to give the appearance of acting on behalf of the false Motivation, while actually furthering the goals of the original.

Example: *Jim rolls on the tables below and comes up with the result of Cause (Support the Empire) for his Politico character. Obviously, many of the other characters in the group would find this Motivation distasteful at the least or even dangerous at most. The GM allows Jim to roll a second time, coming up with the Relationship (Sibling/Siblings) result. Outwardly, Jim's character should appear motivated to assist one or more of his siblings. However, in truth, the character wants to support the Empire. He could use his false Motivation as a cover, taking "visits to see his family" as a way to get away from prying eyes and doing something that furthers the goals of the Empire.*

STEP 9: FINISHING TOUCHES

At this stage, the players have taken care of most of the mechanical details of their characters. Now each player has the chance to consider additional details that help define his character. These details have no mechanical implications in how the characters operates, but add richness and depth to their existence. This means, however, that players are able (and even encouraged) to be as creative as they like when inventing the description of their character.

PHYSICAL DESCRIPTION

The appearance of characters in *Edge of the Empire* can vary wildly. Player Characters may stem from a variety of alien species, and even amongst an individual species different characters may be wildly divergent.

When determining their characters' physical appearance, players should start by reviewing the information presented about the species they chose. The physiological aspects of Gand, for example, are extremely different than those of a

Wookiee. Likewise, if a player has taken the role of a Droid, he may have no particular restrictions on how he looks at all.

With his character's species traits in mind, a player can then consider what physical details he wants to embellish. The following is a list that, while not applicable for all species, is intended to give a broad overview of what the player should consider.

- **Height, weight, and build:** A character's physical build is primarily determined by his species; humans tend to range between 1.5 to 2 meter taller, while Wookiees are often far taller (2.2 meter on average). However, even within the norms of a species, there is a great deal of variation. Within reasonable limits, players are free to choose whether their characters appear thin, fat, muscular, tall, short, or any combination thereof. If players like, they can also tailor their physical appearances to match their physical characteristics, agility and brawn.

- **Hair and eye color:** Not all species in the galaxy have hair, or even eyes (or at least eyes that follow typical norms). Sometimes this even varies amongst species. Rodian males, for example, do not have hair, but Rodian females do. However, amongst those species who do have variations in eye and hair color, almost infinite variations are possible. Humans, in particular, tend to sport almost any hair or eye color imaginable, whether due to the vagaries of their home world or even artificial modifications.

- **Skin, scale, or fur color:** Some of the species in *Edge of the Empire* tend to have fairly consistent coloration. Wookiees tend to be brown or black, Trandoshan scales are typically brownish green in varying shades, and Rodians are almost always green. Other species have wider fluctuations. Twi'lek skin colors fluctuate from albino white to green, blue, and even yellow, and Humans can be found in almost as wide a variety of hues.

- **Scars, tattoos, and other identifying marks:** This is where players can get especially creative, as such marks are not bound by a species' norms. Players should consider coming up with stories for the origins of these brands, or work them into an existing backstory.

PERSONALITY

A character's personality is another place where players can really get creative. Traits, quirks, habits, likes and dislikes–players can be as thorough or as concise as they wish.

One good starting point for developing a personality is to look at the character's Motivations and Obligation. They could even be the inspiration to create someone with a completely different personality. An honorable, honest man torn because of his Obligations to criminal enterprise is a classic trope.

Alternatively, another good way to develop a personality for a character is to let it evolve over time. Sometimes the best character personalities develop over the course of the game, based on the decisions the player makes most naturally. Don't be afraid to leave a character with room to grow.

STEP 10: SELECTING A SHIP

As part of their Obligation, each group starts the game with a starship. This is the final part of character creation. The GM can choose one of these three ships to start his group off with. Alternatively, experienced groups can select their own ship, at the GM's discretion

All three of these starting ships are selected to perform different roles. The 720 is primarily a cargo hauler, but reasonably modifiable. The YT-1300 is even more modifiable, making it the most flexible option for a group. Finally, the Firespray is probably the most dangerous ship, but also the least modifiable of the three. It's also fairly limited in the tasks it can perform.

GHTROC 720 LIGHT FREIGHTER

This ship is perfect for a starting group on a budget. Made by the new defunct Ghtroc Industries as competition for the more powerful Corellian Engineering Corporation, the 720 is relatively slow, but also reliable and sturdy. This makes it a forgiving vessel for novice pilots. It is not heavily armed, but has plenty of hardpoints for ambitious modifications. (See page 170)

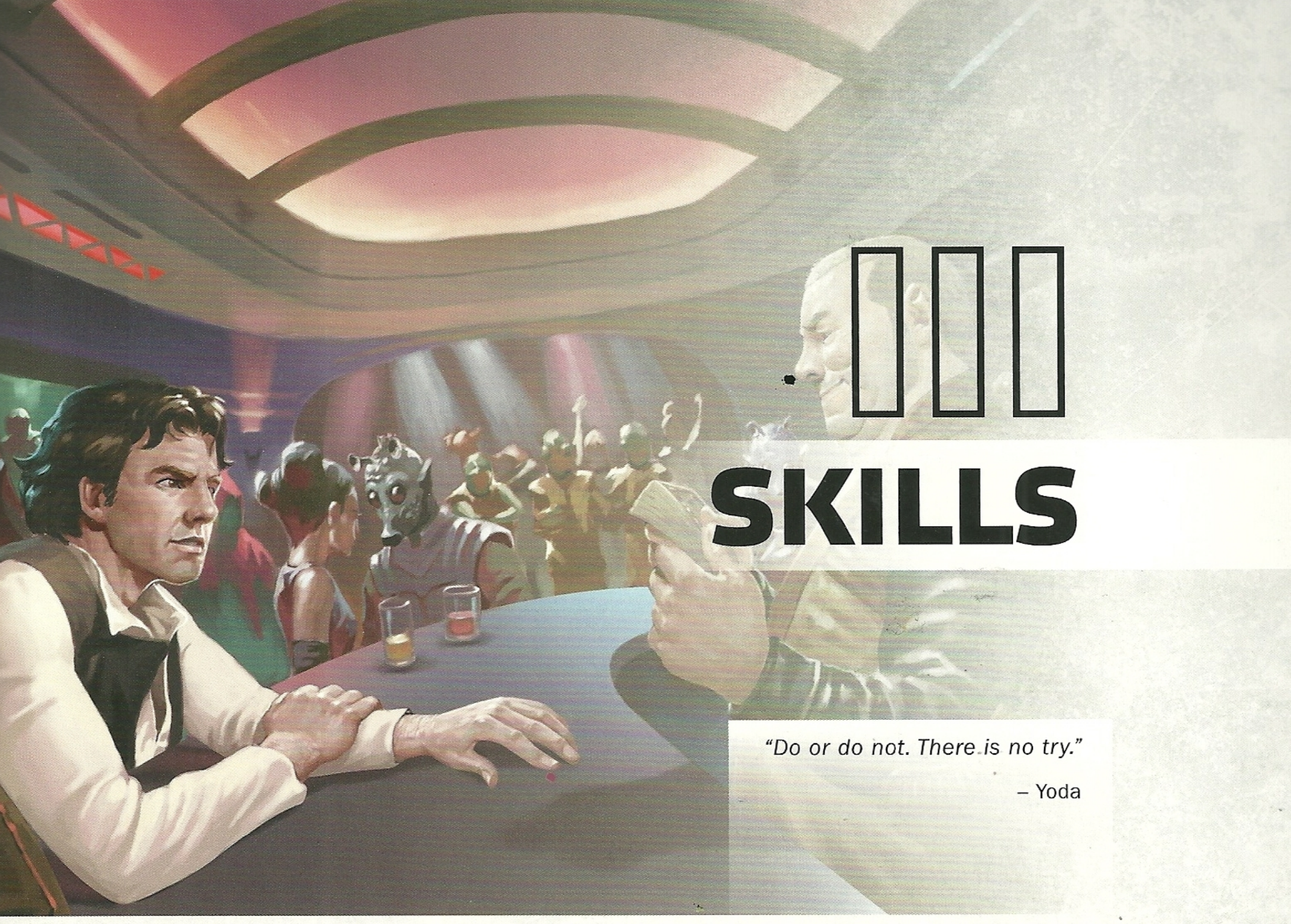
YT-1300 LIGHT FREIGHTER

One of the most common light freighters in the galaxy, the YT-1300 pushed Corellian Engineering Corporation into center stage. The YT-1300 is quick, rugged, and endlessly modifiable.

Besides being identifiably iconic, the YT-1300 is a good starship to start groups off with because it can perform well in a variety of roles. It can haul cargo, or with some modifications, can be upgunned or hot-rodded into a smuggling or bounty hunting vessel. (See page 170)

FIRESPRAY SYSTEM PATROL CRAFT

The Firespray was considered a revolutionary design in patrol craft when first constructed during the waning years of the Old Republic, and is a good choice for smaller groups looking to pursue careers in bounty hunting or enforcement (and perhaps piracy). The ship has tough armor and powerful drives, and starts out with a relatively potent weaponry loadout. However, its small size makes it a poor choice for moving cargo. (See page 168)



III
SKILLS

"Do or do not. There is no try."

– Yoda

The vast majority of a character's actions are governed by abilities that he has learned through education or experience. Any time he attempts an action which has a reasonable chance of success or failure, his skills come into play as a means of determining the result. In some instances, the task may be so trivial or the character so capable that the Game Master may not call for a check. Other times, the task is so outlandish that the player might choose to act differently once the odds are calculated. Ultimately, when there is a reasonable chance of failure, the player must depend upon his character's skills to see him through to success.

Skill values fulfill this role in conjunction with characteristics. These two values interact to directly establish the Ability and Proficiency dice used when attempting any action. A character's innate abilities are generally described by characteristics, while skills require learning and practice. In this way, the intersection of education and natural ability contributes to a character's chances of success or failure.

WHAT ARE SKILLS?

Anything that a character might learn could be considered a skill. The galaxy is a vast place, however, and not everything a person might learn has applications that fit well within a dramatic game. To reflect this, *Edge of the Empire* includes a list of skills that are most likely to come up in the course of dramatic adventures set within the *Star Wars* galaxy. The list may not cover every imaginable situation, but it should address those that are most likely to come up during the course of a game session.

Skills are divided into three categories based upon their general application and use. Knowledge skills are entirely cerebral; they do not govern action—only understanding. Combat skills deal with how a character may act and react in a direct physical confrontation; other skills may be useful during an altercation, but combat skills can seldom be used without violence. Finally, General skills encompass all skills that deal with characters taking non-combat actions.

SKILL RANKS

Every time a character prepares to check for an action, he begins by forming a dice pool. The higher value of the relevant characteristic or skill is used to determine the total number of ◆. The smaller of these two values indicates how many of those dice are upgraded to ⬡. A character who has not spent XP to increase a skill is considered unskilled. This character has a value of 0 for the skill in question, so would make checks using that skill without any ⬡.

Aside from the game terms, it may also be useful to consider what skill ranks represent in a more practical sense. Even a single rank in a skill represents a significant amount of time spent learning and practicing its use. It is generally reasonable to assume that other characters in the game world rely heavily upon their characteristics for actions outside their field of expertise. For example, almost everyone can pilot a speeder in routine traffic, but most people do not have a rank of Pilot (Planetary). Instead, they default to using their Agility characteristic for the routine tasks.

SKILL DESCRIPTIONS

This section details all of the skills used throughout a game. Each skill is presented with clarifications of how it may best be used, along with key differences from similar skills. In addition, examples are provided highlighting potential ways that a skill might use ☯.

Sometimes, through particular fortune, a character may roll more ✲ than are needed to accomplish a task. Each entry presents ways that these additional beneficial rolls may be used. These are not necessary, but are intended to add additional flavor. Game Masters and players are encouraged to work together to provide alternative ways that extra ✲ might appropriately and dramatically modify a given situation.

CUSTOM SKILLS

At the Game Master's discretion, new skills may be introduced to a campaign. The most common of these might pertain to Knowledge. The six included represent a broad overview, but a campaign focused within a particular portion of the galaxy or on a particular style of play might benefit from alternative options. Similarly, games that focus on other aspects of *Star Wars* might also consider alternative general skills. If the Player Characters regularly visit worlds where beasts serve as the primary form of transportation, then Animal Handling might be in order. Alternatively, if the characters travel incognito as a troupe of actors, then Perform might be an appropriate skill. Before adding such skills, Game Masters should carefully consider whether the addition is critical for the campaign tone and how often it might come into play. Each new skill rank that a character needs to purchase represents XP that might have been spent on existing skills.

When adding a new skill, the Game Master and players work together to decide which careers or specializations might offer it as a class skill. In some cases, it may be most effective to remove a standard skill from the list prior to adding a new skill so as to maintain comparable levels of flexibility between archetypes. In other cases, a more generalized skill might be available to everyone at career skill pricing.

CHOOSING SKILLS

During character creation, it is vital that each player selects the skills to cover his character's core area of expertise. A mercenary must be able to use his weapon, a politician must be able to negotiate, and a pilot must be able to fly. This does not mean that every character should maximize his core skills, but those who fail to at least take a rank are likely to regret it.

Skills beyond that central focus must be chosen carefully. Skills related to a character's profession are substantially more economical than those that are not. Players who spread their characters too thinly at the early stages may discover that the sacrifices necessary may not have been worthwhile. Routine uses do not generally require a dice roll. A retired ambassador, for example, may not need to be a talented pilot if he only uses his speeder for transport, and never for a high speed chase.

At the same time, some skills are much more likely to come up during the course of a hero's adventures. Injuries that require Medicine are common. In some situations, it can be critical to move with Stealth. Other times, a character's life may depend upon his Vigilance or Athletics. Often, it is in a group's best interest to discuss skills collectively, so that the players and the Game Master have a shared expectation about how often particular skills may be used. A ⬡ is significantly more beneficial than a ◆, so these early decisions can have major ramifications for a Player Character.

GENERAL SKILLS

This group of skills represents the majority of the actions that a character attempts. In dramatic situations, the entire success or failure of a mission might ride on how effectively a given character uses one of these skills. While general skills do not govern violent actions, life and death may ride upon their effective use.

ASTROGATION (INTELLECT)

There are vast billions of stars within the galaxy, all of which are in motion relative to one another. Planets and other smaller masses constantly orbit many of these stars. Then there are the huge numbers of nebulae and other astronomical anomalies. Traveling between the worlds of the galaxy requires a rudimentary knowledge of the galaxy's organization and the things that make it up. It also requires a navicomputer that is well-informed as to the current time and the relative motion of all of these objects. The Astrogation skill represents a character's ability to use his knowledge of the galaxy to most effectively program the hyperspace coordinates for any jump.

- Any time that a character wishes to program a navicomputer for a hyperspace jump, he must first use Astrogation to program the navicomputer.
- Astrogation governs a character's basic knowledge of galactic geography. It may be checked any time a character wonders what other systems are nearby.
- In the event characters arrive in an unknown system, they may use a navicomputer and their Astrogation skill to identify their location.
- Astrogation also covers familiarity with the galaxy's hyperspace routes and the types of craft and commerce most common along those routes.

The difficulty of a hyperspace jump is based upon the area being targeted and the distance being traveled. Travel to a nearby system along a well-established route could require ◆. A longer journey that keeps to a well-known route might require ◆◆. See page 159 for more information on hyperspace travel.

Additional ✲ beyond those required to calculate a hyperspace jump may be used to better target the location. While a single net ❨❩ reaches the target system without incident, extras might place the character's vessel directly into orbit around the target planet. Alternatively, characters may use additional ✲ to reduce the time spent calculating when rushed.

❨❩ rolled as part of an Astrogation check are most commonly used to reduce the travel time. On extended journeys, they might be used to identify convenient stopovers en route, where the vessel can resupply or conduct additional business to help defray the overall cost of the trip. A ⊕ could be spent to either complete Astrogation calculations in the minimum amount of time or greatly reduce the travel time involved. It could also reveal some highly valuable but previously unknown information, such as a much better, alternative travel route.

Likewise, ۞ generated on an Astrogation check could decrease the accuracy or increase the travel time of a hyperspace jump, or simply cause a character to miss relevant details when analyzing hyperspace routes or galactic maps. ▽ can be spent in the same way but to greater magnitude, or it could trigger something truly awful happening, such as jumping out of hyperspace in the path of an asteroid.

SKILL	CHARACTERISTIC	TYPE
Astrogation	Intellect	General
Athletics	Brawn	General
Brawl	Brawn	Combat
Charm	Presence	General
Coerce	Willpower	General
Computers	Intellect	General
Cool	Presence	General
Coordination	Agility	General
Core Worlds	Intellect	Knowledge
Deceit	Cunning	General
Discipline	Willpower	General
Education	Intellect	Knowledge
Gunnery	Agility	Combat
Leadership	Presence	General
Lore	Intellect	Knowledge
Mechanics	Intellect	General
Medicine	Intellect	General
Melee	Brawn	Combat
Negotiate	Presence	General
Outer Rim	Intellect	Knowledge
Perception	Cunning	General
Pilot (Planetary)	Agility	General
Pilot (Space)	Agility	General
Ranged (Heavy)	Agility	Combat
Ranged (Light)	Agility	Combat
Resilience	Brawn	General
Skulduggery	Cunning	General
Stealth	Agility	General
Streetwise	Cunning	General
Surveillance	Intellect	General
Survival	Cunning	General
Underworld	Intellect	Knowledge
Vigilance	Willpower	General
Xenology	Intellect	Knowledge

ATHLETICS (BRAWN)

Player Characters lead dramatic lives, filled with constant physical confrontations. Often that confrontation comes from an enemy with a blaster, but sometimes it may be a mountain to be scaled, a river to be swum, or a chasm that must be leapt. The Athletics skill governs these actions. It serves as a measure of the character's overall fitness and physical conditioning. Those who actively engage in a regimen of physical training such as survivalists or professional athletes are most likely to have a high rank of Athletics.

- Any aspects of climbing—including rappelling or swinging on a line—fall under the purview of the Athletics skill. The difficulty of these tasks is calculated by the surface and weather conditions during the attempts.
- Characters who attempt to swim in difficult conditions must check their Athletics. Water conditions—particularly waves, current, and tides—dictate the overall challenge of any efforts to swim.

- A character's vertical and horizontal jump are both determined through use of an Athletics check. Gravitational conditions and the distance required are the factors most likely involved in difficulty calculations.

- Any character can run, but pushing movement to a longer speed or running for an extended time may fall under the purview of an Athletics check.

The difficulty of an Athletics check is set by the severity of the task at hand and the conditions. Attempting to perform a routine task under normal conditions should never require a check. A more challenging task—jumping more than a person's body length or staying afloat in an ocean for hours—should require a number of Difficulty dice equal to the equivalent difficulty of the task. Adverse conditions—extreme rain, rough winds, or aggressive pursuit—could impose one or more Setback dice. A combination of these elements can make a check significantly more difficult. Extremely adverse conditions—hurricane force winds or a surface covered in oil—and attempting superhuman feats may introduce one or more .

Additional on an Athletics check can either reduce the time required to make the check or increase the distance travelled with that check.

 on an Athletics check may be used to grant the character an additional maneuver during the course of his turn that can only be taken to move or perform some sort of physical activity. See page 129 for more information, and remember characters can only take a maximum of two maneuvers in their turn. can also generate bonus on other physical checks performed by allies that turn, or on physical checks the character performs later.

 on successful checks should allow the character to perform the check with truly impressive results—instead of heaving a boulder aside, he can hurl it bodily into the air, or instead of grabbing onto the edge of a hovering platform, the character could use his momentum to flip atop it, landing on his feet.

As Athletics is usually used to perform physical actions, and results should most often result in physical penalties. Small amounts of may cause the character to suffer strain, while larger amounts of may cause the character to fall prone, or even suffer a wound from sprains and bruises. could even inflict a Critical Injury, which the GM can choose to be thematic or rolled randomly.

CHARM (PRESENCE)

For a character with a kind smile and a silver tongue, it may be possible to travel the galaxy depending upon the kindness of others. An individual with this knack is capable of giving just the right compliment to his target—often by deciphering the subject's social and cultural background. Note that the use of the Charm skill requires the acting character to maintain a degree of sincerity in his statements. A character who is flagrantly flattering with no basis in reality may be better suited to using the Deceit skill. See **Social Skill Interactions** on page 73 for more information. Politicians, salesmen, and con artists are all renowned for their Charm.

TABLE 3–1: SOCIAL SKILL INTERACTIONS

ACTING SKILL	OPPOSING SKILL
Coerce, Deceit, and Leadership	Discipline
Charm and Negotiation	Cool

- Persuading an individual to make a special exception to his usual practices through flattery, flirting, and grace typically relies upon Charm.

- Appeals to a target's better nature—even if it does not exist—generally require a character to use Charm. These sorts of requests may often require the target to go out of his way to aid the characters, without any hope of remuneration.

- Seduction attempts for most species typically rely upon Charm, but for situations where the interest is entirely feigned, it is often more appropriate to use Deceit.

Charm is often an opposed check, using the subject's Presence and Cool. Of course, situational modifiers may also apply based upon the character's style of dress, species, and other characteristics. For instances in which the desired outcome is directly opposed to the target's interests, may be added.

For situations in which the character is attempting to sway multiple subjects or a target who is already predisposed to react favorably toward the character, the character does not make an opposed check. Instead, the difficulty of the check is determined by the number of subjects and their disposition. Larger crowds or groups who are predisposed against the character's desired outcome require a more difficult check, while Charming those already favorable towards the character may require few, if any, Difficulty dice.

Extra on a Charm check may be used to extend the target's support for additional scenes. Each spent in this way gains the character an extra scene in which the target is willing to support him.

 may be spent to affect unexpected subjects beyond the original target. These may be bystanders or others not directly involved in the scene, but who may aid the character in their own way. With a , the player may choose to have a target NPC become a recurring character who remains predisposed to assist his character. This individual may not join the character's crew, but might offer a better than usual price for fencing goods, or may let certain legal charges slide.

 and are, in a reverse fashion, harmful to a character's standing with those he is trying to sway. may be spent to reduce the number of people the character is able to influence or to turn those affected negatively against the character. The GM may use to turn a single NPC against the character and to make him a minor recurring adversary.

COERCE (WILLPOWER)

Some people believe that the only way to be respected is to be feared. Others may only grant respect to those whom they fear. When a character attempts to instill obedience in a target through the use of threats or acts of physical intimidation, they utilize Coerce. See **Social Skill Interactions** on page 73 for

SOCIAL SKILLS

Not every conflict must be resolved by force of arms. In fact, it can often be in a character's best interest to resolve a situation amicably—after all, a living opponent can be turned into an ally or could be a target for a future criminal operation. Of course, a healthy opponent might also seek revenge at a later date, but this is often an acceptable risk. After all, in many locales, the punishments for capital offenses are far more serious than for convincing someone to make a foolish investment.

Whenever one character attempts to convince another character to act in a specific way, this is an Influence check. These checks are commonly used to determine how the target reacts to the attempt. They are always opposed checks, as the target resists by using either his Discipline or Cool, depending upon the method used. If the acting character is successful, the target is turned to his point of view—at least for the duration of the scene. On failure, the arguments presented fail to sway the opposing character.

The difficulty of an Influence check is commonly modified if the characters have a previous relationship. If the target has prior evidence that the acting character is trustworthy, then he is much more likely to cooperate. However, if there are prior acts of betrayal, the situation may become far more challenging.

Ultimately, the different skills are indicative of the way that a character is attempting to manipulate his target. Charm governs trying to persuade a target by being nice to him. Coerce represents efforts to scare an opponent into submission. Use of Deceit entails lying to the target so that he might cooperate. Leadership reflects the use of authority—real or imagined. Negotiation reflects persuading someone to cooperate by offering him something that he wants. **Table 3–1: Social Skill Interactions** illustrates the skill oppositions. Refer to the individual skill descriptions for additional details on the various social skills involved.

more information. Sith, military dictators, and organized crime leaders are all known for their ability to Coerce their subjects.

- Any time a character issues a threat, whether or not it is accompanied by hostile actions, he is using Coerce against the subject. An implied threat—such as gesturing or pointing towards a weapon—is sufficient to invoke Coerce.
- If a target is questioned or persuaded under conditions of physical captivity, the acting character should make a Coerce check. This is particularly true if the subject is physically helpless during the interrogation.
- Acts of torture always invoke Coerce. Of course, physical violence may also induce strain or wounds in a subject. Such actions are separate from the actual Coerce attempt.

Coerce is an opposed check, resisted by the subject's Willpower and Discipline. Situational modifiers, such as the degree to which a subject is helpless or if the acting character's degree of threat is less significant than expected, may significantly affect the dice pool. Attempting to persuade a subject to betray his core beliefs should always add ● to the pool.

In situations in which the character is attempting to intimidate multiple subjects or a target who is already threatened by the character, the character need not make an opposed check. In such circumstances, the difficulty of the check is determined by the number of subjects and their disposition. Larger crowds or groups who are more likely to resist forced authority require a more difficult check, while Coercing those already cowed by the character may require few, if any, Difficulty dice.

Extra ✲ on a Coerce check may be used to inflict strain upon the target at a rate of one strain per two extra ✲✲.

By spending ❨❨, the character may affect unexpected subjects beyond the original target. These may be bystanders or others not directly involved in the scene, but who may be cowed by the character as a result of witnessing the Coercion attempt. With a ⏚, the character may completely break the subject's willpower, shifting the target's allegiance from opponent to his subjugated ally. The newfound follower may be exploited to gain additional information, assets, or even a spy within the ranks of a former foe. However, if the betrayal is discovered, this forced loyalty may not be permanent.

Intimidation and strong-arm tactics are only as successful as the strength and thought behind the attempt. The GM may spend ⚙ and ▽ to undermine the outcome of a character's Coercion attempt. Extra ⚙ may be spent to represent a building resentment to the Coercing character. Regardless of the success or failure of the Coercion attempt, the subject may grow to despise the character as a result of being strong-armed. ▽, on the other hand, may be spent to represent the character slipping up and revealing something about his goals and motivations to the target. For instance, a character attempting to Coerce a target to give up security codes for a Hutt shipping lane may let slip information concerning the cargo he is attempting to smuggle through Hutt space.

COMPUTERS (INTELLECT)

Civilization in the galaxy could scarcely function without the constant assistance of computers. Devices everywhere are linked together and coordinated by computers and droid brains. Those talented with computers can sometimes exploit these resources, or they might know how best to avoid those systems under computer control. Many people are so unconsciously dependent upon computers that those who can cleverly manipulate them may commit crimes without their victims even being aware of the offenses. Even using the holonet for communications or entertainment requires the use of computers—particularly if there are forces interfering with the system. This skill also governs the repair of a damaged computer system, defensive actions against an intruding slicer, and routine maintenance necessary to keep the software on a computer or droid running effectively.

- Attempts to open a locked door, control an elevator, or bypass a security system make use of the Computers skill.
- Searching through a subject's records, particularly if those notes are encrypted, makes use of Computers to

overcome any security measures and interpret the material's organizational structure and any external links.

- Investigating what actions a slicer might have taken against a computer system requires the Computers skill to identify the files that have been accessed or altered.
- Efforts to alter a droid's programming or gain access to its memories require the acting character to make a Computers check.
- Characters must make a Computers check to recover data from a system that has suffered physical damage.

The difficulty for a Computers check is calculated based upon any defenses present within the system and the inherent sophistication of the system against intrusion. Slicing into a tapcafé's systems to alter a transaction might be trivially easy, while a military outpost could be hardened and prepared for a slicer's assault. In general, the more vital the materials protected by the system, the more difficult they should be to overcome.

Additional ✲ may be spent to reduce the time required for the action undertaken. This is generally representative of the character's extensive familiarity with systems of the type targeted.

may be spent to uncover additional information about the system. The character might discover additional assets that could be targeted, the owner's personal journal entries, or the presence of well-concealed defenses. Once the presence of such systems is discovered, a character may attempt to gain access to them with further Computers checks. A may be spent to obfuscate any actions the character may have taken while slicing the system. Each may be spent to add to the check if another slicer should attempt to detect or identify the character's actions with a Computers check.

The GM may spend generated on a character's Computers check to represent the character doing a poor job of concealing his presence in the system. Security systems are alerted to the presence of the character within the system, while other slicers attempting to discover evidence of the character's actions may add to their check for each generated by the character's initial Computers check.

may be spent by a GM to represent the character leaving behind trace information of his own system in the computer system he was attempting to slice. For each the character's Computer check generates, the GM may add to any future Computer checks in which an NPC uses the target system to slice the character's own computer system.

COOL (PRESENCE)

Life on the fringe is filled with an endless variety of dangers. The ability to stay calm and think as one's life hangs in the balance can be essential for survival among the constant stream of new threats. By remaining emotionally centered, the character is much more likely to be able to effectively prioritize issues and solve the most critical problems first. These characters are also better able to remember and focus upon achieving their goals, allowing outside influences to have much less effect.

In some combat situations, a character's Initiative may be determined by his Cool skill. This is applicable under circumstances in which the acting character has calmly prepared to take action. See Structured Gameplay on page 128 for the full details.

A character's Cool may permit him to ignore many of the lies that come as part of a discussion. It is used to resist Charm and Negotiation. See **Social Skills** on page 73 for more information.

- Often, when someone is trying to be overly kind, the truth becomes lost among the niceties. Characters can use Cool to resist these efforts, penetrating through to the truth.
- If a character has set a trap for a target, carefully lining up a shot on an unsuspecting foe, he may check for Initiative using Cool, as he calmly selects the optimal time to begin the engagement.
- If multiple characters are engaging a third in a social discussion in which the timing of the argument matters, Cool may be used to determine Initiative, as that character is better prepared.

There is rarely an extra ✲ on a Cool check, as it is generally used to oppose another's actions, or to determine Initiative, which takes all ✲ into account.

from a Cool check may be spent to give the character an additional insight into the situation at hand. He may notice an additional complication before it comes into play against him or identify an object that can be directly used against his opponent. Examples could be a rogue asteroid during a dogfight, a security officer near a sniper's target, or a magistrate's predilection towards a particular style of argument.

A character who generates a result during a Cool check has not only stood unflinching as chaos erupts around him, but has actually come away better for it. For each result on a Cool check, the character may heal 3 strain.

Sometimes a situation is so frantic that it can overwhelm even the most steadfast of souls. The GM may spend generated as a result of a Cool check to cause the character to miss a vital detail or event. For instance, if a character generates a during a duel, he may be so focused on his target that he fails to notice the target's ally on the sidelines pulling a weapon of his own. If the situation goes badly enough, the character may lose all sense of where he is and what he is doing, effectively succumbing to minor shell-shock. The GM may spend any generated on a Cool check to Stun the character for one round as he is overwhelmed by the chaos around him.

COORDINATION (AGILITY)

When a character needs to go somewhere without being seen, it often requires him to balance upon unstable surfaces, crawl through narrow openings, or even to tumble down from a dangerous height. Such locations are seldom equipped with safety features, and the first misstep could easily be the last. Overcoming these types of challenges requires a tremendous sense of balance and a heightened degree of flexibility. While both of those abilities depend heavily upon a person's natural characteristics, they can be further developed through regimens of practice and exercise.

Any time a character needs to contort his body into an unusual position, Coordination is used to calculate the dice pool. Note that some species may be inherently more flexible than the norm. This benefit is discussed in their species description where applicable.

Many performers, mercenaries, and thieves become known for their natural flexibility and grace. For some, their lives may frequently depend upon their expertise in the skill. For others, the skill serves as an important complement to their other techniques.

- A character may attempt to reduce damage suffered when falling, diminishing the impact by rolling into a tumble on a successful Coordination action. See Falling on page 140 for more information.

- Walking across a narrow surface, whether a wide beam or a thin pipe, requires a tremendous sense of balance and a successful Coordination check.

- Characters can use Coordination to escape from restraints, contorting their limbs at unusual angles so that bindings slip free.

- Crawling through the twists and turns of a sewage pipe, ventilation duct, or garbage chute may require a successful Coordination check to avoid a sudden fall or worse yet—becoming stuck in place.

Any additional ✲ received when using Coordination may be spent to increase the distance travelled during the action checked, or decrease the time it takes to perform the action. Each ✲ spent in this way can increase the distance moved by 25%, up to a maximum of four ✲.

🙂🙂 on a Coordination check may be used to grant the character an additional maneuver during the course of his turn. (However, during an encounter a character can only use two maneuvers per turn). A ⊕ on a Coordination check may be spent to accomplish the task with truly impressive results, either with narrative flair or granting additional benefits in the course of completing it. For example, instead of walking across a rope to get across a chasm, the character could cut the rope, swing across, and in doing so deny anyone the ability to follow him.

To represent a character doing harm to his body in the process of a Coordination check, the GM could spend ⚙ generated during that check to cause the character to lose his free maneuver for one round per ⚙. ▽ represents something truly harmful happening to the character during his check. A character could suffer a wound as a result of ▽ during a Coordination check or could lose a vital piece of equipment.

DECEIT (CUNNING)

Sometimes a character needs to persuade someone to act a certain way, but lacks any leverage for the discussion. In times like this, a certain degree of moral flexibility may be necessary. Whether it is an effort to persuade someone to make a purchase, do a favor, or simply be somewhere else, a well-timed and convincing lie can often be the difference between success and failure. When a falsehood plays the central part of a persuasive effort, then that character is employing the Deceit skill. Con artists, infiltrators, and many less reputable diplomats and merchants are all masters of Deceit. Many individuals outside of these fields make use of this skill, but it is seldom a critical focus of their development.

Attempts to deceive are subject to the perceptions of the target. Deceit is opposed by the subject's Discipline; see **Social Skills** on page 73 for more information. In situations in which the character is attempting to trick multiple subjects or a target who believes that character to be trustworthy, the character need not make an opposed check. In such circumstances, the difficulty of the check is determined by the number of subjects or their disposition (or both). Larger crowds or groups who are more likely to disbelieve the character require a more difficult check, while deceiving those already fooled by the character may require few, if any, Difficulty dice.

- If a character wishes to mislead a buyer or seller about the value of an object, so that he may adjust the purchase price to his advantage, he uses Deceit.

- Any time a character wishes to distract an opponent through guile—even within the context of a physical confrontation—he may make use of Deceit.

- When pursued, a character may choose to use Deceit as a means to lay a false trail, in the hopes that the tracker might make a wrong turn, thus leaving the acting character ample time to escape.

Extra ✲ on a Deceit attempt may be spent to extend the duration of the Deceit action. This could give the acting character ample time to travel off-world before the treachery is noticed, or might even leave the target less likely to notice the fraud and more susceptible to further deceptions.

🙂 may be used to increase the value of any goods or services gained through the action. The subject might simply believe that he is agreeing to fair terms with the liar. A ⊕ may be spent to fool the target into believing that the character is a trustworthy sort. Future Deceit checks against such a target would not require an opposed check; they are simply made at a baseline difficulty depending on the nature of the lie.

⚙ during a Deceit check gives away a portion of the lie. Perhaps the target realizes that it has been lied to, but is unable to identify how much of the interaction is false, thereby becoming more suspicious of the character. ▽ may represent a more extreme example of this phenomenon and the target not only distrusts the character, but spreads the word of his deceit and harms his reputation amongst a small community of people. Additionally, the target may realize that he is being lied to and use the situation to his advantage, perhaps to insert some false information of his own; perhaps slipping shoddy gear past the character by playing along with the lie.

DISCIPLINE (WILLPOWER)

There are boundless horrors present across the span of the galaxy. Some—like the rancor, the wampa, and the krayt dragon—are natural entities, which are horrifically violent as an outgrowth of their environs. Others, such as sithspawn horrors or the Death Star, are deliberate creations made by sentient life, which serve little purpose save to spread terror and destruction. Through the course of their adventures,

characters may often encounter creatures that seek to dismember or devour them. The ability to maintain their composure and react in an effective manner is governed by their Discipline. This skill represents a character's ability to overcome his biological instincts, so that he can overcome things that might induce utter panic in a person of lesser resolve.

A character's Discipline may enable him to overcome treachery and threats that others attempt to impose upon him. It is used to resist Leadership, Coerce, and Deceit. See **Social Skills** on page 73 for more information.

Discipline plays a key role in the development of Force abilities. See **Chapter 8: The Force** for the full explanation.

- If a character is pinned down by heavy fire, he may need to pass a Discipline check in order to act normally.
- When confronted by a creature with inherently horrifying aspects, a character's ability to engage the foe rather than flee before its might is governed by the Discipline skill.
- Sometimes, a business contact might offer a character a tempting deal that seems far too good to be true. The ability to resist such temptations is based upon Discipline.

Discipline is often used to oppose another's actions—where there is no roll—so it may not always be possible to generate an extra ✡. In situations where an extra ✡ can be earned, one may be spent to downgrade the dice pool on the character's next action.

from a Discipline check may be spent to give the character an additional insight into the situation at hand. He might notice a particular vulnerability on a seemingly indomitable foe or an unusual pattern to the suppressing fire that gives the character a moment to leap from cover. Often, looking danger in the eyes and refusing to blink is all it takes to bolster an ally's resolve. A generated during a Discipline check may be spent to add □ to any Discipline checks made by the character's allies during the following round.

The GM may spend generated during a Discipline check to undermine the character's resolve, perhaps inflicting a penalty on further actions in the face of distressing circumstances. may be spent to overwhelm the character entirely. In this case, the character is unable to perform more than a single maneuver during the following round of combat.

LEADERSHIP (PRESENCE)

Even the greatest of heroes may sometimes need the assistance of others to complete their goals. Certainly the most foul of villains consistently use legions of minions to assist them in their criminal rampages. The ability to lead such companions and devotees can play a crucial part in the success or failure of any endeavor. While some may follow out of fear or the promise of tremendous riches, ultimately most individuals choose to work with a person in whom they have faith and trust. The Leadership skill represents a character's ability to instill that belief in the people with whom he chooses to interact. Politicians, military officers, and crime bosses all determine their degree of success based upon their abilities to lead others.

Leadership is a combination of being able to make smart decisions, being firm and decisive when doing so, and instilling a sense of loyalty and respect in one's subordinates. See **Social Skills** on page 73 for more information.

- If a character's allies have become subject to the effects of Fear (see page 189), they may be rallied through a Leadership check.
- When acting in a public venue, a character may use Leadership to sway a crowd to take action, most commonly of a political nature.
- If a character's underlings have fallen before the guile of an opponent, he may reassert their loyalty to his cause by making a successful Leadership check.

The Difficulty of a Leadership check is based on the complexity of the orders a character is attempting to convey and the intelligence and professionalism of the subjects he is attempting to command. Particularly complex orders or stubborn or particularly dull subjects require a larger number of Difficulty dice, while a simple order given to a loyal servant may require few, if any, Difficulty dice.

When a character attempts to command a target to perform an action that could result in his harm, or is in some other way against his nature or best interest, an opposed check is required. The character's Leadership check is opposed by the Discipline or Willpower of the target, depending on the particulars of the order given.

Extra ✡ on a Leadership check may be used to extend the target's support for additional scenes, or may increase the efficiency or effectiveness of the target during the ordered actions.

may be used to affect bystanders in addition to the target. With a , the player may choose to have the target NPC become a recurring character who decides to faithfully follow the acting character. This individual may decide to join the character's crew, offering his services as a permanent aide de camp.

The GM may spend generated during a Leadership check to decrease the efficiency of the ordered actions, causing them to take longer or be done poorly. may be used to undermine the character's authority, damaging the character's ability to command the target or those who witnessed the attempt. Should a character accrue multiple s on a single leadership check, the target may become a recurring thorn in the character's side, either by refusing future orders outright or turning others against the character.

MECHANICS (INTELLECT)

Space travel is fraught with dangers. A failed life support system can leave a crew desperate to find any haven where they might safely land. A failed hyperspace engine might strand them hopelessly far from the nearest repair yard. Individuals who accept these dangers need to either have tremendous faith in the quality of their craft or the mechanical skills of its crew. Even in those cases where confidence is based upon a craft's quality and maintenance regimen, the presence of a capable mechanic can still be crucial to the ship's ultimate survival.

Planetary and atmospheric craft, droids, and even a trusty blaster can break down at the least convenient possible moment.

These different devices use vastly different technologies, but there are core concepts that any technical expert can carry over from one device to another. The Mechanics skill represents the expertise required for any of these repairs. The skill plays a critical role for any technician, but is also relevant for pilots, survivalists, and anyone else who travels the fringe.

- Any device that suffers physical damage may be repaired using the Mechanics skill, provided the necessary tools and replacement components are available.
- A character may use Mechanics prior to beginning a repair job, so that he can identify the parts and tools necessary for the job along with their approximate cost. This information may be particularly useful to a character seeking to pay for repairs.
- Sometimes, a character may have access to an extensive supply of discrete components or damaged devices. In this situation, attempts to construct a completely new device are dependent upon the Mechanics skill.
- Droids may not benefit from Medicine, but they may substitute the Mechanics skill for these same healing checks. See the Medicine skill on page 77.

At the Game Master's discretion, it may be impossible to complete a repair without the necessary tools or components. Alternatively, the Game Master may choose to apply additional ◆ to represent temporary fixes.

Additional ✲ on a Mechanics check may be used to increase the efficiency of the action. Each additional ✲ may be used to reduce the time required to make the check by 10-20%.

Ⓨ generated during a Mechanics check may restore hull integrity to a damaged vehicle. Each Ⓨ spent in this way adds an additional two Hull Integrity. A ⊕ earned on a Mechanics check may give a device an additional function, which is only good for a single use. Examples might include a temporary engine speed boost, a more powerful blaster shot, or a shield capable of covering a larger area. The nature and precise details of this temporary function are subject to the Game Master's discretion.

⊛ during a Mechanics check may represent particularly shoddy repairs or temporary measures. The GM may spend ⊛ to cause the target object or system to malfunction shortly after the Mechanics check is completed. ▽ may be spent to cause further harm to the target object or system, or to cause other components of the target to begin to malfunction.

MEDICINE (INTELLECT)

Through the course of their travels, characters are certain to suffer injuries. Minor injuries may not require medical intervention, but more serious ones may need the attentions of a trained professional. If the injury happened while engaged in activities that might be considered unsavory, going to a traditional hospital for treatment might not be in the character's best interest. This could draw unwanted attention and lead to any number of entanglements. The alternative may be to use a trusted friend or a scavenged medical droid. While neither can necessarily offer the same level of treatment, either might be safer in the long run.

TABLE 3-2: MEDICAL CHECK DIFFICULTY

STATE OF HEALTH	MEDICINE CHECK
Current wounds equal half or less of wound threshold	Easy (◆)
Current wounds equal half or more of wound threshold	Average (◆◆)
Wounds exceed wound threshold	Hard (◆◆◆)
Critical Injury	Critical Injury Severity

- Routine first aid, including medpacs, depend upon a character's abilities in Medicine. These are mercifully simple to use, but the difficulty may be complicated by the severity of the wound.
- The ability to treat a poison—or to inflict one—falls under the Medicine skill. This also governs the use of pharmaceutical and recreational drugs.
- Many planets harbor unique infectious diseases as well as parasites. A well-traveled medical technician may become familiar with both the symptoms and treatments for many such planetary syndromes.
- More serious treatments—including surgeries, cybernetic augmentations, and psychotherapy—are governed by Medicine, but generally require additional pharmaceuticals and medical instruments.

The difficulty of the check is based on the target's current state of health. See **Table 3–2: Medical Check Difficulty** on page 77. On a successful check, the target recovers a number of wounds equal to the number of ✲ generated by the Medicine roll, and an amount of strain equal to the number of Ⓨ generated. Note that a character may attempt only one Medicine check per week when helping a character to recover from critical wounds. Note also that droids may not benefit from Medicine, but they may substitute the Mechanics skill for these same healing checks. Characters attempting to treat their own injuries increase the difficulty of the Medicine check by +2.

Each ✲ on a Medicine check normally heals a single wound. If the acting character scores additional Successes beyond those required for healing, they may be spent to reduce the target's healing time by one hour per ✲ spent.

Ⓨ generated during a Medical check may be spent to eliminate one strain from the target. A ⊕ during a Medical check to heal a Critical Injury may also heal additional wounds, or vice versa.

A GM may use ⊛ during a Medical check to inflict strain on the target to represent the shock of the procedure or to increase the amount of time the procedure takes. ▽ represents a truly terrible accident, perhaps the character unintentionally inflicting further wounds on a target whom he was attempting to heal of a Critical Injury.

NEGOTIATE (PRESENCE)

Often, the easiest way to get someone's cooperation is by giving him exactly what he wants. The art of Negotiation deals with determining exactly how much of what a subject wants must be surrendered in order to get a particular good or service in return.

A master negotiator might need to make only the most minimal of sacrifices in exchange for a vital service, while a novice could be forced to dramatically overpay—particularly if he lets his desperation show. This skill is essential for anyone who regularly deals in traded goods, but is also vitally important to anyone whose livelihood depends upon selling his services.

Characters need to effectively Negotiate if they ever hope to pay down their Obligations. Negotiate is opposed by the subject's Presence and Cool. See **Social Skill Interactions** on page 73 for more information.

- Any time a character wishes to purchase goods or services, he must either pay the seller's asking price or utilize the Negotiate skill.
- If a character wishes to sell goods or services—whether legal or of more questionable nature—the final price is determined based upon the Negotiate skill.
- Any time the character participates in a skill-based type of gambling, he uses Negotiate to determine the degree of success, unless he cheats, which falls under Deceit.

Negotiate is usually an opposed check, using the target's Presence and Cool. Situational modifiers may also apply based upon any past relationship between the characters involved and the overall desirability of the goods and services in question. The cases where this skill may be used without an opposed check are exceedingly rare, but the opportunity may present itself. In such a case, the GM is encouraged to gauge the difficulty of the check by the factors mentioned above.

Extra ✲ on a Negotiate check may be used to increase the acting character's profit by 5% per ✲. They may alternatively be used to modify the scope of the agreement, so that the contract can extend for a longer period of time or more goods may be obtained for a given price.

generated during a Negotiate check may be spent to earn unrelated boons from the target, either concessions if the check is failed, or extra perks if it is passed. With a ⊕, the player may choose to have the target NPC become a regular client or specialist vendor. The NPC might thereafter keep an eye out for specific goods that are likely to interest the Player Character, or offer referrals to other clients in regards to the quality of his service.

during a Negotiate check may be spent to increase the cost of goods the character is attempting to purchase, to decrease the value of those he is trying to sell, or to shorten contracts he is trying to negotiate. A GM may spend to seriously sabotage the character's goals during the interaction; perhaps the character receives counterfeit goods or payment, or agrees to terms that are entirely beyond the scope of the negotiation.

PERCEPTION (CUNNING)

Characters must often maintain a careful awareness of their environment. Subtle cues can hint at imminent danger, an unexpected advantage, or even the presence of an old friend. The Perception skill represents the character's constant, passive state of awareness. This is how a character notices concealed or subtle cues, when he is not actively seeking them out. The skill is critical for anyone who faces dangers on a regular basis—whether they are in the wilds of a frontier world or among the urban jungle of a sprawling city. Those who are less talented in perception may fail to notice obvious cues and can miss countless opportunities.

Note that Perception encompasses all of a character's natural senses. Humans without cybernetic augmentation are limited to five. However, many alien races have additional means to perceive their surroundings.

- If a character is unprepared for a trap or an ambush, he may have an opportunity to make a Perception check prior to falling prey to the assault. Alternatively, this might oppose an attacker's Stealth check.
- Unless the character is actively looking for a disguised individual, Perception is used to oppose Skulduggery efforts that involve such subterfuge.
- Perception may be checked any time the character has an opportunity to notice a subtle clue—an overheard conversation, the stink of a Jawa, or a drug introduced to their beverage.
- Individuals talented at Perception may accidentally notice subtly hidden objects, such as the latch that secures a smuggling compartment.

Perception may be opposed by skills used for concealment or might have a difficulty set by the environment. The noise of a loud factory could conceal a conversation just as a spicy drink might prevent a character from noticing a poison.

Extra ✲ on a Perception check may be spent to reveal additional details. Perhaps the character recognized the speaker's accent, the pigments involved in a counterfeit artwork, or the number of attackers laying in ambush.

may be spent to recall additional information associated with the object noticed. Perhaps a passing familiarity with a field of study represents the reason why the character initially realized that something was out of place. A ⊕ may be spent to notice details that can be useful later, so characters can gain Boost dice on future interactions with the noticed element.

resulting from a Perception check may be spent by the GM to conceal a vital detail about the situation or environment from the character. A may be spent to cause the character to obtain false information about his surroundings or the target in question.

PILOT – PLANETARY (AGILITY)

When characters are traveling across the surface of one of the galaxy's numerous worlds, they often need to stray far from their spacecraft. On a civilized planet, these vessels are only permitted to land within specific areas. In more primitive environments, there may be a very limited number of places where their ship can safely land. Smaller craft, particularly ones best suited to a given planet's habitats, are commonly used for surface transportation. This can include repulsorlift vehicles, vessels of the seas, and aircraft. No matter how the

vehicle moves—rolling, gliding, walking, flying, or floating—the skill that governs its use is Pilot (Planetary).

Under normal traffic and environmental conditions, a character should never need to actually check the Pilot (Planetary) skill. Its use is reserved for the most extreme of conditions. This might include a high-speed pursuit, travel in treacherous weather conditions, the use of a failing vehicle, or any combination of these complications. For some, this skill is a passion and a livelihood, for others it is simply a necessity of their lifestyle.

- If a character is confronted with a completely foreign type of atmospheric craft, they must make a Pilot (Planetary) check to decipher its basic controls.
- Any time two characters are involved in a race upon a world's surface, the results are determined by an opposed check using Pilot (Planetary).
- If a character is either chasing another or being chased, losing the follower or maintaining the tail is done through an opposed Pilot (Planetary) check.
- Navigation through a familiar environment is governed by Pilot (Planetary), as this skill represents the character's knowledge of the typical traffic patterns.

The difficulty of a Pilot (Planetary) check may be determined based upon the difficulty of any particular maneuver, the prevailing weather conditions, and any features or failures on the vehicle involved.

Extra ✲ on a Pilot (Planetary) check allow the acting character to gain insights into the situation. Alternatively, he might deduce a way that his vehicle could be modified so that it could be more effective in the future.

generated during a Pilot (Planetary) check may be spent to reveal a vulnerability in an opponent's piloting style or vehicle, giving the character a benefit in later rounds of combat. A on a Pilot (Planetary) check may be used to let the character take an additional maneuver action while continuing to pilot a vehicle.

A GM may spend during a Pilot (Planetary) check to give opponents on checks against the character and his vehicle to represent a momentary malfunction in one of the vehicle's systems. may be spent to deal actual damage to the vehicle, as the character strains systems throughout the vehicle during his check.

PILOT – SPACE (AGILITY)

For those who travel between worlds, their livelihood is often dependent upon their ability to pilot a starship. Some use these craft as weapons of war, working as mercenaries in any of the galaxy's countless conflicts. Others use their vessels to transport desirable goods—either legally or illegally—so that they might be delivered to anxious consumers. While there are myriad other reasons to travel among the stars, doing so risks a broad range of dangers, which may only be mitigated by the expertise of a craft's pilot. Whether a crew is attempting to avoid enemy fire or simply to avoid any attention, their success or failure is most often dependent upon the person manning the helm.

Routine actions—like taking off or landing without additional complications—do not require a Pilot (Space) check. When those actions are complicated by a blinding sandstorm, a failed motivator, or enemy fire, then the character piloting the craft must demonstrate his expertise.

- Whenever two or more craft are involved in a race between the stars, the results of the contest are determined by a competitive check using Pilot (Space).
- Chases, whether they are through asteroid belts, within a crowded battlefield, or skirting the edge of a gravimetric instability, are resolved with an opposed Pilot (Space) check.
- During a space conflict, pilots may often jockey for position to determine which shields face the enemy and which weapons may be brought to bear. When opponents attempt to negate these efforts, the winner is identified through an opposed Pilot (Space) check.

The difficulty of a Pilot (Space) check may be determined based upon the difficulty of any particular maneuver, any unusual navigational hazards, and any features or failures on the spacecraft involved.

Extra ✲ on a Pilot (Space) check allow the acting character to gain insights into the situation. Alternatively, he might deduce a way that his vehicle could be modified so that it could be more effective in the future.

generated during a Pilot (Space) check may be spent to reveal a vulnerability in an opponent's piloting style or vehicle, giving the character a benefit in later rounds of combat. A on a Pilot (Space) check may be used to let the character take an additional maneuver action while continuing to pilot a vehicle.

A GM may spend during a Pilot (Space) check to give opponents on checks against the character and his vehicle to represent a momentary malfunction in one of the vehicle's systems. may be spent to deal actual damage to the vehicle, as the character strains systems throughout the vehicle during his check.

RESILIENCE (BRAWN)

The galaxy doesn't stop moving just because a character needs a break. The most desirable resources are often hidden in the least accessible locations—after all, others have usually already found the ones in the safe places. To achieve their objectives, characters must often have the perseverance to overcome the most challenging obstacles. These can include sleep deprivation, hideous climates, and the most restrictive of rations. They might also ingest toxins, either inadvertently when scavenging for food or due to the malicious actions of a competitor.

Resilience represents a character's physical fortitude against all threats of this sort. This skill reflects the body's ability to be pushed beyond reasonable limits. When characters make a Resilience check, their actions are typically taking them into situations that most would consider bad ideas.

- When a character attempts to go without sleep for significantly longer than is healthy for his species, he must make a Resilience check to remain awake.

- If a character ingests a toxin, he uses Resilience to resist its effects.

- When a character endures prolonged exposure to a hostile environment—including heat, cold, or toxic pollution—the consequences may be mitigated with a successful Resilience check.

- Dehydration and malnutrition can quickly leave a character badly fatigued and susceptible to complications. Resilience is used to resist these effects.

The difficulty for a Resilience check is based entirely upon the severity of the effects that the character attempts to overcome. Going 24 hours without sleep could add only ◆, but traveling through the Tatooine desert with inadequate water at midday should be far more difficult.

Extra ✲ on a Resilience check may be used to extend the effects of the Success, so that the character may go for a longer period of time prior to making an additional check.

earned on a Resilience check may be used to identify a way for the character and his allies to reduce the difficulty of future checks against the same threat, while a ⊕ may be spent to recover three strain as the character resolves to work through the adversity.

The GM may spend generated during a Resilience check to overburden the character, inflicting penalties on subsequent checks. may be spent to inflict a wound or a minor Critical Injury on the character as he succumbs to the harsh conditions.

SKULDUGGERY (CUNNING)

Some people are never satisfied by making their profits in an honest fashion. People of this mindset prefer to cheat, even when it is not necessary for their success. Their targets need not be good or even honest people. All that matters is that someone falls prey to the their deception.

Skulduggery encompasses a broad range of skills that are crucial to performing criminal actions. These include the abilities to perform a crime as well as the mental familiarity with different techniques. This ranges from picking pockets and locks, breaking into and out of secure facilities, sleight of hand, disguise, setting traps, and sundry other mischievous actions. At the Game Master's discretion, a particular Skulduggery check may use Agility instead of Cunning to reflect a more physical approach.

- If a character attempts to pick a lock or pocket using physical tools rather than programming, then this falls under Skulduggery. Note that not every electronic lock has a physical interface.

- Once an imprisoned character slipped his bonds using Coordination, escaping from a cell would depend largely upon Skulduggery for picking locks and safely navigating away from security elements.

- Identifying the most vulnerable aspects of a security scheme can be nearly intuitive for a character that has become practiced in Skulduggery.

Skulduggery is often opposed by a target's Perception—for the unprepared—or Surveillance. In instances where another character is not directly involved, the quality of the object being overcome should determine the degree of difficulty.

One or more ✲ on a Skulduggery check should indicate additional insights that the acting character gained about the nature of his opposition. This might suggest that the thief could better plan his strategy against the current foe to avoid future complications.

A character may spend an earned on a Skulduggery check to identify an additional potential target, just as the current task is completed. Perhaps a gullible rich man might walk into eyesight just as an initial stolen item is safely secured. Alternatively, as the characters make good their escape, they discover their opponent's cache of antique weapons near the building's exit. A ⊕ may be spent to earn the character a boon he had not expected. In such cases, the value of the item stolen might exceed his expectations and he might also get ahold of some vital object or piece of information. When using Skulduggery to pick a lock, the character might devise a near permanent means of overcoming the lock, perhaps by crafting a makeshift key or by getting access to the actual key itself.

By generating during a Skulduggery check, a character gives the GM the opportunity to catch him immediately after the act. Depending on the amount of spent by the GM, the character will be in varying degrees of danger; the more , the more immediate the discovery and ensuing danger. The GM may spend to cause the character to leave behind some evidence of his larceny; perhaps a recognizable piece of adornment, such as the character's heirloom ring, slips off into the target's pocket as the character attempts to pick it.

STEALTH (AGILITY)

Often, a character may have business to conduct that is best completed with a certain degree of privacy. It might be that there are powerful individuals—either legal or criminal authorities—who are directly opposed to his choice of actions. Other times, a character might either be collecting or avoiding a bounty. Under such conditions, a successful endeavor may depend entirely upon how talented the character is at not being noticed. The Stealth skill reflects this ability under virtually all situations.

Any criminal that depends upon physical insertion must be a master of this trade. Similarly, anyone whose skills include espionage needs to be able to avoid notice. Stealth also encompasses wilderness camouflage skills, which may be crucial to any hunter.

- If a character attempts to blend in with a crowd, hiding simply by acting as though he belongs, his ability to do so is based upon his use of Stealth.

- Attempts to hide from all of an opponent's senses are dependent upon Stealth, though difficulties may be modified by ambient conditions and any applicable gear.

- Characters may attempt to hide people or objects from the attentions of others, either through concealment or misdirection. Such actions are dependent upon their Stealth skill.

For subjects that depend upon their visual senses, Stealth attempts during full daylight have a greater difficulty. Similarly, members of species that are more dependent upon smell, hearing, or other senses may be most susceptible to Stealth under different weather conditions or distracted by events that seem trivial to a species focused on visual cues.

Stealth checks are typically opposed by either Perception or Surveillance, based upon whether the opponent is passively or actively searching for the hidden character.

Extra ✲ on a Stealth check may be used to aid any allied characters that are infiltrating at the same time. Effectively, the successful character points out a factor that might otherwise have caused the ally to fail.

may be spent to decrease the amount of time the acting character is required to perform a given task while using the Stealth skill. This could represent the character finding superior cover, giving him the ability to move faster while remaining out of sight, or successfully distracting a key figure to give him access to his target. Under the right circumstances, a character may spend a ⊕ to identify a way to completely distract an opponent for the duration of the scene. This could allow the character to drop all pretense of Stealth in favor of completing a task far more swiftly.

The GM may spend generated during a Stealth check to hinder the character as he attempts to remain hidden. The character may need to overcome a particularly noisome obstacle or take extra time to remain out of sight. The GM may increase the time it takes for the character to perform his desired action while hidden by 20% per spent in this way. The GM may spend to cause the character to leave behind some evidence of his passing. While this has no bearing on the success or failure of his Stealth check, some object, clue, or information is left behind concerning the character's identity and possibly even his motive.

STREETWISE (CUNNING)

Life on the galaxy's fringe—and in the less savory portions of the Core Worlds—is filled with treachery. A stranger can seldom be trusted, and a friend might turn traitor for the right compensation. Those who manage to survive in such an environment soon learn to recognize the warning signs that come with danger as well as those that might signal an opportunity. Knowing where to go for help when times are hard can be just as important as knowing how to avoid an unwinnable confrontation.

The Streetwise skill represents the understanding that comes from a lifetime of such experiences. While a few manage to learn the signs and develop a gut instinct through careful study and association with those who have lived this hard life, most come about this information through the school of hard knocks. If a character expects to thrive within the complex network of the criminal underworld, he must learn to speak its language and recognize the roles of those involved.

- If a character is looking for a merchant who specializes in unsavory goods or illicit services, such a merchant may be located through a Streetwise check.
- Streetwise represents a character's instinct for how to pick up on subtle cues from the language and attitudes of those who operate outside of legal structures. It may be used to understand subtle references within conversations.
- Often a character may need to discover what rumors are actively circulating within a region—particularly if those tales include his past actions. Knowing where to ask and how to listen is governed by Streetwise.

Often, the difficulty for Streetwise is set by the rarity of the service or item sought. It may also be modified for how powerful law enforcement and criminal elements are within a given region. At the same time, a character who knows a region particularly well may already have contacts in place and not need to make a check.

Extra ✲ on a Streetwise check may be used to reduce the time or funds required to obtain the item, service, or information sought.

may reveal additional rumors or alternative sources that can be used to find something. A ⊕ may be spent to earn the character a semi-permanent contact on the street, someone to whom the character may turn for information regularly with a reasonable assurance of trust.

The GM may spend generated during a Streetwise check to seed the gathered information with minor falsehoods, representing the ever-changing nature of information passed by word of mouth. may be spent to represent a character letting slip details about himself or the information he seeks. In this way, the GM may circulate rumors about the character and may even have a particular nemesis or foe learn valuable information about him.

SURVEILLANCE (INTELLECT)

There are many situations in which a character must be able to carefully watch a target, tracking its activities and seeking out its vulnerabilities. Sometimes a character may have the benefit of technological devices to assist—hidden cameras, listening devices, or just a simple set of macrobinoculars. In other situations, a character is completely dependent upon his inherent abilities. Any active efforts to observe—using any of the character's innate senses or technical devices to add additional senses—are governed by the Surveillance skill.

Other skills can regularly interact with Surveillance. Often, the task is dependent upon Stealth as well—for the character must act without his target's knowledge. Sometimes, it may be important to find the best place from which to watch, which may fall under Survival or Streetwise, depending upon the environment. Note that even a quick survey falls under Surveillance, while passively noticing something is considered a use of the Perception skill.

- Exerting the discipline to conduct a stakeout of an opponent, which may require several days, is covered by Surveillance.
- Operating a vessel's sensors to analyze a planet, asteroid, or even another vessel falls under the Surveillance skill.

- Characters use Surveillance when they actively search an area for a lost or concealed item.

- If a character must analyze an enemy fortification to determine its tactical assets, organizational strategies, and likely layout, he must use his Surveillance skill.

The difficulty for a Surveillance check is dependent upon whether the target is resisting. For inanimate objects, the difficulty is based upon how well the object in question may be concealed. For active subjects, the skill is opposed by Stealth. Environmental factors that impede the senses used—a dense fog, a lack of light, or a rhythmic background noise—may substantially increase the difficulty of the task.

Extra ✲ on a Surveillance check may be used to reduce the time required to complete the check by 10% with each Success.

By spending , the character may discover some additional information associated with his observations. This might be an unexpected connection between two non-player characters, some clue that resolves a current issue, or a lead on an unexpected business opportunity. The character may spend ⊕ during a Surveillance check to learn some key piece of information about his target which he can use to his benefit in future interactions with it. Perhaps he learns of an NPC's movement patterns or his preferred armaments in a fight. In this way, the character may gain against the NPC in future conflicts.

The GM may spend generated during a Surveillance check to stymie the character's watchfulness. Each spent in this way increases the time the check takes by 15%, whether the outcome of the check is success or failure. may be spent to represent the character giving himself away during a stakeout or leaving a trace of his presence after the fact.

- Survival governs a character's ability to handle domesticated animals, so that they may be used as beasts of burden or as transport.

The difficulty for a Survival check is entirely dependent upon the severity of the environment. Key factors are the biocompatibility of a world's native life with the species involved, the weather conditions, and the basic tools on hand.

Extra ✲ on a Survival check may be used to assist other characters in surviving. Alternatively, the character may choose to stockpile goods so that he may go a longer period of time between checks.

 may be spent to gain an insight into the environment that could make future Survival checks simpler. This might be a watering hole where prey is common, an abandoned cave that makes an excellent shelter, or a grove of biocompatible fruit trees. When tracking a target, may be spent to learn a significant detail about the target, its numbers, its species, or how recently tracks were made. A ⊕ generated during a Survival check to handle domesticated animals may be spent to permanently predispose the target animal towards the character in a positive way, effectively earning the character a loyal companion. While tracking a target, a ⊕ may be spent to learn a vital clue about the target, whether his destination, his disposition, or the presence of prisoners or cargo.

The GM may spend generated on a Survival check to represent the character spending vital resources during the course of his check, perhaps using food as bait to catch game, or losing fuel in an attempt to make a fire. may be spent to inflict wounds, Critical Injuries, or large amounts of strain on the character as he succumbs to the untamed environments of the galaxy.

SURVIVAL (CUNNING)

It is not uncommon for characters to become isolated far from civilized worlds. Sometimes this is by choice, as they decide to stay far away from authorities, in the hopes that some recent incident might be forgotten. Other times, damage to a vessel could leave them stranded on a world, hoping for some sort of rescue. Learning to recognize the dangers of the natural environment as well as exploiting its resources is dependent upon the Survival skill.

Characters who spent their formative years on wilderness planets often have this skill as part of their background. Others may learn it as part of military training, as preparation for a crisis. Some may be completely dependent upon it as part of their skill set, as their job focuses on traveling to untamed worlds so that they may exploit their natural resources.

- When a character needs to identify safe food, potable water, or shelter in a natural environment, each of these tasks requires a Survival check.

- Characters who are skilled at Survival understand weather patterns. They may recognize the signs of imminent dangerous conditions, and know the best way to prepare.

- Tracking a subject through the wilderness—whether game or a bounty—is dependent upon Survival.

VIGILANCE (WILLPOWER)

In uncertain times, individuals who are constantly prepared to face a variety of challenges are far more likely to succeed than those who simply react to the ever-changing circumstance. This sort of preparedness requires mental discipline, and also depends upon the wisdom to keep a variety of essential tools and supplies close at hand. Sometimes, this vigilance may come into play over hours as a situation rapidly deteriorates. Other times, it requires instantaneous decisions, when disaster suddenly strikes.

Characters who must remain alert because of the nature of their lifestyles are often particularly vigilant. This includes those who live within hostile environments—either urban jungles or dangerous wilderness—as well as professional soldiers. This skill is often associated with a high degree of self-assuredness.

- In combat situations, outside of those times when a character has patiently prepared to begin the engagement, Vigilance is used to calculate Initiative.

- Many abilities associated with the Force are dependent upon a character's Vigilance. Refer to **Chapter 8: The Force** for more information.

- Vigilance represents how fastidious a character is about preparing for unexpected crises. Any time there is a question regarding whether a small piece of gear might

be available, a Vigilance check can be made to confirm its presence.

The difficulty for a Vigilance check is typically modified by the likelihood of the incident that occurs. A character might be prepared for an ambush when traveling a darkened alley, but is unlikely to expect a groundquake in the middle of the night. A poor result on such a check might leave the character momentarily unable to act as he mentally attempts to decipher the current situation.

When calculating Initiative or using a Force ability, all ✲ are generally used as part of the calculation. In other situations where this check is critical, extra ✲ may indicate that the character was particularly well-prepared for this sort of conflict, for instance some important supply might be readily accessible.

Characters may spend ◔ on a Vigilance check to notice an environmental factor that could play a key part in the relevant scene. This might be excellent cover, a convenient escape route, or something that could be used to distract a foe. ⊕ may be spent to allow the character to take an extra maneuver during the first round of a combat, as his keen awareness alerts him to a situation before it even arises. See page 129 for more information, and remember characters can only take a maximum of two maneuvers in their turn.

The GM may spend ⚙ generated during a Vigilance check to cause the character to miss a key piece of information about the situation or the environment, blinding him to a possible advantage. The GM may spend ▽ to make the character unable to perform more than a single maneuver during the first round of combat.

COMBAT SKILLS

Skills that are tightly focused on use during physical confrontations are considered Combat skills. Application of these abilities is almost always violent, but need not be deadly. Full details on using Combat skills during conflicts are described in **Chapter 6: Conflict and Combat. Chapter 6** also contains information concerning how a character may make use of extra ✲, as well as ◔ and ⊕ generated during a Combat skill check, as well as how the GM may spend ⚙ and ▽ in such circumstances.

In some conflicts, characters may be bound by the legal or social restrictions into fighting without weapons. Drawing a weapon could quickly escalate matters to a lethal fight and might have other repercussions, forcing the characters to depend upon their Brawl skill.

Unless the opponent is incapable of resisting, Brawl is an opposed check. The difficulty may be modified by any maneuver actions the character takes and specific combat situational modifiers as described in **Chapter 6: Conflict and Combat**.

BRAWL (BRAWN)

During some physical confrontations, a character seeks to incapacitate his foe without seriously injuring him. At other times, a melee erupts with little preparation and a character may not have any weapon at hand. Some individuals are thoroughly trained in unarmed combat, or have natural weapons that they prefer to use during physical altercations. In any of these situations, Brawl is the skill used to determine success or failure in the combat.

Most characters who grew up in a hostile environment have some knack for Brawl. All wildlife—particularly those with natural weapons—use Brawl when forced into a confrontation. Anyone who participates in military or law enforcement training learns some basic martial arts, which fall under the Brawl skill. Even more advanced or esoteric martial arts fall under the auspice of this skill. However, improvised weapons—such as a bottle or a table leg—are used with the Melee skill.

- Attacks made with Brawl inflict strain upon their target, unless the acting character has a natural weapon that induces wound damage.

- When using Brawl, a character is at a substantial disadvantage against characters that are armed, as he may not be able to effectively defend against attacks and may have a substantially shorter reach.

GUNNERY (AGILITY)

Many weapons are simply too large for a person to carry. In order to bring such a weapon to bear against an opponent, it may be mounted aboard a vehicle, hastily assembled where needed, or even built into a substantial defensive emplacement. Weapons of this sort might require a team to transport, assemble, and ultimately operate the complex subsystems designed to inflict massive amounts of damage upon a foe.

Characters seldom gain experience with weapons of this magnitude outside of military training. Weapons of this caliber are also difficult to acquire for anything but government entities. Only the most dangerous worlds have natural predators that require a weapon of this power as a proportionate response. Gunnery applies to laser cannons and proton torpedoes mounted on starships. Larger mounted weapon systems like heavy laser turrets and ion cannons are also fired using this skill.

- If a character is piloting a starfighter, it may have weapons that are mounted upon it with a fixed orientation. Prior to making a Gunnery check, the pilot may need to maneuver his craft in order to achieve a firing solution.

- Characters using Gunnery to fire turret mounted weapons may need to hold their action until a pilot can drive the vehicle so that targets are within the weapon's firing arc.

- Exceptionally large weapons may only move on their mounts slowly. It may take multiple turns to bring them to bear, even against exceptionally large, slow moving targets.

- Complex targeting computers and automated weapons mounts are often used with large scale weapons. Operating this equipment also falls under Gunnery.

Gunnery is resolved as an opposed check, unless the target is completely immobile. The difficulty may be modified by maneuvers the character makes and specific combat situational modifiers as described in **Chapter 6: Conflict and Combat**.

MELEE (BRAWN)

All ranged weapons require some sort of ammunition and many are loud. They typically have fragile components or require regular maintenance, which may require its own set of tools. By contrast, most melee weapons are inexpensive, virtually silent, and require little maintenance and no power beyond the strength of their wielder's limbs. Virtually any reasonably sturdy object can be used as a makeshift weapon, so a character who has become adept at the Melee skill can often make do with what's available.

Most melee weapons depend upon the wielder's strength to inflict damage, but a few have their own energy sources. These weapons—including stun batons, vibroblades, and lightsabers—are much more technically sophisticated than a simple club. However, their core principles remain the same. When a character masters the art of striking with a melee weapon, the core concepts translate effectively to other types of weapons.

Any military training includes at least a basic course in melee combat preparation. Characters who have spent time on primitive worlds may have learned to defend themselves with melee weapons. Aristocrats and nobles may also learn a number of melee techniques as part of their cultural traditions.

- Attacks made with Melee inflict wounds upon their target, unless the acting character has a weapon that specifically induces strain.

- When wielding a melee weapon, a character has a significant advantage over an unarmed opponent, but must take care when approaching a foe wielding a ranged weapon.

Unless the opponent is incapable of resisting, Melee is an opposed check. The difficulty may be modified by maneuvers the character makes and specific combat situational modifiers as described in **Chapter 6: Conflict and Combat**.

RANGED – HEAVY (AGILITY)

When firing upon a target from range, weapons that are held with two hands offer a more stable firing platform than those which are held in a single hand. These also often have longer barrels, providing a consistent fire pattern out to a much longer range. In the larger space allowed for such armaments, designers can often include a significantly larger ammunition reserve and may also make the weapon far more potent than smaller weapons. This combination can yield weapons that are substantially more deadly and more accurate.

There are countless varieties of rifles used throughout the galaxy. Some are simple slugthrowers, while common blaster rifles range in size from carbines to extended barrel sniper rifles. A number of species have characteristic variants, such as the Wookiee bowcasters, which are traditionally wielded among their cultures. Any of these different weapons depend upon the Ranged (Heavy) skill in their operation.

In addition to combat uses, Ranged (Heavy) weapons are commonly used for hunting purposes. Because of this, these types of weapons are seen on frontier worlds far more frequently than Ranged (Light) weapons. Characters who are focused on their wilderness survival skills may prefer the additional range that a rifle offers when confronting predators.

- Ranged (Heavy) weapons inflict wounds upon targets by default. A subset of the weapons in this category may have a stun option, as do some specialized stun-only weapons.

- Characters armed with a Ranged (Heavy) weapon are unable to parry a melee attack, unless the weapon has a melee attachment.

Ranged (Heavy) is resolved as an opposed check, unless the target is completely immobile. The difficulty may be modified by maneuvers the character makes and specific combat situational modifiers as described in **Chapter 6: Conflict and Combat.**

RANGED – LIGHT (AGILITY)

Many characters prefer to wield a weapon that can be effectively held with one hand, rather than carrying something larger. This may be a preference based upon the ease of concealment, or it could be simply a stylistic choice. Alternatively, some individuals feel that they must be able to keep another hand free, allowing them to, for example, pilot a speederbike and fire a blaster pistol at the same time.

A broad selection of weapons falls under the category of the Ranged (Light) skill. It includes any weapon that can be fired with one hand, without the benefit of a brace or other support element. Specific examples include countless pistols, but also thrown weapons such as spears, nets, and thermal detonators. Some are so small as to be easily concealed, while others can only be wielded by the strongest of individuals.

The Ranged (Light) skill reflects the hand-eye coordination that a character has developed in conjunction with his intuitive grasp of wind resistance, gravity, and distance. Upon arriving on a planet, an expert in this field may wish to practice his abilities so that he can learn how the world's environs might affect them.

- The vast majority of Ranged (Light) weapons inflict wounds against targets. Those that are capable of inflicting strain are specifically indicated and typically must be adjusted for use in that firing mode.

- Characters may wield a pistol with Ranged (Light) while reserving a melee weapon for defensive purposes. For more information on wielding two weapons, see page 136.

Ranged (Light) is resolved as an opposed check, unless the target is completely immobile. The difficulty may be modified by maneuvers the character makes and specific combat situational modifiers as described in **Chapter 6: Conflict and Combat**.

KNOWLEDGE SKILLS

The actions that a character takes are often performed in reaction to his knowledge about a situation. Players can never be expected to know as much about life in the game setting as the characters who have lived there. Knowledge skills serve to bridge this gap. They enable a player to make decisions about his character's actions that are informed by what his character might know.

☆, ☺, ⊕, ⊙ and ▽ may be spent with similar results among the different Knowledge skills. Additional ☆ represent the character recalling information or completing research with remarkable haste, while ☺ may be spent to learn extra trivial information about the subject. ⊕ may be spent to learn relevant, beneficial information concerning the subject, perhaps an understanding of a beast's particular weakness in the case of Knowledge (Xenology) or information concerning the familial strife between crime syndicates in the case of Knowledge (Underworld). ⊙ may be spent by the GM to allow him to omit a vital detail about the subject at hand, while ▽ may be used to seed the character with misinformation and outright falsehoods.

CORE WORLDS (INTELLECT)

Those worlds closest to the Galactic Core are generally considered to represent the pinnacle of galactic culture and civilization—especially by those who dwell within these systems. Cultural traditions vary substantially from system to system and even between planets within a given system. A few notions are particularly common among the worlds of the Core, but even with those, there are distinct exceptions. Perfectly acceptable behavior on one planet may represent grossly disruptive manners on another, even within this culturally distinct region of the galaxy.

Many hyperlanes connect the Core Worlds with the other portions of the galaxy. Because of this, visitors from foreign worlds are far more common here than in many other places. The Core Worlds represent centers of trade and diplomacy that can connect planets in disparate portions of the galaxy.

- If a character needs to identify a person's planet of origin without asking, he may make a Core Worlds check to recognize traits of his accent, dress, and mannerisms that are associated with a particular world.
- When interacting with someone from a Core World, a character might make a Core Worlds check to know what behaviors are considered necessary and polite, as opposed to ones that could be offensive.
- Characters who specialize in the transport and delivery of goods may make a Core Worlds check to identify which markets are the best places to sell or purchase a particular cargo. They may also recognize any worlds where such goods could be illegal.

The difficulty of a Core Worlds check is generally proportionate to the rarity of the information involved. Common knowledge about Coruscant is far easier to recall than an obscure fact about a subsect on a minor moon.

EDUCATION (INTELLECT)

Among most of the races and cultures of the galaxy, achieving literacy is a crucial first step towards adulthood. Even on the wildest cultural fringes of the Outer Rim, most individuals achieve at least this standard long before they reach physical maturity. Once literacy is attained, an individual's education generally expands to cover additional areas of expertise.

Typically, this includes at least a basic grounding in the mathematics, the basic sciences, and enough understanding of engineering principles to perform basic repairs. Many also study the basics of philosophy, politics, and galactic history. From there, an understanding of the various dominant species and cultures across the galaxy provides a complement to a well-rounded education.

Characters must often rely upon these essentials in order to appropriately interact with the broader galaxy. To the uneducated, places beyond their home seldom make sense. Basic cultural variances may become overwhelming challenges.

- Any time a character needs to interact with a government entity, an Education check may be made to identify the best way to proceed.
- If a character needs to employ basic scientific knowledge in an analysis, his understanding of this field is represented by his Education skill.

Education also represents a default Knowledge skill. Any time a question comes up that doesn't obviously fall under one of the other Knowledge skills, Education may be used to represent the character's understanding of a particular subject matter.

The difficulty for an Education check is typically best represented by the rarity of the data in question. Characters who have a reference document at hand may receive substantial bonuses, but even using such a work requires an understanding of core principles.

LORE (INTELLECT)

Parts of the galaxy have been inhabited for more than a million years. During that time, countless civilizations have arisen and many have gone extinct. Those civilizations that achieved interstellar travel communicated with one another and shared their histories. Over the millennia, some of these tales changed and grew into myths and legends. Many have a strong basis in truth, so much so that some of these stories still conceal a potential for tremendous profit.

Characters with a particular interest in lost cultures and ancient legends may decide to try to turn this interest into a profession. Forgotten fleets, abandoned mines, and failed ventures all could be the sources of tremendous profits if recovered and restored. Other times, a character might stumble across an artifact connected to one of these legends—an item whose value could far exceed its initial appearance. Knowing enough to exploit that connection—either in selling the item or in tracking down its

origins—might enable a character to substantially decrease the severity of his Obligations.

- If a character needs to decipher an ancient piece of writing or identify its context, this requires a Lore check.

- A character's knowledge of the legends associated with the exploits of an ancient hero is represented by the Lore skill.

A Lore check's difficulty is assigned by the obscurity of the information. Well known legends may not even require a check, but the tales of a race that died out millennia ago may be nearly forgotten and this be more difficult.

OUTER RIM (INTELLECT)

The Outer Rim is filled with independent worlds, often inhabited by those who enjoy their isolation and relative freedom. Because of this, the varied worlds exhibit an incredibly diverse mix of different cultures and political systems. In many instances, they also exhibit a broad spectrum of different species that have developed a shared community founded on this diversity.

Because the range of cultures is so great, anything learned about the culture of one world is not necessarily relevant to aspects of other systems in the Outer Rim—even ones that are relatively close. However, there are common attitudes and archetypal settings that are consistent throughout this region of the galaxy. Further, those who travel regularly among these worlds do get to learn of one another, and there are countless dives frequented by those who ply the spacelanes.

- If a character needs to find a planet with a particular resource or service among the systems of the Outer Rim, he could make an Outer Rim check to identify the most appropriate and closest options.

- When determining the best location to sell a cargo of goods, an Outer Rim check might reveal locations where the goods are legal, desirable, and socially acceptable.

- At times when a character must interact with a person from an Outer Rim world, this Knowledge skill could be used to determine the most appropriate social actions to take to establish a beneficial relationship.

The difficulty for an Outer Rim check is based upon the obscurity of the world and goods in question. This may also be modified based upon the specificity of the question posed.

UNDERWORLD (INTELLECT)

In some places, criminal elements control the government through less than legal machinations. In others, the crime families function as the only effective ruling force. In more traditionally governed areas, seedier elements are dependent upon secrecy and deception as the core elements of their practices. Before a character can even begin to establish contacts among a world's criminal elements, he must first understand which of these organizational structures are in play.

Once a character deciphers how he might establish a contact, he must next find out with whom he needs to speak. Different groups or individuals might control different parts of the criminal trade. A contact for gambling is likely different than one who deals in illicit pharmaceuticals, while a third individual is likely the point of contact for military grade weapons. Depending upon a character's needs and the criminal elements active on a world, finding the right contact could be trivial or extremely time consuming.

- The Underworld skill may be used to know which nearby worlds are the best locations for a particular type of illegal business.

- A familiarity with Underworld may be useful if the characters need to determine the most common methods that an opponent might use for a particular type of criminal activity.

When the criminal nature of a location or individual is well known, recalling the relevant data should be easy. The difficulty of the task should be much more challenging if the individual has gone to lengths to conceal his illegal activities.

XENOLOGY (INTELLECT)

The motivations, biological origins, and philosophies of the galaxy's varied species are hugely divergent. An object that is desirable to members of one species could be repugnant to another. Even within a species, the cultures from different systems can have completely different ideological and social practices. Those who have mentally catalogued the different species of the galaxy and learned their distinctive traits are skilled at Xenology.

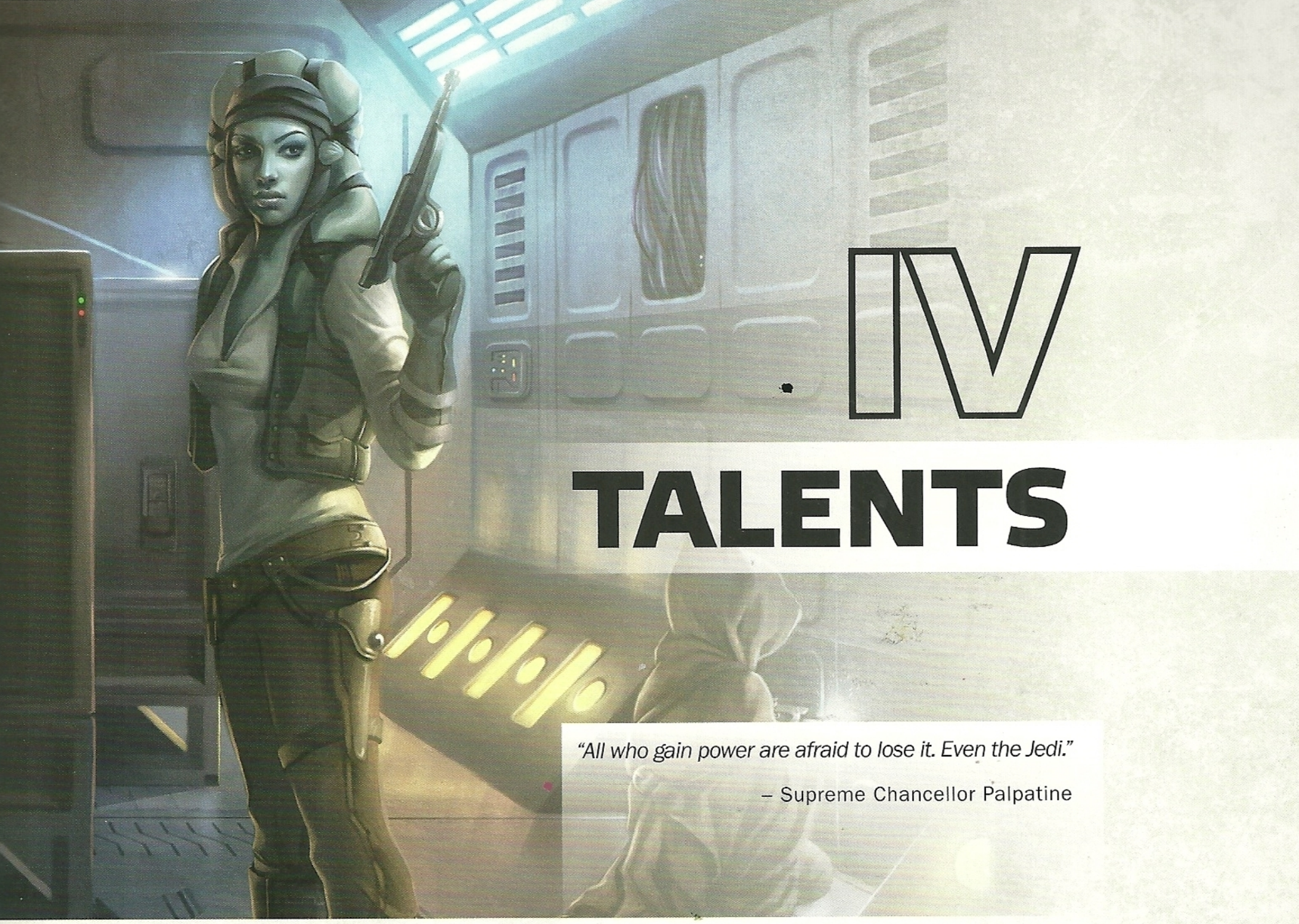
Anyone who must regularly interact with the inhabitants of the galaxy's varied worlds must become adept at Xenology. This is particularly vital for anyone who might need to offer medical treatment to members of varied species, as differences in basic anatomy and biochemistry can make drugs effective in one species lethal to another. Knowledge of the varied cultural traits is also vital for a character who interacts in a social fashion. A bargaining tactic that is perfectly effective against a Twi'lek might be disastrous when used on a Wookiee, for example.

- When a character first encounters a member of an unfamiliar race, a Xenology check may be made to identify the typical way to interact with that character socially. This may be used to avert any major social gaffes.

- If a character needs to either help or harm a member of another species, Xenology may assist him in identifying a type of injury or in pointing out a characteristic vulnerability.

- Different species need substantially different environmental conditions and foodstuffs. A Xenology check may allow a character to offer the appropriate considerations to a guest.

The difficulty for a Xenology check should be based upon both how often the acting character interacts with the members of the species in question and the relative rarity of that species.



IV
TALENTS

"All who gain power are afraid to lose it. Even the Jedi."

– Supreme Chancellor Palpatine

Player Characters are often distinguished by their special abilities. Where a minor character might surrender to overwhelming odds, a hero is expected to dramatically defeat his foe and triumph. Talents provide a game mechanic for a character to perform tasks with superhuman flare and ability. These generally represent specialized techniques that a character has mastered—typically through intense practice and study. Talents are tightly linked to a character's identity, particularly his identity as represented by his profession. A character is likely to be more successful when engaged in actions for which he has both a skill and a talent that is appropriate to the situation.

It's important to also note that talents are focused for situational use. Generally speaking, talents have more narrow applications than skills. A character who intends to use a particular skill in a broad number of ways would usually be better suited by advancing the skill as opposed to learning a talent. At the same time, a character involved in a situation for which his talents are appropriate may be able to enjoy exceptional degrees of success thanks to his investment in talents.

TALENT TYPES

There are many different types of talents. Some are associated with an individual skill or closely related group of skills. These tend to be particular knacks that a character has acquired through the process of mastering that skill. In many cases, they may represent operational shortcuts—corners that an experienced individual knows can be safely cut or likely patterns that can be followed. Other times, such talents can simply be natural abilities that fit in particularly well with the use of that skill. This could be a particular mental process, physical knack, or a learned pattern.

A number of talents are specifically associated with physical conflict. These combat talents represent techniques that a character has usually learned through practice and experience. In a few instances, these abilities might even seem superhuman to the uninitiated. However, their origins generally come from rigorous training and personal experience. Many are specifically associated with the abilities required to overcome a particularly capable opponent. Others are more focused upon avoiding the brunt of another's attacks. The nature of combat talents within a particular talent tree reinforces the archetypical nature of a particular specialization. Specializations that focus on avoiding physical conflict have fewer combat talents than those that are devoted to it.

The Force Sensitive Exile tree (found in **Chapter 8: The Force**) uniquely includes talents that are associated with Force manipulation. Rather than representing a modification of an individual's natural abilities, these talents are all linked to the character's understanding of the Force. Just as some characters can acquire new physical abilities, the Force Sensitive Exile gradually grows in his ability to manipulate the Force.

Every talent tree offers access to Dedication. This talent is the only way that a character can increase one of his characteristics after creation is complete. It only ever appears once on each tree, and generally in one of the last slots.

TALENT TREES

Any time a player wishes to select a new talent for his character, he must first make certain that it is currently accessible from one of the character's available specialization trees. In order to navigate to a new talent, the character must have already purchased all of the preceding talents listed on the tree, descending through a particular path of the tree. All such descents must follow the available lines shown on each tree. Note that for some trees, directly descending a column is not possible, because there is a break in the listing. In these cases, the character must first descend a neighboring column, and then follow the line over before moving up or down the tree to access a desired talent.

Characters normally only have access to three specialization trees at a time. If they already have three active specialization trees and wish to select talents from a fourth tree, they must first discard one of their other specialization trees. When that treeis discarded, they immediately lose all talent ranks purchased from that tree, with one exception. Certain talents are marked with a red light, indicating that they persist even when the character no longer has access to that specialization. This means that if the character purchased them while he had access to that specialization, he retains them even when he loses access to that specialization (if he didn't bother purchasing them when he did have access to it, however, he's out of luck!).

TALENT RANKS

Many trees have multiple entries for a single talent. This is because many of the talents may be learned repeatedly. When a character learns a talent for the second—or later—time, he gains an additional rank of the ability. With few exceptions, there is no set limit to the number of ranks that a character may possess of a given talent. Instead, a character may learn as many ranks of each talent as are present on any of his currently available talent trees.

Example: *Matt's character Robin has two ranks of Point Blank from the Gadgeteer talent tree. When he later selects the Mercenary Soldier talent tree, he can purchase up to an additional two ranks of Point Blank, bringing Robin to a total of four ranks of Point Blank. If he later drops one of those two talent trees, the additional learned ranks might also be lost.*

Talents that are not ranked can only be purchased a single time. If a character is advancing through a talent tree and reaches a talent without ranks that has already been acquired from another talent tree, then he automatically purchases that talent on his new talent tree without spending experience points. If a character has a talent that is not ranked and currently purchased on more than one talent tree, he retains that ability even if he drops one of those talent trees.

TALENT DESCRIPTIONS

A description for each of the talents used in *Edge of the Empire* follows. Entries include the information required for game play:

- **Activation** explains whether a talent is always in use (Passive) or if a character must take some sort of action in order to activate it (Active). If activation is required, the type of action necessary is indicated. Some talents can be activated on other character's turns. If this is the case, the Activation also includes the "out of turn" note.
- **Ranked** indicates if a talent can be purchased multiple times (Yes) or only once (No). A select number of talents have a limited number of ranks. These are indicated with a parenthetical value after a "Yes."
- **Trees** references the career specialization talent trees that provide access to the particular talent. Note that for ranked talents, some of these trees allow the character to purchase the talent more than one time.
- Below those headings, a brief paragraph describes how the character might view the described talent. This may include its origins, nature, or appearance when used. These descriptions do not have a game specific effect. Instead, they are provided to help flesh out a character's back story.
- The final paragraph details the specific game mechanics involved in using the described talent.

ANATOMY LESSONS
Activation: Active (Incidental)
Ranked: No
Trees: Assassin, Doctor
After a successful combat check, the character may spend one Destiny Point to add damage equal to his Intellect to the result.

ARMOR MASTER
Activation: Passive
Ranked: No
Trees: Gadgeteer
When wearing armor, the character increases his total soak value by one.

ARMOR MASTER (IMPROVED)
Activation: Passive
Ranked: No
Trees: Gadgeteer
When wearing armor with a soak value of two or higher, the character increases his defense by one.

NAME	ACTIVATION	RANKED
Anatomy Lessons	Active (Incidental)	No
Armor Master	Passive	No
Armor Master (Improved)	Passive	No
Bacta Specialist	Passive	Yes
Bad Motivator	Active (Action)	No
Balance	Active (Maneuver)	No
Barrage	Passive	Yes
Black Market Contacts	Active (Incidental)	Yes
Blooded	Passive	Yes
Body Guard	Active (Maneuver)	No
Body Guard (Improved)	Active (Maneuver)	No
Brace	Active (Maneuver)	Yes
Brilliant Evasion	Active (Action)	No
Bypass Security	Passive	Yes
Codebreaker	Passive	Yes
Command	Passive	Yes
Confidence	Passive	Yes
Contraption	Active (Action)	No
Convincing Demeanor	Passive	Yes
Crippling Blow	Passive	No
Dead to Rights	Active (Incidental)	No
Dead to Rights (Improved)	Active (Incidental)	No
Deadly Accuracy	Passive	Yes
Dedication	Passive	Yes
Defensive Driving	Passive	Yes
Defensive Slicing	Passive	Yes
Defensive Slicing (Improved)	Passive	No
Defensive Stance	Active (Maneuver)	No
Defensive Stance (Improved)	Active (Maneuver)	No
Disorient	Passive	Yes
Dodge	Active (Incidental)	Yes
Durable	Passive	Yes
Expert Tracker	Passive	Yes
Familiar Suns	Active (Maneuver)	No
Feral Strength	Passive	Yes
Field Commander	Active (Action)	No
Field Commander (Improved)	Passive	No
Fine Tuning	Passive	Yes
Forager	Passive	No
Force Rating	Passive	Yes
Frenzied Attack	Active (Incidental)	Yes
Full Throttle	Active (Action)	No
Full Throttle (Improved)	Active (Maneuver)	No
Full Throttle (Supreme)	Passive	No
Galaxy Mapper	Passive	Yes
Gearhead	Passive	Yes
Grit	Passive	Yes
Hard Headed	Active (Action)	Yes
Hard Headed (Improved)	Active (Action)	No
Heightened Awareness	Passive	No
Heroic Fortitude	Active (Incidental)	No
Hidden Storage	Passive	Yes
Hold Together	Active (Incidental)	No

BACTA SPECIALIST
Activation: Passive
Ranked: Yes
Trees: Doctor
Patients under the character's supervision regain one additional wound per rank of Bacta Specialist each time they recover a wound while recovering in a Bacta tank, or under similar supervised medical conditions or long-term care.

BAD MOTIVATOR
Activation: Active (Action)
Ranked: No
Trees: Mechanic
Once per game session, the character may take an action to make a **Hard (◆◆◆) Mechanics check**. If successful, a device that presents an obstacle to the character spontaneously fails due to the character's involvement.

BALANCE
Activation: Active (Maneuver)
Ranked: No
Trees: Force Sensitive Exile
When the character recovers from strain at the end of each encounter, he may roll his Force rating in ⬡. He regains additional strain equal to the net ◯ rolled.

BARRAGE
Activation: Passive
Ranked: Yes
Trees: Bodyguard
Add one damage per rank of Barrage to Ranged (Heavy) or Gunnery checks at medium or long range.

BLACK MARKET CONTACTS
Activation: Active (Incidental)
Ranked: Yes
Trees: Scoundrel, Thief, Trader
When looking to purchase illegal, exotic, or black market goods, the character may decrease an item's rarity by one level per rank in Black Market Contacts. For each level an item's rarity is decreased, it's cost increases by 50% of its base cost.

BLOODED
Activation: Passive
Ranked: Yes
Trees: Survivalist
Add □ per rank to all checks to resist or recover from the effects of poisons, venoms, and other toxins. Reduce the duration of any related ongoing effects or damage from toxins, venoms, or poisons by one round per rank of Blooded.

BODY GUARD
Activation: Active (Maneuver)
Ranked: No
Trees: Bodyguard
Once per round on the character's turn, the character may perform a maneuver to guard another character with whom he is engaged. Until the character's next turn, any melee or ranged attacks targeting the guarded character suffer ■.

NAME	ACTIVATION	RANKED
Hunter	Passive	Yes
Indistinguishable	Passive	Yes
Insight	Passive	No
Inspiring Rhetoric	Active (Action)	No
Inspiring Rhetoric (Improved)	Passive	No
Inspiring Rhetoric (Supreme)	Active (Incidental)	No
Intense Focus	Active (Maneuver)	No
Intense Presence	Active (Incidental)	No
Intimidating	Active (Incidental)	No
Inventor	Passive	Yes
Jump Up	Active (Incidental)	No
Jury Rigged	Passive	Yes
Kill with Kindness	Passive	Yes
Knockdown	Passive	No
Know Somebody	Active (Incidental)	Yes
Knowledge Specialization	Passive	Yes
Known Schematic	Active (Maneuver)	No
Let's Ride	Active (Incidental)	No
Lethal Blows	Passive	Yes
Master Doctor	Active (Incidental)	No
Master Merchant	Active (Incidental)	No
Master of Shadows	Active (Incidental)	No
Master Pilot	Active (Incidental)	No
Master Slicer	Active (Incidental)	No
Master Starhopper	Active (Incidental)	No
Mental Fortress	Active (Incidental)	No
Natural Brawler	Active (Incidental)	No
Natural Charmer	Active (Incidental)	No
Natural Doctor	Active (Incidental)	No
Natural Enforcer	Active (Incidental)	No
Natural Hunter	Active (Incidental)	No
Natural Marksman	Active (Incidental)	No
Natural Negotiator	Active (Incidental)	No
Natural Outdoorsman	Active (Incidental)	No
Natural Pilot	Active (Incidental)	No
Natural Programmer	Active (Incidental)	No
Natural Rogue	Active (Incidental)	No
Natural Scholar	Active (Incidental)	No
Natural Tinkerer	Active (Incidental)	No
Nobody's Fool	Passive	Yes
Outdoorsman	Passive	Yes
Overwhelm Emotions	Passive	No
Plausible Deniability	Passive	Yes
Point Blank	Passive	Yes
Precise Aim	Active (Maneuver)	No
Precise Aim (Improved)	Active (Maneuver)	No
Pressure Point	Active (Incidental)	No
Quick Draw	Active (Incidental)	No
Quick Strike	Passive	Yes
Rapid Reaction	Active (Incidental)	Yes
Rapid Recovery	Passive	Yes
Redundant Systems	Active (Action)	No
Researcher	Passive	Yes

BODY GUARD (IMPROVED)
Activation: Active (Maneuver)
Ranked: No
Trees: Bodyguard
The character may perform two maneuvers while guarding another character, which increases the difficulty of the attacks by one. Keep in mind, however, that a character only gets one free maneuver per turn—to perform an additional maneuver, the character must downgrade his action or voluntarily suffer two strain.

BRACE
Activation: Active (Maneuver)
Ranked: Yes
Trees: Bodyguard, Gadgeteer, Outlaw Tech, Scholar
As a maneuver, the character may Brace himself. This allows a character to remove ■ per rank of Brace based on changing conditions, inclement weather, unstable surfaces, zero gravity, heavy gravity, or other disruptive physical obstacles that would make a skill check more difficult.

BRILLIANT EVASION
Activation: Active (Action)
Ranked: No
Trees: Pilot
The character may make the Brilliant Evasion action when piloting a vehicle or starship. The character selects one opponent and makes an **Opposed Pilot (Planetary or Space) check**. If he succeeds, the opponent's vehicle or starship may not make any attacks against the character's vehicle for a number of rounds equal to the character's Agility. Brilliant Evasion may be performed once per encounter.

BYPASS SECURITY
Activation: Passive
Ranked: Yes
Trees: Slicer, Thief
Remove a number of ■ equal to the character's ranks in Bypass Security from Skulduggery or Computers skill checks made to disable a security device or open a locked door.

CODEBREAKER
Activation: Passive
Ranked: Yes
Trees: Scholar, Slicer
The character removes a number of ■ from any attempt to break codes or decrypt communications equal to his ranks in Codebreaker. In addition, the character decreases the difficulty of Computers or Intellect checks made to break codes or decrypt communications by one. This does not increase per ranks of Codebreaker.

COMMAND
Activation: Passive
Ranked: Yes
Trees: Mercenary Soldier
Gain one □ die when making Leadership checks (or other checks to inspire, lead, or rally an audience) per rank of Command. Inspired targets also add □ per rank to any subsequent Discipline checks they make over the next twenty-four hours. This does not increase with additional ranks of Command.

NAME	ACTIVATION	RANKED
Resilience	Passive	Yes
Resolve	Passive	Yes
Respected Scholar	Passive	Yes
Scathing Tirade	Active (Action)	No
Scathing Tirade (Improved)	Active (Incidental)	No
Scathing Tirade (Supreme)	Active (Incidental)	No
Second Wind	Active (Incidental)	Yes
Sense Danger	Active (Incidental)	No
Sense Emotions	Passive	No
Shortcut	Passive	Yes
Side Step	Active (Maneuver)	No
Side Step (Improved)	Active (Maneuver)	No
Sixth Sense	Passive	No
Skilled Jockey	Passive	Yes
Skilled Slicer	Active (Incidental)	No
Smooth Talker	Passive	Yes
Sniper Shot	Active (Maneuver)	Yes
Soft Spot	Active (Incidental)	No
Solid Repairs	Passive	Yes
Spare Clip	Passive	No
Speaks Binary	Passive	Yes
Stalker	Passive	Yes
Steely Nerves	Active (Incidental)	No
Stim Application	Active (Action)	Yes
Stim Application (Improved)	Passive	No
Stim Application (Supreme)	Passive	No
Street Smarts	Passive	Yes
Strong Arm	Passive	No
Stunning Blow	Active (Incidental)	No
Stunning Blow (Improved)	Active (Incidental)	No
Superior Reflexes	Passive	No
Surgeon	Passive	Yes
Swift	Passive	No
Targeted Blow	Active (Incidental)	No
Technical Aptitude	Passive	Yes
Tinkerer	Passive	Yes
Touch of Fate	Active (Incidental)	No
Toughened	Passive	Yes
Tricky Target	Passive	No
True Aim	Active (Maneuver)	Yes
Uncanny Reactions	Passive	Yes
Uncanny Senses	Passive	Yes
Utility Belt	Active (Incidental)	No
Utinni!	Passive	Yes
Well Rounded	Passive	Yes
Wheel and Deal	Passive	Yes

CONFIDENCE
Activation: Passive
Ranked: Yes
Trees: Scholar, Mercenary Soldier
The character may decrease the difficulty of any Discipline check to avoid the effects of fear by one level per rank of Confidence. If he decreases the difficulty to zero, he does not have to make a Discipline check.

CONTRAPTION
Activation: Active (Action)
Ranked: No
Trees: Mechanic
Once per game session, with a **Hard (◆◆◆) Mechanics check**, the character can fashion a device to solve a current problem using just the tools and parts on hand. This device must be approved by the GM and functions for the duration of the current encounter only. Those tools are destroyed in the process. On a ⊕, the tools can be recovered to be reused later.

CONVINCING DEMEANOR
Activation: Passive
Ranked: Yes
Trees: Force Sensitive Exile, Scoundrel, Trader
Remove ■ per rank of Convincing Demeanor from any Deceit or Skulduggery check.

CRIPPLING BLOW
Activation: Passive
Ranked: No
Trees: Gadgeteer
The character may increase the difficulty of a combat check by one step to deal a crippling blow. If he succeeds and deals damage to the target's wound threshold, the target suffers one strain whenever he moves for the remainder of the encounter.

DEAD TO RIGHTS
Activation: Active (Incidental)
Ranked: No
Trees: Pilot
The character may spend a Destiny Point to add additional damage equal to half his Agility rating (rounded up) to a successful attack made by ship or vehicle-mounted weaponry.

DEAD TO RIGHTS (IMPROVED)
Activation: Active (Incidental)
Ranked: No
Trees: Pilot
The character may spend a Destiny Point to add additional damage equal to his Agility rating (rounded up) to a successful attack made by ship or vehicle-mounted weaponry. This replaces the normal ability for Dead to Rights.

DEADLY ACCURACY
Activation: Passive
Ranked: Yes
Trees: Assassin, Gadgeteer, Mercenary Soldier
Each time the character gains a rank of Deadly Accuracy, he must choose one combat skill. The character may add his basic training ranks in that combat skill to any damage inflicted while using it. He may not choose the same combat skill twice.

DEDICATION
Activation: Passive
Ranked: Yes
Trees: Assassin, Bodyguard, Doctor, Force Sensitive Exile, Fringer, Gadgeteer, Marauder, Mechanic, Outlaw Tech, Pilot, Politico, Scholar, Scoundrel, Scout, Slicer, Mercenary Soldier, Survivalist, Thief, Trader
Each rank permanently increases a single characteristic of the player's choice by one point. This cannot bring a characteristic above six.

DEFENSIVE DRIVING
Activation: Passive
Ranked: Yes
Trees: Fringer, Pilot
Any vehicle the character pilots has its defense rating on all zones increased by one per rank of Defensive Driving.

DEFENSIVE SLICING
Activation: Passive
Ranked: Yes
Trees: Slicer
When attempting to defend a computer system against intrusion (or when an opponent attempts to slice a computer owned or programmed by the character), the character adds ■ equal to his rank of Defensive Slicing to his opponent's checks.

DEFENSIVE SLICING (IMPROVED)
Activation: Passive
Ranked: No
Trees: Slicer
When attempting to defend a computer system against intrusion, the character upgrades the opposing dice pool a number of times equal to his rank of Defensive Slicing to his opponent's checks. This replaces the usual benefits from Defensive Slicing.

DEFENSIVE STANCE
Activation: Active (Maneuver)
Ranked: No
Trees: Bodyguard, Marauder
Once per round on the character's turn, the character may perform a maneuver to assume a Defensive Stance against incoming melee attacks. Until the character's next turn, any melee combat checks targeting the character suffer ■.

DEFENSIVE STANCE (IMPROVED)
Activation: Active (Maneuver)
Ranked: No
Trees: Bodyguard, Marauder
The character may perform two maneuvers while performing a Defensive Stance, which increases the difficulty of all melee combat checks against the character by one instead of the original bonus for Defensive Stance. Keep in mind, however, that a character only gets one free maneuver per turn; to perform an additional maneuver, the character must downgrade his action or voluntarily suffer two strain.

DISORIENT
Activation: Passive
Ranked: Yes
Trees: Gadgeteer, Scout
After hitting with a combat check, the character may spend ⊕ to disorient his foe. Disoriented targets add ■ to all skill checks. The target is disoriented for a number of rounds equal to the attacker's ranks in Disorient.

DODGE
Activation: Active (Incidental, Out of Turn)
Ranked: Yes
Trees: Assassin, Doctor, Fringer
When targeted by a combat check (ranged or melee) the character may choose to immediately suffer a number of strain, then upgrade the difficulty of the combat check by that number. The number of strain suffered cannot exceed his ranks in Dodge.

DURABLE
Activation: Passive
Ranked: Yes
Trees: Bodyguard, Fringer
The character may reduce any Critical Hit result he suffers by ten per rank of Durable, to a minimum of one.

EXPERT TRACKER
Activation: Passive
Ranked: Yes
Trees: Survivalist
Remove ■ per rank from skill checks to find or follow tracks and to track targets. Survival checks made to track a target take 50% less time than normal (this does not increase by rank).

FAMILIAR SUNS
Activation: Active (Maneuver)
Ranked: No
Trees: Scout
Once per game session the character may spend a maneuver to make a **Hard (◆◆◆) Knowledge (Outer Rim)** or **Knowledge (Core Worlds) check**. If successful, the character is familiar with the type of planetary environment he finds himself in. He knows whether the planet is likely to be inhabited and, if so, where habitation could be found. He also knows about unusual environmental effects, hostile predators, or sources of potential profit.

FERAL STRENGTH
Activation: Passive
Ranked: Yes
Trees: Marauder
The character deals +1 damage on all successful Brawl and Melee checks per rank of Feral Strength.

FIELD COMMANDER
Activation: Active (Action)
Ranked: No
Trees: Mercenary Soldier
The character may take a Field Commander action. By successfully passing a **Average (◆◆) Leadership check**, a number of allies equal to his Presence may immediately suffer one strain to perform one maneuver. This does not count against the

number of maneuvers they may perform in their turns. If there are any questions as to the order in which allies act, the character using Field Commander is the final arbitrator.

FIELD COMMANDER (IMPROVED)
Activation: Passive
Ranked: No
Trees: Mercenary Soldier
When taking a Field Commander action, the character may affect allies equal to twice his Presence. In addition, he may spend a ⊕ generated on his Leadership Test to allow one ally to suffer one strain to perform an action, rather than a maneuver.

FINE TUNING
Activation: Passive
Ranked: Yes
Trees: Mechanic
Whenever a character reduces the amount of strain a starship or vehicle suffers, he reduces one additional strain per rank of Fine Tuning.

FORAGER
Activation: Passive
Ranked: No
Trees: Force Sensitive Exile, Scout, Survivalist
Remove up to ■ ■ from skill checks to find food, water, or shelter. Survival checks to forage take half the usual time.

FORCE RATING
Activation: Passive
Ranked: Yes
Trees: Force Sensitive Exile
Each rank permanently increases Force rating by one point.

FRENZIED ATTACK
Activation: Active (Incidental)
Ranked: Yes
Trees: Marauder
When making a Melee or Brawl combat check, the character may suffer a number of strain, then upgrade the ability of his combat check by that number. The number cannot exceed his ranks in Frenzied Attack.

FULL THROTTLE
Activation: Active (Action)
Ranked: No
Trees: Pilot
The character may push a ship or vehicle past its limits of speed. He may perform the Full Throttle action, attempting a **Hard (◆◆◆) Pilot check**. On success, the ship's top speed increases by one for a number of rounds equal to the character's Cunning. The ship may still not perform actions or maneuvers it could not perform normally (i.e. actions that have a minimum speed requirement).

FULL THROTTLE (IMPROVED)
Activation: Active (Maneuver)
Ranked: No
Trees: Pilot
The character may voluntarily suffer one strain to attempt Full Throttle as a maneuver. In addition, the difficulty of Full Throttle is reduced to **Average (◆◆)**.

FULL THROTTLE (SUPREME)
Activation: Passive
Ranked: No
Trees: Pilot
When the character successfully performs Full Throttle, the ship's speed increases by two for a number of rounds equal to his Cunning.

GALAXY MAPPER
Activation: Passive
Ranked: Yes
Trees: Fringer, Pilot
Remove ■ per rank of Galaxy Mapper from all Astrogation checks. In addition, Astrogation checks take 50% less time. than normal. This does not increase with multiple ranks of Galaxy Mapper.

GEARHEAD
Activation: Passive
Ranked: Yes
Trees: Mechanic
Remove ■ per rank of Gearhead from all Mechanics checks. In addition, the credit cost to add mods to attachments is halved. This does not increase with multiple ranks of Gearhead.

GRIT
Activation: Passive
Ranked: Yes
Trees: Assassin, Bodyguard, Doctor, Fringer, Mechanic, Outlaw Tech, Pilot, Politico, Scout, Slicer, Mercenary Soldier, Survivalist, Thief, Trader
Each rank of Grit increases a character's strain threshold by one.

HARD HEADED
Activation: Active (Action)
Ranked: Yes
Trees: Bodyguard, Mechanic
On any turn in which the character is staggered or disoriented, he may perform the Hard Headed action (this action may be specifically performed even though he is normally barred from performing actions when staggered). He makes a **Daunting (◆◆◆◆) Discipline check**. If he succeeds, he is no longer staggered or disoriented. The difficulty of this check decreases per additional rank of Hard Headed, to a minimum of one difficulty.

HARD HEADED (IMPROVED)
Activation: Active (Action)
Ranked: No
Trees: Bodyguard
The character may use his Hard Headed action to recover from being incapacitated due to exceeding his strain threshold. On his next turn after being incapacitated, he may make a **Formidable (◆◆◆◆◆) Discipline check** as his Hard Headed action (this action may specifically be performed even though he is normally barred from performing actions). If he succeeds, decrease his strain to one below his strain threshold. The difficulty of this check decreases per rank of Hard Headed, to a minimum of one difficulty.

HEIGHTENED AWARENESS
Activation: Passive
Ranked: No
Trees: Scout
Allies within close range of the character add ▢ to their Perception and Vigilance checks. Allies engaged with him add ▢▢ instead.

HEROIC FORTITUDE
Activation: Active (Incidental)
Ranked: No
Trees: Marauder, Survivalist
The character may spend one Destiny Point to ignore the effects of ongoing Critical Injuries on any Brawn or Agility related checks until the end of the encounter. He still suffers from the injury itself.

HIDDEN STORAGE
Activation: Passive
Ranked: Yes
Trees: Scoundrel, Thief
Any large equipment, vehicle, or droid that the character owns has one or more hidden compartments for smuggling appropriately sized gear. The number of compartments is up to the player, and the sizes of the compartments are proportional to the size of the vehicle or droid in question. Most humanoid droids can only hold items equivalent in size to a one-handed weapon, whereas a silhouette 4 starship could conceal humanoids within its compartments. Any checks to detect these compartments have a **Formidable (◆◆◆◆◆)** difficulty.

HOLD TOGETHER
Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Mechanic
The character may spend a Destiny Point to make a Hold Together incidental immediately after a vehicle or starship he has repaired at some point takes damage. The character explains why the apparently serious damage was in fact superficial and the damage from the attack becomes system strain instead.

HUNTER
Activation: Passive
Ranked: Yes
Trees: Survivalist
Add ▢ per rank of Hunter to all skill checks when interacting with wild beasts and animals, including combat checks. Add +10 per rank to all Critical Injury rolls against wild beasts and animals.

INDISTINGUISHABLE
Activation: Passive
Ranked: Yes
Trees: Thief
The character's appearance is so common that people have a hard time identifying distinguishing traits. Opposing characters upgrade the difficulty of any checks made to identify him once per rank of Indistinguishable.

INSIGHT
Activation: Passive
Ranked: No
Trees: Force Sensitive Exile
Perception and Vigilance become career skills.

INSPIRING RHETORIC
Activation: Active (Action)
Ranked: No
Trees: Politico
The character may take the Inspiring Rhetoric action. Make an **Average (◆◆) Leadership check**. For each ✲, one ally within close range recovers one strain. For each ☯, one ally benefiting from Inspiring Rhetoric recovers one additional strain.

INSPIRING RHETORIC (IMPROVED)
Activation: Passive
Ranked: No
Trees: Politico
Each ally affected by Inspiring Rhetoric gains ▢ on all skill checks for a number of rounds equal to the character's ranks in Leadership.

INSPIRING RHETORIC (SUPREME)
Activation: Active (Incidental)
Ranked: No
Trees: Politico
The character may voluntarily suffer one strain to perform Inspiring Rhetoric as a maneuver instead of an action.

INTENSE FOCUS
Activation: Active (Maneuver)
Ranked: No
Trees: Force Sensitive Exile, Scholar
Before making a skill check, the character may perform the Intense Focus maneuver, suffering one strain to upgrade the ability of the skill check once.

INTENSE PRESENCE
Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Politico
The character may spend a Destiny Point to recover strain equal to his Presence rating.

INTIMIDATING
Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Gadgeteer
When attempting a Coerce check, the character may suffer a number of strain to downgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed his ranks in Intimidating. When the character is the target of a Coerce check, the character may suffer a number of strain to upgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed his ranks in Intimidating.

INVENTOR
Activation: Passive
Ranked: Yes
Trees: Outlaw Tech
When constructing new items or modifying existing attachments (see **Chapter 5: Gear and Equipment**), the character may choose to add ▢ or remove ■ from the test per rank of Inventor.

JUMP UP
Activation: Active (Incidental)
Ranked: No
Trees: Assassin, Fringer, Thief
Once per round on the character's turn, the character may stand up from prone or a seated position as an Incidental.

JURY RIGGED
Activation: Passive
Ranked: Yes
Trees: Gadgeteer, Outlaw Tech
The character chooses one personal weapon or piece of armor per rank of Jury Rigged. He may increase the damage of the weapon by one, decrease the cost on its Critical Hit or any single other effect by one, or increase armor's ranged or melee defense by one. Alternatively, he can decrease the encumbrance of the item by two, to a minimum of one.

The bonus only applies so long as the character is using the item. If the item is ever lost or destroyed, the character may apply Jury Rigged to a new personal weapon or piece or armor.

KILL WITH KINDNESS
Activation: Passive
Ranked: Yes
Trees: Politico
Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks the character attempts.

KNOCKDOWN
Activation: Passive
Ranked: No
Trees: Fringer, Marauder
After hitting with a melee attack, the character may knock the target prone by spending a ⊕. If the target is larger than the acting character, it requires one additional ⊕ for each size band larger.

KNOW SOMEBODY
Activation: Active (Incidental)
Ranked: Yes
Trees: Trader
Once per game session, when attempting to purchase a legally available item, the character may reduce its rarity by one step per rank of Know Somebody.

KNOWLEDGE SPECIALIZATION
Activation: Passive
Ranked: Yes
Trees: Scholar
When the character first acquires this talent, he may choose one Knowledge skill. When making checks with that skill, he may spend ⊕ to gain a number of additional ✲ equal to his ranks in Knowledge Specialization.

KNOWN SCHEMATIC
Activation: Active (Maneuver)
Ranked: No
Trees: Outlaw Tech
Once per game session, the character may spend a maneuver to make a **Hard (◆◆◆) Education check**. Success means the character is familiar with a building or capital ship's design. He now knows the location of critical components or facilities within the ship or vehicle, as well as his own location. He can also plan unconventional routes around obstacles. Additional ✲, ☯, or ⊕ results can reveal other useful information at the GM's discretion.

LET'S RIDE
Activation: Active (Incidental)
Ranked: No
Trees: Fringer, Pilot, Scout
Once per round on the character's turn, the character may mount or dismount from a vehicle or beast, or slide into the cockpit or weapon station aboard a starship, as an incidental instead of a maneuver.

LETHAL BLOWS
Activation: Passive
Ranked: Yes
Trees: Assassin, Marauder
The character adds +10 per rank of Lethal Blows to any Critical Hit rolls inflicted on opponents.

MASTER DOCTOR
Activation: Active (Incidental)
Ranked: No
Trees: Doctor
Once per round, the character may suffer two strain to decrease the difficulty of his next **Medicine check** by one, to a minimum of **Easy (◆)**.

MASTER MERCHANT
Activation: Active (Incidental)
Ranked: No
Trees: Trader
Before making a check when buying or selling items, or undertaking or paying off Obligation, the character may choose to suffer two strain. If the check succeeds, he sells the item for 25% more than base cost, buys it for 25% less, pays off an additional one Obligation, or undertakes one less Obligation.

MASTER OF SHADOWS
Activation: Active (Incidental)
Ranked: No
Trees: Assassin, Thief
Once per round, the character may voluntarily suffer two strain to decrease the difficulty of the next Stealth or Surveillance check by one, to a minimum of **Easy (◆)**.

MASTER PILOT
Activation: Active (Incidental)
Ranked: No
Trees: Pilot
Once per round when piloting a starship or vehicle, the character may voluntarily suffer two strain to perform any action as a maneuver instead.

MASTER SLICER
Activation: Active (Incidental)
Ranked: No
Trees: Slicer
Once per round, the character may suffer two strain to decrease the difficulty of the next Computers or other slicing-related check by one, to a minimum of **Easy (◆)**.

MASTER STARHOPPER
Activation: Active (Incidental)
Ranked: No
Trees: Fringer
Once per round, the character may suffer two strain to decrease the difficulty of his next Astrogation check by one, to a minimum of **Easy (◆)**.

MENTAL FORTRESS
Activation: Active (Incidental)
Ranked: No
Trees: Scholar, Slicer
The character may spend one Destiny Point to ignore the effects of ongoing Critical Injuries on any Intellect or Cunning related checks until the end of the encounter. He still suffers from the injury itself.

NATURAL BRAWLER
Activation: Active (Incidental)
Ranked: No
Trees: Marauder
Once per game session, the character may reroll any one Brawl or Melee check.

NATURAL CHARMER
Activation: Active (Incidental)
Ranked: No
Trees: Politico, Scoundrel
Once per game session, the character may reroll any one Charm or Deceit check.

NATURAL DOCTOR
Activation: Active (Incidental)
Ranked: No
Trees: Doctor
Once per game session, the character may reroll any one Medicine check.

NATURAL ENFORCER
Activation: Active (Incidental)
Ranked: No
Trees: Gadgeteer
Once per game session, the character may reroll any one Coerce or Streetwise check.

NATURAL HUNTER
Activation: Active (Incidental)
Ranked: No
Trees: Scout
Once per game session, the character may reroll any one Perception or Vigilance check.

NATURAL MARKSMAN
Activation: Active (Incidental)
Ranked: No
Trees: Mercenary Soldier
Once per game session, the character may reroll any one Ranged (Light) or Ranged (Heavy) check.

NATURAL NEGOTIATOR
Activation: Active (Free Action)
Ranked: No
Trees: Trader
Once per game session, the character may reroll any one Cool or Negotiate check.

NATURAL OUTDOORSMAN
Activation: Active (Free Action)
Ranked: No
Trees: Survivalist
Once per game session, the character may reroll any one Resilience or Survival check.

NATURAL PILOT
Activation: Active (Incidental)
Ranked: No
Trees: Pilot
Once per game session, the character may reroll any one Pilot or Gunnery check.

NATURAL PROGRAMMER
Activation: Active (Incidental)
Ranked: No
Trees: Slicer
Once per game session, the character may reroll any one Computers or Astrogation check.

NATURAL ROGUE
Activation: Active (Incidental)
Ranked: No
Trees: Thief
Once per game session, the character may reroll any one Skulduggery, Stealth, or Surveillance check.

NATURAL SCHOLAR
Activation: Active (Incidental)
Ranked: No
Trees: Scholar
Once per game session, the character may reroll any one Knowledge skill check.

NATURAL TINKERER
Activation: Active (Incidental)
Ranked: No
Trees: Mechanic
Once per game session, the character may reroll any one Mechanics check.

NOBODY'S FOOL
Activation: Passive
Ranked: Yes
Trees: Politico, Trader
The difficulty of any Charm, Coerce, or Deceit checks attempted against the character is upgraded once for each rank of Nobody's Fool.

OUTDOORSMAN
Activation: Passive
Ranked: Yes
Trees: Survivalist
Remove ■ per rank of Outdoorsman from skill checks to move through or manage terrain or environmental effects. Decrease overland travel times by 50% (this does not improve with multiple ranks of Outdoorsman).

OVERWHELM EMOTIONS
Activation: Passive
Ranked: No
Trees: Force Sensitive Exile
When the character performs a Charm, Coerce, or Deceit check, he may include a number of ⎔ equal to his Force rating. Each ◯ adds ✲ to Charm checks. Each ● result adds ✲ to Coerce or Deceit checks. However, add ▼ for every ◯◯ to Coerce or Deceit checks, and add ▼ for every ●● to Charm checks. This does not apply to targets immune to Force powers.

PLAUSIBLE DENIABILITY
Activation: Passive
Ranked: Yes
Trees: Politico
Remove ■ per rank of Plausible Deniability from all Coerce and Deceit checks the character attempts.

POINT BLANK
Activation: Passive
Ranked: Yes
Trees: Gadgeteer, Outlaw Tech, Mercenary Soldier
Add one damage per rank of Point Blank to successful Ranged (Heavy) or Ranged (Light) checks made while at close range or engaged.

PRECISE AIM
Activation: Active (Maneuver)
Ranked: No
Trees: Assassin
Once per round on the character's turn, the character may perform a Precise Aim maneuver before attempting a combat-related skill check to reduce a target's defense by one.

PRECISE AIM (IMPROVED)
Activation: Active (Maneuver)
Ranked: No
Trees: Assassin
When performing a Precise Aim maneuver, the character may reduce the target's defense by two instead of one.

PRESSURE POINT
Activation: Active (Incidental)
Ranked: No
Trees: Doctor
When making a Brawl check against an opponent, the character may choose to forgo dealing damage as wounds, instead dealing the equivalent damage as strain, plus additional strain equal to his ranks in Medicine. These checks cannot be made with Brawl weapons, but it is important to note that this strain damage is not reduced by soak.

QUICK DRAW
Activation: Active (Incidental)
Ranked: No
Trees: Assassin, Gadgeteer, Scoundrel
Once per round on the character's turn, he may draw or holster an easily accessible weapon as an incidental, not a maneuver. This talent also reduces the amount of time to draw or stow a weapon that usually requires more than one maneuver to properly prepare or stow by one maneuver.

QUICK STRIKE
Activation: Passive
Ranked: Yes
Trees: Assassin, Scoundrel, Scout
When performing an attack check during combat, the character adds □ per rank of Quick Strike to combat checks against any target that has not yet acted.

RAPID REACTION
Activation: Active (Incidental, Out of Turn)
Ranked: Yes
Trees: Scoundrel, Thief
The character may suffer a number of strain to add an equal number of ✲ to any Vigilance or Cool check to determine initiative order. The number may not exceed his ranks in Rapid Reaction.

RAPID RECOVERY
Activation: Passive
Ranked: Yes
Trees: Fringer, Pilot, Scout, Thief
When this character recovers strain after an encounter has concluded, he recovers one additional strain per rank in Rapid Recovery

REDUNDANT SYSTEMS
Activation: Active (Action)
Ranked: No
Trees: Mechanic
With an **Easy (◆) Mechanics check**, the character may harvest components from a functioning device to repair a broken one, without breaking the functioning device. This allows the character to repair a broken device without having required spare parts, raw materials, or repair kits (the initial check does not suffer penalties for lacking repair kits either). This only works, however, if the functioning device is at least the same size and technological level as the device being repaired (it is impossible to repair a starship with a blaster pistol, or a lightsaber with parts from a water wheel).

RESEARCHER
Activation: Passive
Ranked: Yes
Trees: Scholar
Remove ■ per rank of Researcher from all knowledge checks. Researching a subject takes 50% less time than normal (this does not improve with multiple ranks of researcher).

RESILIENCE
Activation: Passive
Ranked: Yes
Trees: Bodyguard, Marauder, Survivalist
Character gains +1 soak value per rank of Resilience.

RESOLVE
Activation: Passive
Ranked: Yes
Trees: Doctor, Scholar, Slicer
When a character involuntarily suffers strain, he suffers one less strain per rank of Resolve, to a minimum of one.

RESPECTED SCHOLAR
Activation: Passive
Ranked: Yes
Trees: Scholar
The character may downgrade the difficulty of checks to interact with institutions of learning equal to ranks in Respected Scholar.

SCATHING TIRADE
Activation: Active (Action)
Ranked: No
Trees: Politico
The character may take the Scathing Tirade action. Make a **Hard (◆◆◆) Coerce check**. For each ✲, one enemy within close range suffers one strain. The character can also spend ☯ results to inflict additional strain. For every ☯ spent, one target affected suffers one additional strain.

SCATHING TIRADE (IMPROVED)
Activation: Passive
Ranked: No
Trees: Politico
Each enemy affected by Scathing Tirade suffers ■ on all skill checks for a number of rounds equal to the character's ranks in Coerce.

SCATHING TIRADE (SUPREME)
Activation: Active (Incidental)
Ranked: No
Trees: Politico
The character may voluntarily suffer one strain to perform Scathing Tirade as a maneuver instead of an action.

SECOND WIND
Activation: Active (Incidental)
Ranked: Yes
Trees: Mercenary Soldier
Once per encounter, the character may recover an amount of strain equal to the character's ranks in Second Wind.

SENSE DANGER
Activation: Active (Incidental)
Ranked: No
Trees: Force Sensitive Exile
Once per game session, the character may remove up to ■■ from any one skill check.

SENSE EMOTIONS
Activation: Passive
Ranked: No
Trees: Force Sensitive Exile
Add □ to all Charm, Coerce, and Deceit checks. This does not apply to targets immune to Force powers.

SHORTCUT
Activation: Passive
Ranked: Yes
Trees: Scout, Thief
During a chase, the character may add □ equal to his ranks in Shortcut to any checks made to catch or escape an opponent.

SIDE STEP
Activation: Active (Maneuver)
Ranked: No
Trees: Bodyguard, Scoundrel
Once per round on the character's turn, he may perform a maneuver to Side Step incoming ranged attacks. Until the character's next turn, add ■ to any ranged combat checks targeting the character.

SIDE STEP (IMPROVED)
Activation: Active (Maneuver)
Ranked: No
Trees: Bodyguard, Scoundrel
The character may perform two maneuvers while Side Stepping incoming attacks, which increases the difficulty of all ranged combat checks against the character by one instead of the original bonus for Side Step. Keep in mind, however, that a character only gets one free maneuver per turn—to perform an additional maneuver, the character must downgrade his action or voluntarily suffer two strain.

SIXTH SENSE
Activation: Passive
Ranked: No
Trees: Force Sensitive Exile
Gain +1 ranged defense.

SKILLED JOCKEY
Activation: Passive
Ranked: Yes
Trees: Fringer, Pilot
Remove ■ per rank of Skilled Jockey from all Pilot (Planet) and Pilot (Space) checks the character attempts.

SKILLED SLICER
Activation: Active (Incidental)
Ranked: No
Trees: Slicer
When making a Computers check, the character may spend a ⊕ to gain some measure of control over the target system. Any further Computers checks within this system may be made as maneuvers.

SMOOTH TALKER
Activation: Passive
Ranked: Yes
Trees: Trader
When a character first acquires this talent, he chooses one skill: Charm, Coerce, Negotiate, or Deceit. When making checks with that skill, he may spend ⊕ to gain a number of additional ✲ equal to his ranks in Smooth Talker.

SNIPER SHOT
Activation: Active (Maneuver)
Ranked: Yes
Trees: Assassin, Mercenary Soldier
Once per round before making a ranged attack, the character may perform a maneuver to attempt a Sniper Shot. Sniper Shot increases the maximum range of his ranged weapon up to one range band per rank. For each rank beyond the normal maximum of the weapon, upgrade the difficulty of the check by one (this is in addition to the increased difficulty of the shot due to longer range).

SOFT SPOT
Activation: Active (Incidental)
Ranked: No
Trees: Scoundrel, Survivalist
After making a successful attack with a non-vehicle/starship weapon, the character may spend a Destiny Point to add damage equal to his Cunning rating to the result.

SOLID REPAIRS
Activation: Passive
Ranked: Yes
Trees: Mechanic, Outlaw Tech
The character repairs +1 hull integrity per rank of Solid Repairs whenever he repairs a vehicle or starship.

SPARE CLIP
Activation: Passive
Ranked: No
Trees: Gadgeteer, Trader
The character does not run out of ammo on a ▽. Items with a listed clip size run out of ammo as normal.

SPEAKS BINARY
Activation: Passive
Ranked: Yes
Trees: Outlaw Tech, Scholar
The character grants □ per rank of Speaks Binary to any tasks he directs a non-player droid to perform.

STALKER
Activation: Passive
Ranked: Yes
Trees: Assassin, Scout, Survivalist, Thief
The character adds □ per rank of Stalker to all Athletic, Coordination, and Stealth checks made outdoors or in natural terrain.

STEELY NERVES
Activation: Active (Incidental)
Ranked: No
Trees: Politico, Trader
The character may spend one Destiny Point to ignore the effects of ongoing Critical Injuries on any Presence or Willpower related checks until the end of the encounter. He still suffers from the injury itself.

STIM APPLICATION
Activation: Active (Action)
Ranked: Yes
Trees: Doctor
The character may take the Stim Application action. To perform this action, he must have access to drugs, a medpac, or stimpacks. He makes an **Average (◆◆) Medicine check**. If successful, one ally he is engaged with (including himself) increases one characteristic of the character's choice by one for the remainder of the encounter, and suffers four strain. A single characteristic may only be increased once by Stim Application.

STIM APPLICATION (IMPROVED)
Activation: Active (Incidental)
Ranked: No
Trees: Doctor
As an Incidental, before performing the Stim Application action, the character may increase the difficulty of the **Medicine check** to **Hard (◆◆◆)**. If he does so, the target of the action suffers one strain instead of four.

STIM APPLICATION (SUPREME)
Activation: Passive
Ranked: No
Trees: Doctor
When performing the Stim Application action, each ⊕ may be spent to increase an additional characteristic by one, to a maximum of five.

STREET SMARTS
Activation: Passive
Ranked: Yes
Trees: Fringer, Thief
Remove a number of ■ equal to the character's ranks in Street Smarts from any Streetwise or Surveillance checks the character attempts.

STRONG ARM
Activation: Passive
Ranked: No
Trees: Mercenary Soldier
Characters with the Strong Arm talent treat thrown weapons as if they had one step greater range, to a maximum of medium range.

STUNNING BLOW
Activation: Active (Incidental)
Ranked: No
Trees: Gadgeteer
When making Melee checks, the character may choose to deal damage as strain instead of wounds. This does not ignore soak.

STUNNING BLOW (IMPROVED)
Activation: Active (Incidental)
Ranked: No
Trees: Gadgeteer
When dealing strain damage with Melee or Brawl checks, the character may spend a ⊕ to stagger his target for one round per ⊕ spent.

SUPERIOR REFLEXES
Activation: Passive
Ranked: No
Trees: Force Sensitive Exile
Gain +1 melee defense.

SURGEON
Activation: Passive
Ranked: Yes
Trees: Doctor
When this character makes a Medicine check to help a character recover wounds, the target recovers one additional wound per rank of Surgeon.

SWIFT
Activation: Passive
Ranked: No
Trees: Survivalist
The character does not suffer the penalties for moving through difficult terrain (he may move through it at normal speed and does not have to spend additional maneuvers).

TARGETED BLOW
Activation: Active (Incidental)
Ranked: No
Trees: Assassin, Mercenary Soldier
On a successful ranged attack during combat with a non-starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to his Agility to the attack.

TECHNICAL APTITUDE
Activation: Passive
Ranked: Yes
Trees: Slicer
For each rank, the slicer reduces the amount of time needed to complete Computer-related tasks by 25%.

TINKERER
Activation: Passive
Ranked: Yes
Trees: Gadgeteer, Outlaw Tech
The character makes one piece of equipment more modifiable. He chooses one piece of equipment and increases its hard points by one. He may only do this once per piece of equipment, but may modify a number of pieces of equipment equal to his ranks in Tinkerer. If he loses a modified piece of equipment, he may apply Tinkerer to a new one.

TOUCH OF FATE
Activation: Active (Incidental)
Ranked: No
Trees: Force Sensitive Exile
Once per game session, the character may add ☐☐ to any one skill check.

TOUGHENED
Activation: Passive
Ranked: Yes
Trees: Bodyguard, Fringer, Gadgeteer, Marauder, Mechanic, Outlaw Tech, Pilot, Scoundrel, Scout, Mercenary Soldier, Survivalist
The character increases his wound threshold by one per rank of Toughened.

TRICKY TARGET
Activation: Passive
Ranked: No
Trees: Pilot
Any vehicle the character pilots counts as having a silhouette one lower than normal when being attacked, to a minimum of 0.

TRUE AIM
Activation: Active (Maneuver)
Ranked: Yes
Trees: Mercenary Soldier
Once per round, before the character makes a ranged attack, he may perform a True Aim maneuver. By performing this maneuver, the character gains all the benefits for aiming and may also upgrade his attack roll once per rank of True Aim.

UNCANNY REACTIONS
Activation: Passive
Ranked: Yes
Trees: Force Sensitive Exile
Add ☐ per rank of Uncanny Reactions to all Vigilance checks.

UNCANNY SENSES
Activation: Passive
Ranked: Yes
Trees: Force Sensitive Exile
Add ☐ per rank of Uncanny Senses to all Perception checks.

UTILITY BELT
Activation: Active (Incidental)
Ranked: No
Trees: Outlaw Tech, Scout
The character may spend a Destiny Point to produce a previously undocumented—but essential—small tool from his utility belt or satchel, with a rarity no greater than (3). This may not be a weapon.

UTINNI!
Activation: Passive
Ranked: Yes
Trees: Outlaw Tech
Remove a number of ■ equal to the character's ranks in Utinni! from checks made to find or scavenge items or gear. (These checks could include Negotiate, Surveillance, or other checks, depending on circumstances and the GM's discretion). Such skill checks take half their normal time (this does not decrease with multiple ranks of Utinni!).

WELL ROUNDED
Activation: Passive
Ranked: Yes
Trees: Politico, Scholar
Choose any two skills. They permanently become career skills.

WHEEL AND DEAL
Activation: Passive
Ranked: Yes
Trees: Trader
When he sells legal goods to a reputable merchant or business, the character gains an additional 10% more credits per rank of Wheel and Deal (based on the original sell price of the good or item).



V

GEAR AND EQUIPMENT

"Hokey religions and ancient weapons are no match for a good blaster at your side, kid."

– Han Solo

Skill, intelligence, and sheer luck are all valued assets in *Edge of the Empire*. But only a nerf-herder enters Mos Eisley spaceport unarmed, or wanders the arctic wastelands of Hoth without insulated padded armor.

Smart characters prepare themselves for the situations they're most likely to encounter—and a little extra besides. Every decent smuggler knows he needs to carry a big gun to keep the rabble at bay, and a holdout blaster in case the meeting with the local crime lord goes sour. Soldiers know most of the armor they can wear in everyday circumstances won't stop a direct blaster hit, but they also know it's a life-saver when they're caught in the outer blast of a frag grenade. A successful rogue's gear isn't all about arms and armor either. Rebreathers are invaluable for clearing mynocks off ships in deep space, and good luck fixing the hyperdrive without a hydrospanner.

In the following chapter, players can find information on common personal weapons, armor, and gear critical for wandering everywhere from the Core Worlds to the fringe. They can also find out how credits sometimes come easy and go even easier. This book covers most of the common equipment found throughout the galaxy. The catalog of useful tools presented here should cover most freelancers' needs.

GALACTIC ECONOMICS

The life-blood of every world is its economy—what it exports and what it imports. Some trade is local, such as the moisture harvested from the deserts of Tatooine and transported to its major cities. Other trade is planetary. Sturdy greel wood from Pii II and IV is valued throughout the Core Worlds, and Corellian spaceships are manufactured in the Corellia sector and sold and resold all over the galaxy.

The trade of these goods across the spacelanes also requires legions of ships, pilots, and crews, which in turn require food, fuel, and explorers to track the fastest routes through hyperspace, and of course weapons to protect cargoes from those interested in "harvesting" that which has already been gathered.

Trade federations, guilds, and local governments regulate and tax this commerce where they can. Most use this wealth to provide for the common good. Local authorities, such as those that govern the Cloud City on Bespin, empower and employ a company of security guards and escort ships for the freighters who purchase their valuable Tibanna gas. This provides employment for thousands of gas miners, traders, and technicians—and blaster gas for the entire galaxy.

Of course, where there are rules, there are those who break them, and where there are tithes, there are those who avoid them. Smugglers and black marketeers profit greatly by transporting and selling restricted or untaxed goods throughout the systems. Some of these goods are of the most despicable variety, such as addictive narcotics or slaves. Some may be used for good or ill, such as weapons or explosives that might be used for anything from crime and terrorism to fighting off cruel and oppressive local regimes. Some cargoes may actually be of a heroic nature, such as those bringing medicine to a blockaded settlement or smuggling necessities to some backwater world suffering from a repressive or monopolistic government.

Characters in ***Edge of the Empire*** may be black-hearted scoundrels, unscrupulous smugglers, hired guns, or ruthless bounty hunters, but some genuinely see themselves as champions for common citizens oppressed by their own authorities. Of course, it doesn't hurt to have a little operating margin as well.

CURRENCY

Goods and services are paid for with "credits." This is a universal term for everything from local units of currency with distinctive names and denominations to the galactic standard Imperial Credit. All are interchangeable and can be carried as physical bills or coins, or tracked via digital cred sticks (also called "chips"). The former are most often used by criminals who don't want to leave any sort of electronic trail, or by locals on distant worlds who don't trust institutions based light-years away.

For the most part, these fears are unfounded. Cred sticks are encoded with values up to the currency limit of the planet that issued them, and backed by the Intergalactic Banking Clan (the IGBC). Value may be added to a cred stick at linked branches located throughout the galaxy, and are generally secure. They are extremely difficult to tamper with even by the savviest hackers. Only the most elite criminal organizations can alter or manufacture fake chips and, if caught, are dealt with immediately and severely by IGBC security forces. The bank's rapid and draconian tactics are almost always backed by the Empire, local government forces, or both.

RARITY

Some items are naturally harder or easier to purchase than others based on where a character finds himself at the time. After all, the galaxy is a big place, and the vagaries and intricacies of galactic trade mean that some items that are easy to find in certain locations are very difficult to find in other locations. Of course, some items are rare no matter where one goes, and likewise, some items are always common and inexpensive.

Rarity in *Edge of the Empire* is a simple way of measuring how difficult an item can be to find on a scale of 0-10, with 0 being the easiest to track down and 10 being the hardest. Of course, whether or not an item is available for purchase should never solely be a matter of rolling dice. Instead, the needs of the plot make it at least partially a Game Master's decision. However, for simple items, rarity provides an easy way for the GM to determine whether something's available and let the players easily track items down. Finding an item on a world requires a Negotiate check (although the GM may allow the character to use an appropriate knowledge skill check instead).

TABLE 5–1: RARITY

RARITY	CHECK	EXAMPLES
0	Simple (–)	Glow Rod
1		Long-range Comlink
2	Easy (◆)	Medpac
3		Scanner Goggles
4	Average (◆◆)	Blaster Pistol
5		Blaster Rifle
6	Hard (◆◆◆)	Cybernetic Limb
7		Bowcaster
8	Daunting (◆◆◆◆)	Thermal Detonator
9		Personal Stealth Field
10	Formidable (◆◆◆◆◆)	Lesai

Table 5–1: Rarity lists the rarities, the difficulty of the check in finding them, and some examples. **Table 5–2: Rarity Modifiers** lists some general modifiers that can be applied to an item's rarity, based on location and the technological status of the world. Some worlds may have individual modifiers as well. Modifiers can bring an item's rarity above 10. At this point, the difficulty of the check remains at Formidable, but the GM may upgrade the difficulty once for every rarity beyond 10.

THE BLACK MARKET

Not all goods are available on all planets. A city might outlaw weapons within its limits and most planetary authorities forbid thermal detonators. Selling illegal goods is dangerous

TABLE 5–2: RARITY MODIFIERS

RARITY MODIFIER	CIRCUMSTANCES
–2	Primary Core world
–1	Other Core world
–1	World on primary trade lane
+0	Colony or Inner-Rim world
+0	Civilized world
+1	Mid-Rim world
+1	Recently settled or out of the way world
+2	Outer Rim world
+2	Frontier planet
+3	Wild Space world
+4	Uncivilized planet

but lucrative for those with nerve. Finding them means dealing with greedy thugs and criminals.

Exactly what is illegal on each world is up to the Game Master or may be specified in that world's description. Finding an illegal item typically requires a Streetwise check. The difficulty depends on the local enforcement. In strict settlements, purchasing a disruptor rifle is likely a **Hard (◆◆◆) Streetwise** check. On a pirate world far off the regular spacelanes, it might be a simple check.

Selling illegal goods also requires a Streetwise check with the same difficulty as above. If one or more ⚙ are rolled, something has gone wrong; the buyer tries to rob the characters or the local police arrive to arrest these brazen criminals.

Black market items always require a Streetwise check to find, and may cost far more than the list price depending on their scarcity on a particular world. This varies from place

TABLE 5–3: BLACK MARKET GOODS

RARITY	ITEM ACQUISITION DIFFICULTY	COST
0-2	Easy (◆)	100%
3-4	Average (◆◆)	200%
5	Hard (◆◆◆)	300%
6-7	Daunting (◆◆◆◆)	500%
8-10	Formidable (◆◆◆◆◆)	1000%
11 +	Upgrade difficulty once per level beyond 10	(Rarity x 100)%

to place, so the Game Master must determine if an item is restricted or not, to what degree, and what the difficulty is to track it down. **Table 5–3: Black Market Goods** details this cost and the difficulty characters' Streetwise checks face when attempting to buy goods on the black market.

Some items are marked with an (R) in their price, which means they're restricted and always count as black market items.

Most black marketeers have established patterns, customers, and habits that allow them to stay in business. The Player Characters don't likely have these connections, and may even be selling to a criminal who plans on turning around and reselling the goods again. For that reason, Player Characters selling illegal items net one-quarter of the listed price with a successful Streetwise roll, one-half with ✲✲, and three-quarters with ✲✲✲ or more.

Truly exotic and illegal items, like rare animals or exotic pets, can be sold for higher values, but these are set based on the story and the difficult it took to find them. The rules above cover the ordinary items most rogues are likely to get from their fallen foes.

ENCUMBRANCE

Edge of the Empire emphasizes sweeping stories, epic tales, and fast action. Keeping track of the weight of every stimpack isn't fun, but knowing that your hero is loaded down with the weapons he just stole for the Rebellion is an important story element, as is having some idea of how many days' worth of rations your rogue can carry as he marches across the Jundland Wastes.

In general, players and the Game Master won't need to track a character's encumbrance— how much he's carrying on his person. Occasionally, however, it may play an important part in the story and you'll need to know if the weight, mass, and collective bulk of the items your hero is wearing inhibit his actions. Additionally, you might simply need to have an idea of what a character can comfortably carry for a long journey.

ENCUMBRANCE VALUES

All of the gear listed in this chapter has an encumbrance value. Most items that can be commonly carried have a value of 0 through 5—from relatively light objects (such as credit chips or light clothing) to heavier items (like blaster rifles or gaffi sticks). The encumbrance value of armor is discussed in more detail below and is different when it's worn, where the weight is distributed appropriately, and when it's carried, when it's just another item.

Encumbrance isn't strictly weight; it's mass, bulk, and how easy it is to carry as well. A well-fitting suit of armor adds very little encumbrance, while an armful of gimer sticks have a high encumbrance because they're tricky to hold onto.

Small items such as dataslates, most pistols, or knives have an encumbrance value of 1 or 2. Medium items, such as blaster rifles, a satchel of thermite grenades, or a grappling hook and cord, have an encumbrance value of 3 to 4. Large or heavy items such as cargo crates, repeating blaster rifles, or a heavy toolbox, are valued at 5 to 6.

If it becomes critical to the story to have more detail, 10 loosely carried incidental items have an encumbrance value of 1. If they are stored in an effective manner (such as bowcaster quarrels in a quiver or crystals in a pouch), then 20 incidental items have an encumbrance value of 1. If for some reason the character is unable to manage his gear in such a

way, the GM may increase his overall encumbrance value by several points to reflect the difficulty in managing and carrying items by less efficient means.

Living beings generally have encumbrance values of 5 plus their Brawn if carried. A typical human, like a soldier for the Rebel Alliance, has a Brawn of 2, and therefore a total encumbrance value of 7. A scholar from Garos IV, with a Brawn of 1, has an encumbrance value of 6. This may be heavily modified by specific species' features, such as the fatty bulk of a Hutt or the hollow bones of a large flying reptile from the forests of Kashyyyk.

ENCUMBRANCE THRESHOLD

Characters have an "encumbrance threshold" of 5 plus their Brawn rating, which limits how much they can carry under normal conditions and without penalty. A total encumbrance value over the threshold means the hero is "encumbered" and suffers 1 ■ to all Agility and Brawn rolls for every point of encumbrance over his limit. This is cumulative with any ■ dice suffered for strain or other conditions, should any be in play.

Also, if a character is encumbered by an amount equal to or greater than his Brawn rating, he no longer earns a free maneuver each turn. The character can still perform maneuvers, but each maneuver costs one strain. With a Brawn of 2, for example, Luke does not get a free maneuver each turn if he's carrying 2 or more points of encumbrance over his threshold.

LIFTING AND CARRYING EXCESSIVE ENCUMBRANCE

Characters shouldn't typically carry more than their encumbrance threshold. When necessity demands, however, they can do so for a short time (suffering the effects described above).

If a character needs to lift an object greater than his encumbrance threshold, such as an ally who has fallen off a gantry or ledge, he must make a Brawn test. The difficulty is Simple if the object's Encumbrance value is less than or equal to the character's encumbrance threshold. Add 1 to the difficulty for every point over, up to a maximum of, difficulty of **Daunting (◆◆◆◆)**. A freelancer with a Brawn of 2 and a threshold of 7, for example, tries to lift a rock with an encumbrance value of 10. That's 3 over, so the difficulty is **Hard (◆◆◆).**

Additional characters may help, adding their raw Brawn to the total value of the object being lifted. In the example above, a Wookiee with a Brawn of 4 adds +4 to the encumbrance threshold for that specific task.

Example: *Pash and Lowhhrick have been hired to infiltrate the palace of a crime lord on Coruscant and kidnap his assistant—a Rodian named Kappo. Lowiee is trying to run with Kappo over his shoulder and has an encumbrance threshold of 9 (5 plus his Brawn of 4). Kappo's encumbrance value is 7 based on the weight of his unconscious form. Between the unconscious criminal and Lowhhrick's heavy bowcaster (encumbrance value 5), the Wookiee is carrying 3 over his threshold, and suffers ■■■ to all his Agility and Brawn-based rolls until he drops the thug.*

CONCEALING GEAR

Characters in *Edge of the Empire* frequently carry small arsenals on their persons. Sometimes a character wants everyone to see the massive disruptor slung over his shoulder and the heavy blaster at his hip, knowing that intimidation can often stave off a fight. But sometimes a scoundrel needs to slip in somewhere with a little extra help, such as when Leia entered Jabba's palace with a hidden thermal detonator.

Items with an encumbrance value of 1 or less can be hidden on a person easily. No roll is required for successful concealment unless a foe inspects the target up close—usually with a physical patdown. In the latter case, the searcher makes an **Opposed Perception check** against the target's Stealth. Add □ to the searcher for every encumbrance point over 1 of the hidden item. If there are multiple items, use the highest. The Game Master should adjust this based on the situation. An unusually large species might be able to easily conceal items with an encumbrance value of 2, for example.

The same rules can apply to similar situations—such as hiding a blaster rifle (encumbrance value 4) in a wagon of scrapped droid parts. The Game Master should decide what value of object can be hidden without notice, and add □ for every point over that.

ENCUMBRANCE AND VEHICLES

Ships cargo holds can house a certain amount of encumbrance, as well. A standard cargo hold can house a wide variety of encumbrance, listed in the vehicle's profile. Smuggling panels have varying limits. These small caches are usually secretly placed around the ship to avoid detection. Most smuggling panels have an encumbrance limit of 2 to 30 depending on their size and location.

WEAPON SKILLS

Skills represent the ability to use, identify, maintain, and care for the weapons in each category. For example, the Gunnery skill governs firing large mounted weapons such as a land-to-air laser turret—and is also used to diagnose problems, reset the system if it overheats, identify manufacturers, and so on. This section discusses combat skills as they relate to various weapons.

BRAWL

Brawl weapons are generally light and cover the wearer's hands. They are easy to wield in close quarters and often designed with hand-guards or grips to keep them from being dropped easily in a desperate scuffle. Cestus, brass knuckles, metal claws, vibrofists, and weighted gloves are all examples of brawling weapons, as are the various disciplines

of unarmed combat. Many beasts and several of the more savage races fight with talons or claws, and their attacks are covered by Brawl as well. An attacker must be engaged with his target to attempt a Brawl attack.

GUNNERY

Larger weaponry that generally requires a mount, turret, or placement to use effectively is covered by the Gunnery skill. It covers vehicle-mounted guns and most starship weapon systems, as well as larger stationary platforms for devices such as e-web repeating blasters, assault blasters, ion cannons, missile banks, laser turrets, proton torpedoes, and other armaments and ordnance. Due to their size and bulk, gunnery weapons cannot be used against targets engaged with the weapon's user.

RANGED (LIGHT)

Light ranged weapons are those that can generally be wielded in or directed with one hand, such as a holdout blaster or wrist-mounted dart gun. Light ranged weapons also include one-handed thrown items, such as bolas, knives, or grenades. Using a light ranged weapon while engaged with an enemy increases the difficulty of the check by ◆.

MELEE

Melee weapons can be either one or two-handed. They vary greatly, from gaffi sticks and halberds to cortosis staves and lightsabers. Many one-handed melee weapons can be wielded in two hands to make them steadier and allow the wearer to apply more force to his blows. An attacker must be engaged with his target to attempt a melee attack.

RANGED (HEAVY)

Heavy ranged weapons are those that generally must be wielded in or directed with two hands, such as a bowcaster, heavy blaster, or flame projector. Heavy ranged weapons also include larger thrown items, such as spears or throwing axes.

Using a heavy ranged weapon while engaged with an enemy increases the difficulty of the check by ◆◆.

WEAPON QUALITIES

Some weapons feature special qualities that add variety and depth to the vast array of armaments in the *Star Wars* universe. Some special qualities are inherent to certain weapons, while others are general qualities that can be applied by the Game Master to specifically tailor a weapon to the story.

Special qualities are generally either passive or active. Passive qualities are always on and require no activation on the part of the user. Active qualities must be triggered by the user, often by spending ❍ to activate the effect.

Weapon Qualities often have a number associated with them. This is their rating. Ratings effect qualities in different ways, depending on the quality in question. Qualities require ❍❍ results to activate unless otherwise stated in their description.

ACCURATE (PASSIVE)

Accurate weapons are easier to aim or wield, whether through design or technology. For each level of this trait, the attacker adds □ to his attack dice pools while using this weapon.

AUTO-FIRE (ACTIVE)

A weapon with Auto-fire can be set to shoot in rapid succession and potentially spray an area with bolts, flechettes, slugs, or other types of projectiles. Attacking with a weapon on Auto-fire is generally less accurate and the attacker must increase the difficulty of his attack roll by ◆.

The advantage in using Auto-fire is that it has the chance to hit multiple targets or strike a single target multiple times.

Auto-fire requires ❍ to activate and can be activated multiple times. Each time it does so, the weapon deals an additional hit to the target or another target engaged with the first target (if he selects additional targets, see page 137 for the rules covering walking fire). Each of these counts as an additional hit from that weapon, and each hit deals base damage plus the number of total ✲ scored on the check.

Weapons with Auto-fire can also activate Critical Hits multiple times, although each target can never suffer more Critical Hits than the number of times he was hit by the weapon.

BREACH (PASSIVE)

Weapons with Breach are designed to burn through the toughest armor and are often heavy weapons or the weapons on starships.

Breach weapons ignore one point of Armor for every rating of Breach (meaning they also ignore 10 points of soak for every rating of Breach).

BURN (ACTIVE)

Weapons with Burn inflict damage over time. If the attack is successful, the target continues to suffer the weapon's base damage for a number of rounds equal to the weapon's Burn rating. Damage is applied at the start of each of the target's actions.

A victim might be able to stop the damage by rolling around on the ground and making an Agility check. This is an **Average (◆◆) Agility check** on hard surfaces such as the hall of a spaceship, or an **Easy (◆) Agility check** on grass or soft ground. Jumping into a body of water stops the damage immediately. Both situations assume the flame is from actual combustion rather than a chemical reaction. With the latter, there is usually little the victim can do.

BLAST (ACTIVE)

The weapon has a large spread, an explosive blast, or similar area of effect, like the detonation of a grenade or a warhead fired from a missile launcher. If the attack is successful and Blast activates, each character (friend or foe) Engaged with the original target suffers wounds equal to the weapon's Blast rating (plus an additional wound per ✲ as usual).

In a relatively small and enclosed area, the Game Master might decide that everyone in the room suffers damage.

If the Blast quality doesn't activate, the ordnance still detonates, but bad luck or poor aim on the part of the firer (or quick reactions on the part of the victims) means the explosion does not catch anyone else in its radius.

CONCUSSIVE (ACTIVE)
The weapon's attack can leave the target shell-shocked from mighty blows or punishing shockwaves, unable to perform any but the most basic actions. The target is staggered (see page 141) for a number of rounds equal to the weapon's Concussive rating. A staggered target cannot perform actions.

CORTOSIS (PASSIVE)
Cortosis is an ore found primarily in the Outer Rim. It is extremely rare and valuable, and was used primarily during the Clone Wars against the Jedi Knights. There are two varieties of Cortosis ore. The rarest versions can actually short out a lightsaber's blade, causing it to fail temporarily. The far more common Cortosis ore is still a miraculous substance, because when molded into armor, it forms an interlocking molecular bond that is extremely resistant to energy weapons.

Weapons with the Cortosis quality are immune to the Sunder quality. Armor with the Cortosis quality ignores the Breach and Pierce qualities.

CUMBERSOME (PASSIVE)
A Cumbersome weapon is large, unwieldy, awkward, or heavy. To wield a Cumbersome weapon properly, the character needs a Brawn characteristic equal to or greater than the weapon's Cumbersome rating. For each point of Brawn the character is deficient, he must increase the difficulty of all checks made while using the weapon by ◆.

DEFENSIVE (ACTIVE)
Defensive weapons are particularly good at fending off incoming attacks. A character may perform a maneuver to increase his ranged defense and melee defense by the weapon's Defensive rating. This bonus lasts until the character's next action. This quality is special as it requires a maneuver to activate, not .

DEFLECTION (PASSIVE)
An item with the Deflection quality provides a bonus to the wearer's ranged defense equal to its Deflection rating.

DISORIENT (ACTIVE)
A weapon with Disorient can daze an opponent. When Disorient is triggered, the target is disoriented (see page 141) for a number of rounds equal to the weapon's Disorient rating. A disoriented target adds ■ to all skill checks he performs.

ENSNARE (ACTIVE)
A weapon with Ensnare binds a foe and restrict his movements. When Ensnare is triggered, the target is immobilized (see page 141) for a total number of rounds equal to the weapon's Ensnare rating. An Ensnared target may attempt a **Hard (◆◆◆) Athletics** check as his action on his turn to break free from the effect. An immobilized target cannot perform maneuvers.

GUIDED (ACTIVE)
Certain types of projectiles may benefit from course alterations after being fired—such as guided missiles. If a character misses while firing a Guided weapon, he may make an attack check at the end of the round. The difficulty of the check is calculated by comparing the weapon's Silhouette of 0 against the Silhouette of the target (see page 137), and the check's ◆ equal the weapon's Guided rating. If the test is successful, the weapon strikes the target and damage is dealt normally.

Guided requires to activate, unless otherwise specified in the weapon's description. Remember, the Guided effect can activate on its subsequent attacks, representing the projectile continuing to track the target.

"Spoofing" is a countermeasure designed to work against the particular projectile—such as flares designed to draw off an infrared missile. Spoofing directly increases the defense of the target against attacks with the Guided quality.

KNOCKDOWN (ACTIVE)
When knockdown is triggered, the target is knocked prone.

Unless specified otherwise, Knockdown requires to trigger, plus 1 additional per silhouette beyond 1.

INFERIOR (PASSIVE)
An Inferior item is a lackluster example of its kind, representing shoddy and poor craftsmanship. An Inferior weapon automatically generates one on all checks related to its use, and has its base damage decreased by 1. Inferior armor has its encumbrance increased by 1 and its soak value decreased by 1.

ION (PASSIVE)
Ion weapons are designed to affect electrical systems as opposed to dealing raw damage. They are fitted to ships to knock out opponents' shields, sensors, and engines. They are shorter range than laser weapons, and deal larger amounts of damage, but their damage is dealt to the target's strain threshold. It is still reduced by armor and soak.

LIMITED AMMO (PASSIVE)
Some weapons fire particularly large or complex projectiles that cost significant amounts of credits, or are themselves a complete weapon that, once launched, is expended. A weapon with the Limited Ammo Quality may be used to make a number of attacks equal to its Limited Ammo Rating before it must be reloaded with a maneuver. In addition, each shot expends one of a limited number of rounds, which must be purchased or otherwise obtained before the weapon can be used. This also applies to grenades and other "one use" weapons which have the Limited Ammo 1 Quality (here, the user is not "reloading" the grenade, but drawing another to use—but mechanically they are equivalent).

LINKED (ACTIVE)
Some weapons, like the laser cannons fitted to the Z-95 Headhunter, are designed to fire together at the same target. This increases the possibility of a hit as well as the damage dealt. When firing a linked weapon, on a successful attack, the weapon deals one hit, then one additional hit for every gained on the Gunnery Check, up to the weapon's linked rating. For example, on a successful hit with its laser cannons, a Z-95 deals two hits (one from the initial attack,

one from its Linked weapon quality). Additional hits from linked weapons may only be applied against the original target. Each hit deals the weapon's base damage plus total successes scored on the check.

PIERCE (PASSIVE)
An attack made with this weapon ignores one point of soak for each rank of Pierce. If the weapon has more ranks of Pierce than the target's total soak, it completely ignores the target's soak. For example, Pierce 3 against a soak of 2 ignores 2 points of soak, but the extra "point" of Pierce has no further effect.

SLOW-FIRING (PASSIVE)
Slow-firing weapons tend to be large, heavy, emplacement-mounted weapons like the turbolasers found on capital ships, or planetary defense Ion Cannons. While they deal incredible damage, they need time to recharge or cool down between shots. A weapon's Slow-Firing rating dictates how quickly the weapon can be fired after an attack. For example, a heavy turbolaser with Slow-Firing 2 must wait two Rounds after being fired before it can be fired again.

SNAPSHOT (ACTIVE)
This type of weapon can be fired quickly by a skilled attacker, who attempts to snap off several consecutive shots against the same target. When Snapshot is triggered, the target suffers an additional hit with damage equal to the weapon's base damage rating. Snapshot can be triggered multiple times during the same attack.

Weapons with Snapshot can also activate Critical Hits multiple times, although no more than the number of hits scored.

STUN (ACTIVE)
A weapon with Stun causes strain to the target. When the Stun quality activates, it inflcts strain equal to the weapon's Stun rating.

STUN DAMAGE (PASSIVE)
Some weapons deal Stun damage instead of regular damage. In this case, the weapon deals damage as strain instead of wounds. This damage is still reduced by a target's soak.

A variant of this is a Stun setting. As a free action, the wielder can choose to switch the setting of his weapon to "Stun." In this case, it does stun damage as described above.

SUNDER (ACTIVE)
When activated, the attacker chooses one item openly wielded by the target (such as a weapon, shield, or item on a belt). That item is damaged one step: Minor, Moderate, Major. If a weapon already suffering Major damage is the target of a successful Sunder, it is destroyed.

Sunder requires one ☯ to activate. If activated multiple times in the same attack, each can be applied against the same weapon, potentially taking a weapon from undamaged to destroyed in a single attack.

SUPERIOR (PASSIVE)
A Superior item is a sterling example of its kind, representing masterful craftsmanship. A Superior weapon generates one automatic ☯ on all checks related to its use and has its base damage increased by +1. Superior armor has its encumbrance reduced by 1 and its soak value increased by 1.

TRACTOR (PASSIVE)
Instead of firing searing beams of laser fire or crackling ion discharges, this weapon fires relatively harmless electromagnetic beams that ensnare ships and hold them fast in space. Tractor beams, like all weapons, are fired at their target using a **Gunnery (Ag) Check** with all suitable modifiers. Once the weapon hits its target, the target may not use Starship Maneuvers unless its pilot makes a successful **Piloting (Ag) Check** with a Difficulty based on the Tractor Beam's strength. The tractor beam's strength is always noted in the weapon's profile following the Tractor quality.

VICIOUS (PASSIVE)
When this weapon scores a critical hit, the character adds ten times the Vicious rating to the critical hit roll, per rank in Vicious. With Vicious 3, for example, the victim adds +30 to his critical hit result.

WEAPON CHARACTERISTICS

Each weapon has a variety of characteristics which define its abilities and make it distinct. All weapons share several characteristics, while many feature special qualities that offer unique opportunities and effects during combat.

NAME
The general name of the weapon. This may be a broad label that applies to several closely related weapons.

SKILL USED
The combat skill used when making an attack with this weapon.

BASE DAMAGE (DAM)
The base damage the weapon inflicts. This is the minimum damage inflicted if the attack with this weapon hits. Each net ✲ generated during the attack check adds one point of damage to this base damage rating.

RANGE
The effective range of the weapon. Range is measured in several broad range bands. Melee weapons require the attacker to be engaged with the target. Ranged weapons often have effective ranges listed as Close, Medium, Long, and Extreme.

CRITICAL RATING (CRIT)

Indicates the number of required to trigger Critical hits using this weapon. If the weapon's critical rating triggers, the character rolls on **Table 6–10: Critical Injury Results** to determine the effect on the target. A Critical Injury can only be triggered on a successful hit.

Some weapons and talents modify this Critical Injury roll, potentially making a Critical hit more or less effective. In addition, a character can only generate one critical hit per hit on a target. However, if the roll generates enough to pay for multiple Critical hits, the character can choose to add an additional +10 per additional Critical hit to his roll.

Example: *Pash the smuggler fires his blaster at a Rodian mercenary and hits him. Thanks to a great roll and a specialized talent, the attack generates a total of three Critical Hits! Pash now rolls a single Critical hit, but adds +20 to the result.*

ENCUMBRANCE (ENC)

Encumbrance is, in essence, an abstract measurement of how heavy and awkward something is to carry and transport. The higher the encumbrance, the less of an item someone can carry easily. More details on encumbrance can be found on page 103.

HARD POINTS (HP)

Many items can be customized to a lesser or greater extent. Even the simplest weapons can often benefit from a macroscope or a simple laser sight.

The vast majority of weapons have a limited number of hard points that determine what attachments can be mounted on them. This is covered in greater detail on page 122. Some weapons may be customized still further, as detailed on page 122.

PRICE

This is the price of the weapon on the open market. An (R) next to the price means the weapon is restricted and cannot be bought on the open market, in which case the price listed is the closest average black market price.

RARITY

The rarity of the item, before modifiers.

SPECIAL

These are the qualities or other special rules each weapon possesses. More in-depth descriptions of these qualities can be found on page 105, while rules specific to a certain type of weapon are described in the weapon's description, starting on page 109.

WEAPON MAINTENANCE

Invariably, weapons start to wear down. Rolling may indicate a weapon has malfunctioned, misfired, jammed, broken down, or otherwise been rendered inoperable or impaired until it can be repaired.

Low tech weaponry that generally does not rely on energy cells or sophisticated programming (such as a bowcaster or gaffi stick) can be repaired with Mechanics, or the corresponding weapon skill. More sophisticated weapons that rely on programming, circuitry, or electronics (such as a laser turret or missile launcher) can also be repaired with Computers, or the corresponding weapon skill (although Mechanics can always be used to repair a weapon).

Weapon repairs are generally classified as Minor, Moderate, or Major. The magnitude of the required repairs indicates two things—the severity of any penalties applied to the user when trying to operate the defective weapon, and the difficulty rating of the necessary repairs. Repairing a weapon requires adequate time and tools, generally one to two hours per difficulty level. If a character attempts repairs in less time, increase the difficulty by one step. Likewise, if the character lacks the proper tools, increase the difficulty by one step. These factors are cumulative, so when repairing a blaster without the proper tools and in less time, add two steps to the difficulty.

TABLE 5–4: REPAIRING GEAR

REPAIR REQUIRED	DIFFICULTY RATING	PENALTY FOR USE
Minor	Easy ( )	1 additional ■
Moderate	Average ( )	1 additional
Major	Hard ( )	Unusable

AMMO

The weapons in Star Wars are primarily energy-based. That, coupled with the action-packed and narrative-based gameplay in Edge of the Empire, means that players do not need to track ammunition for their characters' weapons. They are always assumed to have enough power packs or clips to handle whatever firefights they run into. This carries over to primitive weapons such as slugthrowers.

There are a few exceptions to this, of course, the primary one being weapons with the Limited Ammo Quality. This Quality is used to represent weapons with deliberately limited clips such as missile tubes and proton torpedoes, as well as one use weapons such as grenades or nets.

Another exception is when weapons do run out of ammo, such as when a combat check generates a Despair symbol that the GM spends to make the character's gun run out. In these cases, the weapon is out until the end of the encounter; unless the character thought ahead and brought along extra reloads (see page 119).

The cost of the repairs is equal to the weapon's price, multiplied by .25 if it's a Minor Repair, .5 if it's a Moderate Repair, and 1 if it requires Major work. Reduce the total by 10% for each received on the Repair roll if the character is doing it himself. (A Non-Player Character weaponsmith won't reduce his price for his skill.)

This does mean it's sometimes easier to buy a new weapon than fix an existing one, but that isn't always possible. It also doesn't include the price of any modifications that have been made, which aren't figured into the repair cost.

Example: *Boba Fett's disruptor has suffered a Major malfunction. The base cost of a disruptor is 1000 credits, so it costs him 250 credits to make a Minor repair, 500 to make a Moderate repair, and 1000 to make a Major repair. Unfortunately, he's far away from his contacts in the Black Sun criminal organization—where he usually purchases these outlawed weapons—so he ventures into the local town for 1000 credits worth of parts.*

WEAPON DESCRIPTIONS

The galaxy is filled with strange and wondrous devices. A large number of them are designed to blast, obliterate, or at the very least intimidate their wielder's foes. Below are the weapons most common to thieves, scoundrels, and rogues, those scum and villains they often deal with, and those who chase them for bounty!

BLASTERS AND ENERGY WEAPONS

Blaster technology is ubiquitous and easy for those with even a little skill with devices to manufacture, mod (see below), and repair.

Most blasters can be set to Stun, overloading the victim's nervous system so that he is essentially paralyzed (see the Stun weapon quality, page 107). Blasters with this ability have it noted in their special qualities, listed as "Stun Setting." Stun beams may only be used at Close and Medium Range, no matter what the weapon's normal range is. Switching between "Stun" and "Kill" on such a weapon is relatively simple, and requires a free action.

A person might also purchase a blaster that can only fire on Stun. These are sometimes called "stingbeams" or simply "stun blasters." The late Senator Bail Prestor Organa of Alderaan, as well as rare pacifists or bounty hunters who like to bring their prey back alive with no accidents, carry such weapons. Blaster carbines and all pistols except heavy blasters can be purchased as stun blasters, with a cost equal to half the usual amount for the regular version.

HOLDOUT BLASTER

The smallest of blasters are easy to conceal but still pack a powerful punch. What they sacrifice most is range, due to their short barrel and lesser charge. Add one Difficulty die to a character's Perception check when attempting to find a holdout pistol on a person's body.

LIGHT BLASTER PISTOL

Smugglers, spies, and rogues who don't want to advertise their shadier side are all likely to carry light blasters. Smaller-framed species tend to favor light blasters as well simply for their weight and convenience relative to their own body mass.

BLASTER PISTOL

Most spacers carry standard blaster pistols.

HEAVY BLASTER PISTOL

Heavy blaster pistols are intended to combine the strength of a blaster rifle with the compactness of a pistol. Though they do not quite succeed at either (being slightly weaker than a blaster rifle and bulkier than a pistol) they still provide an excellent and deadly compromise weapon. Their only major drawback is that they carry less shots than either, a trade-off for the increased power.

Game Masters can spend or to have a heavy blaster pistol run out of ammo, (see page 133).

BLASTER RIFLE / CARBINE

The rifle or carbine blaster is the typical firearm of soldiers and heavy security forces around the galaxy. Their longer barrels propel bolts much farther than blaster pistols, and their heavier cartridges typically trigger a more powerful blast of particles.

HEAVY BLASTER RIFLE

Hunters and snipers often carry blaster rifles loaded with particularly powerful accelerant gas, advanced XCiter technology, large focusing crystals, or some combination of all three.

LIGHT REPEATING BLASTER

Light repeaters are tripod-mounted support weapons for military and mercenary units. They feature a high rate of fire and are designed to suppress and injure unarmored personnel.

HEAVY REPEATING BLASTER

These deadly weapons fire much more slowly than their lighter counterparts, but are designed to destroy light machinery, armored targets, or opponents in light cover.

Heavy repeaters are far too unwieldy to fire effectively without a tripod, unless the bearer has truly remarkable strength. This typically requires two rounds for a two-man team, or three rounds with a one-man team. The cost of the weapon includes a tripod such as the one found on page 125.

BOWCASTER

Bowcasters are associated with the Wookiees of Kashyyyk. They are as distinctive to the Wookiees as gaffi sticks are to Sand People.

The bowcaster presented here fires standard micro-explosive quarrels and does not have an automatic re-cocking mechanism. It requires the user to spend a maneuver cocking the weapon before each shot.

TABLE 5–5: RANGED AND GUNNERY WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENC	HP	PRICE	RARITY	SPECIAL
Blasters and Energy Weapons									
Holdout Blaster	Ranged (Light)	5	4	Close	1	0	300	4	Stun setting
Light Blaster Pistol	Ranged (Light)	5	4	Medium	1	2	400	4	Stun setting
Blaster Pistol	Ranged (Light)	6	3	Medium	1	3	500	4	Stun setting
Heavy Blaster Pistol	Ranged (Light)	8	3	Medium	2	3	750	6	Stun setting
Blaster Carbine	Ranged (Heavy)	10	3	Medium	3	4	850	5	Stun setting
Blaster Rifle	Ranged (Heavy)	10	3	Long	4	4	900	5	Stun setting
Heavy Blaster Rifle	Ranged (Heavy)	11	3	Long	6	4	2000	6	Auto-fire, Cumbersome 3, Pierce 1
Light Repeating Blaster	Ranged (Heavy)	12	3	Long	7	4	1200 (R)	7	Auto-fire, Cumbersome 4, Pierce 2
Heavy Repeating Blaster	Gunnery	15	2	Long	9	4	8000 (R)	8	Auto-fire, Cumbersome 5, Pierce 2, Vicious 1
Bowcaster	Ranged (Heavy)	12	3	Medium	5	2	1500	7	Cumbersome 3, Knockdown 3
Ionization Blaster	Ranged (Light)	10	5	Short	3	3	250	3	Disorient 5, Stun Damage (Droid only)
Disruptor Pistol	Ranged (Light)	10	2	Close	2	2	1000(R)	6	Vicious 4
Disruptor Rifle	Ranged (Heavy)	12	2	Long	5	4	2000 (R)	6	Cumbersome 2, Vicious 5
Slugthrowers									
Slugthrower Pistol	Ranged (Light)	4	5	Short	1	0	50	3	
Slugthrower Rifle	Ranged (Light)	7	5	Medium	5	1	100	3	Cumbersome 2
Thrown Weapons									
Bola / Net	Ranged (Light)	2	–	Close	1/3	2	20	2	Ensnare 3, Knockdown 3, Limited Ammo 1
Explosives and Flame Projectors									
Flame Projector	Ranged (Heavy)	10	2	Close	6	2	1000	6	Burn 3, Blast 10
Missile Tube	Gunnery	20	2	Extreme	7	4	4000 (R)	8	Blast 10, Breach 1, Cumbersome 3, Guided 3, Limited Ammo 6
Frag Grenade	Ranged (Light)	8	4	Close	1	0	50	5	Blast 6, Limited Ammo 1
Stun Grenade	Ranged (Light)	8	NA	Close	1	0	75	4	Blast 8, Disorient 3, Limited Ammo 1, Stun Damage
Thermal Detonator	Ranged (Light)	20	2	Close	1	0	2000 (R)	8	Blast 15, Breach 1, Limited Ammo 1, Vicious 4

IONIZATION BLASTER

These anti-droid weapons work by combining the power pack of a blaster rifle with a typical droid restraining bolt. Organic life-forms feel no more than a brief sting, but droids are blasted with the halt command and simultaneously overloaded with energy that prevents any shielding that might resist it. Most droids are rendered inert for up to half an hour when hit by a successful ionization blast.

Ionization blasters work only on droids and cyborgs, and only deal strain damage as per their Stun quality. They have no effect on organic beings beyond a brief and painful sting.

DISRUPTOR RIFLE/PISTOL

Illegal throughout most of the civilized worlds, disruptors focus such a highly energized beam of particles that they can disintegrate limbs or other large parts of their victim's bodies. Whenever a victim is hit by a disruptor, any Critical Hit results in a "limb lost" effect unless the roll on **Table 6–10**

would result in an even more grievous injury. In addition, the wielder can spend ◆◆◆◆◆ to disintegrate the target completely. He cannot be healed and is irrevocably dead.

Disruptors may never benefit from upgrades or attachments that improve their range or grant multiple shots.

SLUGTHROWERS

Considered the weapons of "backwater" worlds, slugthrowers are nonetheless easy to make, manufacture, and repair in places with little infrastructure or technology.

SLUGTHROWER PISTOL

Short, compact, and loud, these small weapons are very rare. Those who wield them frequently do so because they have some sentimental value, perhaps handed down to them from some distant relative from a low-tech world, or because that's all that's easily available on their world.

SLUGTHROWER RIFLE

A larger version of the slugthrower pistol, the slugthrower rifle also uses chemical reactions to fire a solid projectile "slug" at high velocities towards a target.

THROWN WEAPONS

BOLA OR NET

Sometimes a bounty hunter has to capture a foe alive rather than dead, and a blaster hole in the middle of his torso is a sure giveaway that he's not getting his reward. Bolas and nets are both used to entangle a victim so that he can be approached and secured—usually for delivery to an authority or criminal organization. The user may spend ⊕ to ensure the victim is so entangled that he may not make any maneuvers, and his only action each turn is an **Impossible (◆◆◆◆◆) Athletics check** to free himself.

EXPLOSIVES AND FLAME PROJECTORS

Although blasters are the most common weapons in the galaxy, many individuals use other, more esoteric weapons as well. Explosive devices, flame projectors, and other weapons may not be as ubiquitous as blasters, but they're no less deadly.

FLAME PROJECTOR

Flame-producing devices are primarily used to destroy material such as structures or crops, rather than as anti-personnel weapons. Of course, they excel at scorching flesh and bone as well.

Flame projectors are popular partially because of their wide and indiscriminate cone of fire, able to catch several individuals in a gout of flame. When triggering the weapon's Burn quality, the user may choose to apply it to the original target, or another target engaged with the original target. However, the GM can spend ⚙⚙ or ▽ to apply the weapon's Burn quality to an ally engaged with the original target.

MISSILE TUBE

Missile tubes are heavy, portable devices that launch rocket-powered projectiles. Most fire proton-charged warheads designed to destroy small transports, but other types of ammunition can occasionally be found.

Missile tubes are elaborate affairs, equipped with micro-repulsorlifts to make them more easy to carry by infantry soldiers as well as advanced tracking screens to detect a target's speed, range, and energy signature. The latter is particularly important because missile tubes can be fired in one of three modes. The first is infrared, which homes in on a craft's heat signature. The second is gravity-activated mode, which means it tracks a target's repulsorlift. Both of these modes can be spoofed, either by dropping burning flares to distract heat sensors or small repulsorlift pods as chaff. See the Guided weapon quality to handle these two modes of attack.

The third firing method is direct-fire. This requires more skill but sends the projectile in a straight line that cannot be spoofed (and loses the Guided quality). Of course, if another target happens to get in the way, or if the attacker's aim is off, the missile will hit whatever is in its path without discrimination.

FRAG GRENADE

A great variety of grenades can be found throughout the galaxy, from hand-made explosives created with organic shells on primitive worlds to mass-produced metallic casings filled with jagged shards of metal. All fulfill the same basic purpose—to cause as much damage and mayhem as possible over a large area.

Frag grenades can be set to detonate on impact or set with a timer to detonate up to 3 rounds after being activated at the beginning of the attacker's action. Some also have a "dead man's" or pressure switch that, once pressed, detonates immediately upon release.

STUN GRENADE

Stun grenades work on a variety of principles, from sonic waves that overload the senses to concussion and shock.

Like frag grenades, stun grenades can be set to detonate on impact or set with a timer to detonate up to 3 rounds after being activated at the beginning of the attacker's action. Stun grenades rarely have pressure detonators.

THERMAL DETONATOR

These insidious devices are the size of frag grenades, but have a thermite-baradium casing surrounding a baradium core. On detonation, the resulting fusion reaction creates a particle wave that disintegrates everything in the blast radius.

When using a thermal detonator, any ▽ on the check means the detonator explodes prematurely. The wielder takes full damage from the weapon unless he can perform an additional maneuver to try and get clear; in this case, he only suffers the Blast damage.

Thermal detonators can be set to detonate on impact or set with a timer to detonate up to 3 rounds after being activated at the beginning of the attacker's action. Some also have a "dead man's" or pressure switch that, once pressed, detonates immediately upon release. Thermal detonators are also so potent that their Blast quality affects everyone within Close range of the original target.

TABLE 5–6: BRAWL AND MELEE WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENC	HP	PRICE	RARITY	SPECIAL
Brawling Weapons									
Brass Knuckles	Brawl	+1	4	Engaged	1	0	25	0	Disorient 3
Shock Gloves	Brawl	+0	5	Engaged	0	1	300	2	Stun 3
Melee Weapons									
Combat Knife	Melee	+2	3	Engaged	1	0	25	1	
Gaffi Stick	Melee	+3	3	Engaged	3	0	100	2	Defensive 1, Disorient 3
Force Pike	Melee	+4	3	Engaged	3	3	500	4	Pierce 2
Lightsaber	Lightsaber	10	1	Engaged	1	0	10,000 (R)	10	Defensive 2, Deflection 1, Breach 1, Sunder, Vicious 2
Truncheon	Melee	+2	5	Engaged	2	0	15	1	Disorient 2
Vibro-knife	Melee	+3	3	Engaged	1	2	250	3	Pierce 1, Vicious 1
Vibro-axe	Melee	+6	3	Engaged	4	3	750	5	Pierce 2, Sunder, Vicious 3
Vibrosword	Melee	+5	2	Engaged	3	3	750	5	Pierce 2, Vicious 1, Defensive 1

BRAWLING WEAPONS

Weapons designed to fit directly over the fists fit into this category. Brass knuckles and shock gloves are fairly common among the rough-and-tumble outlaws of the galaxy.

BRASS KNUCKLES

Dirty fighters and those looking to protect their fists from the tough hides of certain alien species rely on metallic knuckles, gauntlets, or other hand or limb coverings.

Another great advantage of brass knuckles is their ability to be concealed in a pocket or other compartment until they're needed. Add ■ to a character's Perception check when attempting to find brass knuckles on a person's body.

SHOCK GLOVES

Thin metallic wires turn standard insulated gauntlets into shock gloves.

MELEE WEAPONS

In a galaxy full of blasters, bowcasters, and thermal detonators, melee weapons are surprisingly common.

COMBAT KNIFE

Vicious combatants rely on sharp blades to slice and gash their foes. They're also far easier to conceal than a firearm and just as deadly if the user is skilled in its use.

GAFFI STICK

The Tusken Raiders of Tatooine carry brutal staves made from desert tracti hardwood, krayt dragon horn or bone, or scavenged metal. One end of the gaffi stick is flanged with four protruding blades useful for cutting and gashing opponents. The other end curves outward and ends in a spike of some sort, with the opposite side serving as a dull club. Gaffi sticks require two hands to wield.

FORCE PIKE

Force pikes are one-meter long metallic staves topped with power-tips. One setting on the power-tip vibrates powerfully enough to shatter flesh, steel, and stone. The other setting channels an electric shock that can be set relatively low to prod or control, or high to cause excruciating pain or death.

LIGHTSABER

Lightsabers normally require the Lightsaber skill to wield. However, since that skill is not an option for the Player Characters in this book, players must use a lightsaber untrained (selecting either Brawn or Agility as the base characteristic). This is deliberate, because there are few people in the galaxy who properly know how to fight with a lightsaber. However, if the GM feels it is warranted, he can create the Lightsaber skill as a custom skill for his players.

TRUNCHEON

Truncheons may be made of metal, wood, bone or other materials, but all fulfill the same basic function—bruising flesh, breaking bones, and cracking skulls. Police forces around the galaxy use truncheons to intimidate and control protestors or petty thieves. Enlightened areas prefer this to lethal force.

VIBRO-KNIFE

A vibro-knife is essentially a modded combat knife, but since they have proven so effective, they have become manufactured as such throughout the galaxy. The basic premise is simple—a small but powerful device within the knife's handle vibrates the blade at an incredibly high frequency so that it essentially acts as a miniature saw. Vibro-knives aren't as powerful as lightsabers against most substances, but one need not be a Jedi to wield it effectively.

VIBRO-AXE

The damage a vibro-axe causes is tremendous and messy. The impact area suffers massive and deep trauma from the blade and the vibration. Because of this, wounds caused by vibro-axes are particularly nasty—hence the high damage and Critical Hit chance.

A vibro axe requires two hands to wield.

VIBROSWORD

Many galactic civilizations have long taken to improving the simple but effective blade with induced ultra-sonic vibrations. The high frequency vibrations of the cutting edge greatly improve the sharpness of the weapon.

ARMOR

Few heroes and villains of the galaxy wear armor because most weapons can penetrate it. But it's no guarantee, and having laminated armor or even a thick leather coat offers some protection against glancing blaster bolts or the rusty weapons of some backwater world's inhabitants. Some, like Imperial stormtroopers, also wear armor as a uniform.

ARMOR CHARACTERISTICS

Whether it's a blast helmet or a vest, all armor has the following qualities in common. Armor also shares some characteristics with weapons, notably cost, encumbrance, hard points, and rarity, the descriptions of which can be found on page 108.

DEFENSE

The armor's defense adds ■ directly to the attacker's pool. This reflects the armor's ability to deflect damage away from the user's body.

SOAK

Soak is added to the target's Brawn and subtracted from any incoming damage suffered. If an attack causes 10 damage, for example, a soak of 2 plus a Brawn of 2 reduces the damage by 4 to a total of 6.

ARMOR TYPES

Below is a list of the most common armor types found throughout the galaxy.

HEAVY CLOTHING

A good leather jacket or thick woolen cloak won't stop much damage, but it can misdirect an occasional knife blade or blaster bolt from hitting the wearer's flesh.

ADVERSE ENVIRONMENT GEAR

For every world in the galaxy that is temperate and hospitable, there are dozens that skirt the edges of the term "habitable." Anyone traveling outside the civilized planets of the galaxy should make a point of packing some form of hostile environment gear. Clothing for hot, desert environments often includes voluminous robes, goggles, and headwraps, sometimes with self-cooling packs and water recyclers. Clothing for cold environments often consists of insulated parkas, quilted and layered pants, ice-goggles, and heated head-gear.

Characters with this gear may ignore one ■ imposed by the environment they find themselves in. Of course, the gear must be appropriate to the environment at hand.

PADDED ARMOR

Local forces and soldiers of the Rebel Alliance often wear padded armor, woven with tough, energy-resistant fibers. It tends to absorb and resist some of the power of a blaster bolt, although it often proves little use against a solid hit. It does, however, provide reasonable protection against blows or concussive damage, providing padding against such shocks. It also has the advantage of being relatively comfortable; many individuals can wear padded armor without generating too much attention from local law enforcement on frontier worlds. Civilized worlds, of course, may look on the wearer with some skepticism.

ARMORED CLOTHING

This category of armor covers light vests, jackets, or pants plated with plastoid or ceramic pads, sometimes with mesh energy-dispersion layers. This armor type is very light but covers the most important vital organs. These plates are mostly undetectable as long as the clothing is reasonably bulky. An **Average (◆◆) Perception check** detects that a person's clothing is plated.

LAMINATE (STORMTROOPER ARMOR)

Imperial stormtroopers wear fully-enclosed plastoid armor that deflects and negates incoming damage. It won't stop a direct hit from a blaster, but is reasonably effective against indirect concussive damage and shrapnel. It typically includes vision magnification and integrated comlinks to others attuned to the same frequency. As the armor is designed to work with powered systems, it can be easily modified with after-market attachments.

Laminate armor is worn over a tight-fitting body glove. This system offers significant insulation, making it easier to operate in all environments. For service in extreme environments, more specialized versions are made. For an additional 1000 credits, laminate armor can be tailored to protect against extreme cold or extreme heat, removing one ■ generated by operating in those environments. The user must choose which environment the laminate is being tailored to at the time of modification.

HEAVY BATTLE ARMOR

Certain heavy stormtroopers, bounty hunters, and even droids are fitted with heavy armor. Ostensibly, heavy armor protects against most normal blaster shots, but in the arms race of offense versus defense, the offensive power of a good blaster is still far ahead of most anything a humanoid can wear.

TABLE 5–7: ARMOR

TYPE	DEFENSE	SOAK	COST	ENC	HP	RARITY
Heavy Clothing	0	1	50	1	0	0
Adverse Environment Gear	0	1	500	2	1	1
Padded Armor	0	2	500	2	0	1
Armored Clothing	1	1	1000	3	1	6
Laminate	0	2	2500	4	3	5
Heavy Battle Armor	1	2	5000 (R)	6	4	7
Personal Deflector Shield	2	0	10000	3	0	8

Heavy battle armor can be sealed and provide the same benefits as full-body laminate armor as above, or it can take the form of a heavy vest and blast helmet.

PERSONAL DEFLECTOR SHIELD

Though rare, bulky, and difficult to use, personal deflector shields are one of the few defenses that can stand up to blaster fire. Deflector shields use limited ray/particle shielding that deflect and blocks incoming projectiles, although they have no effect against melee weapons.

The defense provided by a deflector shield only works against ranged attacks; it is not applied to melee attacks. They are difficult to use because the power drain is extraordinary, meaning they only work for a limited length of time. When the wielder is using a personal deflector shield, the GM can spend any the wielder generates to have the shield run out of power for the remainder of the encounter.

The shield has enough power to last about ten minutes. Recharging a deflector shield requires three hours and electrical facilities.

GEAR

It might not be as exciting as a blaster or snubfighter, but basic equipment is often the foundation for a successful attack or business venture, especially when these are one and the same. Reliable communications, survival on inhospitable worlds, repair for recalcitrant droids, even keeping allies alive after things have gone horribly wrong are all impossible if insufficient attention was paid to outfitting personnel beforehand. After all, even a good blaster won't do much if its power pack fails.

COMMUNICATIONS

Given the scale at which many operations are conducted, solid communications are of vital importance. There is a wide range of devices for such purposes to create reliable and even secure messaging between individuals or groups. Not all are simply a matter of ranges; some requirements can call for quiet and subtle comms for surreptitious actions, or ultra-tight comlinks to evade others attempting to listen in.

COMLINK

A common device found across the galaxy, comlinks come in a variety of forms depending on their function and user. Each allows for audio messaging between two parties, though advanced models can transmit to multiple users or network groups together. Personal comlinks are often small, hand-held cylinders capable of distances into low orbit. Some models are built into helmets and armor segments. Longer range versions are usually carried as large satchels or in backpacks, and can reach across a planet and to ships in high orbit (or even elsewhere in the same star system). Most operate on a standard set of frequencies that can be adjusted as desired to elude detection.

HOLO-MESSENGER

Usually reserved for formal affairs or the dealings of the wealthy, these small, disk-like devices create holographic recordings or transmissions that may be played back as a small projection. The user can easily hold a holo-messenger in one hand. Though uncommon, they have played an integral part in many revenge or entrapment schemes.

POISONS

There are a wide variety of poisons, far more than can be listed here. However, each poison has several rules-based components. Poisons always have a Difficulty listed; this is the Difficulty of the Resilience check the victim must make to avoid the effects. Poisons also always have an effect listed; this is the consequence for failing the Resilience check. Generally this has two parts: the primary effect, and the secondary effects that may be triggered from additional or .

The following are several broad types of poisons. These may go by many names or many different formulations on different worlds, but their broad effects and applications are the same.

SYNTHETIC STANDARD STRENGTH NEUROTOXIN

This is a general poison synthetically produced on hundreds of worlds (often illegally) that affects the biochemical reactions of most creatures, sometimes fatally. This poison may be introduced into the target's body via aerosol deployment, food ingestion, or injection (via an applicator or dart). A single dose has an **Average ( )** **difficulty**, while two or more doses combined into a single application have a **Hard ( )** **difficulty**. The poison inflicts 5 wounds if the target fails the check. Each generated inflicts one strain on the target as the effort of fighting the poison overwhelms him. Finally, the GM can spend to make the target test against the poison again during the next round, as the poison remains in his system.

SYNTHETIC STANDARD STRENGTH ANESTHETIC

This is a general anesthetic produced on many worlds for medical procedures, designed to render the user unconscious. Unsurprisingly, many criminals have found it valuable. This poison may be introduced into a target's body via aerosol deployment, food ingestion, or injection (via an applicator or dart). A single dose has an **Average ( )** **difficulty**, while two or more doses combined into a single application have a **Hard ( )** **difficulty**. The poison inflicts 5 strain if the target fails the check. If the check generates up to , the target must also give up his free maneuver during his next turn; if it generates or more, he's Stunned during his next turn. Finally, the GM can spend to make the target test against the poison again during the next round, as the poison remains in his system.

SYNTHETIC STANDARD STRENGTH NEUROPARALYTIC

Poisons that paralyze a target but leave higher cognitive functions intact (and do not kill the target) are difficult to create and administer. However, certain types do exist. This poison may only be introduced into a target via injection, as in

an applicator or dart. Any sized dose has a **Hard (◆◆◆) difficulty**. The poison Stuns the target for 3 Rounds if the target fails the check. In addition, each ⚙ generated inflicts one strain on the target, and the GM can spend ▽ to make the target test against the poison again during the next round, as the poison remains in his system.

CYBERNETIC ENHANCEMENTS/ REPLACEMENTS

Technology is an integral part of life on almost every world in the galaxy, and for some it is an integral part of their very bodies. Some cybernetic enhancements are visible, either because the wearer cares little for what others might think of his mechanical prosthesis or because he cannot afford better. Others are near-perfect duplicates of lost limbs or are hidden within the body itself, and few could tell the difference without scanning devices. Most offer their user a definite edge in combat, if not in social interactions.

Cybernetic enhancements and replacements generally increase skills or characteristics, providing raw bonuses to characters' abilities. The combination of purchased increases and the increases provided by cybernetics can increase a character's skill or characteristic one step above the normal maximum (seven for characteristics, six for skills).

A character may only purchase and install a number of cybernetic enhancements and replacements equal to his Brawn rating.

Generally, the cybernetic enhancements listed here are obviously mechanical in nature. The exception are the Bio-Tech Industries Repli-Limb Prosthetics. These do not enhance the user as the other cybernetic devices do. However, they are designed to function identically to the original limb or organ, and to be covered with synthflesh so that they look virtually indistinguishable to that which they replace.

One drawback of cybernetic enhancements and replacements is that they can be affected by weaponry designed to disable technology, such as ionization blasters or ion cannons. If hit by weapons that normally would only affect droids, the cybernetic enhancement temporarily stops working for the remainder of the scene or until repaired. The consequences of this depend on the enhancement in question, and the exact details can be left up to the GM, but should make sense (for example, a character with two malfunctioning cybernetic legs would not only lose any bonuses from the legs, but would also be unable to walk).

CYBERNETIC ARMS (MOD V AND VI)

The Mod V Cyberarm provides +1 Brawn, while the Mod VI provides +1 Agility. If a character replaces both arms with cybernetic enhancements, he must use the same model, as they are designed to work in tandem. However, the modifiers from both arms do not stack.

CYBERNETIC LEGS (MOD II AND III)

Note that cyberlegs must be purchased as a pair. Mod II Cyberlegs provide +1 Brawn, while the Mod III provides +1 Agility. The wearer must have both legs replaced to receive the bonus to his characteristics.

CYBERNETIC BRAIN IMPLANT

A cybernetic brain implant provides +1 Intelligence and includes a comlink and computer access link.

IMPLANT ARMOR

Implant armor provides +1 soak.

CYBERNETIC EYES

Users with cybernetic eyes gain +1 Vigilance and Perception.

IMMUNE IMPLANT

Possessing an Immune Implant grants the wearer +1 Resilience

CYBERNETIC WEAPON

The standard cybernetic weapon arm appears to be a regular cybernetic arm but features a retractable light blaster pistol that can be deployed as an incidental. It is attached to the arm and cannot be removed, dropped, or disarmed.

CYBERSCANNER LIMB

The Mod IV Scanner Limb incorporates a portable scanner, and unlike most cybernetics, is concealed by a synthflesh covering to disguise the fact that there is anything out of the ordinary about the limb.

PROSTHETIC REPLACEMENTS

Given the often violent nature of the galaxy and the dangerous weapons used to settle many disagreements, many losers (and winners) of such conflicts often wind up with fewer fingers, arms, or legs than when they started. Others might have internal organs destroyed or ruined eyes. While cloning technology and flesh regenerators can be used to repair such losses, few use this option as it is expensive and often highly illegal. Instead, many opt for mechanical replacements.

Limbs and major organs (including sensory organs such as eyes and ears, as well as heart, lungs, livers, and more) can all be replaced with a Repli-Limb option. They do not provide any bonuses or enhancements to the character, but restore him to normality. There are two general cost entries for Repli-Limb Prosthetics; the first is for limbs, the second

THE RIGHT TOOLS FOR THE JOB

In the *Edge of the Empire* system, each unique piece of gear does not always provide a unique bonus to gameplay mechanics. This is due to the narrative nature of the system. Instead, many pieces of gear aid the user in difficult tasks. A pair of macrobinoculars may make seeing something far away easier, for example. Whenever a character uses a piece of gear to aid in a task he could perform anyway, the GM and player can agree to add ■ to the dice pool.

Sometimes, gear allows tasks that would be impossible otherwise. For example, two characters can communicate via comlink when over 100 kilometers apart, which would be impossible normally. In these cases, the gear does not add additional bonuses, as it is simply enabling the task to occur in the first place.

Finally, some pieces of gear do offer specific bonuses or benefits in certain situations. In these cases, the benefit and when it applies is listed in the entry. This is in addition to the benefits described in the prior two instances.

TABLE 5–8 GEAR

ITEM	COST	ENC	RARITY
Comlink (handheld)	25	0	0
Comlink (long range)	200	2	1
Holo-messenger	250	0	4
SS Neurotoxin (1 dose)	50 (R)	0	6
SS Anesthetic (1 dose)	35	0	4
SS Neuroparalytic (1 dose)	75 (R)	0	6
Electrobinoculars	250	1	1
Macrobinoculars	75	1	2
Scanner Goggles	150	0	3
General Purpose Scanner	500	2	3
Hand Scanner	100	0	2
Surveillance Tagger	175 (R)	0	4
Bacta (liter)	20	1	1
Bacta (full tank)	4,000	12	1
Emergency Medpac	100	1	1
Medpac	400	2	2
Stimpack	25	0	1
Synthskin	10	–	1
Cybernetic Arm Mod V and VI	10,000	–	6
Cybernetic Leg Mod II and III	10,000	–	6
Cybernetic Brain Implant	10,000	–	6
Implant Armor	7,500	–	6
Cybernetic Eyes	7,500	–	6
Immune Implant	5,000	–	6
Cybernetic Weapon	4,000	–	7
CyberScanner Limb	4,000	–	7
Repli-Limb Prosthetic (limb)	2,000	–	4
Repli-Limb Prosthetic (organ)	1,000	–	4
Dejarik Table	350	10	1
Sabacc Deck	40	0	0
Chance Cubes	1	0	0
Com Jammer	400	4	3
Disguise Kit	100	2	4
Electronic Lock Breaker	1000 (R)	1	5
Binders	25	0	0
Restraining Bolt	35	0	0
Com Scrambler	1000	0	5
Slicer Gear	500	2	4
Ration Pack	5	0	0
Breath Mask	25	1	1
Space Suit	100	4	1
Crash Survival Kit	300	5	2
Tent	100	4	1
Thermal Cloak	200	2	1
Backpack	50	-	0
Climbing Gear	50	1	2
Datapad	75	1	1
Fusion Lantern	150	2	2
Glow Rod	10	1	0
Jet Pack	4,500	2	7
Extra Reloads	25	1	1
Tool Kit	350	4	2
Emergency Repair Kit	25	0	1
Utility Belt	25	–	0

for organs. However, the GM should feel free to increase or decrease the costs depending on the specific circumstances.

DETECTION DEVICES

Knowing the foe is only the first step—knowing what he is doing and where he is going are also important. Detection and surveillance gear helps ensure there are no unwanted visitors in the midst of illicit activities or unexpected surprises lurking in seemingly deserted areas.

ELECTROBINOCULARS

Electrobinoculars allow the user to see normally in low light or extremely bright conditions, and can magnify targets up to ten kilometers away. When using electrobinoculars, characters may also remove up to ■ imposed to long range or poor light.

MACROBINOCULARS

A far simpler version of the more complicated electrobinoculars, macrobinoculars use rugged imaging systems to magnify far-off objects for their users. They are more reliable than electrobinoculars, because there are fewer systems that can break down. However, they sacrifice the image enhancement and recording systems, as well as any low light capability. There are countless macrobinocular brands on the market, though most of the differences are purely cosmetic.

SCANNER GOGGLES

Simpler than electrobinoculars, scanner goggles enhance vision through a blend of light amplification and thermal imaging. They are common in illegal and combat situations, as they do not require extra effort or hands for their operation. Scanner goggles allow the user to see normally in dark conditions.

GENERAL PURPOSE SCANNER

Most scanners are small, hand-held gear, designed to be simple and durable for field use by scouts and explorers. Depending on the model, they indicate the nearby presence of life forms, heat fonts, radiation sources, acoustic emissions, or any combination thereof. Some operate in all directions, displaying their results on screens or holo-displays, while others are directional and only give indications towards where they are pointing. The Cryoncorp EnhanceScan is a typical example of this. Small enough to be carried by a single scout, the scanner has life-form tracking, motion sensing, metal detection, and the ability to intercept standard frequency comlink transmissions. The motion sensing operates up to half a kilometer, while the remaining systems can detect targets up to a kilometer and a half, and the comlink interceptor can catch signals from much further.

HAND SCANNER

"Hand scanner" is a catchall designation for a wide variety of handheld scanning devices designed to run specific-purpose scans. The device can used independently or plugged into a medpac or datapad, and displays a variety of useful bio-signs about the subject. Other scanners can check for atmospheric contaminants, poisons, vermin, or in the case of mechanics, micro-fractures or stress points.

SURVEILLANCE TAGGER

These small (less than three centimeters across) beacons are commonly placed on their target via darts or other surreptitious means, where they use adhesion or magnetism to stay affixed.

Once in place, they relay information such as location, direction, and rate of movement to their user, making them invaluable for tracking an unwitting foe.

MEDICAL

Finishing off a particularly profitable run is worth little if no one lives to enjoy the credits. Having adequate medical gear helps ensure one is always ready for his next deal, no matter how badly the previous one went. Many of these items are designed to augment and enhance (or simply permit the use of) the Medicine skill.

BACTA

Bacta is a liquid used for healing, made of an artificially grown bacteria developed thousands of years ago. It is nothing short of miraculous, working on a wide variety of species and healing terrible wounds with little or no scarring. Bacta provides greatly accelerated healing rates, as described on page 143.

EMERGENCY MEDPAC

Medpacs allow characters to attempt to heal others using Medicine checks without penalty, as detailed on page 143.

MEDPAC

This medpac allows the user to perform relatively complicated medical procedures in the field, and can rival the infirmaries on smaller starships. It allows characters to attempt to heal others using Medicine checks without penalty as described on page 77, and additionally grants a □ on all attempts. In addition, the internal stim storage grants the user the equivalent of one stim pack per scene (although the GM can rule the device has run out of stims if the supplies are used continuously).

STIMPACK

Stimpacks are auto-injection tubes filled with medicine, bacta, and painkillers. They are field-ready emergency health recovery products, and useful for quick healing in the field. There are countless makers of stimpacks, from Chiewab Amalgamated Pharmaceuticals to Athakam MedTech.

It takes a maneuver for a character to inject a stimpack in himself or another. Stimpacks are one-use items, and automatically heal 5 wounds. Characters can use stimpacks more than once, but each use heals one less wound (so the second use heals four, the third use heals three, and so on). The sixth stimpack heals no wounds—the character is already over-saturated with the medicine for it to have any effect. It takes a day for the character's body to process the stimpacks and for him to be able to use them at full effectiveness. See page 144 for more information.

SYNTHSKIN, SYNTHFLESH

Synthskin applications can be used as first aid to treat cuts and bruises. Synthskin applications are one-use items.

SECURITY

Security is a two-fold operation. On one side, there is the goal of securing one's own data, credits, or other valuables. On the other is the goal of penetrating said vaults, data storage barriers, and other secured physical or electronic bastions. Such a battle between protection and access can flip back and forth; once a security attack goes well, the next step is usually to secure whatever is taken lest it become the target of someone else's attack.

COM JAMMER

Cutting through the noise created by a com jammer requires a Computers check, with a difficulty proportional to the distance from the jammer and the power of the device. The closer and more powerful the jammer, the harder the difficulty. Jammers force a Medium (◆◆) check, which becomes more difficult at close ranges (the exact difficulty is up to the GM, but should increase to Hard or Daunting if at medium range or closer to the device).

DISGUISE KIT

Despite what are undoubtedly stunning features (or because of them), there are many times when an individual needs to look less than his normal self. Disguise kits contain the means to make this happen, with makeup, false hairpieces, iris chromatics, and even falseprint skins and DNA cloaks in advanced kits. Other kits can contain practical camouflage gear for urban and field settings, for blending into surroundings rather than with other people. There are numerous disguise kits made across the galaxy, especially since many must be made for a specific type of species. However, they all contain similar materials and share similar costs.

ELECTRONIC LOCK BREAKER

The galaxy is filled with security devices to keep valuables protected or secured. A good thief knows that the stronger the security, the more valuable the items inside, and the greater the desire to make it his own. Many locks across the galaxy have long passed simple mechanical systems to complex electronic locks. Electronic lock breakers like those made by the fancifully named OutlawTech (a group of slicers and criminal technicians) are automatic anti-security slicing systems that can hack through most standard electronic door locks. There are also much more advanced models that require no skill on the user's part and can defeat the most complicated locks.

BINDERS

Breaking free of binders is often a matter of either sheer brawn or impressive agility and flexibility. The difficulty of each restraint is different depending on make and model, but the most common restraints require a **Daunting (◆◆◆◆) Athletics** or **Coordination check** to escape.

RESTRAINING BOLTS

Restraining bolts serve the same function on droids as restraints do on other sentients. Once affixed to a droid, they can override their programming. The simplest setting shuts the droid down, but restraining bolts can also force droids to perform any actions they are commanded to do by the person holding the restraining bolt controller. Standard restraining bolts are produced by the billions by companies like Industrial Automation.

Most droids cannot resist restraining bolts, and when a restraining bolt is attached to them (a process that requires a few seconds and a spot-welder) they become entirely subservient to whoever holds the control device. However, any Player Character who happens to be a droid is obviously made of sterner stuff than NPC droids. Player Character droids may make a **Daunting (◆◆◆◆) Discipline check** to overcome the effects of

a restraining bolt and act normally when the bolt is applied. They may retry the test at the GM's discretion.

COM SCRAMBLER
Scramblers are devices used to encrypt communications, for privacy or security (or both). They can be affixed onto most comlinks or other similar equipment, and only those with a linked scrambler are able to follow the conversation.

Using scramblers adds ■■ to any checks to attempt to decode and understand the transmission.

SLICER GEAR
Slicers use their formidable talents to gain access and control of computers, and items such as these are their main tools. Their main weapons are highly customized (usually to illegal degrees) computers of their own, filled with the latest decryption software, codebreakers, and data probes. Other items might include false credit chips for accessing the accounts of others or modifying monetary levels. But like slicers themselves, their tools are unique; often a slicer can identify another slicer simply though inspecting the electronic fingerprints his tools leave behind.

SURVIVAL

Merely being ready to face down an enemy blaster means little when faced with no food or water and no means to easily get either. Survival gear also comes into play when making long treks across untamed wastelands or desolate badlands, making the journey less hazardous.

RATION PACKS
As bland and flavorless as the life of an Imperial stormtrooper, ration packs are a common item on smaller ships to augment or replace actual galley fare. Each can be easily reconstituted into a full serving through built-in heat infusers and limited hydration. Most ships include emergency ration packs in case of disasters such as hard landings or engine failures, and while not all are actually made for the Imperial Army, most follow the same standard make. Understandably, ration packs are one-use items.

BREATH MASKS AND RESPIRATORS
Not all planets or environments are easily hospitable to all species, and thus many require mechanical aids to help them breathe. The most basic are simple nose plugs to filter out contaminants, with higher quality items such as wearable face masks with gas canisters, filtration masks for poisonous atmospheres, and even aquatic rebreathers for sustained activity underwater.

Breathing aids can be set to provide nearly any atmosphere, although oxygen-nitrogen atmospheres are the most common. Some variants of Gand, however, use rebreathers to inhale an ammonia mix that mimics the atmosphere of their home planet.

SPACE SUIT
Given that most travel occurs in space, having a suit just in case of small matters of hull integrity is usually a good idea. Space suits also come in handy when exterior repairs are needed between departure and arrival, or when stepping out into a totally unknown atmosphere.. It includes small thrusters to aid in movement, magboots for adhesion in weightlessness, a comlink, and microtool fittings. Like most suits, it also comes with repair packs to seal suit tears or gasket leaks.

CRASH SURVIVAL KIT
While life is usually controlled and comfortable, there are many times when physical survival becomes an issue. A forced landing might strand a crew deep in Tatooine's deserts, or a speeder failure could result in extended durations in glacial snow. Most ships, especially smaller ones such as fighters and escape pods, contain kits to help ensure survival until rescue or repair. Pretormin Environmental (a company specializing in exploration and survival gear) makes a popular model of survival kit small enough to fit into an escape pod or snubfighter. Their contents include a thermal cloak, multipurpose knife, distress beacon, two emergency comlinks, wire spool, ration bars, basic medpac (equivalent of the GLiS Emergency Medpac), two respirators, water filter and jug, glow rod, 50 meters of high strength microfiber, ten ration packs, and a flare gun with ten flares. Some pirates would augment their kits with compact blasters or other weapons, knowing that often their enemies will also be eagerly searching for them, although Pretormin Environmental doesn't equip their kits with weapons as standard.

TENT
Tents can be found in larger survival kits and can provide protection from the elements for one or more people. Almost any large piece of fabric can be made into one if necessary, though most would prefer durasilk models with internal memory supports that assemble themselves.

THERMAL CLOAK
Thermal blankets and thermal cloaks remove up to ■■ from any checks made to handle the effects of extreme heat or cold.

TOOLS

Using tools separates sentients from other life forms, and using tools well often separates successful sentients from the rest. Tools are used to perform specific tasks, or to make performing them easier, and can be almost anything from a simple hammer to a fusion power pack and everything in between. As with weapons, when in desperate times almost anything can be made into a tool, though its efficiency is doubtless not as great as the correct item.

BACKPACK
A backpack can serve many important functions, especially for carrying survival gear or even smaller allies and droids. Most are simple affairs of fabric and straps, with better styles including internal bracing and back support so that heavier weights can be carried far longer.

Backpacks increase the character's encumbrance threshold by 3.

CLIMBING GEAR
Though climbing gear is usually used in wilderness areas away from artificial turbolifts or simple stairs, it also can be useful in gaining entry to higher reaches though clandestine means. Most gear includes a spooled length of syntherope or liquid cable, with a hook or some other attachment to secure the line. The Pretormin Environmental Basic kit also includes four quick-adhesion pitons that can securely attach to almost any surface.

DATAPAD
Datapads are common on most technologically civilized planets, and are used to record, store, display, and organize almost any kind of data from basic text to holographic recordings. Most come with a small display screen, though some use holoprojectors and are small enough to be easily carried in one or two hands depending on the model. They are commonly encoded or encrypted so that only the actual owner can operate them; some are even set to wipe all data if unauthorized users attempt access.

FUSION LANTERN
These small, squat devices provide both light and heat for the surrounding area. They are also quite durable and reliable, and commonly found in larger travel kits and survival packs. Characters can also plug other electronic devices into a fusion lantern to power them, such as datapads, glow rods, and small scanning devices.

GLOW ROD
A glow rod is a hand-held light source that illuminates an area in a directional beam. It is a common device with many different styles, including variants designed to mimic natural firelight. Each operates with an internal chemical power source or a small rechargeable power cell.

JET PACK
The Z-6 uses an air-breathing jet turbine to propel the user, maintaining stability via directional exhaust nozzles and a gyro-stabilizer. The pilot uses a verbal control interface and wrist controls to fly the jet pack.

A jet pack allows a person to function as a Size 1, Speed 2, Handling 0 vehicle that can only operate in atmosphere, and requires Pilot (Planet) to operate.

EXTRA RELOADS/POWER PACKS
Technology runs on power, and while most devices have internal power sources, these either run out or need augmentation. Energy cells are small battery disks that can keep most hand-held devices going for a while longer, while power packs are larger versions suitable for blasters and other high-demand gear. Extra reloads allow characters to ignore an "out of ammo" resulting from a ▽ generated during a ranged attack. By spending a maneuver, they may reload their weapons.

TOOL KIT
Kits are also useful for repairing damaged droids or cybernetic parts, especially ones too modified to take to reputable mechanics. Tool kits need to have a wide range of gear, as many users are fond of tinkering and upgrading on their own. Basic hammers, hydrospanner wrenches, restraining bolts, power coupling scrubbers, fusion cutters, laser and sonic welders, replacement wiring and components, Toolkits allow mechanics to perform most Mechanics checks to repair mechanical devices, and can also be used to "heal" droids.

EMERGENCY REPAIR KIT
Emergency repair kits, like the SoroSuub Pocket Tech, are designed to be both portable and disposable. The small packages contain a tube of catalyst-weld bonding liquid, wiring bundles, a strip of flexiplast, a disposable mini-spanner and cutter, lubricants, and gap sealant. They have enough material to affect one or two repairs, then can be discarded.

Emergency repair kits are one-use items that mechanics can either use to gain the normal bonus for having the right tools for the job on mechanics checks (see page 76), or droids can use to heal wounds. It takes an Action for a character to use an emergency repair kit on himself or another. An emergency repair kit automatically heals 5 wounds on a droid. A droid can use emergency repair kits more than once, but each use heals 1 less wound (so the second use heals four, the third use heals three, and so on). The sixth emergency repair kit heals no wounds—the droid is so patched together that further patches would be useless. It takes a day for the droid's self repair diagnostics to restore his body to enough functionality to be able to accept additional emergency repairs. Alternatively, a **Hard (◆◆◆) Mechanics** check can reinforce the emergency repairs and allow the droid to accept emergency repairs as if a day had passed since the last application. See page 144 for more information.

UTILITY BELT
A utility belt is a common item for those on active missions where quick access to tools and gear is a necessity, and even Imperial stormtroopers use them. Their contents will vary with their user and their planned actions; sabotage missions might have belts with explosives and security slicer chips, while a ship mechanic might have his stuffed with his favorite tools. Some belts also have weapon holsters or clips.

Utility belts increase the character's encumbrance threshold by 1.

MISCELLANEOUS SUNDRIES

There are plenty of pieces of gear that characters are likely to carry that are too mundane or inexpensive to track on their sheets. Chronos, writing implements, pocket knives, credit chips, street clothing, shoes, fancy hats, inexpensive jewelry and decorations, snacks, mementos, holos of friends and family; all of these things and more are details that can embellish a character, but are not important enough to keep track of. Player Characters can assume that they have any number of miscellaneous sundries on them, depending on what they feel their characters would actually carry.

BLACK MARKET ITEMS

Black markets exist across the galaxy, from the wretched hives of lawless frontier worlds to the hidden corners of Imperial fortresses. A smuggler might visit a black market to avoid Imperial or planetary tariffs on otherwise legal goods or to unload stolen items without the scrutiny of authorities, but he might also visit in search of contraband items unavailable at regulated ports.

SPICE AND OTHER DRUGS

Smugglers use "spice" as one common term to describe a variety of chemical concoctions as diverse and strange as the planets of the galaxy. Despite their different origins and specific effects, however, many examples of spice share two major qualities: a pleasurable temporary effect followed by negative side effects. Even the many variants of spice with medicinal or therapeutic qualities have the possibility of addiction. Many varieties of spice provide a simple high followed by a crash, but some families of drugs, such as the infamous glitterstim produced in the spice mines of Kessel, have much more exotic and sometimes unpredictable effects when imbibed. For these reasons, although many variants of spice are legal in the galaxy, even those types are heavily regulated on most worlds.

AVABUSH SPICE

A character who has consumed avabush spice feels lethargic, and can only upgrade the ability of any given check once because of this mental torpor. Further, whenever this character intentionally tries to lie or conceal the truth, the GM upgrades the difficulty once. Avabush spice's effects last for once scene or combat encounter.

Restrictions: Avabush spice is banned or controlled on most worlds with a strong Imperial presence.

BOOSTER BLUE

A character under the effects of booster blue may upgrade the ability of any Agility, Intellect, or Cunning-related check once, reflecting his improved concentration and mental acuity. However, this artificial focus takes a toll on the mind. A character under the effects of booster blue may not remove strain at the end of any scenes or encounters for the remainder of the session. Booster blue's beneficial effects last for one scene or combat encounter.

Restrictions: Booster blue is illegal on most worlds.

GLITTERSTIM

Glitterstim is a highly addictive drug with hallucinogenic properties. Using it adds □□□ to all Perception and Vigilance checks for the remainder of a scene. Additionally, some users report gaining temporary telepathic abilities, which the GM may choose to grant (or not) to any user at his discretion.

Restrictions: Glitterstim is illegal on most worlds, and its trade is aggressively monitored and controlled by Imperial authorities.

LESAI

A character who partakes in lesai at least once every twenty-four hours does not need to sleep and suffers no penalties or strain for lack of sleep. The character may remove strain as if he had slept a full night after any period of eight or more hours in which he did not engage in any stressful activities (such as combat, intense mental effort, or emotionally charged discussion). Lesai's only noticeable side-effect is that it leaves odd purple stains where applied. If a character under the effects of lesai ever goes twenty-four full hours without a dose of the drug, he finds it increasingly difficult to stay awake until he receives more lesai or sleeps. Some Imperial officials claim that Lesai turns users into amoral monsters without feelings or compassion. Whether this is true or not is entirely up to the GM, and he should feel free to keep his decision secret from any players whose characters use lesai.

Restrictions: Lesai is illegal on most worlds with a strong Imperial presence.

YARROCK

Yarrock lasts for one scene. A character under the effects of yarrock is not required to make any Fear checks; he counts as succeeding automatically. However, once he has used yarrock, he must also add ■ to any Willpower or Presence-related checks for the remainder of the session.

Restrictions: Yarrock is quite rare, and thus few planets explicitly regulate its use, as the only shipments go through black market traders.

DEATH STICKS

Death sticks have a nasty result in the long run, but unless one's campaign runs over the course of decades or a character has

TABLE 5–9: SPICE AND OTHER DRUGS

ITEM	COST	ENCUMBRANCE	RARITY
Avabush Spice (dose)	25(R)	0	6
Avabush Spice (100 dose cargo container)	2000 (R)	3	7
Booster Blue (dose)	10 (R)	0	5
Booster Blue (100 dose cargo container)	750 (R)	3	6
Glitterstim (dose)	100 (R)	0	7
Glitterstim (100 dose cargo container)	5,000 (R)	5	8
Lesai (dose)	500 (R)	0	9
Lesai (20 dose enviro-sealed cargo pod)	7,500 (R)	2	10
Yarrock (1 dose)	350 (R)	0	8
Yarrock (100 dose cargo container)	20,000 (R)	3	9
Death sticks (1 dose)	5 (R)	0	1
Death sticks (100 dose cargo container)	250 (R)	3	2

CONSUMABLES

In the midst of planning for hostile actions or hyperspace jumps, it's also good to plan for the next meal. A hold filled with Kessel spice is extremely valuable, but if the ship has no rations, the smuggler won't survive to sell it. Not all consumables are used to sustain life, however. Poisons serve to kill or disable foes, while alcohols can incapacitate as well—albeit in a much more enjoyable manner.

There are possibly more types of alcoholic beverages than any other type of food or drink in the galaxy. Most are created as a byproduct of natural chemical reactions involving plant matter, though synthetic variants do exist as well. Depending on the world and culture, alcohol can be illegal, religiously taboo, commonplace, or even an established part of daily life. The prices vary wildly as well.

Likewise, food comes in a wide variety of types. From simple but hearty gorba melts, to foul palp wafers, to synthetic protato wedges, to the crab-stuffed creampuffs of the Mon Calamari, there is something in the galaxy for everyone, no matter the palate.

Meals can range in cost from the incredibly inexpensive to the inordinately luxurious and costly. Therefore, listing a single price for food or drink would be impossible. However, purchasing food or drink should seldom come up in a game, unless it adds to the narrative of the story. The cost of a drink in a cantina likely doesn't matter to the overall plot of a game, but raising enough money to go to a fancy dinner (and meet a prospective target for a heist) would.

had a death stick addition for some years already, characters are unlikely to experience the truly miserable death these drugs bring about. A life-long addiction to death sticks typically halves the lifespan of most species, though various species are more or less susceptible to the effects of Ixetal Cilona. The short-term effects of a single dose last for one scene or combat encounter and adds ■ to any task the character attempts, and may reduce the character's connection to the Force in certain ways at the GM's discretion.

Restrictions: Death sticks are controlled substances on most worlds, and at the very least those under the age of majority cannot purchase them. Death sticks are completely illegal on many other worlds, especially those with high health standards.

UNIQUE ILLEGAL EQUIPMENT

Certain pieces of technology are too powerful, too dangerous, or too subversive for the ruling authorities to allow civilians to use them. For instance, high-powered military-grade weapons are contraband on most worlds where public firefights are seen as a crime and not a form of entertainment. Similarly, on most planets, one would need to search a black market to find most of the items listed below.

OUTLAW TECH DATA BREAKER

Data breakers are basic tools of the trade for many slicers. While droid slicers are programmed to crack complex sequences, organics usually lack this innate option, and therefore rely on a data breaker to do the grunt work of opening systems to them so that their true skills can shine once they are inside. Most data breakers are also recording devices, and can pull vast amounts of information from ill-guarded systems in seconds. Droid slicers can choose to have a data breaker (or equivalent systems) installed internally at the same cost. Data breakers add □□ to any Computers check made to slice computers (as opposed to the usual one for having the right tools for the job).

Restrictions: The Empire and many planetary governments restrict possession of data-breaking technology. Military and law-enforcement organizations make legal use of these devices, but typically civilian use of such technology is prohibited.

OUTLAW TECH FLESH CAMOUFLAGE SET

A flesh camouflage set is essentialy a comprehensive disguise kit, allowing the user to temporarily but dramatically change his appearance and even foil bio-scanners, obscuring his genetic sequence or mimicking one from another person kind enough to "donate" a sample. The disguise is good enough that any checks made to ascertain the user's true identity have their difficulty set at **Formidable (◆◆◆◆◆)**.

Restrictions: Many elements within the kit are perfectly legal on their own, but most planetary and Imperial authorities take a dim view of anyone actually carrying a set of items that allows the user to mask himself down to a genetic level.

OUTLAW TECH PERSONAL STEALTH FIELD

While they are undeniably effective for those who wish to pass unnoticed, the major flaw of most personalized stealth fields is that they are prone to collapsing. Scientists have theorized that this may be an unavoidable result of miniaturizing technology meant for starships, a design flaw, or a result of many of the active devices being antiques. In any case, few are lucky enough to possess one of these devices, and their infamous unreliability makes many prospective users wary. When using this device, it is impossible to see the user visually. In addition, any checks to ascertain the user's location by other means (such as hearing, smell, or observing the surrounding environment) have their difficulty set at Formidable (◆◆◆◆◆).

Restrictions: Personalized stealth fields are vanishingly rare, and so few governments bother to place restrictions on their use. Some are legitimate artifacts of ages past, while others are stolen military technology, and the particulars of their creation dictate their legality. Of course, law enforcement officers tend not to see these fine distinctions when apprehending people using them to commit crimes.

TABLE 5–10: OUTLAW TECH

ITEM	COST	ENC	RARITY
Data Breaker	1,000 (R)	1	6
Flesh Camouflage Set	2,500 (R)	2	7
Personal Stealth Field	20,000 (R)	1	9

CUSTOMIZATION AND MODIFICATIONS

Equipment and weapons in the *Star Wars* galaxy are made in every conceivable way. Some are hand-crafted, like the custom bowcasters of the Wookiee homeworld, Kashyyyk. Others might be stamped out of an assembly line on an industrial world like Coruscant. Even the latter may have a drastically different look from similar products made on other worlds.

The statistics and rules for gear in *Edge of the Empire* are framed in fairly general categories to present clear, simple, and unified rules for their use, but the look of your character's gear can be tailored both cosmetically—meaning it has no game effect—and mechanically, which changes its basic rules.

In general, players can purchase attachments to customize their gear. Attachments are physical items that attach to or are installed in items, vehicles, and weapons to add capabilities or improve performance. Attachments have a set of base modifiers that they automatically grant when installed, and a number of mods (further intangible benefits) that are only accessible if the player is using the item tree mechanic to customize the item to which the attachment is fitted.

Attachments slot into the hard points listed in a piece of equipment's stat block. Each attachment gives the ship, vehicle, or weapon some sort of bonus or edge (an extra point or two of speed for a hot-rod ship engine, or more soak for a suit of armor, for instance). In most cases that's as far as it goes. The player spends his XP and money for his new attachment, he makes the skill check to attach it (or pays to have it done), he is left with an improved and unique piece of equipment specifically tailored to his needs. However, if the player wishes to further customize and personalize a piece of equipment, he uses the mod system.

MODDING ATTACHMENTS

Most attachments have a listed series of **mods**. These are additional modifications that a skilled mechanic can make to the attachment to further improve the weapon or item's performance. These are listed under each attachment's **modification options**.

Each of these modification options are potential mods for the weapon. Some of the modification options have a number listed after them, indicating that the option can be installed multiple times. Otherwise, each option can only be installed once.

Modifications represent dedicated mechanics and gearheads' ability to tweak and customize their gear. They are potential customizations available to those skilled with devices and gear. Of course, even the most talented mechanic can only do so much with a particular piece of tech, which is why each attachment has a discrete list of modification options.

INSTALLING MODS

To install a mod, the user selects one uninstalled modification option. He then spends 100 credits on components and supplies, makes sure he has a toolkit, spends a couple hours at a work bench, and makes a **Hard (◆◆◆) Mechanics** check.

If he succeeds, he successfully installs the mod on his gear, and the item now benefits from the benefit provided by the mod. If he fails, however, the mod is not installed, and he may not attempt to install that mod again. If he failed and his check generated at least ▽, the attachment is also rendered useless by his tinkering.

Each additional mod installed in an attachment beyond the first increases the difficulty of the Mechanics check by ◆, and costs an additional 100 credits beyond the base cost.

TYPES OF MODS

There are several types of mods, each falling into one of the following broad categories.

- **Damage mods:** This mod increases the damage dealt by the weapon.
- **Weapon quality mods:** This mod adds a listed quality to the weapon. Some qualities have values that can increase; if this is the case, then the mod lists it as "Quality (+1)" indicating that it can increase an existing quality if that quality is already present.
- **Innate talent mods:** This mod grants the user the listed talent only when wielding this weapon and only affecting this weapon. For example, if a blaster had the Innate Talent (Quick Draw), the user would be able to use Quick Draw to draw or stow his blaster, but none of his other gear.
- **Skill and characteristic bonuses:** This mod grants the user a bonus in the listed skill or characteristic when using the modded item, as if he had +1 rank in that skill or characteristic.
- **Additional mod:** Some mods may not fall into any of the listed categories. If a mod does something specific and unique, it is described in the mod's entry.

WEAPON ATTACHMENTS

The longer the average fringer lives with a weapon, the more likely it is that he will modify it in some way to increase its performance or otherwise better suit his tastes and needs. The following is a selection of common attachments and modifications that can be installed on personal weapons. Due to the very personal nature of customization, it is nearly impossible to catalog every possible modification a fringer could make to his equipment, and the following list, while detailed, is far from comprehensive.

It should be noted that, even with taking a weapon's customization hard points into account, there is limited space on even the largest weapon, and only a few spots where attachments can be mounted. For example, under-barrel attachments such as bipods and auxiliary weapons can only be mounted to long arms like blaster rifles or slugthrower rifles. In addition, using under-barrel attachments as an example, rifle-sized weapons can only mount one under-barrel attachment due to space limitations. Players and Game Masters should use common sense when choosing attachments and are advised to pay close attention to the attachment descriptions that note where attachments can be mounted and what weapons they can be mounted to.

BOWCASTER AUTOMATIC RE-COCKER

This attachment entails upgrading the basic weapon with a number of power-assist systems as well as a magazine feed system that allows the weapon to fire, re-cock, and reload all in one smooth, quick movement. These attachments are only for use on Wookiee bowcasters and they cannot be purchased; they must be built either by the owner of the bowcaster with an **Average (◆◆) Mechanics check** or the weaponsmith who built the weapon for him.

Base Modifiers: Removes reloading Maneuver requirement from bowcaster.
Modification Options: Weapon Quality (Auto-fire) Mod.
Hard points Required: One.
Cost: Not available for sale, parts cost 500 credits.

BOWCASTER ACCELERATOR ENHANCEMENT

Built from scavenged blaster parts and the occasional piece from a repulsorlift generator, the bowcaster accelerator enhancement is the second most common modification to Wookiee bowcasters after the automatic re-cocker. Essentially an upgrade of the weapon's bolt accelerators, this attachment allows the bowcaster to fire its highly destructive quarrels with more force than typical in a stock weapon. These attachments are only for use on Wookiee bowcasters, and they cannot be purchased; they must be built either by the owner of the bowcaster with an **Average (◆◆) Mechanics check** or the weaponsmith who built the weapon for him.

Base Modifiers: Increase weapon damage by one point.
Modification Options: 0–2 Damage +1 Mods, 0–2 Weapon Quality (Pierce +1) Mods.
Hard points Required: One.
Cost: Not available for sale, parts cost 250 credits.

WEAPON SLING

Slings are lengths of hide or synthetic fabric designed to allow easy handling of long arms like blaster rifles and slugthrower rifles. They come in a dizzying array of styles, from the simple adjustable single-strap sling for carrying a weapon on the shoulder to multi-strap slings made of specialized materials that allow for any number of custom sling configurations. These attachments can only be used with Ranged (Heavy) weapons.

Base Modifiers: Decrease Cumbersome rating by one point.
Modification Options: Innate Talent Mod (Quick Draw).
Hard points Required: One.
Cost: 100 credits.

WEAPON HARNESS

Worn over the shoulders and belted around the midsection or torso, weapon harnesses consist of a series of load-bearing straps and harnesses connected to a gyro-stabilized, power-assisted boom arm to which a heavy weapon can be affixed. Powered by a tiny rechargeable power pack, the harness offers its user enhanced stability and strength when using heavy weapons. This attachment can only be used with Ranged (Heavy) and Gunnery weapons.

Base Modifiers: Decrease Cumbersome rating by two points.
Modification Options: Innate Talent Mod (Brace [1]).
Hard points Required: Two.
Cost: 700 credits.

FILED FRONT SIGHT

A common modification to holdout blasters (along with removing their serial numbers), filing down the weapon's front sight allows it to be drawn more quickly from its holster and reduces the possibility of it becoming snared on clothing. Unfortunately, while this modification makes for easy concealment and drawing, it also reduces the weapon's accuracy as it effectively makes it impossible to aim with any amount of precision. This modification may only be applied to pistol-sized weapons. Applying it oneself requires an **Average (◆◆) Mechanics check**; the cost is paying others to perform the modification.

Base Modifiers: Innate Talent (Quick Draw), Increases difficulty of combat checks to hit targets at ranges beyond Close range by one.
Modification Options: Smoothed Frame: Decreases the difficulty of checks to conceal the weapon by one.
Hard points Required: One.
Cost: 50 credits.

MARKSMAN BARREL

Merr-Sonn's KX765 Marksman Barrel was designed to meet the needs of the fringer for whom long-range accuracy is a necessity. Popular among bounty hunters and assassins, this barrel is nearly two meters long and made of lightweight materials. It features upgraded static pulse adaptors as well as a denser galven circuitry pattern that not only increases the weapon's range, but also its accuracy. The trade-off for this increased range and accuracy is a weapon that's slightly awkward to use and nearly impossible to conceal due to the length of the barrel. This modification may only be applied to blaster rifles.

Base Modifiers: Increases weapon's Range by one Range Band, the weapon gains the Cumbersome 2 Quality.
Modification Options: 0-2 Weapon Quality (Accurate +1) Mods, Innate Talent Mod (Sniper Shot), Innate Talent Mod (Soft Spot).
Hard points Required: Two.
Cost: 1,500 credits.

SPREAD BARREL

Commonly applied to blaster rifles and carbines, BlasTech's "Scattergun" Spread Barrel is a common modification among spacers and fringers. Designed with the kind of close quarters combat encountered in buildings and starship corridors in mind, this attachment replaces a blaster's stock barrel with one shorter, bulkier, broader, and equipped with a built-in flash hider. Using a stepped array of prismatic crystals located at the end of the barrel just behind the crown, as well as a reconfigured galven pattern, this barrel splits the blaster's beam into a number of smaller beams that exit the barrel in a spray or fan-like pattern. Used in a tightly packed space like a ship's corridor, these beams can strike multiple targets with one pull of the trigger. The trade-off for this, however, is a reduction in the weapon's range. This attachment can only be applied to blaster rifles and blaster carbines.

Base Modifiers: Grants Weapon Quality Blast (+2), Reduces weapon's Range by one Range Band.
Modification Options: 0–2 Damage +1 Mods.
Hard points Required: Two.
Cost: 2,200 Credits.

TABLE 5–11: WEAPON AND ARMOUR ATTACHMENTS

ATTACHMENT	COST	ENCUMBRANCE	HARD POINTS REQUIRED	RARITY
Bowcaster Automatic Re-cocker	500	–	1	3
Bowcaster Accelerator Enhancement	250	–	1	4
Weapon Sling	100	–	1	0
Weapon Harness	700	–	2	2
Filed Front Sight	50	–	1	0
Marksman Barrel	1,500	–	2	4
Spread Barrel	2,200	–	2	4
Augmented Spin Barrel	1,750	–	2	4
Shortened Barrel	250	–	1	4
Blaster Actuating Module	500	–	1	4
Bipod Mount	200	–	1	1
Tripod Mount	500	–	2	3
Forearm Grip	250	–	1	1
Under-barrel Grenade Launcher	2,000 (R)	–	2	5
Under-barrel Flame Projector	3,000 (R)	–	2	5
Telescopic Optical Sight	250	–	1	1
Multi-Optic Sight	2,000	–	1	3
Superior Weapon Customization	5,000	–	1	6
Thermal Shielding System	4,000	–	1	3
Heating System	4,000	–	1	3
Enhanced Optics Suite	2,500	–	1	3
Strength Enhancing System	10,500	–	2	4
Optical Camouflage System	5,500	–	2	6
Superior Armour Customization	5,000	–	1	6

AUGMENTED SPIN BARREL

Designed with the needs of the mercenary and bounty hunter in mind, Dolmax's "Penetrator" and other augmented spin barrels are a must-have modification for those who make their living as professional soldiers. Using an updated and streamlined galven pattern and heavy-duty static pulse adaptors, this custom barrel increases both the damage output and armor penetration of blaster rifles and heavy blaster rifles. The trade-off for all this extra stopping power is increased wear and tear on both the frame of the blaster and the barrel, leading to an increase in maintenance and down-time. This attachment can only be used with blaster rifles and heavy blaster rifles.

Base Modifiers: Increase weapon damage by one point. Adds ■ to all Mechanics checks when performing maintenance on this weapon.
Modification Options: 0–2 Damage +1 Mods, Weapon Quality (Accurate +1) Mod, Weapon Quality (Pierce +2) Mod.
Hard points Required: Two.
Cost: 1,750 credits.

SHORTENED BARREL

Shortened barrels are a handy modification used by spies, plainclothes law enforcement officers, and anyone needing to conceal the fact that they are carrying a weapon. Little more than a shorter-than-stock replacement barrel, this attachment makes concealing a pistol on one's person much easier than normal. As an added bonus, the short barrel can, with some practice, ma the act of drawing the weapon quicker and easier. This atta ment can only be applied to Ranged (Light) pistol weapons.

Base Modifiers: Reduces the difficulty of checks made conceal this weapon by one. Reduces range by on ran band to a minimum of close. If already close, add an ditional ■ to attack checks.
Modification Options: Innate Talent Mod (Quick Draw).
Hard points Required: One.
Cost: 250 credits.

BLASTER ACTUATING MODULE

Adaptable to nearly any blaster pistol, this attachment simple upgraded blaster actuating module with custom fi ware and a stronger electromagnetic accelerator. Unfo nately, this excess power takes its toll on the weapon, blasters so modified tend to develop reliability problems longer they are used with this attachment. This attachm is only for use on Ranged (Light) blaster pistols.

Base Modifiers: Increase weapon damage by one po Adds ■ to all Ranged (Light) checks when using this weap
Modification Options: 0–2 Damage +1 Mods, Wea Quality (Pierce +2) Mod.
Hard points Required: One.
Cost: 500 credits.

BIPOD MOUNT
Little more than a pair of folding or collapsible legs mounted beneath the barrel of a long arm, bipods are used to stabilize awkward or heavy weapons to improve their firing characteristics. This attachment can only be applied to blaster rifles, heavy blaster rifles, and light repeating blasters.

Base Modifiers: Decrease weapon's Cumbersome rating by 2 when firing from a prone or crouched position (or can otherwise brace the bipod on something).
Modification Options: None.
Hard points Required: One.
Cost: 200 credits.

TRIPOD MOUNT
Designed for use with the heaviest man-portable weapons, tripods are a common sight among heavy weapon squads. This attachment is only for use on light repeating blasters and heavy repeating blasters, as well as any portable Gunnery weapons.

Base Modifiers: Decrease weapon's Cumbersome rating by 3 when set up. May not move the weapon (except to pivot) once tripod is set up.
Modification Options: 0–2 Weapon Quality (Cumbersome –1) Mod.
Hard points Required: Two.
Cost: 500 credits.

FOREARM GRIP
Little more than a vertical handgrip affixed below the barrel of a rifle-sized weapon, forearm grips are a popular modification among mercenaries and professional soldiers across the galaxy. This Attachment can only be used on rifles (but not heavy rifles) and carbines.

Base Modifiers: Decreases the additional difficulty of making Ranged (Heavy) checks with this weapon while engaged to an additional ◆ (rather than an additional ◆◆).
Modification Options: Innate Talent (Snap Shot) Mod, Weapon Quality (Accurate +1) Mod.
Hard points Required: One.
Cost: 250 credits.

UNDER-BARREL GRENADE LAUNCHER
Under-barrel grenade launchers are designed to give soldiers or squads heavy anti-infantry or light anti-vehicle capabilities in a small package without the need of a dedicated grenadier. This attachment can only be applied to rifle-sized weapons (Ranged (Heavy) weapons).

Base Modifiers: Enables weapon to fire grenades. This uses the following profile: (Ranged [Heavy]; Damage 6; Critical 4; Range [Short]; Encumbrance +2; Blast 3). Remember, grenades are one-use weapons and thus must be tracked.
Modification Options: None.
Hard points Required: Two.
Cost: 2,000 credits.

CZERKA "FIRESTORM" UNDER-BARREL FLAME PROJECTOR
Uncommon but highly effective, the Firestorm by Czerka is a small, under-barrel flame projector designed to give an infantryman extra punch at close range. Illegal on many worlds and classified as a terror weapon, these weapons are typically used by only the most desperate or callous individuals. Essentially a scaled-down agricultural flame projector, this attachment fires a cone of searing flame and is quite effective at flushing enemies from cover and destroying flammable material. This Attachment can only be applied to rifle-sized weapons.

Base Modifiers: Enables weapon to fire using the following profile at the user's choice: (Ranged [Heavy]; Damage 10; Critical 2; Range [Close]; Burn 5, Blast 2). Adds Cumbersome (1) to weapon.
Modification Options: None.
Hard points Required: Two.
Cost: 3,000 credits.

TELESCOPIC OPTICAL SIGHT
Popular with marksmen and snipers, this attachment consists of a long tube attached to the top of a weapon with a number of precisely ground lens elements protected by an impact-resistant housing. The lenses are polarized and treated with a glare-resistant coating which makes for a bright, clear view through the scope. It is equipped with necessary adjustments for position and range, and can even be upgraded with an ambient light amplification system. This attachment can be used on any ranged weapon (with the exception of one-use weapons like grenades, or weapons like flame projectors that would not realistically benefit from a sight).

Base Modifiers: Reduce the difficulty of ranged combat checks at long and extreme range by one.
Modification Options: Innate Talent (Natural Marksman) Mod.
Hard points Required: One.
Cost: 250 Credits.

MULTI-OPTIC SIGHT.
A complex and sophisticated piece of equipment, the a multi-optic sight is a wonder of modern sensor technology. Marketed to the discriminating professional soldier, each is built to the specifications of its owner and can contain any mix of sensors. In general, this attachment consists of a bulky on-weapon optic equipped with numerous different types of sensors including low-light, thermal, ultrasound, millimeter wave emitters, video capture, and common optical enhancements. The optic is connected to a pair of goggles worn by the user by a reinforced fiber optic cable that transmits the vision enhancements directly to the user in real time. This allows the user to see his targets in inclement conditions like smoke, fog, and darkness, as well as, with some clever use, to see around corners, under obstacles, and over. This attachment can be fit to any ranged weapon.

Base Modifiers: Removes up to ■■ on any checks to use this weapon due to smoke, darkness, or other environmental conditions that obstruct vision.
Modification Options: 0–2 Skill (Perception) Bonus.
Hard points Required: One.
Cost: 2000 credits.

SUPERIOR WEAPON CUSTOMIZATION
Even the simplest weapon can benefit from a craftsman's touch. A skilled weaponsmith can tweak a weapon to its owner's exacting specifications, turning a blunt instrument into a honed and deadly weapon of war.

Base Modifiers: Grants the weapon the Superior Quality.
Modification Options: None.
Hard points Required: One.
Cost: 5,000 credits.

ARMOR ATTACHMENTS

Armor, like personal weapons, have a number of customization hard points and can be just as easily modified as a blaster or slugthrower. By nature, armor attachments are more defensive, leaning towards special coatings or environmental sealants, as well as enhanced optics and built-in communications. As with weapons, a fair amount of common sense on the part of the players and Game Master is required when modifying armor. Most armor can hold one environmental system, such as cold or heat resistance, or one type of optical enhancement in the helmet.

THERMAL SHIELDING SYSTEM

Utilizing both active and passive cooling systems, along with an insulated body glove and special coatings on the armor plates, this attachment allows a wearer to withstand dangerously high temperatures. This thermal shielding is proof against open flames, molten rock and steel, intense heat, and even some forms of radiation. Unfortunately, the cooling systems are easily disrupted, and can fail if the suit is exposed to undue abuse. This attachment can be installed on any armor that covers the entire body and can be sealed.

Base Modifiers: Reduces the difficulty of Resilience checks made to resist the effects of fire and extreme heat by ◆. Removes up to ■■ added to checks due to extreme heat or fire.
Modification Options: None.
Hard points Required: One.
Cost: 4,000 credits.

HEATING SYSTEM

Like thermal shielding, cold shielding is installed in armor to protect the wearer against dangerously low temperatures and frigid environments. Equipped with small, efficient heating elements and double insulated against the cold, this attachment allows a wearer to survive in places where the ambient temperature can be far below freezing. Perhaps the most famous type of cold shielding is that built into the custom laminate armor worn by the Imperial snowtroopers, specialists trained to operate in hazardous arctic conditions. This attachment can be installed on any armor that covers the entire body and can be sealed.

Base Modifiers: Reduces the difficulty of Resilience checks made to resist the effects of extreme cold by 1d. Removes up to ■■ added to checks due to extreme cold.
Modification Options: None.
Hard points Required: One.
Cost: 4,000 credits.

ENHANCED OPTICS SUITE

Built into a helmet, this system provides an individual with a host of specialized optical and audio sensors. Each system is equipped with passive light amplification, thermal signature readers, ultrasound pickups, millimeter wave emitters, video capture, and common optical enhancements. All of these sophisticated sensors increase the wearer's battlespace awareness and allows him to see items and other sentients in inclement conditions such as smoke, fog, and darkness. This may be installed on any armor.

Base Modifiers: Removes up to ■■ to all Perception, Surveillance, Vigilance, and combat skill checks due to darkness, smoke, or other environmental effects that obscure vision.
Modification Options: 0–1 Skill (Vigilance) Bonus.
Hard points Required: One.
Cost: 2,500 credits.

STRENGTH ENHANCING SYSTEM

Marketed to those who need a helping hand in their daily work, strength enhancing systems easily converts a suit of full armor into a power-assisted suit. Composed of a matrix of electrically controlled myomer synthetic muscle fibers backed up with nano-hydraulics, the MSES increases a wearer's raw physical strength, allowing him to lift more and carry more for longer periods of time. This attachment can only be used with laminate armor or similar full-body hard armor suits.

Base Modifiers: Increases wearer's Brawn by one point while wearing this armor. This does not increase soak or wound threshold.
Modification Options: 0–2 Skill (Athletics) Mods, 0-2 Innate Talent (Brace) Mod.
Hard points Required: Two.
Cost: 10,500 credits.

OPTICAL CAMOUFLAGE SYSTEM

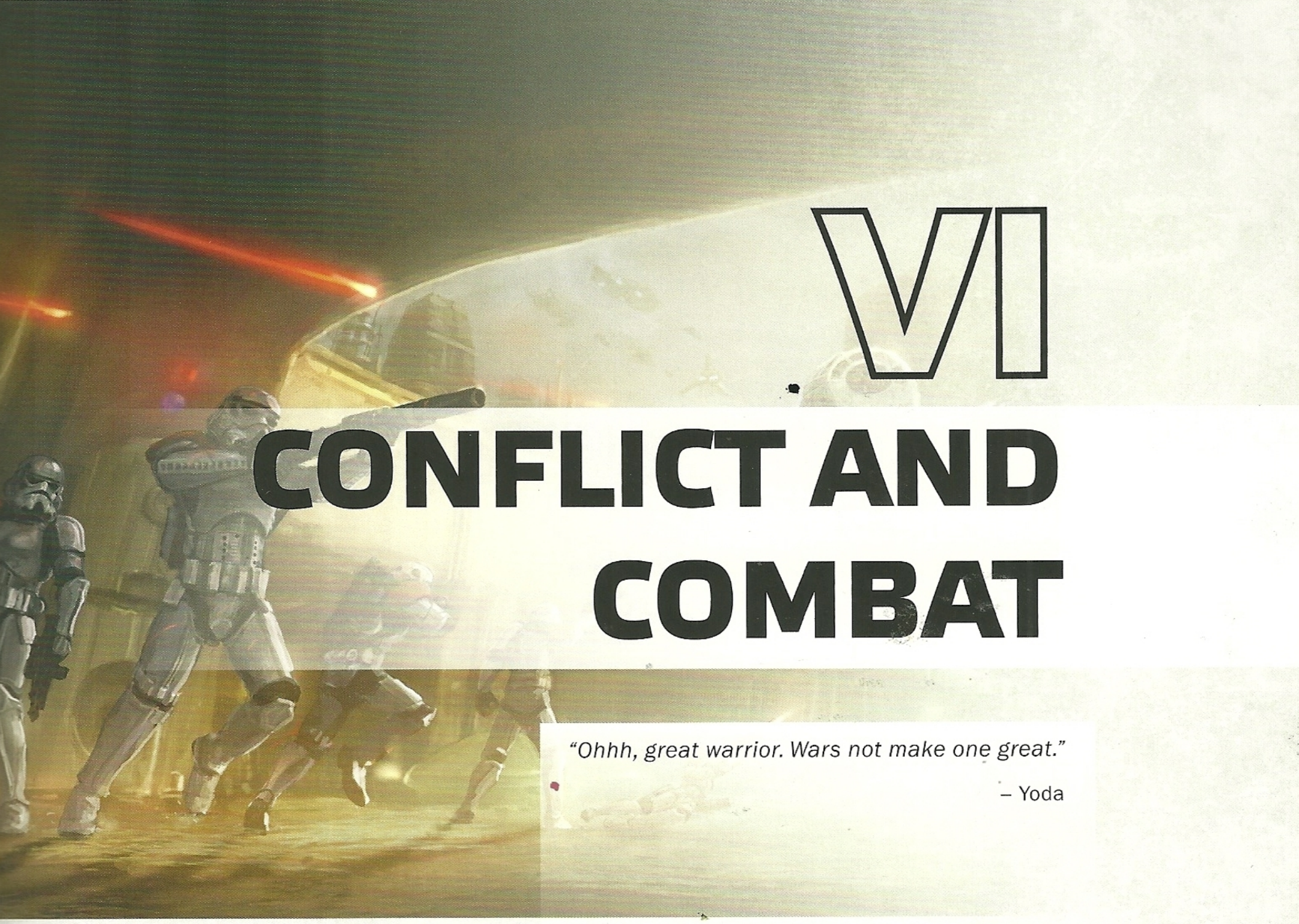
Popular with both military scouts and assassins, optical camouflage systems are a wonder of modern stealth technology. Using a series of phased array optical projectors combined with sound baffling equipment and thermal as well as radiation shielding, Merr-Sonn's "Ghost" OCS can render a wearer nearly invisible to the naked eye. This Attachment can be equipped on any type of armor, but is nearly useless on laminate and plastoid heavy armor, which is often too bulky and loud to mask properly.

Base Modifiers: Upgrade all Stealth (Ag) checks twice while wearing this armor.
Modification Options: Innate Talent (Master of Shadows) Mod, 0–1 Skill (Stealth) Mod.
Hard points Required: Two.
Cost: 5,500 credits.

SUPERIOR ARMOR CUSTOMIZATION

Any piece of armor can benefit from retooling at the hands of a superior craftsman. A skilled armorsmith can add improved plastoid or even durasteel plating to increase the protection a piece of armor offers even as he decreases its weight and bulk. Of course, such delicate and exacting work can make the armor less customizable in other respects.

Base Modifiers: Gives the armor the Superior Quality.
Modification Options: None.
Hard points Required: One.
Cost: 5,000 credits.



VI
CONFLICT AND COMBAT

"Ohhh, great warrior. Wars not make one great."

– Yoda

The galaxy is a dangerous place. War between the Galactic Empire and the Rebel Alliance overwhelms many portions of the galaxy. Crime lords, pirates, mercenaries, and brigands thrive in the dark and lawless reaches, preying on the weak and each other alike. Shady deals, clandestine meetings, and struggles for power, however small, are just day-to-day business in the fringes of society. In other words, the galaxy is ripe for adventure.

NARRATION AND STRUCTURE

Most of the gameplay in is done on a narrative basis, with the GM describing events and the players describing their characters' actions and reactions to these events. Combat, however, requires more structured gameplay.

Narrative gameplay does not require the GM or players to keep track of the exact passage of time, and for the most part, this is perfectly acceptable. It's usually enough to know that actions may take a few minutes, hours, days, or weeks (or any other amount of time). Narrative gameplay is most often used in any situation where the precise order of actions is unimportant.

Structured gameplay is, at its heart, a rules system that breaks up a character's actions into what he could reasonably perform in a predetermined amount of time. It also gives each character in a scene the opportunity to perform actions in turn. It is most often used for players to play through combat situations, although the GM may decide to employ structured gameplay in certain non-combat scenes he feels would benefit from requiring the players to clearly define their characters' actions within a ruleset.

CINEMATIC COMBAT

Edge of the Empire strives to capture the pure cinematic thrill found in the *Star Wars* universe. Combat is frequent, fast moving, and meant to showcase the talents and abilities of the Player Characters.

The unique dice system of *Edge of the Empire* helps push the story-driven nature of the game forward. Even a single attack roll generates enough options (some good, some bad) to give the Game Master sufficient information to make combat far more than just a matter of rolling to hit and rolling to wound. In turn, the players are highly encouraged to provide interesting detail before rolling on an attack, in order to give the GM hooks in describing the results. Combat is similarly streamlined so the players do not bog down gameplay with too many tactical decisions; descriptions of their actions and the roll of the dice is sufficient to help visualize the violence.

STRUCTURED GAMEPLAY

When using structured gameplay, the game is broken down into a series of **rounds**, each of which is further broken down into a series of **turns**. During a single round, each Player Character and Non-Player Character gets one turn, during which they have the opportunity to accomplish tasks and perform various actions.

Rounds can last for roughly a minute or so in time, although the elapsed time is deliberately not specified. Players should keep in mind that a round lasts long enough for their character to move to a new location and perform an important action. They should also remember that although each round is broken up into turns that happen sequentially in gameplay, narratively the turns are occurring at roughly the same time.

Structured gameplay events (also known as **encounters**) such as combat follow these steps.

STEP 1: DETERMINE INITIATIVE

At the beginning of the first round of combat, all players and NPCs need to determine in what order the characters will take their turns. This is referred to as the **Initiative order**.

To determine the Initiative order, each Player Character and NPC makes a **Simple Cool** or **Vigilance check** (for more information on which to use, see the **Cool or Vigilance?** sidebar). Once all Initiative checks have been made, the GM notes down the results of each check and ranks them in order, from highest number of ✲ to lowest number of ✲. If two checks are tied, the check with the higher number of ☯ is ranked higher. This is the Initiative order.

STEP 2: ASSIGN INITIATIVE SLOTS

Once the GM has determined the Initiative order, he notes which results were generated by Player Characters and which results were generated by NPCs. The results generated by Player Characters become Player Character Initiative slots. The results generated by NPCs become NPC Initiative slots.

STEP 3: PARTICIPANTS TAKE TURNS

Beginning at the top of the Initiative order, the players and GM fill each Initiative slot one at a time with a character turn. If the Initiative slot is a Player Character Initiative slot, then the players agree on one Player Character to fill the slot from amongst the Player Characters who have not acted that turn. That Player Character then takes this turn.

If the Initiative slot is an NPC Initiative slot, then the GM chooses one NPC to fill the slot from amongst the NPCs who have not acted that turn. That NPC then takes his turn.

STEP 4: ROUND ENDS

Once all NPCs and Player Characters have taken a turn, the round ends. At this point, certain effects that last until the "end of the round" may end. The GM also determines if the ongoing action warrants additional rounds, or if it has been resolved. If the ongoing action continues, repeat step three using the same Initiative order generated in step 1. If the action has been resolved and the encounter is over, proceed to step 5.

STEP 5: ENCOUNTER ENDS

Once the action has been resolved, the GM ends the encounter. At this point, any character abilities that may only be used "once per encounter" reset. Each Player Character also has a chance to catch their breath and recover strain, and may take steps to help heal any incapacitated characters.

COOL OR VIGILANCE?

Two different skills in *Edge of the Empire* can be used to determine Initiative: Cool and Vigilance. Which of these skills should be used in a particular situation is determined by the situation at hand.

Characters should determine their Initiative using the Cool skill when they are aware and ready for combat (or whatever situation results in using structured gameplay). For example, rolling to see who goes first in a quick draw gunfight, or springing an ambush on an unsuspecting enemy would require Cool, as Cool is a skill representing a character's ability to remain calm, collected, and focused on the task in front of them.

Characters should determine their Initiative using the Vigilance skill when combat (or another situation resulting in structure gameplay) begins unexpectedly. Two enemies walking around a corner and running into each other would both use Vigilance to determine Initiative, for example. Likewise, someone being ambushed would also use Vigilance to determine Initiative (and if they ended up going earlier in the Initiative order than their ambusher, clearly they were vigilant enough to spot the ambush at the last second!).

It is important to note that different characters may use different skills to determine Initiative during the same combat, depending on their differing circumstances. Also, if the GM and players are unsure as to which of the two skills best applies to a given situation, they should default to using Vigilance.

THE TURN

Each character (whether a Player Character or a Non-Player Character) gets one turn to act during each round. During this turn, the character has the chance to undertake certain activities, such as moving from place to place, using his skills, and even attacking others. The activities the character can perform during his turn are split into three categories: Incidentals, Maneuvers, and Actions.

INCIDENTALS

Incidentals are minor activities that characters can undertake that require extremely little time or effort, such as dropping something they're holding or speaking to another character. There is no hard limit to the number of incidentals a character may perform during his turn, although the GM may veto excessive numbers of them or decide they are complex enough to warrant counting as a maneuver. The following are examples of incidentals:

- Speaking to another character.
- Dropping an item held in one's hands.
- Releasing someone the character is holding.
- Minor movements such as shifting position, peeking around a corner, or looking behind a person.

MANEUVERS

Maneuvers are activities that are not complex enough to warrant a skill check, but do involve time and effort on the part of a character. Characters are allowed one maneuver during their turn, and certain circumstances may allow them a second maneuver as well (see page 129). The following are some examples of maneuvers:

- Aiming a weapon.
- Moving one range band closer or farther away from an enemy (for more on range bands, see page 134).
- Opening a door.
- Diving behind cover.
- Standing up.

ACTIONS

Actions are important activities that are vital to a character accomplishing goals. Each character may normally only perform one action during his turn and it will likely be the most important activity he undertakes during his turn. Actions almost always involve performing a skill check, although certain character abilities may require using an action to activate them. The following are some examples of actions:

- Slicing a computer.
- Opening a locked door.
- Firing a weapon.
- Punching or grappling an opponent.
- Instructing allies with a series of orders.
- Performing first aid.
- Sneaking up on a vigilant foe.
- Climbing a cliff.

Out of all of these options, the most common during combat is likely attacking an opponent. Attacking an opponent requires a combat skill check, sometimes referred to in shorthand as a **combat check** or simply an attack.

MANEUVERS

Because utilizes an abstract method of describing combat, movement is similarly described in broad strokes. Characters often do far more than shoot their blasters in combat, including pulling out stimpacks to heal a wounded comrade, opening a blast door, or scaling a wall to get an advantage on their opponents.

Not all undertakings require a check. These minor activities are known as maneuvers and cover a wide range of activities that any character can perform. They require an investment of time and effort on the character's part, but are simple enough that there is no chance of failure when doing them. Technically, characters perform maneuvers during narrative gameplay as well as encounters. However, maneuvers are tracked and defined during encounters because characters are more limited in their time and efforts by the frantic pace of conflict.

MANEUVER LIMITATIONS

A character may perform one free maneuver on his turn. He may also perform a second maneuver by voluntarily suffering two points of strain. (Characters may also perform a second maneuver through a particularly successful skill check or by other means listed elsewhere.) However, regardless of the source, a single character may not perform more than two maneuvers during his turn.

MANEUVERS OUTSIDE A CHARACTER'S TURN

In some cases, a character may even be able to perform a maneuver when it is not his turn. A stormtrooper rolling horribly on a Stealth check to ambush a character may generate a number of failures on his check: The GM may decide that the blunder allows his would-be victim the opportunity to perform a maneuver, even though it is the stormtrooper's turn.

Any bonus maneuvers gained outside of a character's turn do not count towards the aforementioned limit of how many maneuvers a character may perform during his turn—specifically because it happens outside of the character's turn. These additional maneuvers are generally awarded at the providence of the GM, and thus there is no hard and fast limit to the number of maneuvers that can be awarded in this manner. However, the GM would be wise to limit the number of out-of-turn maneuvers each character performs each round to one or two at most.

TYPES OF MANEUVERS

The following is a list of the maneuvers a character can perform during combat. Please note that this list is not exhaustive. The entire point of maneuvers is that they can cover any activity relatively easy to perform that still requires some amount of time and effort. While these maneuvers are specifically general to cover as many options as possible, if a player comes up with something he wants his character to do that is not covered by this list, he should not dismiss the idea out of hand. Instead, he should explain what he'd like to accomplish to his GM, who can decide if it can realistically be performed in a single maneuver.

Some activities may also require multiple maneuvers to perform. Generally these maneuvers must be performed sequentially, without being interrupted by the character performing other maneuvers or actions, for the task to be successful.

AIM

During combat, a character can use the Aim maneuver to steady a weapon or line up a hit before attacking, granting a bonus to his next combat check. A character only gains the benefit of aiming if he remains in his current position and does not perform any additional maneuvers or actions before his next combat check. Any damage that exceeds the character's soak also negates the benefit of aiming.

Aiming provides the character with one of the two following bonuses:

- Gain □ on the next combat check. If the character spends two consecutive maneuvers aiming, he gains ■ ■ on the next combat check.
- Target a specific item carried by the target, or a specific part of the target. This could allow the character to attempt to strike or shoot a weapon from his opponent's hand, for example, or target an opponent's limb to cripple him. If the character spends one maneuver aiming to do this, the next combat check suffers ■■. If he spends two consecutive maneuvers aiming, the combat check suffers ■ instead.

ASSIST

Performing the assist maneuver allows an engaged ally to add a □ to his next check. Several characters can use the assist maneuver to add more bonus □ to the engaged ally's next check. All awarded bonus dice must be used on the assisted character's next turn, otherwise they are discarded. The Game Master should use his own discretion when allowing Players to assist one another. Some actions, however, due to their nature simply do not benefit from assistance.

GUARDED STANCE

A character can take a maneuver to assume a guarded stance, helping him defend against melee attacks. A character who performs this maneuver adds ■ to any combat checks he makes until the end of his next turn. However, he also adds ■ to any Melee or Brawl checks made targeting him until the end of his next turn.

INTERACT WITH THE ENVIRONMENT

Often a single maneuver is enough to interact with the environment around a character. This is a broad category of possible interactions, such as opening a blast door, ducking behind a wall, pressing a specific button on a control panel, or grabbing a blaster off of the ground. The following are some more specifically designed examples of interacting with the environment:

- **Moving a large item.** Flipping over a table, shoving a barrel into a pursuer's path, hefting a crate: all of these would take a maneuver to perform.
- **Opening or closing a door.** Whether an electronic blast door or a primitive door with latches and hinges, opening or closing it takes a maneuver.
- **Taking cover.** Ducking behind a door jam, crouching behind a crate, or peeking around a tree trunk can all allow the character to add ■ to any ranged combat checks against him (and some cover can provide more than ■, if it's particularly sturdy). It takes a maneuver to take cover, but once in cover, the character keeps the bonus unless the circumstances around him change so that he would no longer benefit from cover, or he moves out of cover.

MANAGE GEAR

Managing items and equipment is accomplished by this maneuver, which can cover the following options.

- **Draw, holster, ready, or load a weapon.** This maneuver covers the basic manipulations of most weapons, such as drawing a vibroknife from its sheath, recharging a blaster rifle's energy cells (provided the character has additional ammo at hand—see page 119), or drawing and prepping a thermal detonator for use.
- **Draw something from storage, or put it away.** A character can perform a maneuver to retrieve an item from a pouch, backpack, satchel, bandolier, or some other accessible container. This can also be used to stow items in a similar fashion.

MOUNT OR DISMOUNT

Mounting and dismounting a domesticated animal such as a trained dewback or a tauntaun requires a maneuver. (Successfully mounting an **untrained** animal, however, requires a **Average (◆◆) Survival check**, which may be harder depending on how ornery the GM feels the animal is.) Similarly, mounting a vehicle, sliding into a cockpit, or otherwise engaging a vehicle for piloting or a gunnery station for use requires a maneuver as well.

MOVE

This maneuver allows the character to move within his environment. The game defines several different broad types of movement. When characters move, they do one of the following:

- **Change range increment.** Performing this maneuver allows a character to move between close and medium range relative to another person or object. This also allows characters to move between medium and long range by performing two maneuvers, or between long and extreme range by performing two maneuvers. When covering long distances, multiple maneuvers do not have to be performed on the

same turn, but the character is not considered to be in the new range increment until all required maneuvers have been performed. For more detail on determining range, see **Range Bands**, page 134.

- **Engage or Disengage from an opponent.** If a target is already within close range of a character, the character can perform a maneuver to engage that target. Once engaged with the target, a character must perform a maneuver to disengage, lest they suffer a penalty for doing so. Characters do not need to perform this maneuver to leave an engagement consisting only of friendly characters or allies.
- **Move within Close range.** Performing this maneuver allows an unengaged character to move to another position that is currently within close range of him.

DROP PRONE OR STAND FROM PRONE

Dropping prone and standing from a prone position each require a maneuver. Dropping prone allows the character to add ■ to all ranged attacks made against him, although he also must add □ to all melee attacks made against him.

PREPARATION

Some actions require additional preparation to perform safely. The preparation maneuver is generally performed in conjunction with another ability to confer a bonus, offset a penalty, or fulfill a requirement. The individual talents or abilities that utilize the preparation maneuver define its specific effect. It is sometimes abbreviated under the requirements as "prepare."

ACTIONS

During a character's turn, he generally has the chance to perform one primary activity. This is the character's action. Actions include any activity complex enough to warrant involving a skill check, and can range from slicing open a computer system to shooting a blaster.

ACTION LIMITATIONS

A character may only perform one action in a turn. Some characters may have abilities allowing them to perform an action as a maneuver. This does not violate the limit of one action per turn, however, as the action now counts as a maneuver.

TYPES OF ACTIONS

There are five major types of actions a character can perform during his turn: exchanging an action for a maneuver, spending the action to activate an ability, activating a Force power, performing a skill check, and performing a combat check. The last, performing a combat check, is actually a variation on performing a skill check. However, enough unique circumstances surround it that it requires its own entry.

EXCHANGING AN ACTION FOR A MANEUVER

A character may exchange his action for an additional maneuver during his turn. He may then perform any maneuver he would be able to perform normally, following all the rules that govern maneuvers. However, he still may not perform more than two maneuvers per turn, no matter how he gained access to them.

SPENDING AN ACTION TO ACTIVATE AN ABILITY

Certain abilities (including those granted via talents and those not) can require an action to activate. When a character spends an action to activate an ability (even if spending the action does not require a check or any other activity on the character's part) he has used his action for his turn. He may not take a second action, unless he specifically has an ability that would grant him a second action.

ACTIVATING A FORCE POWER

Most Force powers require an action to use. These are covered in more detail in **Chapter 8: The Force**.

PERFORMING A SKILL CHECK

The most common actions most characters take during their turn are actions that require a skill check to resolve. In other words, these are activities for which success is not guaranteed or for which the failure of the task may be important to the ongoing story. For example, walking from one place to another does not bring with it any inherent risk of failure (the characters are assumed to be competent enough to handle walking from one location to another), and even if they could fail, failing would not significantly change the ongoing story. However, trying to cross a chasm on a tightrope to escape pursuit brings an inherent risk of failure (falling and dying), and failing can advance the story (whether or not the character escapes pursuit). Therefore, a Coordination check would be called for and, if it occurred during an encounter, it would require an action to perform.

Most skill checks and what they can accomplish are covered in **Chapter 3: Skills**. What a character can do with a skill outside of an encounter is the same as what he can do with it inside of an encounter. The only difference is that inside an encounter, he has certain time limits imposed. In fact, the GM can determine that certain activities may require more than one action to perform, if they would normally take a great deal of time (or are time consuming enough that they cannot be performed while the encounter continues; the character must wait for the encounter to end before attempting the activity).

Combat checks, however, are unique enough that they require a separate description.

PERFORMING A COMBAT CHECK

A player makes a **combat check** when he uses a combat skill to attack a target. This is also referred to as an **attack.** The combat skills in consist of the following: Brawl, Gunnery, Melee, Ranged (Light), and Ranged (Heavy). All of these skills are covered in **Chapter 3: Skills**. However, in brief, Brawl pertains to hand to hand combat without weapons, Melee governs fighting with close combat weapons such as knives and vibro-axes, Gunnery handles using heavy, crew-served weapons, Ranged (Light) covers fighting with pistols, and Ranged (Heavy) covers fighting with rifles and other larger ranged weapons.

The first and foremost point to keep in mind is that a combat check is a skill check. It follows all the rules and procedures for making a check, including the steps for assembling the dice pool. However, there are additional steps included in a combat check. All the steps a combat check follows are detailed here.

STEP 1: ATTACK DECLARATION AND TARGET SELECTION

The character chooses to make an attack. He selects what skill he will use to make the attack and, if the skill requires a weapon to use, which weapon he will be using. He then declares the target of his attack.

STEP 2: ASSEMBLE THE DICE POOL

The character then assembles his dice pool based on the skill, its characteristic, and any applicable talents and other abilities. Certain conditions, such as the effect of a Critical Injury or an environmental effect, may also contribute dice to the dice pool. See page 16 for more information on building a dice pool.

The difficulty of combat checks depends on whether the attack is a ranged attack (using Ranged (Light), Ranged (Heavy), or Gunnery) or a melee attack (using Melee or Brawn). Melee attack difficulties are always **Average (◆◆).** Ranged attack difficulties depend on the distance the target is from the active character or, in other words, the range band the target occupies. **Table 6–1: Ranged Attack Difficulties** lists difficulties as they relate to different range bands. See page 134 for more information about range bands.

STEP 3: POOL RESULTS AND DEALING DAMAGE

Once the player rolls the dice pool for his character, he evaluates the results. As with any skill check, the check must generate more ✲ than ➤ to be successful.

When making a combat check, after calculating overall success, each remaining ✲ result adds +1 damage to a successful attack. If the attack affects multiple targets, the additional damage is added to each target.

TABLE 6–1: RANGED ATTACK DIFFICULTIES

RANGE BAND	DIFFICULTY
Engaged	Easy (◆) plus additional modifiers depending on weapon used.
Close	Easy (◆)
Medium	Average (◆◆)
Long	Hard (◆◆◆)
Extreme	Daunting (◆◆◆◆)

RANGED ATTACKS AND MELEE ATTACKS

A **ranged attack** or a **melee attack** are two different types of attacks, meaning they are also two different types of combat checks. A **ranged attack** is an attack made with a ranged weapon of some sort, most likely an attack made using the **Ranged (Light)**, **Ranged (Heavy)**, or **Gunnery** skill. A **melee attack** is an attack made in close combat with an opponent with a weapon designed for use in close combat, most likely an attack made with the **Melee** or **Brawl** skill.

STEP 4: RESOLVE ADVANTAGE AND TRIUMPHS

As with every skill check, ✲ and ⊕ can be spent to gain incidental beneficial effects on a combat check. However, just as the rules governing encounters are somewhat more regimented than the rules governing narrative gameplay, some of the options governing the spending of ✲ and ⊕ are more clearly defined. In encounters, the player controlling the activated character determines how his character spends ✲ and ⊕, unless the GM has a specific reason to decide for him instead.

The first and foremost way to spend ✲ and ⊕ in an attack is to activate critical hits or active weapon qualities. As described on page 105, each weapon has a Critical Rating that consists of a numeric value. The user can spend that many ✲ to inflict one critical hit on the target, in addition to regular effects and damage. Remember, a critical hit can only be triggered on a successful hit. For more information on critical hits, see page 108.

Weapon qualities are special effects and abilities that apply only when using that particular weapon. They come in two forms, active and passive. Active abilities require the user to spend a certain number of ✲ to trigger them. Generally this is ✲✲, although some qualities may require more or less. Qualities may inflict effects on a target which, unless specified otherwise, are always in addition to other effects, Critical Hits, and damage.

In addition to always counting as an additional ✲, a ⊕ can be spent to activate these abilities as well. A ⊕ may be spent to inflict one Critical Hit (no matter what the Critical Rating on the weapon is). Alternatively, a ⊕ may be spent to activate one weapon quality, no matter how many ✲ it would normally take to do so.

However, there are other options for spending ✲ and ⊕ as well. A list of the most common alternatives can be

CUSTOM SKILLS IN COMBAT

Some players may have characters that use custom combat skills. This is acceptable within the game (as long as the GM is fine with it). However, many of the rules in this section are written with the five basic combat skills in mind, and do not mention custom combat skills specifically. Thus, players need to determine beforehand whether these skills are used to make ranged attacks or close combat attacks. Ideally, they should determine what existing skill their new, custom skill is most similar to, and apply the same modifiers to their new skill that apply to the original skill.

TABLE 6–2: SPENDING ADVANTAGE AND TRIUMPHS IN COMBAT

COST	RESULT OPTIONS
Success or Advantage	• Recover 1 strain (this option may be selected more than once). • Add ☐ to the next allied active character's check. • Notice a single important point in the ongoing conflict, such as the location of a blast door's control panel or a weak point on an attack speeder.
Success Success or Advantage	• Perform an immediate free maneuver, provided you have not already performed two maneuvers in that turn. • Add ■ to the targeted enemy's next check. • Add ☐ to any allied character's next check, including the active character.
Success Success Success or Advantage	• Negate the targeted enemy's defensive bonuses (such as those from cover, equipment, or performing the Guarded Stance maneuver) until the end of the current Round. • Ignore penalties inflicted by environmental effects such as inclement weather or zero gravity until the end of your next turn. • Gain +1 melee or ranged defense until the end of your next turn. • Force the target to drop a melee or ranged weapon it is wielding (disarm the target).
Advantage	• Upgrade the difficulty of the targeted enemy's next check. • Upgrade any allied character's next check, including the current active character. • Do something vital to turning the tide of battle, such as shooting the controls to the nearby blast doors to seal them shut.

found on **Table 6–10: Spending Advantage and Triumphs in Combat**. Keep in mind, these are not intended to be the only options available. As always, players and GMs may invent other ways to spend Success and Advantage depending on the specific circumstances of the encounter, and any option that the players and GM agree on can be viable.

STEP 5: RESOLVE THREAT AND DESPAIR

In the same fashion that the controlling player determines how his character spends Success and Advantage in his combat check, the GM then determines how to spend any Threat and Despair generated in the check. By default, the GM determines how Threat and Despair are spent, although in some cases (such as checks made by NPCs) he may give the players the option to spend these instead.

Unlike Success and Advantage, most weapons do not have specific options for spending Threat and Despair—although this is not always the case. Some particularly volatile or dangerous weapons do have these options and, if they do, the options are detailed in the weapon's description. There are specific options for spending Threat and Despair in encounters, however, and the most common of these can be found on **Table 6–3: Spending Threat and Despair in Combat**. As with Success and Advantage, keep in mind that these are not intended to be the only options available. As always, GMs may invent other ways to spend Threat and Despair depending on the specific circumstances of the encounter, and any option that the players and GM agree on can be viable.

STEP 6: REDUCE DAMAGE, CHECK WOUND THRESHOLD, AND APPLY CRITICAL INJURIES

When a character suffers damage, he reduces the damage received by his soak value. If any damage remains after this reduction, he suffers that many wounds. If the net result is zero or negative, the character suffers no wounds. For more information on damage and wounds, see Wounds, Strain, and States of Health on page 140.

Example: *Jerrou is wearing heavy assault armor, and with his natural Brawn, he has a total soak value of six. A successful hit with a blaster pistol deals 9 points of damage to him. His soak value absorbs six points of damage, resulting in three wounds. Later, Jerrou is attacked with a knife. The attack succeeds, but only inflicts five points of damage. His soak of six absorbs the*

TABLE 6–3: SPENDING THREAT AND DESPAIR IN COMBAT

COST	RESULT OPTIONS
Threat or Despair	• The active character suffers 1 strain (this option may be selected more than once). • The active character loses the benefits of a prior maneuver (such as from taking cover or assuming a Guarded Stance) until he performs the maneuver again.
Threat Threat or Despair	• An opponent may immediately perform one free maneuver in response to the active character's check. • Add ☐ to the targeted character's next check. • The active character or an allied character suffers ■ on his next action.
Threat Threat Threat or Despair	• The active character falls prone. • The active character grants the enemy an advantage in the ongoing encounter, such as accidentally blasting the controls to a bridge he was planning on escaping over.
Despair	• The character's ranged weapon immediately runs out of ammunition and may not be used for the remainder of the encounter. • Upgrade the difficulty of an allied character's next check, including the active character. • The tool or melee weapon the character is using becomes damaged.

entire blow and Jerrou takes no wounds.

An attack may also generate a Critical Injury. This may occur because the weapon's Critical Rating triggered, or because the target suffered wounds greater than its wound threshold. More about Critical Ratings was explained in **Step 4: Resolving Advantages and Triumphs**.

When a Critical Injury is inflicted, the attacker rolls percentile dice on **Table 6–10: Critical Injury Results** on page 142. The result of the dice roll indicates which Critical Injury is applied.

Some weapons and talents modify this critical hit roll, potentially making a critical hit more or less effective. If an attack triggers more than one critical, the player may choose whether to roll each Critical Injury separately, or may make a single critical roll, adding +10 to the result for each additional Critical hit beyond the first.

DEFENSE

Defense, or more specifically, **defense rating**, is one of the factors determining how difficult it is to land a successful attack during combat. Defense rating represents the abilities of armor or other defensive systems to deflect attacks entirely, or absorb or lessen incoming blows.

Defense rating is most commonly provided by shields, and as such is usually limited to vehicles and starships. However, characters may gain a defense rating, either through talents that increase their ability to dodge and absorb blows, armor designed to reflect and defuse shots, or even highly expensive personal shield generators.

A character adds a number of ■ equal to his defense rating to all combat checks directed against him.

MELEE AND RANGED DEFENSE

A characters' defense rating can be characterized as one of three types: general defense rating, melee defense rating, and ranged defense rating. General defense rating works against all combat checks directed against the character. Melee defense rating only works against close combat checks directed against the character (Brawl and Melee checks). Ranged defense rating only works against ranged combat checks directed against the character (Ranged (Light), Ranged (Heavy), and Gunnery checks).

Multiple sources of defense do not stack. However, the character always uses the best defense rating available to him. If he possesses a defense rating of 1 against all attacks, for example, but a defense rating of 2 against melee attacks, he applies the defense 2 against all close combat attacks.

SOAK

A character's soak value helps protect him from incoming wounds. Most creatures and characters have a default soak value equal to their Brawn rating. Most types of armor or other forms of protection provide additional soak (see **Chapter 5: Gear and Equipment**).

When taking damage from attacks (any action involving a combat skill check) or other sources of physical damage (such as being struck by a falling rock or being hit by a landspeeder) the character may reduce the damage taken by his soak value. After calculating the total amount of damage inflicted, subtract the total soak value (which may be modified by certain effects) from that damage total. The result is the number of wounds the character suffers. If the soak reduces the damage to zero or less than zero, then the character takes no damage.

Different sources of soak stack, such as heavy assault armor and subdermal plating. Multiple applications of the same source do not stack—a character cannot wear three suits of heavy assault armor and stack the soak bonuses from each.

Soak does not reduce strain inflicted on a target, except in specific instances (such as with weapons with the Stun quality).

RANGE BANDS

Erelies on broad terms used to describe ranges and distances. Rather than have a player's attention focused on a grid, counting squares, uses more abstract means to represent position, distances, and ranges thus allowing the players to focus on the action and the adventure.

The distance between two points—people, objects, or adversaries—is defined in general range categories. These

RELATIVE POSITIONING

Because of the narrative, abstract way in which distance is measured, both the players and Game Master must be aware of how positioning relative to two or more targets is measured. Once combat begins, the Game Master will tell each player where he is relative to the opponents—it is then up to the player to track his range relative to those opponents as the battle progresses.

Example: *During a battle within a huge hangar bay, the characters are ambushed by four stormtroopers—two approach from one side and two on the other—considered at the medium range band to the characters. During their turns, the characters split up to attack. Two of the players move towards one group of stormtroopers, getting within close range, and the other groups move to the opposite set of stormtroopers. Both groups of characters are now considered within close range to their specific targets, but long range to the other group of targets.*

Obviously the difference between personal and planetary ranges of scale should be considered separately. At a planetary scale, two starships attacking each other at close range does not translate to being close at a personal range—the distance is considered far past extreme for a personal range, even with Heavy Ranged weapons. Similarly, two docked ships are considered engaged at a planetary scale, but a gun battle on the surface of either ship utilizes the personal range bands where characters may be at long or even extreme range from each other.

range categories are used to determine how far a ranged attack can reach, how far apart two people are from each other, how much effort is needed to move between two places, and so on. The most common ranges are close, medium, long, and extreme range. Another relative position exists—engaged—to represent characters that are in extremely close proximity to each other.

THE FIVE RANGE BANDS

For ease of play, distance in is divided up into five different bands, from engaged to extreme. As always, the GM has final say in determining the range between the attacker and the target.

With the engaged status and the range bands, the GM is free to describe things dynamically and set scenes without having to worry about exact distances. Exact distances in meters do not matter. The details and adventure come first, creating a vivid picture for the players, while allowing the GM to quickly provide the mechanical information players need to use their actions and build strategies.

ENGAGED

To reflect two or more targets close enough to interact directly with each other, there is a special range status called engaged. Two characters engaged with each other are in very close proximity. A soldier needs to be engaged with a target to hit him with his vibrosword. Two or more characters engaged with each other is called an engagement.

TABLE 6–4: RANGED ATTACK DIFFICULTY

RANGE	ADDITIONAL DIFFICULTY DICE
Engaged w/Ranged (Light)	◆
Engaged w/Ranged (Heavy)	◆◆
Engaged w/Gunnery	May not make Gunnery checks while engaged.

Engaged is also used to indicate that a person is close enough to an item to use it. A slicer needs to be engaged with a security terminal to attempt to hack it. A pilot needs to be engaged with his starship to board it. A bounty hunter needs to be engaged with a tree if he wants to hide behind it for cover while stalking his prey. The engaged status simply indicates that two things are close enough to each other to directly interact.

CLOSE RANGE

Close range indicates up to several meters between targets. Many thrown weapons and small firearms are most accurate at close range. Two people in close range can talk comfortably without raising their voices. Moving to another spot within close range is usually easy to do and generally only requires one maneuver.

MEDIUM RANGE

Medium range can be up to several dozen meters away. More reliable pistols can reach to medium range. Few thrown weapons can reach this far. Two people in medium range of each other need to talk loudly to hear each other. Moving from close range to medium range takes little exertion, and generally requires one maneuver.

LONG RANGE

Long range is further than a few dozen meters. Blaster rifles, mounted weapons, and weapons that use the Gunnery skill can reliably reach this far without too much trouble. Two people in long range of each other need to yell loudly to hear each other. Moving from medium range to long range requires two maneuvers, as it is more time consuming than moving between medium range and close range. This means that in most cases, a character cannot close the distance between close and long range in a single round, as it would take three maneuvers (one for close to medium, two for medium to long).

EXTREME RANGE

Extreme range is the farthest range at which two targets can interact. High tech sniper weaponry and some vehicle-mounted armaments may reach out to this range. Two people at extreme range may not be able to hear each other even if they shout. Moving between long range and extreme range can be time consuming and exerting, and requires two maneuvers. This means that in most cases, a character can move the entire distance between long and extreme range in a single round, but will suffer strain or give up his action to do so.

PLANETARY SCALE RANGES

The distances and range bands presented here are based on the personal scale for characters. Starships and vehicles may use these range bands, or much larger range bands, based on the needs of the story. On a planet's surface, these range bands may suffice, while in the depths of outer space in the midst of a heated starship battle, the range bands represent much larger distances and positions. See the starship section for more details on planetary and starship-based ranges and distances.

A good guideline is that the close range on planetary scale picks up where the extreme range of personal scale ends—it's the next step in ranged bands. However, the scale is so much bigger that a single person could never use maneuvers to move next to a target that's "close" to him on a planetary scale—the distance may be up to several kilometers and take hours of walking. Further range bands on a planetary scale would be even more extreme. Planetary scale ranges are explained further on page 158 in **Chapter 7: Starships and Vehicles**.

ADDITIONAL COMBAT CHECK MODIFIERS

The prior sections cover the fundamentals of making a basic combat check. However, combat is rarely this simple. Any number of things can modify a combat check, from environmental factors to actions the character chooses.

This section discusses those modifiers. The first part covers conditional and situational modifiers, while the second part covers outside factors such as environmental effects.

CONDITIONAL AND SITUATIONAL MODIFIERS

Character choices can modify combat checks in many ways, some good and some bad. These choices can often provide additional benefits, as well.

MAKING RANGED ATTACKS AT ENGAGED TARGETS

Sometimes, characters may want to attack a target that's engaged with another character. This may be fine if the two characters are both enemies and the attacker is not too worried about whom he might hit. However, if one of the characters is an ally, then things become more dangerous.

When attacking a target engaged with an ally, the attacker upgrades the difficulty of the check by one step. In addition, if the attacker's check succeeds but he generates at least one ▽, that ▽ is automatically spent to make the attacker hit one of the individuals engaged with the target, instead of the target.

MAKING RANGED ATTACKS WHILE ENGAGED

Sometimes, characters may want to make a ranged attack while they're engaged with an opponent. Such an action can be risky; a character may find it hard to take the time to line up a shot while an opponent is swinging a vibro-axe at him!

Any opponent engaged with the character when he makes a ranged attack (no matter who the target is), may add □ to his next Brawl or Melee check against that character. He automatically loses this bonus if either he or the character becomes unengaged with the other.

In addition, the difficulty of some ranged attacks increases while engaged, and other ranged attacks become impossible. See **Table 6–4: Ranged Attack Difficulty Levels** on page 135 for more information.

ATTACKING PRONE TARGETS AND ATTACKING WHILE PRONE

A character who is knocked down, unconscious, or willingly drops prone is considered prone.

Prone characters are easier to hit with certain combat checks and find it harder to use certain combat skills. A character adds □ to the check when attacking a prone target with a Melee or Brawl check. A prone character adds ■ to the check when making a Melee or Brawl check from a prone position.

Prone characters are harder to hit with ranged attacks but suffer no penalties when making ranged attacks. When a character attacks a prone target with a Ranged (Light), Ranged (Heavy), or Gunnery check, he adds ■ to the check.

Some attacks or weapons may cause a character to become prone—this is indicated in individual weapon, talent, or creature attack entries. Getting knocked prone may be the result of a failed Coordination check or the activation of a weapon's special quality.

TWO-WEAPON COMBAT

A character may opt to carry a Ranged (Light) weapon or a one-handed melee weapon in either hand, increasing his volume of attacks at the expense of accuracy.

When attacking with two weapons, the character must have either two Ranged (Light) weapons or two one-handed melee weapons. Having one of each ensures that the character could use either weapon as the need arises, but not both at once.

The character denotes one weapon as his primary weapon. He makes an attack with that weapon as normal, adding ◆ to the check. He may spend the required number of ⟲ and ⊕ to activate qualities with the primary weapon. In

GRAPPLING

Edge of the Empire, being a more narrative game, does not possess specific rules for grappling. Instead, the unarmed combat rules have been designed to narratively cover multiple unarmed fighting techniques, including grappling. For this reason the basic Brawl attack allows characters to deal damage to the target's strain threshold, and can knock them prone and disorient them. This allows for the narrative of a grapple (which is often intended to incapacitate without killing) without additional rules.

addition, if he succeeds on the check he may spend ⟲⟲ or ⊕ to score a hit with the second weapon as well. This hit deals the second weapon's base damage, plus additional damage for each ✲ (see page 132).

The character may generate one Critical Hit for each hit (meaning a possibility for two total hits with two different weapons) provided he has the necessary number of extra ⟲ or ⊕, of course.

WALKING FIRE

If a character has a weapon with auto-fire, or is carrying two weapons, the character can hit a target multiple times. Alternatively, a character can hit different targets, spreading his fire amongst multiple foes. In this case, the character must determine which targets he is attempting to hit before he makes the attack roll. He attacks the target that imposes the highest difficulty and adds the most ■ to the check. Once the dice pool for the attack has been determined, increase the difficulty of the attack by ◆. Any additional hits generated can be allocated to any of the other designated targets. Any Critical Hits generated on these subsequent hits must be against the target that suffers that hit.

UNARMED COMBAT

Although most characters probably feel more comfortable going into a fight with a good blaster in their hand, there are times they must rely on their fists, feet, or other appendages. Of course, some species, such as Wookiees, positively relish a good brawl.

Characters fighting unarmed generally use the Brawl combat skill. Unlike other combat skills, the Brawl skill is designed to be used independently of any weapons (although there are some weapons that can be used in conjunction with the Brawl skill).

When making an unarmed combat check using Brawl, the character's attack has a base damage of his Brawn rating, a range of engaged, a Critical Rating of 5, and the Disorient 1 and Knockdown qualities. Finally, when making a Brawl attack, the attacker can choose to deal damage to the target's strain threshold instead of its wound threshold, still reducing the damage by the target's soak.

Unlike other weapons, Brawl weapons augment this basic attack. Brawl weapons can add damage to this attack (as indicated in the Brawl weapons profiles on page 112), and may have an improved Critical Rating and additional weapon qualities. When using a Brawl weapon, the user can choose to use its Critical Rating instead of the standard Brawl Critical Rating. He also adds the additional weapon qualities to the qualities already provided by the Brawl attack. If the weapon provides an improved version of an existing quality, the character uses the improved version.

SIZE DIFFERENCES (SILHOUETTES)

Generally, it is a character's skill that governs his chances of hitting a target. However, some targets are easier to hit than others, usually because of their size. Size, or **silhouette**, is usually used to determine the difficulty of attacks made from vehicles or starships (as described in **Chapter 7: Vehicles and Starships**), as vehicle weapons are powerful and long-ranged enough that relative sizes matter more than distance. However, silhouettes can affect attack difficulties in standard combat as well.

When a character makes an attack against a target with a silhouette two points or more larger than he is, he decreases the difficulty of the check by ◆. When a character makes an attack against a target with a silhouette two or more points smaller than he is, he increases the difficulty of the check by ◆. (Vehicles and starships can have an even more difficult time shooting at targets with greater differences in silhouettes, but when it comes to characters, checks are only modified somewhat due to size).

Table 6–5: Silhouettes and Characters has an abbreviated list of example silhouettes. A more complete list can be found in **Chapter 7**. The most important thing to remember is that most characters are silhouette 1.

TABLE 6–5: SILHOUETTES AND CHARACTERS

PERSONAL SILHOUETTE	EXAMPLE
0	Jawas, Ewoks, astromech droids, any smaller creatures
1	Humans, Wookiees, Gand, Rodians, Trandoshans, Twi'leks, humanoid droids, Bothans, and most sentient humanoid species.
2	Dewbacks, wampas, taun-tauns, banthas, most riding animals.
3	Rancors, krayt dragons, other large and dangerous creatures.
4+	There are some creatures in the galaxy even larger than those listed.

IMPROVISED WEAPONS

Sometimes a character doesn't have a real weapon available and must make due with anything that is on hand. This includes broken bottles, rocks, sticks, and the like. Improvised weapons use the Melee skill, and like all Melee weapons, the attacker adds his Brawn to the damage dealt. Just like weapons with the Inferior quality, improvised weapons generate one automatic ⚙ on any check. Improvised weapons deal damage based on their size and general weight, as described in **Table 6–6: Improvised Weapons**. Any attack roll that results in a ▽ or ⚙ indicates that the improvised weapon breaks and is useless in further rounds of combat.

TABLE 6–6: IMPROVISED WEAPONS

SIZE	DAMAGE	CRIT	RANGE	ENCUMBRANCE	SPECIAL	EXAMPLE
Small	+0	5	Engaged	1	–	Broken bottle, fist-sized rock, hydrospanner
Medium	+1	5	Engaged	3	Cumbersome 2	Two-handed rock, chair, holovid screen
Large	+2	5	Engaged	4	Cumbersome 4	Shovel, large tree branch, table, crate

ENVIRONMENTAL EFFECTS

The galaxy is made up of countless environments, from the frozen wastes of Hoth to the steamy jungles of Yavin 4 and the kilometer-high skyscrapers of Coruscant. Characters can often find themselves fighting in hazardous or exotic circumstances, from the cold hard vacuum of space to the infernal heat of a volcanic planet. Canny combatants know that taking advantage of their environment can often spell all the difference between victory and defeat in an engagement. The following sections cover rules imposed by those environments.

COVER

When the blasters start firing, most characters dive for cover. To keep things simple, being behind some sort of cover—a rock, crate, wall, or vehicle, for example—imposes ■ to attack rolls and certain skill checks, such as Perception. A single ■ is sufficient for most situations, although the GM may add additional ■ if the target is particularly well covered, such as a target firing from within a trench or inside a blockhouse.

DIFFICULT TERRAIN

Difficult terrain is a catch-all description of terrain that is hard to move through or over. It can include tight passageways, slippery ice, thick undergrowth, loose rubble, deep and shifting sand, or waist-deep water (or any number of other circumstances). Essentially, it's terrain that requires some extra effort to move through. Characters entering or moving through difficult terrain must perform twice as many maneuvers to move the same distance.

IMPASSABLE TERRAIN

Impassable terrain is a description of terrain that is simply impossible to move through via maneuvers. This includes sheer cliffs, walls higher than a character can reach through jumping, or deep pits. Impassable terrain is not always an insurmountable obstacle, but it is an obstacle that requires special skills to circumvent. Depending on the impassable terrain in question and the resources at the character's disposal, the GM may allow the character to overcome impassable terrain by using a skill, probably the Athletics or Coordination skill (see **Chapter 3: Skills**). During an encounter, this means the character must spend at least one action (and possibly give up one or more maneuvers) to accomplish this.

CONCEALMENT

Concealment is a situation that occurs when a character is harder to spot because of environmental effects such as darkness, smoke, tall grass, or mist. Concealment imposes penalties on ranged attacks and sight-based skill checks such as Perception. Conversely, it can provide bonuses for other skill checks, such as Stealth.

The exact bonuses and penalties can be modified by the GM if needed. However, in general, concealment can be divided into levels based on how obscuring the concealment is. See **Table 6–7: Concealment** for examples of different types of concealment. In each case, the type of concealment adds a number of ■ equal to the "dice added" entry to any Ranged (Light), Ranged (Heavy), Gunnery, and Perception skills. Alternatively, it adds a number of □ equal to the "dice added" entry to any Stealth checks. These □ or ■ may also be added to other skills if the GM feels it's appropriate. For example, a Surveillance check may gain either □ or ■, or both, depending on the situation (concealment may make it easier to conduct surveillance unnoticed, harder to see the target under surveillance, or both).

TABLE 6–7: CONCEALMENT

DICE ADDED	EXAMPLES
+1	Mist, shadow, waist high grass.
+2	Fog, the darkness of early morning or late evening, thick, shoulder high grass.
+3	Heavy fog, thick and choking smoke, the darkness of night, dense, head high underbrush and thick grass.

WATER AND SWIMMING

Bodies of water such as lakes, rivers, oceans, or swamps are types of terrain encountered on most planets in the galaxy, and sometimes characters must cross them. Most species have some ability to swim through liquid water, although some species are more adapted to it than others. Unless otherwise noted, characters treat any body of water as difficult terrain. The GM may also decide that some bodies of water, such as a river with a swift current or an ocean in a storm, are so difficult to move through that they require a successful Athletics check to swim in. In this case, swimming through the water requires at least one action as well as any number of maneuvers to traverse.

If completely submerged in water, a character can hold his breath for a number of rounds equal to his Brawn characteristic. Once this number is reached, the character starts to drown and is treated as suffocating on each successive round (until he surfaces or finds some other source of air).

GRAVITY

Although artificial gravity has existed in the galaxy for thousands of years, characters might still find themselves in a situation where they are away from an artificial gravity generator, floating in open space, or walking in the crushing gravity of a supergiant planet.

Normal gravity is the default and does not affect any skill checks, attacks, and the like. Most habitable planets possess gravity close enough to normal as to be unnoticeable. Starships and space stations also possess devices that provide normal gravity. However, sometimes the characters end up in an environment without normal gravity.

Heavier than normal gravity adds up to ■■■ to any Brawn-based skill checks (except Resilience) and the Coordination skill, depending on how heavy the gravity is. Lighter than normal gravity adds up to □□□ to any Brawn-based skill checks (except Resilience) and the Coordination skill, depending on how light the gravity is.

Zero gravity, on the other hand, does not grant any □ or ■ to Brawn or Agility-based checks, because moving in zero gravity is completely different than moving in a gravity field. Characters can move in three dimensions in zero gravity, but they count all movement as through difficult terrain, due to having to constantly grab handholds, evaluate angles, and so-forth.

A character's encumbrance threshold does not change due to different gravity, and items still maintain their usual encumbrance. This is because an item's weight may change, but its size and mass (and therefore its inertia) do not. Those pesky details can prove an unpleasant surprise to inexperienced spacers who attempt to shift something large and heavy while in zero gravity.

DANGEROUS ATMOSPHERES

The effects of fire, acids, and corrosive atmospheres are treated with the same rules. When exposed to a fire, acid, or corrosive atmospheres, the GM determines how dangerous the situation is by applying a rating. This rating is generally between one and 10, although higher ratings may also apply. A lower rating typically indicates minor, low heat fire or mildly corrosive liquid or atmosphere. The higher the rating, the hotter the fire or the more corrosive the atmosphere. See **Table 6–8: Dangerous Atmospheres** for some examples of different ratings.

Each round, a character subjected to one of these hazards suffers wounds equal to its rating at the beginning of his turn. This damage persists until he is no longer exposed to the hazard. In the case of some corrosive atmospheres, the GM may decide they do not cause damage. In this case, the character can hold his breath for a number of rounds equal to his Brawn before having to breathe and suffering the damage.

It is primarily up the GM as to how long the damage from one of these sources lasts. Acids usually negate themselves after a certain period of time (as few as several rounds, or as long as several minutes or hours). Fires burn for as long as they have a fuel source, which again could be very briefly, or for a very long time. A corrosive atmosphere, on the other hand, usually deals damage as long as the character is exposed to it.

Putting out fire/neutralizing acid: A victim might be able to stop the damage by rolling around on the ground by making a Coordination check. This is an **Average (◆◆) check** on hard surfaces such as the decking of a spaceship, or an **Easy (◆) check** on grass or soft ground. Jumping in to a body of water stops the damage immediately. In the case of acid, it is up to the GM to determine if the same procedures negate the damage, or if he must apply some neutralizing substance instead. The only way to prevent damage from a corrosive atmosphere is to leave it.

TABLE 6–8: DANGEROUS ATMOSPHERES

RATING	EXAMPLE
1-2	Campfires, mildly caustic substances such as industrial cleansers, air filled with ash and fumes from a heavy fire.
3-5	Flammable liquids and flame projectors, substances such as industrial acids, air contaminated by chemical leaks.
6-9	Welding torches, weaponized acids, atmospheres with substantial parts dangerous gasses such as ammonia.
10+	Lava furnaces, atmospheres made of unbreathable and hazardous gasses such as ammonia methane mixes.

VACUUM

For spacers, vacuum is an all too familiar and extremely dangerous environment, lurking just outside the protective hull of their starship. Vacuum is not just the lack of breathable air; the lack of pressure and extreme heat or cold can cause veins to rupture, blood to boil, and delicate membranes to freeze or tear.

When exposed to vacuum without protective gear, a character may hold his breath for a number of rounds equal to his Brawn characteristic. Once this number is reached, the character begins suffocating. However, each round a character is exposed to vacuum, he also suffers three wounds. When the character exceeds his wound threshold, he is incapacitated and suffers one Critical Injury as normal, plus one additional Critical Injury each additional round he is exposed to vacuum (which likely will quickly result in death). This is in addition to the Critical Injuries he suffers from suffocating.

SUFFOCATION

A suffocating character suffers three strain at the beginning of each of his turns, until he is no longer suffocating (how to stop suffocating depends entirely on the circumstances that led to the character suffocating in the first place, but usually involves reaching a breathable atmosphere or removing something preventing the character from breathing). Once he exceeds his strain threshold, the character is incapacitated. In addition, at the beginning of each of his subsequent turns, if the character is still suffocating, he suffers one Critical Injury. This continues until he stops suffocating or he dies.

FALLING

Gravity kills. If a character falls from a height, the GM should determine the distance between where the character falls from and his point of impact below, then apply the closest comparable range band. Then, consult **Table 6–9: Falling Damage** to determine the damage suffered. Damage is reduced by soak, however the strain suffered is not.

TABLE 6–9: FALLING DAMAGE

RANGE	DAMAGE	STRAIN
Close	10	10
Medium	30	20
Long	Incapacitated, Critical Injury at +50	30
Extreme	Incapacitated, Critical Injury at +75 (or death at GM's discretion)	40

A character can reduce the damage taken from falling by making an **Average (◆◆) Athletics** or **Coordination check**. Each ✲ reduces the damage suffered by one, while each ☹ reduces the strain suffered by one. A ⊕ result could, at the GM's discretion, reduce the overall distance fallen by one range band as the character grabs onto a handhold or does something else to slow his fall.

WOUNDS, STRAIN, AND STATES OF HEALTH

In the fast-paced, high action setting of, characters are sure to find themselves in the thick of things, and are likely going to pick up a few cuts and bruises along the way. A character's health is tracked using two separate yet similar systems: strain and wounds.

WOUNDS AND WOUND THRESHOLD

A wide variety of effects can inflict physical damage—blaster shots, an angry wampa's claws, frag grenades, and falling. Damage to a character's physical body is tracked using wounds. Each point of damage inflicts one wound on a character. A character can only withstand so many wounds before he is incapacitated. This is represented by the character's wound threshold.

EXCEEDING WOUND THRESHOLD

When a Player Character suffers wounds greater than his wound threshold, he is knocked out and incapacitated for the remainder of the encounter or until his wounds are decreased below his wound threshold (likely through healing). **He also immediately suffers one Critical Injury.** In some rare and incredibly dire circumstances, this could result in the Player Character's death.

When non-Player Characters and creatures suffer wounds greater than their wound threshold, they are defeated (unless they are a high level opponent such as a nemesis). Being defeated by being dropped below their wound threshold usually entails death, but the overall interpretation is up to the GM. The GM can decide that they pass out due to shock, are so crippled that they can no longer fight, are knocked unconscious, or any other option that fits his plans for the ongoing narrative. Since non-nemesis characters do not track strain separately, but apply strain damage as wounds to their wound threshold, what happens once they are defeated may also depend on whether they were defeated due to strain damage or wound damage.

STRAIN AND STRAIN THRESHOLD

While wounds and injury represent potentially life-threatening damage, a number of other stressors and effects can impair a character. Collectively this is referred to as strain. Any effect that impairs the character, but does not inflict physical harm or wounds, is considered strain. Spending hours wandering through Tatooine's blistering deserts, a minor shock from an electric console, being battered around the inside of a trash compactor—all of these could represent types of strain. Weapons with a stun setting or other effects that impair or hinder a character generate strain.

Additionally, effects that would cause stress, fear, anxiety, or emotional turmoil also generate strain. Losing one's cool in combat during a bombardment, being berated by a superior officer, waking up to realize one has been imprisoned by the Hutts, or being boarded by an Imperial search team while smuggling goods could all represent incidents that result in strain on a character.

Strain can accumulate slowly as environmental effects, or be gained in chunks when a PC is rattled by an effect that doesn't cause damage, but does impair him.

STATES OF HEALTH

Player Characters may pass through several states of health over the course of their adventures. The state of health is a general representation on their overall fitness or well being.

- A character is **unwounded** and operating at peak performance if he is currently suffering from no wounds and has no injuries.
- A character is **wounded** if he has any number of wounds less than his wound threshold. At this point, he's suffered a few cuts, bruises, and scrapes. However, he has not taken any permanent or incapacitating damage. He's a bit battered, but he's still hale and hearty overall.
- A character is **critically injured** if he is currently suffering from any number of critical injuries, regardless of how many wounds he may have. Critical Injuries are actual injuries that have some sort of detrimental effect. A character may be Critically Injured and wounded.
- A character is **incapacitated** once he has suffered more wounds than his wound threshold or more strain than his strain threshold. Incapacitation means that a character is unconscious and no longer able to act until the number of wounds he is suffering is decreased below his wound threshold. Since exceeding a character's wound threshold triggers a Critical Injury check, it is possible for an incapacitated character to also be Critically Injured.

Non-Player Characters and creatures have fewer states of health—they are considered uninjured, wounded, or defeated.

Characters can also voluntarily suffer strain to trigger certain effects. The most common use is to voluntarily suffer one point of strain to gain one additional maneuver during a character's turn.

Some special talents may require the character to suffer one or more points of strain to activate.

EXCEEDING STRAIN THRESHOLD

When a character has suffered strain greater than his strain threshold, he becomes incapacitated until his strain no longer exceeds his strain threshold. He is likely unconscious, or may just be so dazed and staggered that he's completely unaware of his surroundings and unable to interact with them.

When Non-Player Characters and creatures suffer strain, they generally apply them directly to their wound threshold (unless they are a nemesis and track strain separately).

VOLUNTARY STRAIN

Characters can voluntarily suffer strain under certain circumstances to help accomplish tasks, such as performing up to one additional maneuver per round or using certain talents (see **Chapter 4: Talents**).

CRITICAL INJURIES

A particularly dangerous type of wound is a Critical Injury. Critical Injury is often the result of a critical hit from an attack during combat, but characters can also suffer them from exceeding their wound threshold or through other means. Each time a character suffers a Critical Injury, the player rolls d100 on **Table 6–10: Critical Injury Results** on page 142 to determine the extent of the injury.

The short-term effects of some injuries are temporary and may only disorient or afflict the character for a brief amount of time. Other injuries are more serious and represent some sort of long-term debilitation or impairment. These injuries continue to affect the character until he receives the proper medical treatment to recover from the injury.

Regardless, a Critical Injury remains with the character until it is properly healed; even if the short-term effect of the Critical Injury has passed, the status of having a Critical Injury remains. Each Critical Injury a character suffers from adds +10 to any subsequent Critical Injury check. Essentially, Critical Injury is cumulative and, left untreated, even a number of relatively minor Critical Injuries can lead to devastating results.

OTHER ONGOING STATUS EFFECTS

Characters in can suffer status effects beyond being wounded or incapacitated. These status effects can change what a character can do during an encounter and can be very dangerous. Alternatively, inflicting them on others can be a very potent ability indeed.

STAGGERED

A **staggered** character cannot take actions (including downgrading actions to maneuvers). Most effects that stagger a character last for a set duration. If a set duration is not specified, the staggered effect lasts until the end of the character's next turn. If a character is staggered multiple times, each instance increases the total duration of the effect by the instance's specified duration, but may not increase the total duration beyond the scope of the present encounter.

IMMOBILIZED

An **immobilized** character cannot take maneuvers (including maneuvers purchased via strain or spending). Most effects that immobilize a character last for a set duration. If a set duration is not specified, immobilization lasts until the end of the character's next turn. If a character is immobilized multiple times, each instance increases the total duration of the effect by the instance's specified duration, but may not increase the total duration beyond the scope of the present encounter.

DISORIENTED

A **disoriented** character adds ■ to all checks he makes. Most effects that disorient a character last for a set duration. If a set duration is not specified, disorientation lasts until the end of the character's next turn. If a character

TABLE 6–10: CRITICAL INJURY RESULTS

DIE ROLL	SEVERITY	RESULT	DETAILS
01 - 05	Easy (◆)	Minor Knick	Suffer 1 strain.
06 - 10	Easy (◆)	Slowed Down	You may only act during the last hero Initiative slot on your next turn.
11 - 15	Easy (◆)	Sudden Jolt	Drop whatever is in hand.
16 - 20	Easy (◆)	Distracted	You cannot perform a free maneuver on your next turn.
21 - 25	Easy (◆)	Off-Balance	Add ■ to your next skill check.
26 - 30	Easy (◆)	Discouraging Wound	Flip one light destiny to dark.
31 - 35	Easy (◆)	Stunned	You cannot perform an action on your next turn.
36 - 40	Easy (◆)	Stinger	Increase difficulty of next check by 1.
41 - 45	Average (◆◆)	Bowled Over	You are knocked prone and suffer 1 strain.
46 - 50	Average (◆◆)	Head Ringer	Increase difficulty of all Intellect and Cunning checks by one until the end of the encounter.
51 - 55	Average (◆◆)	Fearsome Wound	Increase difficulty of all Presence and Willpower checks by one until the end of the encounter.
56 - 60	Average (◆◆)	Agonizing Wound	Increase difficulty of all Brawn and Agility checks by one until the end of the encounter.
61 - 65	Average (◆◆)	Slightly Dazed	Add ■ to all skill checks until the end of the encounter.
66 - 70	Average (◆◆)	Scattered Senses	Remove all □ from your skill checks until the end of the encounter.
71 - 75	Average (◆◆)	Hamstrung	Lose your free maneuver until the end of the encounter.
76 - 80	Average (◆◆)	Staggered	You leave yourself open, and the attacker may immediately attempt another free attack against you, using the exact same pool as the original attack.
81 - 85	Average (◆◆)	Winded	Until the end of the encounter, you cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers.
86 - 90	Average (◆◆)	Compromised	Increase difficulty of all skill checks by one until the end of the encounter.
91 - 95	Hard (◆◆◆)	At the Brink	You suffer 1 strain each time you perform an action.
96 - 100	Hard (◆◆◆)	Crippled	A limb is crippled until healed or replaced. Increase difficulty of all checks that require use of that limb by one.
101 - 105	Hard (◆◆◆)	Maimed	A limb is permanently lost. Unless you have a cybernetic replacement, you cannot perform actions that would require the use of that limb. All other actions gain ■.
106 - 110	Hard (◆◆◆)	Horrific Injury	Roll on **Table 6–11: Critical Injury Characteristic**. Until this Critical Injury is repaired, treat that characteristic as one point lower.
110 - 115	Hard (◆◆◆)	Temporarily Lame	Until this Critical Injury is healed, you may not perform more than one maneuver during your turn.
116 - 120	Hard (◆◆◆)	Blinded	You can no longer see. Upgrade the difficulty of all checks twice. Upgrade the difficulty of all Perception and Vigilance checks three times.
121 - 125	Hard (◆◆◆)	Knocked Senseless	You can no longer upgrade the Ability of checks.
126 - 130	Daunting (◆◆◆◆)	Gruesome Injury	Roll on **Table 6–11: Critical Injury Characteristic**. That characteristic is permanently reduced by one, to a minimum of one.
131 - 140	Daunting (◆◆◆◆)	Bleeding Out	Every round, suffer 1 wound and 1 strain at the beginning of your turn. For every five wounds you suffer beyond your wound threshold, you suffer one additional Critical Injury. Roll on the chart, suffering the injury but ignoring the details for any results below this result.
141 - 150	Daunting (◆◆◆◆)	The End is Nigh	You will die after the last Initiative slot during the next round.
151 +	Daunting (◆◆◆◆)	Dead	Complete, absolute death.

TABLE 6–11: CRITICAL INJURY CHARACTERISTIC

D100	CHARACTERISTIC
01 - 30	Brawn
31 - 60	Agility
61 - 70	Intellect
71 - 80	Cunning
81 - 90	Presence
91 - 100	Willpower

is disoriented multiple times, each instance increases the total duration of the effect by the instance's specified duration, but may not increase the total duration beyond the scope of the present encounter.

DEATH

The dangerous galaxy of puts the Player Characters in treacherous situations, and even the most stalwart character cannot survive everything. A time may come when a PC faces his ultimate fate and perishes.

If a character ever rolls (or, through multiple or untreated Critical Injuries, otherwise suffers) a result of 141 or higher on **Table 6–10: Critical Injury Results**, he dies. A dead character cannot be brought back to life. Similarly, a destroyed droid character may not be restored—it is assumed that his central processing unit was irrevocably damaged. Either way, the player should move on and create a new character to continue the adventure.

RECOVERY AND HEALING

While characters can be afflicted with various ailments and types of damage, there are thankfully several options for recovery. Recovery can vary in time and effectiveness, based on the resources and expertise available to the characters. With the proper resources and sufficient time, characters can recover from virtually any encounter.

RECOVERING FROM WOUNDS

There are several ways that characters can recover from wounds. Some allow for natural, if slow, healing and others require access to high-tech medical facilities.

MEDICAL CARE

A character may attempt a Medicine check to help a character heal wounds. Each character may only receive one Medicine check each encounter, as there is only so much good first aid can do to help a character.

The difficulty of the check is based on the target's current state of health. On a successful check, the target recovers a number of wounds equal to the number of ✲ generated by the Medicine roll, and an amount of strain equal to the number of 🌀 generated.

A character may also attempt to help someone recover from a Critical Injury by making a Medicine check with a difficulty equal to the severity rating of the Critical Injury. A character may attempt one Medicine check per week per Critical Injury.

A character may attempt to heal his own normal wounds or recover from his own critical injuries with Medicine, but increases the difficulty of the Medicine check by ◆◆. In addition, attempting a Medicine check without the proper equipment (see page 77) increases the difficulty of the check by ◆.

Droids cannot benefit from medical care. However, they do receive the same benefits from Mechanics checks based on the same guidelines and difficulty ratings as their Medicine-based equivalents. All of the guidelines and rules governing Medicine checks also govern Mechanics checks to heal droids, with the exception that the difficulty of a droid using Mechanics to heal himself only increases the difficulty by ◆, rather than ◆◆. Simply put, most droids can avoid feeling "pain" and have the self-diagnostic routines and programming to better understand how to repair themselves.

TABLE 6-12: MEDICAL CHECK DIFFICULTY

STATE OF HEALTH	MEDICINE CHECK
Current wounds equal half or less of wound threshold	Easy (◆)
Current wounds equal half or more of wound threshold	Average (◆◆)
Wounds exceed wound threshold	Hard (◆◆◆)
Recover Critical Injury	Critical Injury Severity

NATURAL REST

For each full night's rest, the character recovers one wound, regardless of the character's current state of health. At the end of each full week of rest, the character may attempt a Resilience check to recover from one Critical Injury. The difficulty is equal to the Critical Injury's severity rating. On a successful check, the character recovers from the Critical Injury and is no longer affected. On a failed check, the character retains the Critical Injury effect, but still recovers one wound. A ⊕ means the character can heal one additional Critical Injury.

Droids benefit from natural rest like any other character, as their subroutines and automated systems attempt self-repairs.

BACTA TANKS

Characters can also recover using a bacta tank. The rate of recovery depends on the character's state of health. A wounded character recovers at a rate of one wound per two hours.

An incapacitated character recovers at a rate of one wound per six hours. At the end of each 24-hour period, the character may attempt one Resilience check to remove one

Critical Injury. The difficulty is equal to the Critical Injury's severity rating. On a successful check, the character recovers from the Critical Injury and is no longer affected. On a failed check, the character retains the Critical Injury effect, but still recovers one wound.

OIL BATHS (DROIDS ONLY)

Droids cannot benefit from a bacta tank. However, droids can benefit from an oil bath. An oil bath is specifically designed to help droids recover from damage and ill-effects. Every hour spent in an oil bath restores one wound as the lubricant helps facilitate the droid's self-diagnostic systems. Oil baths do not restore Critical Injuries, which are instead done with Repair checks.

STIMPACKS

Stimpacks are auto-injection tubes filled with medicine, bacta, and painkillers. They are field ready emergency health recovery products, and heal a fixed amount with no roll necessary. However, the drawback is that stimpacks offer diminishing returns over the course of a day.

The first stimpack used on a character automatically recovers five wounds. The second stimpack only recovers four wounds, the third stimpack recovers three wounds, and so on. This means that a sixth stimpack will have no effect, as the target's body is too over-saturated with the medicine to be effective.

It requires one maneuver to inject a stimpack. The character administering the stimpack must be engaged with the target to treat them. A character with a free appendage may apply a stimpack to himself with one maneuver as well.

For Critical Injuries, a successful Medicine check is required, based on the injury's severity. Stimpacks have no effect on Critical Injuries.

EMERGENCY REPAIR KITS (DROIDS ONLY)

Droids cannot use stimpacks. However, they benefit from repair kits in the exact same fashion as stimpacks, including the limit of five per day with diminishing returns. Fixing a droid's Critical Injuries requires Repair checks with a difficulty set by the Critical Injury's rating.

RECOVERING FROM STRAIN

Fortunately, recovering from strain is fairly easy. Taking a moment to catch his breath, eating a good meal, or spending time relaxing with friends are all ways a Player Character might recover from strain.

At the end of an encounter, each player can make a **Simple Discipline** or **Cool check**. Each ✲ recovers one strain. Furthermore, a good night's rest generally removes all strain a character has suffered. It is also rumored that some Jedi have mastered a technique that allows them to ignore the effects of strain, or ease the minds of others to help them recover more quickly.

RECOVERING FROM CRITICAL INJURIES

Since lingering Critical Injuries make subsequent injury more and more dangerous, they should be treated as quickly and efficiently as possible. Critical Injuries vary in magnitude, which represents the difficulty of any corresponding Medicine check to treat and remove the injury.

It is important to note that even if the effect of a Critical Injury has expired, the Critical Injury still persists until treated. For example, with a Critical result of "23," which indicates the Off-Balance Critical Injury, the character adds one ■ to his next skill check. Even after this effect has been applied, the Off-Balance Critical Injury still exists and will linger until treated, making subsequent Critical Injury rolls against the character that much more dangerous.



VII
STARSHIPS AND VEHICLES

"She's all that I have, the most loving home I've ever known, and the heart of my livelihood. This ship is more family to me than any of my blood relations."

– Spacer Jain Tal, discussing her freighter *Lidiah*

The *Star Wars* galaxy is full of wondrous technologies that, to the common sentient, are barely indistinguishable from magic. Few existing technologies express this better than the countless vehicles and starships found throughout the galaxy. Agile landspeeders choke the streets of massive planet-sized cities, suspended a meter from the surface by antigravity repulsorlift generators the size of a child's ball. Graceful airspeeders patrol the skies of a thousand worlds, their powerful ion engines propelling them to breathtaking velocities. Starships great and small rocket into space from backwater starports and hurtle through hyperspace, making a trip of thousands of light years with little more effort, or fanfare, than traveling to market.

The universe presented in *Edge of the Empire* is one so reliant on such transportation technologies as to be inseparable from them. Starships especially take on almost talismanic importance to their captains and crews, treated as living things by those who love them. Some are even the only home that spacers have, and, in fact, their sole reason for living. Presented in this chapter are a number of the more common types of starships and vehicles found in the galaxy, and the rules that govern their use.

SHIP AND VEHICLE CHARACTERISTICS

From the tiniest, fastest swoop bike to a massive and lumbering Imperial-class Star Destroyer, all ships and vehicles share a number of characteristics in common. These characteristics define such attributes as the strength of a ship's shields or how quickly a speeder bike accelerates off the line. The six following characteristics make up the bulk of important mechanical information about starships and vehicles.

- **Handling:** The measure of a ship or vehicle's agility and how well it responds to its pilot.
- **Speed:** A ship or vehicle's raw speed and how quickly it accelerates.
- **Silhouette:** An abstract of the general size of a ship or vehicle.
- **Hull Integrity:** A reflection of the sturdiness of a ship or vehicle's construction, and its ability to sustain damage and keep operating.
- **System Strain:** The limit to which a ship or vehicle can be pushed or knocked about before important systems overload or shut down.
- **Customization Hard Points:** The number of spots available on a ship or vehicle for customization and upgrade.
- **Defense:** A ship's first line of defense against attack and accident. Typically representative of a ship's ray and particle shields, defense also represents any factors, technological or otherwise, that prevent damage from reaching a vehicle's armor.
- **Armor:** The measure of a ship or vehicle's armor, similar to soak on the personal scale.

HANDLING

Generally speaking, handling reflects a ship or vehicle's inherent agility and the ways in which it responds to its pilot and crew. Handling is dictated by a number of factors. While size is certainly the most obvious—a Z-95 Headhunter or Firespray Patrol Boat is, by nature, more maneuverable than a Victory-class Star Destroyer—other factors such as shape, control systems, mass, or just general awkwardness all contribute to handling.

In game terms, a ship or vehicle's handling characteristic dictates the number of □ or ■ added to a player's dice pool. Baseline handling is 0, with extremely agile ships adding □ and slow or plodding ships adding ■ to all Pilot checks.

SPEED

An abstract of both speed and acceleration, a ship or vehicle's speed characteristic dictates how fast an object is moving relative to its environment and what maneuvers are available to the pilot. Speed, as listed, is a "maximum" value, the speed at which the ship or vehicle is moving when going "flat out" or at full throttle. A pilot can always choose to go slower than his maximum speed to keep formation with a slower ship, for instance, or to maneuver through broken terrain safely.

SILHOUETTE

Much like the speed characteristic, silhouette is an abstract number used to describe a ship or vehicle's size and mass relative to other ships and vehicles. Silhouette factors heavily into scale, and is used to calculate the difficulty of attacking targets of different sizes. Generally, large ships are easy to hit, and small ships are hard to hit. Some specialized ships, such as the Lancer-class Anti-Starfighter Frigate, are exceptions to this rule as they are large ships fitted with smaller, lighter guns than their size and class would suggest, thereby filling specific roles within fleets.

HULL INTEGRITY

Hull integrity is a reflection of a ship or vehicle's sturdiness and innate resistance to damage. The strength of a capital ship's keel, the sturdiness of a speeder truck's chassis, or the general spaceworthiness of a starfighter's spaceframe are all measured by hull integrity. Like the wound threshold of a Player Character, hull integrity represents the amount of physical damage that a ship or vehicle can take before it is either crippled or destroyed. Hull integrity is measured in starship scale, meaning that one point of hull integrity is equivalent to ten points of wound threshold on an individual.

STARSHIPS, VEHICLES, AND SCALE

Starships, and certain large vehicles such as the Corellian Engineering Digger Crawler or the AT-ST Scout Walker, follow the same basic rules for interaction and operation as outlined in **Chapter 1: Playing the Game** and **Chapter 6: Conflict and Combat**. However, due to their increased size and mass when compared to an average sentient, starships and large vehicles necessarily operate on a different scale, referred to as the starship scale.

When dealing with a vessel's weapons, armor, and hull integrity, every point is equal to ten points of the equivalent characteristic in the personal scale. For example, a laser cannon mounted to a starfighter with a base damage of three deals three points of damage when fired at another spacecraft, but thirty points of damage when fired at a human. Conversely, a man-sized blaster rifle would need to deal ten points of damage to a starship to inflict even one point of damage to it, assuming that it bypasses the ship's defense or armor.

Note that starship scale weapons deal massive amounts of damage to individuals. Most hits will automatically deal enough wounds to far exceed a character's wound threshold, meaning the target will automatically be incapacitated for the remainder of the encounter. However, some GMs may feel this is insufficient to represent the fearsome power of a starship weapon when turned on an individual. In these cases, the GM should feel free to add +50 to the resulting Critical Injury roll. (Also, those "hit" by a starship scale weapon may be on the periphery of the blast zone, explaining why they survived somewhat unscathed.)

ATMOSPHERIC VERSUS SUBLIGHT SPEED

Not all speeds are created equal in *Edge of the Empire*. Speeds in atmosphere or on a planet's surface are necessarily slower than equivalent speeds in space, where there is no friction or gravity working against a vessel's drives and limiting its speed. For example, an airspeeder with a speed of 4 traveling in atmosphere is slower than a starship with a speed of 4 traveling through space. In addition, starships with transatmospheric capabilities, typically anything of silhouette 5 or smaller, see their speeds drastically reduced in atmosphere, even though their speed ratings stay the same. For example, a starfighter moving at speed 5 in atmosphere is moving slower than if it were traveling speed 5 in space. This is due to the fact that while they can operate in atmosphere, most starships are not optimized for it. Instead of having aerodynamic hulls and wings with variable control surfaces, they have to force their way through atmosphere using their ion drives and repulsorlift generators.

SYSTEM STRAIN

System strain represents how well a ship or vehicle's internal systems handle the workaday abuse heaped on them by their owners and the galaxy at large. It is an aggregate of the efficiency and status of computer and navigation systems, engines and hyperspace drives, the power generators, and a host of other delicate systems necessary to ensure peak performance. Once a ship or vehicle suffers strain equal to its system strain characteristic, its systems begin overloading and shutting down until they can be repaired or rebooted. This negatively affects a vehicle's performance and, on occasion, can temporarily cripple it, causing larger complications for its crew and passengers.

The factors that can cause a ship or vehicle to suffer strain are numerous and varied. Most commonly, a vehicle suffers strain due to the actions of its crew as they push it to, and often past, its breaking point. Pushing sublight engines past their safe operating limits while outrunning a pursuer or firing weapons until their barrels glow are prime examples of this kind of strain. Vehicles also suffer strain due to freak accidents caused by excess ⚙, environmental hazards like rogue asteroids or ionized nebulae, or the effects of special weapons such as ion cannons.

One difference between system strain and regular strain is that **system strain cannot be recovered by spending Advantage.** It may only be restored through actions taken by the crew, or at the end of an encounter, as detailed in **Table 7–1: Strain Repair Checks**.

TABLE 7–1: STRAIN REPAIR CHECKS

REPAIR CHECK	SHIP CONDITION
Easy (◆)	Has taken no damage.
Average (◆◆)	Has suffered damage, but has not taken any Critical Hits.
Hard (◆◆◆)	One or two Critical Hits.
Daunting (◆◆◆◆)	Three or more Critical Hits.

CUSTOMIZATION HARD POINTS

Every starship and vehicle produced in the galaxy is customizable to some degree. While many, like starfighters and most military vessels, are purpose built and have very little room for modification, other civilian and commercial ships and vehicles are designed to be modular for ease of personalization and customization. The majority of freighters and transports fall squarely into this latter group, with highly modular hulls that can be configured in a myriad of ways to carry any kind of cargo imaginable. To this end, all ships and vehicles have a number of customization hard points that can be used to tweak a vehicle's performance, characteristics, or armament to suit the needs of its owners.

The number of customization hard points a ship or vehicle possesses is determined more by its make and model than by its size. A Firespray-class patrol boat is relatively small yet quite easy to customize due to its nature and construction, while a massive, kilometer-long Imperial II-class Star Destroyer has little to no customization potential despite its size, due to the specialized nature of its mission and construction.

PROTECTION

The galaxy is a hard place for both men and machines, and nowhere is that more apparent than in the lawless space of the Outer Rim. Even among the civilized and enlightened Core Worlds there is the possibility of danger in the form of anti-Imperial rebels, piracy, petty crimes, and simple accident. To protect their passengers, crews, and precious cargos, ships and vehicles in the *Star Wars* galaxy use a number of methods to avoid or deflect damage. In general terms, a ship or vehicle's protection is an amalgam of its maneuverability, the strength of its hull or chassis, the strength of its shields, and the thickness of its armor. Some ships have obscure types of protection such as focused gravity waves, clusters of point defense laser cannons, or launchers full of micro-missiles used to intercept incoming starfighters, shuttles, and ordnance. Whatever form these protections take, *Edge of the Empire* divides them into two discrete statistics: defense and armor.

DEFENSE

Defense reflects a ship or vehicle's ability to completely deflect or reduce the damage of incoming attacks or collisions through use of deflector shields, point defense systems, raw speed, or other, more esoteric technologies. This is a crucial protective system, and is the first line of defense for the majority of space-going vessels and even some ground vehicles. Typically, at least in theory, defense stops incoming attacks and collisions before they can damage a ship's armor or, in the worst case scenario, pierce the hull. In game terms, each point of defense adds ■ to any incoming attack roll made against a ship or vehicle. The amount of ⚙ generated by the ■ added to the attacker's dice pool has the potential to greatly reduce or even negate any damage from the attack or collision.

SILHOUETTE AND DEFENSE ZONES

Ships and those rare vehicles with defense have a number of defense zones dictated by their silhouette. Anything with a silhouette rating of four or less has two defense zones: forward and aft. Ships with a silhouette of five or more have four defense zones: forward, aft, port, and starboard. Every ship comes with a pre-set defense rating for each of its defense zones dictated by its computer system and, typically, the factory settings of its shield generators. The maximum amount of defense a ship or vehicle can have in any of its defense zones is four points, regardless of its size. For example, the sturdy BTL-A4 Y-wing attack starfighter has a silhouette of three and two defense zones, forward and aft. The default setting of the Y-wing's defense rating is one point of defense to the forward zone, and one point aft.

Most types of defense, especially the common ray and particle deflector shields found on the ships of the majority of spacefaring races, can be assigned or "angled" to different zones to shore up defense where it's needed the most. This is done by re-routing power from one zone to another, reducing the defense at one part of the ship to bolster it somewhere else. In the case of the Y-wing above, if it were being pursued by a TIE fighter, the pilot could re-route power from the forward defense zone to the aft defense zone, giving the Y-wing two points of defense aft and none forward until the power is reset. While this certainly shores up the fighter's defense aft, the forward defense zone is left unpowered and defenseless, a tenuous situation if another TIE fighter should appear from ahead. In this scenario, the Y-wing has two points of defense aft, which adds ■■ dice to the TIE fighter's attacks, but any attacks made against the forward defense zone would suffer no ■.

ARMOR

A starship's second line of defense, and the only protection available to the majority of ground vehicles, armor soaks up damage from attacks and impacts that are able to penetrate a ship's defense. The more passive of the two types of protection, starship and vehicle armor is made of a number of materials from common durasteel to rare carbon composites and advanced polycarbonites. Much like personal body armor worn by Player Characters, a ship or vehicle's armor soaks a number of damage points equal to its rating. As it is based on starship scale, one point of a ship's armor is equivalent to ten points of soak on a personal scale.

SHIPYARD STANDARD SYSTEMS

The number and variety of starships at large in the galaxy is staggering. From custom, one-off ships designed to suit the tastes of a particular individual to mass produced ships like the YT-1300, ships of every shape and size roam the spacelanes. When one takes into account the number of alien spacefaring races, their design and ship building philosophies, and the unique challenges alien physiologies present to shipwrights and vehicle manufacturers, the sheer diversity among starships is simply mind-boggling. Despite this, nearly every starship in the galaxy shares a number of common components required to travel safely among the stars.

SUBLIGHT ENGINES

Sublight engines drive starships through realspace at speeds approaching that of light. They provide both transatmospheric as well as intra-system capabilities to ships of all sizes, from the tiniest starfighter to the massive, kilometer-long Imperial II-class Star Destroyers deployed by the Empire. The most common sublight engine is the ion drive, a tried and tested technology that uses fusion reactors with hypermatter cores to produce highly charged ions which are forced through a ship's thrusters via electromagnetic fields.

HYPERDRIVE

Perhaps the single most important starship technology, hyperdrives were the key technology that allowed the foundation of galactic society as it exists today. These delicate and volatile drives allow a ship to enter hyperspace, an alternate state of reality that allows travel at speeds many times that of light. Hyperdrives are rated by a class that reflects the relative superluminal speed of a drive on a descending scale, with lower numbers, or fractions of numbers, denoting faster drives. Civilian hyperdrives are typically between class 3 and 4, although faster drives are available on the market as well as through customization and modifications. Most ships are equipped with a backup hyperdrive for use should the primary hyperdrive fail. These are typically exceedingly slow, class 10 and slower, and are only really useful for short-range trips, allowing the ship's captain to limp the ship to the nearest port for repairs.

NAVICOMPUTER

Ranging from the sophisticated and powerful computer arrays used aboard military capital ships to the astrogation buffer in an R2 astromech droid, navicomputers are primarily used to generate the incredibly complex calculations needed to make a safe jump through hyperspace.

ESCAPE PODS/EJECTION SYSTEMS

All ships, and many airspeeders, are equipped with emergency escape systems that allow a ship's crew to evacuate the ship in case of catastrophic damage. Airspeeders and starships up to silhouette 3 are equipped with ejection seats that blast the pilot and any crew free of the disintegrating ship. Ejection seats are equipped with tiny maneuvering thrusters and a small repulsorlift engine designed to bring a pilot safely back to land in the case of ejection. Use of ejection seats is common in

atmosphere, but the possibility of being ejected straight into a pitched space battle or left stranded to suffocate to death in one's flight suit makes most pilots choose to die in their ship rather than eject in space. Ships of silhouette 4 or larger are equipped with enough escape pods to evacuate the ship's crew and any passengers. These escape pods are pressurized, can maneuver via thrusters and repulsorlift drives, and have enough consumables to keep their occupants—typically four to six sentients—alive for five standard days.

SENSORS

Ships need to see so that they may fly and fight safely, and a ship's sensors are its eyes. Typically a mix of full-spectrum transceivers, hyperwave signal interceptors, electro-photo receptors, and other advanced video, optical, and audio equipment, these systems grant a ship's crew a constantly updated, 360-degree view of their immediate surroundings. Sensors operate at different range bands depending on their ship and relative strength, and although powerful, can be fooled or jammed altogether by numerous technologies, many of dubious legality. Sensors operate in two modes, passive and active. Sensors operating in passive mode operate at low power, and see everything around the ship up to their maximum range band. Using sensors in passive mode requires no skill check, as they are largely automatic and are relaying the minimum amount of data their programming provides. Sensors operating in active mode are more powerful and focused, however. When operating in active mode, sensors can see one range band farther than their listed maximum range, but can only see in one of the ship's fire arcs (forward, aft, port, or starboard). Using sensors in active mode requires an **Easy (◆) Computers check** modified by any debris, space-borne obstacles, ambient radiation, or active jamming on the part of whatever is being scanned.

COMMS

While a ship's sensors are its eyes, allowing it to see into the void, its comms are its ears, connecting it to friend and foe alike. Standard comms are subspace transceivers with a range equal to that of the ship's sensors. If a ship has short-range sensors, for example, it also has short-range comms. Comms are typically unencrypted, easily intercepted, and easily jammed, although numerous modifications can be made to a ship's comm systems to make any signals transmitted or received more secure. Subspace comm signals travel at the speed of light, so the farther away one is from the source, the longer it takes to receive the transmission.

TRANSPONDER

Every space-going vessel, from the tiniest, privately registered skiff to the flagship of the Imperial Navy's First Fleet, possesses a subspace transponder. The subspace transponder is a ship's calling card; it broadcasts the vessel's registry, hull number, ownership, and other pertinent information on a special frequency that can be picked up by any vessel or subspace comm array at close range. The transponder also operates as a distress beacon in the event that a ship suffers some kind of critical emergency. It is considered a serious crime in the Empire to tamper with a transponder in any way, and evidence of an altered transponder is probable cause enough for a ship to be stopped and boarded by Imperial officers. This doesn't stop those who value their anonymity from doing so, however, and there are many ships in the Outer Rim with transponders that can change identification broadcasts or even scramble their signals altogether.

STARSHIP AND VEHICLE WEAPONS

In the vast tracts of lawless space of the Outer Rim, a ship captain must rely on himself and his crew, as opposed to any law enforcement officials, to keep his ship, cargo, and other investments safe from the predation of pirates and scavengers. Indeed, often times the law, in most cases local Imperial officials, are more dangerous to a man's livelihood than an average pirate. To this end, and for many of the same reasons, nearly every ship carries armament of some kind in the same way that nearly every sentient carries a trusty blaster. While there are almost as many different kinds of vehicle as there are stars in the galaxy, the weapon systems they carry are surprisingly uniform. Ship and vehicle weapons range from the light repeating blasters found on military speeder bikes to the massive turbolaser batteries crowded on the flanks of an Imperial Star Destroyer.

In *Edge of the Empire*, every ship or vehicle-class weapon shares a number of common characteristics:

- **Range:** This is the range band within which the weapon is most effective. As in personal combat, range in space combat is measured in several broad bands from close to long range. Unlike in personal combat, the differences in distance between range bands at starship scale are so great that starships cannot attack targets beyond their range band.
- **Damage:** This number reflects the base damage that the mounted weapon inflicts on its target on a successful attack. For every net success generated during the attack, the attacker adds one point of damage to the base rating.
- **Critical Hit Rating:** This number indicates the amount of required to trigger Critical Hits for the weapon. If enough is generated and a Critical Hit is triggered, the character firing the weapon rolls d100 on **Table 7–9: Vehicle Critical Hits** to determine the Critical Hit's effect on the target. Some weapons and talents modify this Critical Hit roll, potentially making it more or less effective. In addition, a character can only generate one Critical Hit per hit on a target. However, if the roll generates enough to result in multiple Critical Hits, the character can choose to add an additional +10 per additional Critical Hit to his roll.

TABLE 7–2: STARSHIP AND VEHICLE WEAPONS

WEAPON NAME	RANGE	DAMAGE	CRIT	SPECIAL QUALITIES
Auto-Blaster	Close	3	5	Auto-Fire
Blaster Cannon (Light)	Close	4	4	
Blaster Cannon (Heavy)	Close	5	4	
Concussion Missile	Short	7	3	Blast 4, Breach 4, Guided 3, Limited Ammo 3
Ion Cannon (Light)	Close	8	4	Ion
Ion Cannon (Medium)	Short	9	4	Ion
Ion Cannon (Heavy)	Medium	10	4	Slow Firing 1, Ion
Laser Cannon (Light)	Close	5	3	
Laser Cannon (Medium)	Close	6	3	
Laser Cannon (Heavy)	Short	6	3	
Quad Laser Cannon	Close	5	3	Accurate, Linked 3
Tractor Beam (Light)	Close	—	—	Tractor 2
Tractor Beam (Medium)	Short	—	—	Tractor 4
Tractor Beam (Heavy)	Short	—	—	Tractor 6
Turbolaser (Light)	Medium	10	3	Breach 2, Slow-Firing 1
Turbolaser (Medium)	Long	11	3	Breach 3, Slow-Firing 1
Turbolaser (Heavy)	Long	12	3	Breach 4, Slow-Firing 2
Proton Torpedo	Short	10	2	Blast 6, Breach 6, Guided 2, Limited Ammo 3

- **Fire Arc:** This determines in which direction or directions a weapon may be fired. Fire arcs are discussed in further detail in the **Fire Arcs** sidebar.
- **Special Qualities:** Many weapons, such as ion cannons, tractor beams, and repeating blasters, have additional special qualities that affect their performance. Descriptions of these special effects are found on page 105 of **Chapter 5: Gear and Equipment**.

BLASTER CANNON

Known colloquially as flash cannons, blaster cannons are heavy, crew-served versions of the common personal blaster. Although they are by nature less powerful than laser cannons, blaster cannons are highly effective against infantry and light vehicles and are typically found mounted to atmospheric vehicles, although they can sometimes be found on some older spacecraft such as the Firespray-class patrol boat.

AUTO BLASTER

Auto blasters are rapid-fire variants of common blaster cannons mounted on vehicles and spacecraft. Advanced XCiter technology and highly specialized actuating modules grant these weapons to achieve high cyclical rates of fire, allowing them to lay down large amounts of fire with a single pull of a trigger or push of a button.

ION WEAPONS

Ion weapons are anti-ship and anti-vehicle weapons designed to disable rather than destroy their targets. They use ion turbine generators to create masses of negatively charged particles which are fused with plasma and released as blasts or pulses. The negatively charged particles interfere with a target's electrical systems, shorting circuits, corrupting computers, and forcing system shutdowns in an effort to subdue a target or make it easier to destroy via more traditional means. Although designed to do little to no physical damage to targets, collateral damage such as fried circuits, fused joints, and fires are common thanks to the intense energy surges caused by these weapons.

LASER WEAPONS

Laser technology predates the ubiquitous blaster, and is perhaps the oldest form of focused energy technology extant in the galaxy. These weapons use focused light, as opposed to

FIRE ARCS

Every ship and vehicle has four fire arcs: forward, aft, port, and starboard. Each fire arc covers an area of the ship in a ninety degree arc extending from the center point of the ship. Depending on where on a ship's hull a weapon is located, and the manner in which it is mounted, a weapon can cover one or multiple fire arcs. Fixed weapons cover only one fire arc. For example, the laser cannons mounted in the nose of the BTL Y-Wing are fixed forward and can only hit enemies in the forward fire arc. Turret mounted weapons, such as the turbolasers mounted to the CR90 corvette, can traverse to cover any fire arc required, which is listed as "Fire Arc All" in the weapon's description.

Large starships, of silhouette 4 or larger, also have Dorsal (top) and Ventral (bottom) fire arcs. Weapons mounted on a ship's dorsal surface cannot hit ventral targets, and ventral mounted weapons cannot engage threats approaching from the ship's dorsal side. For example, the ventral mounted retractable laser cannon on a YV-666 medium freighter has a ventral fire arc of All, which means it can engage any threat approaching from below the ship, but must reposition itself to engage enemies coming in from above.

range, accurate, and incredibly damaging blasts of energy.

LASER CANNON

The standard anti-ship weapon mounted to starships, laser cannons are found on nearly every class of ship from the smallest starfighter to the mightiest capital ship. Preferred over blaster cannons for their damage and accuracy, laser cannons come in three varieties: light, medium, and heavy. They can be mounted fixed in one direction or they can be mounted in turrets.

QUAD LASER CANNON

Quad lasers are dedicated anti-starfighter weapons generally mounted on freighters as their primary weapons, or on capital ships as point defense weapons. They consist of four small-caliber laser cannons linked to a single firing mechanism and slaved to a sophisticated fire-control system.

TURBOLASER

Massive, heavy-caliber weapons with incredible energy requirements, turbolasers are the largest weapons mounted to starships. Turbolasers can punch clean through an opponent's shields, armor, and hull with a single blast. The lightest of these powerful weapons can easily hull small or lightly armored ships like freighters and transports, and the heaviest can batter down the defenses of even the largest capital ship, or destroy whole swaths of a planet's surface with one volley.

TRACTOR BEAM

Tractor beams are modified shield generators that project a beam of energy that can ensnare starships. When mounted to warships, they can be used offensively to capture enemy vessels and draw them into docking bays for ease of boarding.

ORDNANCE

There are times in the heat of battle when a pilot or gunner needs a little extra something to get the job done—something a bit more aggressive than a blaster cannon or laser cannon.

LIMITED AMMO AND STARSHIPS

Sometimes starfighters or other small ships have weapons such as proton torpedoes or concussion missile launchers that have the Limited Ammo Quality. Although normally Limited Ammo weapons can be reloaded with a maneuver once exhausted, starfighters generally carry only one payload of torpedoes or missiles, and must be reloaded back at a base or carrier starship. They cannot be reloaded mid-flight, and especially not mid-combat!

Larger ships that have proton torpedoes or concussion missile launchers may not have the Limited Ammo Quality. This is because the ship is large enough and its weapon bays are sizable enough that it carries scores, if not hundreds, of warheads, and it is inconcevible that it would run out of ammunition in the course of the battle.

With few exceptions, each individual crew member aboard a starship can fire only one weapon system per round. This is especially true in the case of starfighters and patrol boats, where all of the ship's weapon systems are at the command of the pilot, and he selects one weapon system to fire at a time as the situation warrants.

Some starship weapon systems, especially those mounted to one-man ships, are linked together. In the case of linked weapon systems, the attacker makes a single **Gunnery check** to attack, but the attack deals damage from multiple weapon barrels and is increased accordingly. Linked weapon systems have the Linked special quality listed in their stat block.

Some linked weapon systems also have the Limited Ammo Quality (in the case of concussion missiles or proton torpedoes). In this case, the Limited Ammo Rating applies to both of the weapons linked together (a shared pool of ammunition for them to draw on). Most linked concussion missiles or proton torpedoes draw from a single ammunition bay anyway, using multiple tubes to fire more warheads at once or ready warheads faster.

For this purpose, many starships carry heavy ordnance in the form of concussion missiles and proton torpedoes as a secondary weapon. These projectiles are propelled by small sublight drives and carry high-yield warheads designed to give small ships a heavier punch against large ships, or to allow larger vessels to engage tiny ships that would otherwise elude their turbolasers and heavy laser cannons.

CONCUSSION MISSILES

The more common and less powerful of the two types of shipboard ordnance, concussion missiles are found on all manner of spacecraft, from tiny starfighters to capital ships. Roughly a meter long, a concussion missile employs special warheads, combining a hardened durasteel penetrator that uses kinetic force to pierce through a ship's armor and a shaped high-explosive charge that causes damage through both explosive force and concussive shock.

Standard concussion missile launchers mounted to starfighters and smaller ships of silhouette 5 and smaller hold a limited number of missiles in each launcher (unless otherwise listed in their profile), and must be reloaded at a base or starport. Capital ships and large transports of silhouette 6 and larger that mount concussion missile launchers carry hundreds of warheads in armored magazines throughout the ship. This means that, effectively, their missile launchers never run dry for the duration of combat.

Additional concussion missiles tend to cost 500 credits each and are Restricted.

PROTON TORPEDOES

Proton torpedoes are highly advanced anti-ship projectiles typically carried by starfighters and patrol boats. They are larger and bulkier than concussion missiles and have a squat conical warhead, meaning their launchers carry fewer rounds

than an equivalent concussion missile launcher. Proton torpedoes are designed to damage and destroy large vessels like bulk transports and capital ships.

Standard proton torpedo launchers mounted to starfighters and ships of silhouette 5 and smaller hold a limited number of torpedoes, and must be reloaded at a base or starport. Capital ships and transports of silhouette 6 and larger that mount proton torpedo launchers carry hundreds of warheads in armored magazines throughout the ship. This means that, effectively, their torpedo launchers never run dry for the duration of combat.

Additional proton torpedoes tend to cost 750 credits each and are Restricted.

STARSHIP AND VEHICLE COMBAT

There are many hazards facing a ship and her crew in the wilderness spaces of the Outer Rim territories. Pirates, commerce raiders, smugglers, thieves, and murderers of all stripes prowl among the stars preying on the unwary and unprepared. A prudent captain always arms his ship and prepares to defend his investments and his cargo at all costs.

Combat engagements between starships and vehicles function using the same basic combat rules as found in **Chapter 6: Conflict and Combat**. Starship and vehicle combat is not intended to be a completely separate rules system. Instead, it's designed to be an added layer of detail on the standard combat rules that allows players to run structured gameplay encounters using starships, vehicles, characters, or any combination thereof.

When running encounters using starships and vehicles, it is important to note that starships with a silhouette of 5 or higher have some different rules governing their actions. This is because these ships are quite a bit larger than starfighters and freighters, with crews of dozens or even hundreds of individuals.

COMBAT OVERVIEW

Starship and vehicle combat in *Edge of the Empire* follows the same basic order and rules as those detailed in **Chapter 6: Conflict and Combat**. It is listed again here for ease of reference.

STEP 1: DETERMINE INITIATIVE

At the beginning of the first round of combat, all players and NPCs need to determine in what order the characters will take their turns. This is referred to as the **Initiative order**.

To determine the Initiative order, each Player Character and NPC makes a **Simple (–) Cool** or **Vigilance check** (for more information on which to use, see the **Cool or Vigilance?** sidebar on page 128). Once all Initiative checks have been made, the GM notes the results of each check and ranks them in order, from highest to lowest. If two checks are tied, the check with more is ranked higher. This is the Initiative order.

STEP 2: ASSIGN INITIATIVE SLOTS

Once the GM has determined the Initiative order, he notes which results were generated by Player Characters, and which results were generated by NPCs. The results generated by Player Characters become Player Character Initiative slots. The results generated by NPCs become NPC Initiative slots.

STEP 3: PARTICIPANTS TAKE TURNS

Beginning at the top of the Initiative order, the players and GM fill each Initiative slot one at a time with a character turn. If the Initiative slot is a Player Character Initiative slot, then the players agree on one Player Character to fill the slot from amongst the Player Characters who have not acted that turn. That Player Character then takes this turn.

If the Initiative slot is an NPC Initiative slot, then the GM chooses one NPC to fill the slot from amongst the NPCs who have not acted that turn. That NPC then takes this turn.

Note that some starships may have multiple crew members in them.

STEP 4: ROUND ENDS

Once all NPCs and Player Characters have taken a turn, the round ends. At this point, certain effects that last until the "end of the round" may end. The GM also determines if the ongoing action warrants additional rounds, or if it has been resolved. If the ongoing action continues, repeat step three using the same Initiative order generated in step 1. If the action has been resolved and the encounter is over, proceed to step 5.

STEP 5: ENCOUNTER ENDS

Once the action has been resolved, the GM ends the encounter. At this point, any character abilities that may only be used "once per encounter" reset. Each Player Character also has a chance to catch his breath and recover strain, and may take steps to help heal any incapacitated characters.

SMALL CRAFT COMBAT

Combat between small, one-man ships like starfighters and patrol boats is relatively straightforward. The pilot, as the sole crewman aboard, has one starship maneuver and one starship action (or two starship maneuvers) during his turn. This means he can fly and fight his ship, or concentrate solely on flying. Small craft combat is quite abstracted. As they are constantly moving and striving with one another for the upper hand, and thanks to their incredible speed and agility, it would be nearly impossible to map out every move a starfighter makes. Instead, the Game Master and players describe the actions the characters and NPC take, embellish them with narrative flares, then make their skill checks to resolve the actions.

COMBAT AND THE PILOT SKILL

During combat involving Starships and Vehicles, Player Characters and NPCs are often called upon to make Pilot checks to control their vehicles, take certain actions, and avoid disastrous outcomes. Whenever a Pilot check is called for, the piloting character or NPC must make a check using either Pilot (Planetary) or Pilot (Space) depending on the vehicle or starship under his command. For the sake of brevity, in this section the specific version of the Pilot skill is not defined and it is up to the GM to adjudicate which particular skill is most appropriate.

CAPITAL SHIP COMBAT

Combat in larger, capital-class starships of silhouette 5 and larger is, by necessity, less abstract due to the complexity of the vessel and the number of crew members involved. Similar to combat in small craft, capital ships may only perform one starship maneuver and one starship action (or two starship maneuvers) during their turn. This is not an inherent quality of the ship, however; instead it is based on the pilot or captain's actions and starship maneuvers. Each additional crew member aboard may use his actions and starship maneuvers to man weapons, operate sensors, move about the ship, and generally engage in combat along with the pilot. This all happens in the same round, and is subject to Initiative order just like personal combat.

COMBAT TURNS

Much like personal combat, combat between starships and vehicles in *Edge of the Empire* is largely an abstract, narrative-driven activity designed for quickness and ease of use. This is meant to better reflect the frenetic, cinematic, action-adventure style of *Star Wars* and to avoid bogging a game session down with the minutiae of charts and grid maps. This means that the maneuvers a starship performs are open to narration and the interpenetration of both the Game Master and the players.

Some actions undertaken by starships in combat require skill checks, while others do not. In *Edge of the Empire*, Player Characters follow the same rules of combat as detailed in **Chapter 6: Conflict and Combat**. This means they can perform one action and one maneuver during their turn. They may also be able to perform a second maneuver by either suffering strain or spending the necessary number of , although each player may never take more than one maneuver during his turn.

SMALL CRAFT AND STRAIN

Just as an individual can voluntarily suffer strain to push himself past his limit, the pilot of a small starship or vehicle can exceed the performance limits of his ship at the cost of system strain. Only available to ships of silhouette 4 or smaller (larger ships are too heavy and unwieldy to benefit) this typically takes the form of additional starship maneuvers during a turn or other tricks such as pushing sensors or engines hard.

MANEUVERS

Less involved than actions, maneuvers are simple actions that do not typically require a skill check. Beyond all the maneuvers in personal combat, there are several maneuvers that apply specifically to starships and vehicles. There are also some maneuvers that work similarly to those used by individuals but with some minor differences. Starship maneuvers follow the usual rules governing maneuvers (see page 129). In addition (and especially in larger starships), characters are assumed to be able to perform any personal maneuvers such as dropping prone or standing from prone, managing gear, or interacting with the environment (although the GM and players should use common sense as to what a character can and cannot do given the situation).

When ships are in encounters, they should always track their current speed. A ship may be operating at any speed from zero to its maximum, however accelerating and decelerating takes maneuvers to accomplish.

A starship or vehicle with a silhouette 1-4 may benefit from one Pilot Only maneuver in a round, and may benefit from a second Pilot Only maneuver if it suffers two system strain. A starship or vehicle with a silhouette of 5 or greater may only ever benefit from one Pilot Only maneuver in a round, period. (Pilot Only maneuvers are ones that affect the movement of the ship itself, and ships may only move so fast and so far.)

In addition, a starship or vehicle with a silhouette 1-4 and a single pilot can still benefit from two Pilot Only maneuvers, but the pilot must suffer two strain (or downgrade his action to a maneuver) to perform two maneuvers, as per normal combat rules. Some ships may have multiple pilots, in which case each can perform a Pilot Only maneuver and only the ship suffers the strain. However, these ships are fairly rare.

ACCELERATE/DECELERATE (PILOT ONLY)

The pilot may increase or decrease the ship or vehicle's current speed by one, to a minimum of zero or a maximum of the ship's maximum speed rating.

FLY/DRIVE (PILOT ONLY)

This starship maneuver reflects the simple act of moving the ship or vehicle closer or further away from something at its current speed. The number of starship maneuvers required for a ship or vehicle to move through a given number of range bands is dependent on its speed. It is important to remember that range is based on the moving ship's perspective, and is not a measure of actual physical distance.

- **Speed 0:** The ship or vehicle is not moving and cannot use this starship maneuver until it accelerates.
- **Speed 1:** One starship maneuver to move within close range of a target or object, or two starship maneuvers to move from close to short range or from short range to close range
- **Speed 2–4:** One starship maneuver to move within close range of a target or object, to move from close to short range, or from short to close range. Two starship

maneuvers to move from close to medium, or medium to close range.

- **Speed 5–6:** One starship maneuver to move within close range of a target or object, to move from close to medium range, or from medium to close range. Two starship maneuvers to move from close to long, or long to close range.

MOVE

Depending on the size of the ship, characters can move around inside of it as a maneuver. How many maneuvers it takes to get where they are going depends on the size of the ship. This maneuver works the same as the Move maneuver on page 130.

AIM

Aiming on a starship is very similar to aiming in standard combat, although some of the bonuses can differ. This can either be by means of maneuvering in and waiting for the fire control and targeting computers to line up the perfect shot on a TIE fighter, or physically sighting down the barrel of a vehicle mounted repeating blaster. Aiming allows a Player Character to choose one of the following modifiers to his combat check.

- Gain □ on the next combat check. If the character spends two consecutive maneuvers aiming, he gains □□ on the next combat check.
- Add ■■ to the next attack check made by the Player Character in the current turn. If the Player hits and deals damage, he automatically generates a Component Hit (46–54) result on the Critical Hit Chart. If the Player chooses this option, he cannot generate another Critical Hit. The Player Character may spend ❍❍❍ generated during the attack to generates a Component Hit (118–126) instead. If the player spends two or more maneuvers aiming in this way, he only adds ■ to the attack check.

EVASIVE MANEUVERS (PILOT ONLY, SILHOUETTE 1–4, SPEED 3+)

Evasive Maneuvers reflects a pilot's efforts to avoid incoming fire, collision, or other calamity. Executing Evasive Maneuvers upgrades the difficulty of the dice pool for the first attack made against the ship until the beginning of the next round.While this makes the ship executing the starship maneuver harder to hit, it also makes it harder for the ship executing the starship maneuver to hit anything else. Executing Evasive Maneuvers likewise upgrades the difficulty of the dice pool for the first attack made by the ship until the beginning of the next round. Evasive Maneuvers may only be undertaken by ships or vehicles of silhouette 4 or smaller. Anything larger is typically too slow or awkward to perform Evasive Maneuvers.

STAY ON TARGET (PILOT ONLY, SILHOUETTE 1–4, SPEED 3+)

This reflects a pilot's concentration and his ability to shut out combat-related stresses and distractions to make sure a target is hit or an adversary destroyed. Until the end of the following Round, all combat checks from the vehicle or vessel executing this maneuver upgrade the ◆ in their pool once. Unfortunately, while he is concentrating so hard on his target, the pilot blocks out all other threats and is an easier target for opponents. Any combat checks made targeting a ship executing this starship maneuver upgrade the ◆ in their pool once. This starship maneuver is restricted to small vessels like starfighters and patrol boats, and only ships or vehicles of silhouette 4 or smaller can Stay on Target.

PUNCH IT (PILOT ONLY, SILHOUETTE 1–4)

There are times when taking it easy and accelerating in a safe, normal fashion simply aren't the best course of action. Evading an ambush, or escaping a starport while under fire from Imperial forces, are just two examples. This maneuver allows a ship or vehicle to go immediately to its maximum speed rating from any other speed, mostly by throwing the throttles to maximum and overloading the ship or vehicle's drives. While expeditious, it also puts undue strain on a ship or vehicle. When executing this starship maneuver, the ship or vehicle suffers one point of system strain for every point of speed between the ship's current speed and its maximum speed. This starship maneuver is restricted to ships of silhouette 4 and smaller, as larger vessels have too much mass to accelerate so quickly.

For example, the pilot of a YT-1300 light freighter is hiding from an Imperial navy patrol at speed 0 in the lee of a large asteroid. Suddenly he is set upon by a pair of TIE Fighters, decides that discretion is the better part of valor, and Punches It. He immediately throws his throttles to their maximum setting and the ship jumps to life. While he escapes unharmed and is able to jump to hyperspace, the sudden acceleration causes three points of strain to his ship.

ANGLE DEFLECTOR SHIELDS

Using this starship maneuver, a ship's pilot, engineer, or anyone with access to the shield controls can reassign up to one point of Defense from one defense zone to another. For example, a player could shore up a vessel's forward defense zone with a point from its aft defense zone. This maneuver only works if the ship or vehicle has defense that can be reassigned, as with deflector shields.

STARSHIP ACTIONS

Starship actions are complex activities that require the formation of a dice pool and a skill check to resolve. In starship combat, starship actions are taken by pilots and crew members, and include such things as making Gunnery checks to use a ship's weapon system, making a Computers check to operate an electronic countermeasures array, or using Force Powers. A starship may benefit from only one Pilot Only action per round, no matter how many crew-members are aboard her. (Pilot Only actions are ones that affect the movement of the ship itself, and ships may only move so fast and so far.)

DAMAGE CONTROL

This starship action is an attempt to mitigate some of the damage caused to a ship through combat or accident. Using this starship action, any Player Character who makes a successful Mechanics check recovers one point of system strain. The difficulty of the Mechanics check is determined by the strain the ship is currently suffering, as per **Table 7-3: Damage Control Difficulty** below.

TABLE 7–3: DAMAGE CONTROL DIFFICULTY

TOTAL STRAIN	TEST DIFFICULTY
Less than half ship's threshold	Easy (◆)
Equal to half ship's threshold.	Average (◆◆)
Greater than half ship's threshold.	Hard (◆◆◆)
Exceeding ship's threshold.	Daunting (◆◆◆◆)

EXCHANGING AN ACTION FOR A MANEUVER

A character may exchange his action for an additional maneuver during his turn. He may then perform any maneuver he would be able to perform normally, following all the rules that govern maneuvers. However, he still may not perform more than two maneuvers during his turn, no matter how he gained access to them.

PERFORM A SKILL CHECK

Performing a skill check follows the same rules as found in **Chapter 6: Conflict and Combat** on page 131, and is essentially the same action. Of course, players should use common sense (and the GM is the final arbiter) as to what skill checks may be able to be performed aboard a starship, and what benefits they may entail.

GAIN THE ADVANTAGE (PILOT ONLY, SIZE 1–4, SPEED 4+)

This action reflects the constant, frantic give and take of a dogfight between small craft like starfighters and patrol boats. It allows a pilot to gain the upper hand on a single opponent so that he positions himself for a better attack during the following round. To execute this starship action, the pilot makes a **Pilot check**, the difficulty of which is determined by the relative speeds of the ships involved in the attack. These difficulties are outlined in **Table 7–4: Speed Advantage Difficulty**. If the check succeeds, the pilot ignores all penalties imposed by the Evasive Maneuvers starship maneuver, both his and his opponent's, until the end of the following round. In addition, the pilot also chooses which defense zone he hits with his attack. If he fails his test, no advantage is gained and he still suffers the effects of any Evasive Maneuvers.

Once the advantage has been gained, on the following turn the opponent may attempt to cancel out the advantage by using Gain the Advantage himself. This works as described earlier, but since he is working from a disadvantage, his check is one step more difficult.

TABLE 7–4: SPEED ADVANTAGE DIFFICULTY

DIFFERENCE IN SPEED	TEST DIFFICULTY
Same speed as the target ship.	Average (◆◆)
One higher than target ship.	Easy (◆)
One lower than target ship.	Hard (◆◆◆)
Two or more lower than target ship.	Daunting (◆◆◆◆)

USE COMPLEX EQUIPMENT

This starship action allows for the use of complicated pieces of ship technology such as signal jammers, focused scanners, slicing computers, or any other non-weapon system aboard that requires a skill check to use. What does and does not require a check is left to the discretion of the Game Master.

PERFORM A COMBAT CHECK

This is the standard attack action wherein the pilot or gunner controlling one of the ship's weapon systems fires the shipboard weapons. This is similar to Combat checks described on page 132, and is essentially the same action. However, there are some differences based on the circumstances of starship and vehicle combat, and they are noted here.

Each weapon on a starship or vehicle may only be fired a maximum of once per round unless a rule specifically allows otherwise.

When making a combat check, and considering the preceding rules, characters should follow these steps. Note, these steps are similar to those found on page 132. However, there are some differences.

STEP 1: ATTACK DECLARATION AND TARGET SELECTION

The character chooses to make an attack. He selects what skill he will use to make the attack (usually the Gunnery skill, although some vehicles may have weapons on them requiring the Ranged (Heavy) skill instead). Most combat checks aboard a starship or vehicle are made using the starship or vehicle's weapons. Remember, a starship or vehicle weapon may only be used once per round, no matter how many characters there are aboard the ship.

STEP 2: ASSEMBLE THE DICE POOL

The character then assembles his dice pool based on the skill, its characteristic, and any applicable talents and other abilities. Certain conditions, such as the effect of a Critical Injury or an environmental effect, may also contribute dice to the dice pool. See page 16 for more information on building a dice pool.

TABLE 7–5: COMBAT SILHOUETTE COMPARISON

DIFFERENCE IN SILHOUETTE	GUNNERY CHECK BASE DIFFICULTY
Silhouette equal to or 1 point larger or smaller than target.	Average (◆◆)
Silhouette 2 or more points smaller than the target vessel.	Easy (◆)
Silhouette 2 points larger than the target ship.	Hard (◆◆◆)
Silhouette 3 points larger than the target ship.	Daunting (◆◆◆◆)

The difficulty of combat checks when firing from vehicles or starships is based on comparing silhouettes of the firing ship and the targeted ship (even if the target of the attack is not a vehicle or starship), and is outlined in **Table 7–5: Combat Silhouette Comparison**. This reflects the fact that large ships find it difficult to hit small, fast vessels, and their bulk makes them an easy target for those same small craft. Thanks to the advanced targeting computers installed in most starships, the range of a shot has no bearing on the attack's difficulty. Put simply, if the target is within range it can be hit. The check is further affected by modifiers brought on by starship maneuvers, talents, terrain, or any other modifiers of the Game Master's discretion.

When attacking a ship of silhouette 4 or smaller, the defender chooses which defense zone the attack hits. In game terms, smaller ships are more agile and constantly in motion, meaning that during combat they are constantly juking, dodging, evading, and generally positioning themselves so that their strongest defense zone is always facing their attacker. When attacking ships of silhouette 5 or larger, the defense zone affected by the attack is determined by the position of the ships in combat. The relative position of ships in combat is determined by both the Game Master's and the Player Characters' actions, and is illustrated through the cinematic gameplay style inherent in *Edge of the Empire*.

STEP 3: POOL RESULTS AND DEALING DAMAGE

Once the player rolls the dice pool for his character, he evaluates the results. As with any skill check, the check must generate more ☼ than ▼ to be successful.

When making a combat check, after calculating overall success, each remaining ☼ result adds +1 damage to a successful attack. If the attack affects multiple targets, the additional damage is instead added to each target. Remember, most vehicles or starships weapons deal damage on starship scale, so each point of damage is the equivalent of ten points of standard damage.

STEP 4: RESOLVE ADVANTAGE AND TRIUMPHS

As with every skill check, ⚙ and ⊛ can be spent to gain incidental beneficial effects on a combat check. However, just as the rules governing encounters are somewhat more regimented than the rules governing narrative gameplay, some of the options governing the spending of ⚙ and ⊛ are more clearly defined. In encounters, the player controlling the activated character determines how his character spends ⚙ and ⊛, unless the GM has a specific reason to decide for him instead.

The first and foremost way to spend ⚙ and ⊛ in an attack is to activate Critical Hits or active weapon qualities. As described on pages 132 and 133, each weapon has a Critical Rating that consists of a numeric value. The user can spend that many ⚙ to inflict one Critical Hit on the target, in addition to regular effects and damage. (If the target is an individual, it inflicts a Critical Injury as per page 142). Remember, a Critical Injury can only be

TABLE 7–6: SPENDING ADVANTAGE AND TRIUMPHS IN STARSHIP AND VEHICLE COMBAT

COST	RESULT OPTIONS
⚙ or ⊛	• Add □ to the next allied active character's Pilot, Gunnery, Computers, or Mechanics check. • Notice a single important point in the ongoing conflict, such as a fatal flaw in an enemy ship's course or a weak point on an attack speeder.
⚙ ⚙ or ⊛	• Perform an immediate free maneuver, provided the active character has not already performed two maneuvers in that turn. • Add ■ to the targeted character's next Pilot or Gunnery check. • Add □ to any allied character's next Pilot, Gunnery, Computers, or Mechanics check, including the active character.
⚙ ⚙ ⚙ or ⊛	• Reduce a targeted enemy's defense by half, perhaps through a lucky shot or discovering a weak spot in their shields, until the end of the current round. • Ignore penalizing stellar effects such as dust clouds, nebulae, or gravitational anomalies until the end of your next turn. • If piloting the ship, perform one free Pilot Only maneuver (provided it does not break the limit of maximum number of Pilot Only maneuvers in a turn). • Force the target ship or vehicle to veer off, breaking any Aim or Stay on Target actions.
⊛	• Upgrade the difficulty of the targeted character's next Pilot or Gunnery check. • Upgrade any allied character's next Pilot, Gunnery, Computers, or Mechanics check, including the current active character. • Do something vital to turning the tide of battle, such as destroying a capital ship's shield generator or losing a pursuing ship in an asteroid field.

triggered on a successful hit. For more information on starship and vehicle Critical Hits, see page 162.

Weapon qualities are special effects and abilities that apply only when using that particular weapon. They come in two forms, active and passive. Active abilities require the user to spend a certain number of to trigger them. Generally this is , although some qualities may require more or less. Qualities may inflict effects on a target, which unless specified otherwise, are always in addition to other effects, Critical Hits, and damage.

In addition to always counting as an additional , can be spent to activate these abilities as well. A may be spent to inflict one Critical Hit (no matter what the Critical Rating on the weapon is). In addition, a may be spent to activate one weapon quality, no matter how many it would normally take to do so.

However, there are additional options for spending and in starship or vehicle combat. A list of the most common can be found on **Table 7–6: Spending Advantage and Triumphs in Starship and Vehicle Combat** on page 157. As in regular combat, this list is not intended to be absolute, but to provide guidelines for players and GMs.

STEP 5: RESOLVE THREAT AND DESPAIR

In the same fashion that the controlling player determines how his character spends and in his combat check, the GM then determines how to spend any and generated in the check. By default, the GM determines how and are spent, although in some cases (such as checks made by NPCs) he may give the players the option to spend these instead.

Unlike and , most weapons do not have specific options for spending and —although this is not always the case. Some particularly volatile or dangerous weapons do have these options, and if they do, the options are detailed in the weapon's description. There are specific options for spending and in starship encounters, however; the most common of these can be found on **Table 7–7: Spending Threat and Despair in Combat**. As with and , keep in mind that these are not intended to be the only options available. As always, GMs may invent other ways to spend and depending on the specific circumstances of the encounter, and any option that the players and GM agree on can be viable.

STEP 6: REDUCE DAMAGE, CHECK HULL INTEGRITY, AND APPLY CRITICAL HITS

When a ship or vehicle suffers damage, it reduces that damage by its armor. If any damage remains after this reduction, the vehicle suffers that much damage to its hull integrity. If the net result is zero or negative, the vehicle suffers no damage to its hull integrity.

An attack may also generate a Vehicle Critical Hit, which is similar to a Critical Injury. This may occur because the weapon's Critical Rating triggered, or because the target suffered damage greater than its hull integrity. When a Critical hit is inflicted, the attacker rolls a d100 on **Table 7–9: Vehicle Critical Hits** on page 162. The result of the dice roll indicates which Critical hit is applied.

Some weapons and talents modify this Critical Hit roll, potentially making a Critical Hit more or less effective. If an attack triggers more than one Critical Hit, the player may choose whether to roll each Critical Hit separately, or may make a single roll, adding +10 to the result for each additional Critical Hit beyond the first. Note, that talents and qualities that specifically affect Critical Injuries do not effect Critical Hits (so the Vicious quality, for example, would have no effect on a ship or vehicle).

TABLE 7–7: SPENDING THREAT AND DESPAIR IN STARSHIP AND VEHICLE COMBAT

COST	RESULT OPTIONS
or	• If piloting a ship, sudden maneuvers force the ship to slow down by one speed. • The active character loses the benefits of a prior maneuver (such as executing Evasive Maneuvers or Aim) until he performs the maneuver again.
or	• An opponent may immediately perform one free maneuver in response to the active character's check. • Add ☐ to the targeted character's next Pilot or Gunnery check. • The active character or an allied character suffers ■ on his next action. • The active character's vehicle suffers 1 system strain (this option may be selected more than once).
or	• The active character loses Initiative. • The active character grants the enemy a significant advantage in the ongoing encounter, such as drifting straight into his line of fire, decreasing the difficulty of any checks made against it by one until the beginning of his next turn.
	• The primary weapon system of the active character's ship (or the particular weapon system he is manning if he is acting as a gunner) suffers the effects of the Component Hit Critical (see page 162). This does not count toward the ship's accumulated Critical Hits. • Upgrade the difficulty of an allied character's next Gunnery, Pilot, Computers, or Mechanics check, including the current active character. • The active character suffers a minor collision with one of his opponents he is at close range with, or with the stellar phenomena/terrain he is flying or driving through.
(plus failed check)	• The active character suffers a major collision with one of his opponents he is at close range with, or with the stellar phenomena/terrain he is flying or driving through.

PLANETARY SCALE RANGE BANDS

Like personal combat, starship and vehicle combat utilizes broad and abstract range measurements referred to as planetary scale range bands. Planetary scale range bands follow the same rules as regular range bands found on page 134. The only difference is that planetary scale range bands operate on a much larger scale.

Close range on planetary scale picks up where personal scale leaves off. However, the scale is so much larger that a single person could never use maneuvers to move next to a target that's "close" to him on a planetary scale—the distance may be up to several kilometers and take an hour of walking to cover. Further range bands on a planetary scale would be even more extreme.

This isn't to say that ships and vehicles, (especially smaller vehicles such as landspeeders) can't operate in standard range bands. Any ship or vehicle able to move could cover the distance measured by standard range bands relatively quickly, and individuals would measure their range to a vehicle or ship using standard range bands. However, because ships and vehicles can cover those distances so quickly, it makes little sense for them to measure distances in such (relatively) small increments. This goes doubly true for starfighters and airspeeders, which can cover kilometers of distance in seconds.

Therefore, vehicles and starships use a second set of range bands, referred to as **planetary scale range bands.** As mentioned previously, the shortest range band in planetary scale ("close range") encapsulates all range bands in personal scale. This means a ship or vehicle able to move to a point within close range is also covering the equivalent of all five range bands worth of distance in personal scale. This also means even the shortest range starship and vehicle weapons have the range of the largest personal scale ranged weapons.

CLOSE RANGE

Close range in planetary scale is slightly further than extreme range in personal scale, and can cover everything from a few dozen metres up to several kilometers in distance between two points. This may seem like a great deal of space, but most vehicles can cover this distance in several minutes at worst, and micro-seconds at best.

On the surface of a planet, most ground vehicles engage at close range, using their larger heavy blasters and laser cannons to hit targets a regular soldier would have trouble seeing, much less hitting. In the air and in space, close range is the metaphorical "knife fight" range where dogfights between snubfighters or high-performance airspeeders take place. Capital ships endeavor to stay out of close range of each other, as it is essentially point-blank for their weapon batteries. Two large warships slugging it out at close range can tear each other to bits in short order.

SHORT RANGE

Short range in planetary scale is anything up to roughly several dozen kilometers away. On the surface of a planet, this is far enough that vehicles no longer engage each other with line-of-sight weaponry (although artillery weapons can still pound opponents with indirect fire).

In space, short range is just out of dogfighting range, and beyond the range of most starfighter and patrol boat weapons. However, most self-propelled weapons can hit targets within short range, so these smaller vessels often carry concussion missiles and proton torpedoes to extend their reach. Short range is still uncomfortably close for capital ships, though not quite as brutally point-blank as close range.

MEDIUM RANGE

On the surface of a planet or within a planet's atmosphere, something is within medium range if it is within roughly fifty kilometers, long enough that only the most powerful artillery weapons can engage it.

In space, something may be within medium range at a somewhat longer distance, up to a few hundred kilometres. This is far beyond the reach of most starfighter weapons, but at the ideal range of most of the big guns mounted on capital ships. Thus, most capital ship engagements happen at medium range, with starfighters dogfighting between them.

LONG RANGE

Long range on a planet's surface can be anywhere from a hundred to two hundred kilometers away. Engagements never happen at this distance, with enemies appearing as flickering phantoms on the screens of each sides' scanner systems.

In space, long range can be up to several thousand kilometers away. At this point, engagements between ships become rare, with only the largest capital ship weapons able to bridge the gulf.

EXTREME RANGE

On a planet's surface, extreme range is the far edge of a vehicle's scanners, far enough that weapons cannot hope to reach.

In space, extreme range is likewise beyond the range of almost all starship weapons, even those mounted on capital ships. At extreme range, opposing ships are still jockeying for position before engaging each other, and both sides still have the chance to break off and escape.

PLANETARY SCALE

Planetary scale range bands can represent longer or shorter distances depending on whether the encounter is taking place in space or on (or just above) a planet's surface. This is because space is a much larger environment than any ground-based setting, and without air friction and terrain to hinder movement, starships can move much faster than even the fastest airspeeder. This is why each planetary scale range band talks about the distances represented in space and on the ground.

PILOTING AND STELLAR PHENOMENA OR TERRAIN

It's a common misconception that space is a vast, empty expanse free from obstacles or danger. Nothing could be further from the truth. Space is full of obstacles, from simple asteroids and fiery comets to strange gravitational anomalies to nebulae and even dreaded black holes, each one posing a unique and dangerous challenge to a pilot's skill at flying and navigation. When a ship passes near or through one of these treacherous obstacles, the pilot may need to make an appropriate Piloting check, even if he is attempting a starship maneuver that typically wouldn't require one. This starship maneuver's difficulty is based on the ship's speed—as it is generally easier to avoid an obstacle while traveling at a reduced speed rather than at full throttle—and silhouette, as it is usually easier to dodge something in a smaller ship than in a larger one.

These rules also apply to vehicles driving on the surface of a planet or flying in a planet's atmosphere. The basic concepts are the same; smaller, more agile vehicles are more likely to avoid a fatal collision with the local terrain, as are slower-moving vehicles.

When making the Piloting check, the difficulty is equal to the vehicle or starship's current speed or half its silhouette (rounding up), whichever is higher. The lower of the two values indicates how many times the difficulty of the check is upgraded.

Example: *TIE fighter flying through an asteroid field at top speed (speed 5) would make a Piloting check with a Formidable (◆◆◆◆◆) difficulty. He would then take half his silhouette (base of 3, divided in half rounding up to two) and upgrade the difficulty of the check by that value. In the end, the poor TIE pilot has to make a check against ◆◆◆●●.*

Example: *A Jawa sandcrawler with a speed of 1 and silhouette of 4 driving through a canyon would only have Medium (◆◆) difficulty check, with one die upgraded to a ●. In this case, the slow speed of the sandcrawler works to the Jawa pilot's advantage, even if the vehicle is fairly large and unwieldy. In the end, the Jawa makes his check against ◆●.*

Failing these checks does not mean the ship or vehicle crashes (although failing and generating ▽ may well result in a crash). Instead, it means that the pilot has been unsuccessful in navigating through the situation. He drops his speed by one, and does go wherever he was going (if he was trying to reach a specific location at medium range from him, for example, he remains at medium range from the location).

NAVIGATION HAZARDS

While even the tiniest speck of debris can pose a threat to a starship hurtling through the void, not all astronomical features are created equal. Piloting a ship through a well charted nebula is one thing, but threading a ship through a densely packed asteroid field while being chased by Imperial fighters is entirely another. If local space is hazardous enough, the Game Master can add a number of ■ to a player's Pilot check. See **Table 7–8: Navigation Hazard Setback Dice** for suggested guidelines on how many dice to add for a given hazard.

CELESTIAL HAZARDS AND DIFFICULT MANEUVERS

Ship captains or vehicle drivers may find themselves in a situation where they are already in the thick of an asteroid field or nebula (or a swamp or scree-covered hillside) and need to perform an action that requires a Pilot check. In this case, the player makes his Pilot check as specified in the description of the action (not the check specified by his speed and silhouette). He does, however, add the specified number of ■ dictated by the difficulty of the obstacles. The Game Master can also choose to upgrade the difficulty of the check based on the speed of the vehicle or ship. In general, he should upgrade the difficulty once if the speed is 1-3, and twice if the speed is 4-6.

TABLE 7–8: NAVIGATION HAZARD SETBACK DICE

SETBACK DICE	GROUND DESCRIPTION	SPACE DESCRIPTION
–	Flat, clear terrain. Roads, firm fields, grassy plains, or (if flying) clear skies and good weather.	A broad, loosely packed asteroid field, or a thin, calm nebula.
■	Somewhat tricker terrain. Scattered trees, dense undergrowth, rolling hills, sand dunes, or windy weather.	Flying over high mountains on a moon, an asteroid field or nebula.
■■	Dangerous terrain. A thick forest, steep, rock-covered hills, or flying in atmosphere during a violent storm	Flying around or through a fracturing comet, or navigating through a particularly dense and turbulent asteroid field.
■■■	Very risky terrain. Shear cliff faces, deep swamps, lava with only a thin crust of hardened rock, or speeding through a canyon only just wide enough for the vehicle to fit through.	Navigating the Maw, flying close to a deadly pulsar, flying through asteroid tunnels, or other dangerous and foolhardy pursuits.

TAKING DAMAGE

As is the case with Player Characters in personal combat, there are two types of damage ships and vehicles suffer in *Edge of the Empire*: system strain and hull damage. System strain is similar to the strain suffered by Player Characters, and reflects light, temporary damage caused by glancing blows or pushing a vessel to the limits of its capabilities. Hull damage is more serious and, consequently, more life threatening. This is actual physical damage that makes its way past the ship's defenses and affects its hull integrity. Damage to hull integrity is permanent unless repaired.

HULL INTEGRITY

Hull integrity is a measure of a ship or vehicle's sturdiness and build quality. Hull integrity works the same way as a character's wound threshold (see page 140). When damage to a ship or vehicle meets or exceeds its hull integrity, one of two things happens. For vehicles silhouette 3 or smaller and of no particular importance (a common TIE fighter or a landspeeder full of faceless thugs for example) it simply explodes, killing the pilot and any passengers. Alternately, at the Game Master's discretion, the vehicle could simply be disabled. For larger vehicles such as stock light freighters or anything silhouette 4 or larger (or a smaller ship such as a starfighter or a landspeeder with a player character inside it), the vehicle immediately suffers a Critical Hit from **Table 7–9: Vehicle Critical Hits**. Additionally, the ship's systems shut down, it reverts to emergency power, its sublight drives sputter out, and the ship is adrift. At this point the ship is a nearly lifeless hulk, is effectively out of combat, and is likely being evacuated.

If the pilot or crew of a crippled ship with a hull integrity of 0 is particularly desperate or foolish, they may attempt some temporary repairs to either escape or re-join the fray. By scavenging parts from ruined systems, raiding the hold for any spare parts, and bypassing damaged components, along with a **Hard (◆◆◆) Mechanics check**, the crew can bring the ship back to some semblance of life. The ship is returned to one point of hull integrity but suffers the following penalties. Speed is reduced to 1 and Maneuverability is reduced to –3 and all weapon systems are inoperable until fully repaired. If the ship re-enters combat in this fragile state, any attack that causes damage immediately generates a Critical Hit with plus +30 added to the roll on **Table 7–9: Vehicle Critical Hits**. All of these effects persist until the ship can be drydocked and repaired.

SYSTEM STRAIN

System strain works the same way as strain suffered by characters. A ship that suffers strain in excess of its strain threshold quickly finds itself in an untenable situation. Generators overload, reactors shut down, shields fall, engines go dead, electrical fires start, and all manner of electrical mayhem occurs as one by one essential systems go offline and the ship becomes unresponsive. Until the crew can make repairs, the ship becomes helpless, adrift in space or hurtling along a course from which it can neither deviate nor escape.

In game terms, when a ship or vehicle exceeds its strain threshold, a number of increasingly negative things happen all at once. First, as systems shut down and the drives lose power, the ship loses its momentum. At the end of each round during which a ship is suffering enough strain to be past its threshold, the ship's speed is reduced by one, to a minimum of zero. Additionally, the ship may not perform any starship maneuvers that require it to voluntarily suffer strain, such as making an additional starship maneuver during a single round, and the ship's shields can no longer be angled to cover different defense zones.

While the situation aboard a ship that has exceeded its strain threshold is indeed dire, not all is lost. Any crew member can aid the ship in recovering strain by performing repairs and damage control such as rebooting systems, bypassing fried circuits, and putting out electrical fires. Performing damage control of this kind uses a crew member's starship action for the round, and requires that, in the case of actual repairs, the crewman has the requisite Repair skill. In addition, any crew member attempting repairs must have access to the ship's internal

COLLISIONS

There are occasions when vehicles or starships will run into the terrain around them, or into another nearby vehicle or starship. In this case, there are two possible collisions; glancing blows (minor collisions) or head on hits (major collisions). These collisions can sometimes be mitigated by a ship's defences; particle shields in particular are specifically designed to absorb impacts.

In the case of a minor collision, all vehicles or starships involved suffer a single Critical Hit. Subtract the ship's defence times 10 from the roll; if the result is 0, the ship's shields or other defenses have nullified the collision entirely and the Critical Hit is canceled. In the case of a major collision, all vehicles or starships involved suffer a single Critical Hit as well. However, only subtract the ship's defense times 5 from the roll. If there are multiple defence values on multiple facings of the ship, the GM chooses which facing is hit, based on what the ship or vehicle was doing at the time.

At the GM's discretion, certain, particularly large vehicles and vessels may be able to ignore collisions with very small vehicles or vessels. However, larger ships and vehicles will have a harder time avoiding collisions with larger asteroids or terrain features, so piloting through an asteroid field (or driving through a rocky canyon) should be just as dangerous for a Star Destroyer as it is for a TIE Fighter.

FATAL ENCOUNTERS

Of all the well-documented hazards of traveling through hyperspace, none is more feared or more potentially devastating than a collision with a mass shadow. Although every hyperspace-capable ship is equipped with a number of sensors and failsafes designed to drop the ship immediately into realspace if it passes dangerously close to a gravity well or hyperspace shadow, accidents do happen and there are many recorded cases of a ship in hyperspace colliding with a planet or flying into the heart of a star. Although flying into a star is certain death for a ship and its crew, accidents of this nature have little lasting effect on the star itself. Colliding with a planet is another matter entirely, however.

Even the smallest ship requires massive amounts of energy to operate, and the seething reactors that power capital ships can rival the intensity of the sun. Combined with the incredible speeds at which ships travel in hyperspace, the effects of a ship colliding with a planet are catastrophic. No matter the size of the ship, it is immediately destroyed in a planetary collision in hyperspace with the loss of all hands. Any planet struck in such a collision suffers serious environmental damage, ranging from massive radiation contamination from the ship's reactors to being shattered along its fault lines and even, in severe cases, totally annihilated. Along with the loss of millions or billions of lives, whole continents are irrevocably altered or destroyed, and sympathetic natural disasters like earthquakes and tsunamis wrack the world for weeks or months to follow. It is the fear of such an occurrence that keeps a dedicated corps of explorers, astrogators, and cartographers busy keeping hyperspace charts up to date.

systems or machinery bays, damage control stations, engineering terminals, or any other stations required to perform said repairs.

Any repairs made to the ship's sublight engines, hyperdrive, hydraulic systems, or any other mechanical systems require a **Mechanics check**, while rebooting a ship's navicomputer, repairing her sensor arrays and comms, or repairing any other hardware or software related damage requires a **Computers check**. The difficulty of any checks made to repair ship's systems is dictated by the severity of the damage, and is ultimately left to the Game Master's discretion. If a repair check is successful, a ship recovers a number of strain equal to the number of successes generated on the check.

At the end of any encounter in which a ship suffers system strain, any remaining system strain that has not been repaired by the ship's crew is reset to zero.

CRITICAL HITS

Occasionally a lucky, well-placed shot or collision with a particularly large or dangerous object does more to a ship than bounce harmlessly off the shields or scuff up the armor. Ion cannon blasts can short out systems, searing laser beams can pierce shields, armor, and hull alike to incinerate crewmen alive, and rogue asteroids can tear a ship's innards out, leaving it powerless and adrift in the cold dark of deep space.

These rare occurrences are reflected by the results of the Critical Hit Table. A number of factors may lead to a ship suffering a Critical Hit. For example, it might suffer enough damage to exceed its hull integrity threshold, or a successful combat check may generate enough Advantage or Triumph to trigger a weapons Critical Rating. Remember, an attack also has to deal damage to deal a Critical Hit, which is important when firing small arms at something using armor, not soak. When an attacker generates a Critical Hit, he rolls on **Table 7–9: Vehicle Critical Hits** on page 162 and his target suffers the effects listed. Critical Hits are divided into three color coded severity levels, which dictate the difficulty of the check required to repair the Critical Hit. Green indicates an Easy (◆) check, orange indicates an Average (◆◆) check, and red indicates a Hard (◆◆◆) check. These difficulties may be modified further at the Game Master's discretion.

Once a ship or vehicle suffers a Critical Hit, it counts as suffering that Critical Hit until it is repaired. This status counts even if the effects of the Critical Hit only last a single round. While a ship or vehicle is suffering the effects of a Critical Hit, any additional Critical Hits generated against it add +10 to the roll on **Table 7–9: Vehicle Critical Hits**.

COMPONENT HIT CRITICALS

Of all the Critical Hit results, these have the potential to be the most devastating outside of those that completely destroy a vessel. Component Hit Criticals functionally disable, either temporarily or permanently, critical systems on a target vessel and can lead to a number of complications. There are two tables on page 163 for Component Hit Criticals. **Table 7–10: Small Vehicle Components** details component hits to ships of silhouette 4 or smaller, while **Table 7–11: Large Vehicle Components** details component hits to ships of silhouette 5 or larger. The effects of most of these Critical Hits stack, and a ship can suffer more than one Component Hit Critical.

REPAIRING DAMAGE

While system strain and the results of many Critical Hits are temporary, damage to a ship or vehicle's hull integrity is more permanent and long lasting. Repairing hull integrity requires three things—proper facilities, money, and time—the latter two usually in abundance. Proper facilities have enough tools, light, parts, and workspace to make the repairs to the ship. These are typically orbital spaceports or

TABLE 7–9: VEHICLE CRITICAL HITS

DIE ROLL	RESULT	DETAILS
1–9	Mechanical Stress	The ship or vehicle suffers 1 point of system strain.
10–18	Jostled	A small explosion or impact rocks the vehicle. All crew members suffer 1 strain.
19–27	Losing Power to Shields	Decrease defense in affected defense zone by 1 until the Critical Hit is repaired. If the ship has no defense, suffer 1 point of system strain.
28–36	Knocked Off Course	A particularly strong blast or impact sends the ship or vehicle careening off in a new direction. On his next turn, the pilot cannot execute any maneuvers. Instead, he must make a Piloting check to regain his bearings and resume his course. The difficulty of this check depends on his current speed.
37–45	Tailspin	All firing from the ship or vehicle suffers ■■ until the end of the pilot's next turn.
46–54	Component Hit	One component of the attacker's choice is knocked offline, and is rendered inoperable until the end of the following round. For a list of ship components, see **Table 7–10: Small Ship Components** or **Table 7–11: Large Ship Components** depending on target ship size.
55–63	Shields Failing	Reduce defense in all defense zones by 1 point until the Critical Hit is repaired. If ship or vehicle has no defense, suffer 2 points of system strain.
64–72	Hyperdrive or Navicomputer Failure	The navicomputer (or in the case of a ship without a navicomputer, its R2 Unit) fails and the ship cannot make the jump to hyperspace until the Critical Hit is repaired. If a vehicle or ship without a hyperdrive, the vehicle or ship's navigation systems fail, leaving it flying or driving blind, unable to tell where it is or where it's going.
73–81	Power Fluctuations	The ship or vehicle is beset by random power surges and outages. The pilot cannot voluntarily inflict system strain on the ship (to gain an extra starship maneuver for example), until this Critical Hit is repaired.
82–90	Shields Down	Decrease defense in affected defense zone to 0, and decrease defense in all other defense zones by 1 point until this Critical Hit is repaired. While the defense of the affected defense zone cannot be restored until the Critical Hit is repaired, defense can be assigned to protect that defense zone from other zones as usual. If a ship or vehicle without defense, suffer 4 points of system strain.
91–99	Engine Damaged	The ship or vehicle's maximum speed is reduced by 1 point, to a minimum of 1, until the Critical Hit is repaired.
100–108	Shield Overload	The ship's shields are overloaded and completely fail in a flash of light. Decrease the defense of all defense zones to 0 immediately. This Critical Hit cannot be repaired until the end of the encounter, and the ship suffers 2 points of system strain. If a ship or vehicle without defence, reduce armor by 1 until Critical Hit repaired.
109–117	Engines Down	The ship or vehicle's maximum speed is reduced to 0 until the Critical Hit is repaired, although it continues on its present course thanks to momentum. In addition, the ship cannot execute any maneuvers until the Critical Hit is repaired.
118–126	Major System Failure	One component of the attacker's choice is heavily damaged, and is inoperable until the Critical Hit is repaired. For a list of ship components, see **Table 7–10: Small Ship Components** or **Table 7–11: Large Ship Components** depending on target ship size.
127–135	Major Hull Breach	A huge, gaping tear is torn in the ship's hull and it depressurizes. For ships and vehicles of silhouette 4 and smaller, the entire ship depressurizes in a number of rounds equal to the ship's silhouette. Ships and vehicles of silhouette 5 and larger have many safeguards against depressurization. These ships don't completely depressurize, but parts do (the specifics of which parts depressurize is up to the GM). Vehicles and ships operating in an atmosphere can better handle this Critical Hit. However, the huge tear still inflicts penalties, causing the vehicle to suffer a Destablized Crit instead.
136–144	Destabilized	The ship or vehicle's is seriously damaged. Reduce the ship or vehicle's hull interity threshold and system strain threshold to half their original values until repaired.
145–153	Fire!	Fire rages through the ship. The ship or vehicle immediately takes 2 points of system strain. A fire can be put out with some quick thinking and appropriate skill, Vigilance, and Cool checks at the Game Master's discretion. Once going, a fire takes one round per two of the ship's silhouette points to put out.
154+	Breaking Up	The vehicle or ship has suffered so much damage that it begins to come apart at its seams, breaking up and disintegrating around the crew. At the end of the following round, the ship is completely destroyed and space is littered with debris. Anyone aboard the ship or vehicle has one round to get to an escape pod, bail out, or dive for the nearest hatch before they are lost.

TABLE 7–10: SMALL VEHICLE COMPONENTS

COMPONENT HIT	DETAILS
Support Droid	Typically an R2 unit, the droid is knocked out of commission until it can be repaired. If this droid is a Player Character, it immediately suffers maximum strain.
Ejection System	The pilot and/or crew are unable to escape the ship in an emergency until this system resets or is repaired, depending on the severity of the Critical Hit.
Landing Gear	The ship's landing gear are stuck. Roll d100, 1–50 the gear are stuck in a landing configuration which reduces Handling in atmosphere by one point. 51–100 the landing gear are stuck in their retracted configuration. Any attempt to land a ship that cannot deploy its landing gear results in two points of hull integrity damage and two points of system strain.
One Weapon System	One weapon system of the attacker's choice is knocked offline.
Sensors	Sensor range is reduced by one range band. If the ship's sensors are already close range, they are knocked offline completely and the ship is effectively blind until the sensors are rebooted or repaired, depending on the severity of the Critical Hit.
Comms	The ship can neither send nor receive any electronic signals or data.
Sublight Engines	The engines are slightly damaged and the ship's speed is reduced by one point.
Hyperdrive or Navicomputer	The ship cannot make the jump to hyperspace.
Shields	The ship's defense is reduced by one point in all defense zones.

planetary aerospace ports that cater to spacers, fringers, and freelancers.

Once a ship is in a slip or drydock for repairs, each point of hull integrity restored costs roughly 500 credits. This cost is highly variable, however, and can fluctuate dramatically based on the Player Characters' reputation, the overall damage to the ship, the scarcity of parts, or countless other factors. The final cost for repairs, like many other aspects of *Edge of the Empire*, is left to the Game Master's discretion. The time required is also variable, and is left to the Game Master's discretion. A good rule of thumb is that light damage, up to a quarter of a ship's total hull threshold, should take an amount of time measured in days, while any damage over that takes weeks or even months to repair depending on the severity of the damage.

If it proves imprudent or impossible to get to a proper maintenance facility, temporary repairs can be made to a ship while it is in space providing the damage is not too severe and the crew has, or can scrounge, the necessary parts and tools. These temporary repairs can only be made to a ship that has suffered less than a quarter of its total hull integrity in damage, and requires an **Average (◆◆) Mechanics check**. These repairs take roughly one day per point of hull integrity restored. The difficulty and time required to make these temporary repairs are, of course, variable and ultimately up to the Game Master's discretion.

TABLE 7–11: LARGE VEHICLE COMPONENTS

COMPONENT HIT	DETAILS
Landing Gear	Roll d100, 1–50 the gear are stuck in a landing configuration which reduces handling in atmosphere by one point. 51–100 the landing gear are stuck in their retracted configuration. Any attempt to land a ship that cannot deploy its landing gear results in two points of hull integrity damage and two points of system strain. This only applies to ships of silhouette 5; anything larger is unable to enter a planet's atmosphere.
One Weapon System	One weapon system of the attacker's choice is knocked offline.
Sensors	Sensor range is reduced by one range band.
Comms	The ship can neither send nor receive any electronic signals or data.
Sublight Engines	The engines are slightly damaged and the ship's speed is reduced by one point.
Hyperdrive	The hyperdrive is damaged, and the ship cannot make the jump to hyperspace.
Shields	The ship's defense is reduced by one point in all defense zones.
Landing Bay	One of the vessel's landing bays is knocked out of commission. The severity of the damage is ultimately left to the Game Master, and could result in anything from a temporary inability to launch or recover ships from this bay, to a failure of the docking bay shield and a total decompression of the entire compartment.
Cargo Hold	The ship is hulled and one of the cargo holds is exposed to vacuum. Cargo may be damaged or lost, and anyone in the cargo hold takes damage according to the Game Master's discretion.
Bridge	The bridge is damaged. No starship maneuvers or starship actions may be executed aboard the ship until the damage is repaired. In addition, the ship continues on its course at its current speed, and cannot be stopped or its course changed until the damage is fixed.

INTERSTELLAR TRAVEL

Despite the fact that the advent of the galaxy-shrinking hyperdrive has made travel between stars commonplace, the galaxy is still largely an unimaginably vast, empty void dotted here and there with tiny islands of civilization. The distances involved in space travel are often difficult to fathom, especially by those for whom space travel is an uncommon occurrence, or to those who have never been out of a gravity well. Where a trip of a thousand kilometers overland is considered quite long on a planet, traveling the same distance into space from the surface will barely take a ship into orbit on many worlds. On the other hand, a trip of hundreds of thousands of kilometers, from a planet to its moon for example, is considered a short hop for those accustomed to it and in possession of suitable ship. When traveling aboard a starship, there are two general types of travel with which the players are concerned: sublight travel and hyperspace travel.

SUBLIGHT TRAVEL

Sublight travel happens in realspace while a ship is running under her sublight engines. Traveling from a planet's surface to one of its moons or flying between planets in the same system are trips that are undertaken at sublight speeds. These journeys are measured by the hundreds of thousands and millions of kilometers, and even at the incredible speeds at which starships travel in realspace can require many days to complete. **Table 7–12: Sublight Travel Times** presents a number of rough distance and time examples to help both the Game Master and the players estimate the length of time of their trip and plan accordingly. These are simply guidelines, however, and should not be taken as hard fact. There are any number of obstacles or extenuating circumstances that could shorten or lengthen a trip, from exceedingly heavy traffic to a freak meteor shower to the appearance of an Imperial feet in orbit. Ultimately, the Game Master should remember that the exact length of any trip at sublight speeds is left to his discretion and happens, essentially, at the speed of plot.

TABLE 7–12: SUBLIGHT TRAVEL TIMES

TRIP TIME	EXAMPLE
5–15 minutes	Fly from a planet's orbit to a safe hyperspace jump distance.
30–90 minutes	Fly from a planet's surface to one of its moons.
6–12 hours	Fly from one planet to another within the same star system. This time varies a great deal depending on the relative position of the planets in question and any stellar phenomena between them.
12–72 hours	Fly from the center of a star system to its furthest limits. This time varies greatly depending on the size of the system and any stellar phenomena encountered along the way.

HYPERSPACE TRAVEL

While sublight travel is how ships move between the planets of a single star system, hyperspace travel is how they travel between the stars themselves. Essentially another dimension accessed through the fantastic technology of the hyperdrive, hyperspace allows starships to travel at many times the speed of light, shortening a trip that would take thousands of years at sublight speeds to a handful of days or weeks. Although it's a mature technology, and ships travel relatively stable hyperspace routes that are updated constantly, traveling through hyperspace is still a dangerous proposition.

Although it has been studied and scrutinized for as long as the sentient spacefaring races have used it, the exact nature of hyperspace remains a mystery. What is known about it, or what is supposed, is that hyperspace is essentially an alternate dimension that exists conterminously with realspace. This means that anything traveling through hyperspace is traveling the same direction in realspace. It is this conterminous nature that allows for the mapping of hyperspace and the establishment of hyperspace routes. The relationship between objects in realspace and their reflection in hyperspace is well documented. Objects, especially large objects with powerful gravity like planets and stars, cast a shadow in hyperspace, and thus they exist in both planes at once. For example, if a star exists at a certain location, its reflection exists in the same location in hyperspace. The hyperspace shadows possess the same mass and gravity in hyperspace as the objects that cast them possess in realspace. For all intents and purposes, they physically exist in hyperspace and present a serious and concrete obstacle in both planes.

Due to the existence of hyperspace shadows, there is no straight, fixed hyperspace route from one end of the galaxy to another. Ships moving through hyperspace must navigate around these obstacles as they do in realspace. This is why fixed, well-established hyperspace routes exist between major population centers in the galaxy, although fixed is a relative term due to the fact that the galaxy is constantly in motion and, therefore, so are its hyperspace lanes.

Navigating even the most well documented hyperspace route entails a raft of incredibly complex calculations, which are largely handled by a ship's navicomputer. Although the navicomputer does the bulk of the work, a ship's captain or, in those ships large or lucky enough to have one, its astrogator, still needs to enter coordinates and double check the computer's final calculations. Under ideal conditions, this requires an **Easy (◆) Astrogation check**. Conditions are rarely ideal for those living on the fringes of the galaxy, and the Game Master should use the modifiers in **Table 7–13: Astrogation Modifiers** to increase the difficulty of the Astrogation roll to reflect the circumstances under which it is being made.

Once a ship is actually in hyperspace, there is little for the crew and passengers to do but sit back and enjoy the ride. All hyperspace routes have an average duration, in hours or days, based on the time required for a ship equipped with a Class 1 hyperdrive to make the trip under ideal conditions.

TABLE 7–13: ASTROGATION MODIFIERS

DIFFICULTY INCREASE	DESCRIPTION
+◆◆◆	Damaged or missing astromech droid or navicomputer.
+◆	Quick calculations or entry into hyperspace under duress, typically while escaping from pursuit.
+◆	Ship is lightly damaged.
+◆◆	Ship is heavily damaged.
+◆	Outdated, corrupt, or counterfeit navigation charts or navicomputer data.

Again, conditions are rarely ideal when dealing with hyperspace travel, and transit times can be shortened or lengthened due to any number of complications. As with sublight travel, the time it takes to travel between star systems is left to the Game Master's discretion. When deciding the length of time needed for any given trip through hyperspace, the GM should consult **Table 7–14: Hyperspace Travel Times** for general guidelines in determining the trip's duration. These average times are modified by a ship's hyperdrive class, and can be further modified by the Game Master at his discretion due to complications with the Astrogation check, fluctuations in the route, outdated charts, or any other reason he sees fit.

TABLE 7–14: HYPERSPACE TRAVEL TIMES

DISTANCE TRAVELED	AVERAGE DURATION
Within a sector	Ten to twenty-four hours
Within a region	Ten to seventy-two hours
Between regions	Three days to one week.
Across the galaxy	One to three weeks.

Of course, most starships (especially civilian vessels) do not have a Class 1 hyperdrive. To determine the actual travel time of a starship, first determine the hyperdrive travel time. The GM should consult **Table 7–14: Hyperspace Travel Times**, then using that information as a basis, can give an exact travel time between the two points. Then, multiply this travel time by the hyperdrive's Class. So the time for a Class 1 hyperdrive remains the same. However, a ship with a Class 2 hyperdrive would take twice as long to get somewhere, a Class 3 hyperdrive would take three times as long, and so-on.

PLANETARY VEHICLE PROFILES

In this mechanized age, where whole worlds are urbanized and massive starships ply the darkness between the galaxy's countless stars, ground-based vehicles are ubiquitous and as essential to daily life as food, water, and a reliable sidearm. From the simplest, most utilitarian landspeeders to lumbering groundcars to high-performance airspeeders like the Talon-I cloud car, planetary vehicles are found on most, if not all, inhabited worlds. Planetary vehicles in the *Star Wars* galaxy fall in to three broad categories which encompass a dizzying array of walkers, groundcars, and speeders of every stripe.

SPEEDERS

Speeder is a catch-all term that encompasses any aircraft or ground vehicle that is powered by repulsorlift engines and some combination of turbofan or ion engines. They are split into two groups: Landspeeders, which are primarily land-based vehicles with a maximum altitude of under one-hundred meters, and airspeeders, which operate at altitudes from one-hundred meters to low-orbit.

AIRSPEEDER

Small civilian airspeeders are commonly used for pleasure or sport, carrying a pilot and perhaps one or two passengers. Others, such as the omnipresent Utilitech Metrocab, are more utilitarian, built for hauling cargo or passengers over varying distances. Civilian models such as these are rarely armed or armored. At most, they'll mount a light repeating blaster cannon or other low-powered weapon for self-defense.

Vehicle Type: Airspeeder
Vehicle Model: Civilian Airspeeder
Manufacturer: Various manufacturers
Maximum Altitude: 300km
Crew: One pilot
Passenger Capacity: One to six.
Encumbrance Capacity: 20
Cost: 4,500 credits
Silhouette: 2
Speed: 3
Defense: 0/0
Hull Integrity: 5
Customization Hard Points: 2
Sensor Range: Short
Handling: +1
Armor: 0
Strain Threshold: 5

WEAPONS
None

STORM IV CLOUD CAR

The first high-atmospheric airspeeder to be classified as a cloud car, the Storm IV was built by Bespin Motors for use by Cloud City's Bespin Wing Guard. Designed as a fast patrol and interdiction craft, the Storm IV is a sturdy, reliable airspeeder composed of two single-occupant armored pods joined by a central spar. The port side pod holds the pilot and is equipped with a number of sophisticated sensors and an advanced navigation system. The starboard pod holds the craft's gunner along with the targeting and fire-control computers. While the Storm IV isn't equipped with the advanced life support systems found in starfighters or other spacecraft, each pod is pressurized and provides oxygen for the kinds of high-altitude work for which the craft was built.

Vehicle Type: Cloud Car
Vehicle Model: Storm IV
Manufacturer: Bespin Motors
Maximum Altitude: 100 kilometers
Crew: One pilot, one gunner
Passenger Capacity: None
Encumbrance Capacity: 4
Cost: 8,000 credits
Silhouette: 2
Speed: 4
Defense: 0/0
Hull Integrity: 5
Customization Hard Points: 2
Sensor Range: Short
Handling: +1
Armor: 1
Strain Threshold: 7

WEAPONS

Forward Mounted Light Blaster Cannons (Fire Arc Forward; Range Close; Damage 2; Critical Hit 4; Linked 1).

ARATECH 74-Z MILITARY SPEEDER BIKE

A militarized version of Aratech's successful 74-Y speeder bike, the 74-Z is a high-performance speeder bike used by Imperial military forces as a scout, courier, and fast combat transport vehicle. Roughly four and a half meters long, the 74-Z is, like most speeder bikes and swoops, little more than a powerful repulsorlift engine with a saddle and flight controls strapped to it.

Vehicle Type: Speeder Bike
Vehicle Model: 74-Z
Manufacturer: Aratech Repulsor Company
Maximum Altitude: Twenty-five meters
Crew: One pilot
Passenger Capacity: One
Encumbrance Capacity: 5
Cost: 3,000 credits
Silhouette: 2
Speed: 3
Defense: 0/0
Hull Integrity: 3
Customization Hard Points: 2
Sensor Range: Close
Handling: +1
Armor: 0
Strain Threshold: 3

WEAPONS

Forward Mounted Light Repeating Blaster-this weapon uses personal scale, not starship scale. (Fire Arc Forward; Range Close; Damage 12; Critical 3; Auto-Fire, Pierce 1).

TRAST A-A5 HEAVY SPEEDER TRUCK

Built by Trast Heavy Transports, the A-A5 is a popular vehicle among the Outer Rim Territories. Built to haul heavy bulk cargo long distances over rough terrain, the lumbering A-A5 has a stiff and rugged hull equipped with hardened systems that can shrug off even the heaviest abuse.

Vehicle Type: Speeder Truck
Vehicle Model: A-A5
Manufacturer: Trast Heavy Transports
Maximum Altitude: Three meters
Crew: One pilot, two co-pilots
Passenger Capacity: 25
Encumbrance Capacity: 100
Cost: 10,000 credits
Silhouette: 3
Speed: 1
Defense: 0/0
Hull Integrity: 10
Customization Hard Points: 3
Sensor Range: None
Handling: –2
Armor: 1
Strain Threshold: 10

WEAPONS

None

X-34 LANDSPEEDER

SoroSuub's X-34 is a two passenger coupe styled civilian landspeeder known for its solid reputation for reliability.

Vehicle Type: Landspeeder
Vehicle Model: X-34
Manufacturer: SoroSuub
Maximum Altitude: One meter
Crew: One pilot
Passenger Capacity: One
Encumbrance Capacity: 15
Cost: 8,500 credits
Silhouette: 2
Speed: 2
Defense: 0/0
Hull Integrity: 4
Customization Hard Points: 2
Sensor Range: None
Handling: 0
Armor: 0
Strain Threshold: 5

WEAPONS

None

WHEELED AND TRACKED VEHICLES

Vehicles propelled by multiple wheels or articulated tread or tracks, colloquially known as groundcars or ground vehicles, are typically found on backwater, less civilized worlds. Cheaper than either speeders or walkers, they also tend to be more reliable and easier to maintain than more advanced forms of transport. Wheeled vehicles suffer the effects of terrain as discussed in the Terrain sidebar, while tracked vehicles treat all terrain as if it were one step lower difficulty.

CORELLIAN MINING CORPORATION DIGGER CRAWLER

Built by the Corellian Mining Corporation as a massive mobile mining and smelting facility, the digger crawler appears to be a treaded box that towers some 20 metres above the surrounding landscape. Corellian Mining intended the vehicles to serve as semi-autonomous mining operations on rough, frontier worlds.

Vehicle Type: Mobile Refinery/Smelter
Vehicle Model: Digger Crawler
Manufacturer: Corellian Mining Corporation
Crew: Fifty miners and engineers (or twice as many Jawas)
Passenger Capacity: Thirty (or twice as many Jawas)
Encumbrance Capacity: 400
Cost: Not for sale
Silhouette: 4
Speed: 1
Defense: 0/0
Hull Integrity: 40
Customization Hard Points: 5
Sensor Range: Medium
Handling: –3
Armor: 4
Strain Threshold: 30

WEAPONS

None

PERSONNEL CARRIER

Many smaller or poorer fringe worlds cannot afford military or law enforcement vehicles with expensive repulsorlift technology or construct the heavy walkers utilized by the Imperial Army. Instead, many of these worlds supply their militaries or self defence forces with transports utilizing older but reliable wheeled or treaded propulsion. These personnel carriers are usually extremely simple, which does have the advantage of making them more reliable.

Vehicle Type: Groundcar
Vehicle Model: Personnel Carrier
Manufacturer: Various manufacturers
Crew: One pilot, one co-pilot
Passenger Capacity: Four to fifteen
Encumbrance Capacity: 50
Cost: 5,000 to 8,000 credits
Silhouette: 3
Speed: 2
Defense: 0/0
Hull Integrity: 10
Customization Hard Points: 3
Sensor Range: Close
Handling: –1
Armor: 1
Strain Threshold: 5

WEAPONS

None

WALKERS

Considered a compromise between rugged, sorely-limited groundcars and versatile yet high-maintenance repulsorlift vehicles, walkers are a relatively common site in the galaxy. Using two or more multi-jointed legs and sophisticated gyro-stabilized drive systems, these vehicles walk in the manner of animals or people.

ALL TERRAIN PERSONAL TRANSPORT

Developed by the Republic during the Clone Wars, the AT-PT is a small, one man infantry walker designed to carry a single trooper into battle in even the most hostile environments. Known for their sturdy and relatively simple construction, these vehicles are composed of a well-armored central command pod suspended between two dextrous, reverse-articulated legs.

Vehicle Type: Walker
Vehicle Model: AT-PT
Manufacturer: Rothana Heavy Industries
Crew: One pilot
Passenger Capacity: One
Encumbrance Capacity: 15
Cost: Not available for sale
Silhouette: 1
Speed: 2
Defense: 0/0
Hull Integrity: 5
Customization Hard Points: 1
Sensor Range: Close
Handling: 0
Armor: 3
Strain Threshold: 5

WEAPONS

Forward Mounted Twin Light Blaster Cannon (Fire Arc Forward, Range Close; Damage 4; Critical 4; Linked 1).

Forward Mounted Concussion Grenade Launcher—note this weapon uses personal scale, not starship scale. (Fire Arc Forward, Range Close; Damage 10; Critical 4; Breach 1, Blast 8, Limited Ammo 20).

AT-EST EXPLORATION WALKER

Developed by Rothana Heavy Engineering to serve the needs of the Old Republic's civilian exploratory corps, the AT-EST is a six-legged, low-slung walker designed to haul both passengers and cargo through rough terrain and hazardous environments.

Vehicle Type: Walker
Vehicle Model: AT-EST
Manufacturer: Rothana Heavy Engineering
Crew: One pilot, one co-pilot, one sensor/comms operator
Passenger Capacity: Eight
Encumbrance Capacity: 50
Consumables: One month
Cost: 12,000 credits
Silhouette: 3
Speed: 2
Defense: 0/0
Hull Integrity: 20
Customization Hard Points: 4
Sensor Range: Close
Handling: –2
Armor: 3
Strain Threshold: 12

WEAPONS

Forward Mounted Blaster Cannon (Fire Arc Forward; Range Close; Damage 4; Critical 4).

STARSHIP PROFILES

Starships come in a wide variety of shapes and styles, from tiny, dangerous starfighters to lumbering bulk transports. There is very little standardization among the various ships built by the numerous species of the galaxy. Starships fall into three broad categories: Starfighters and patrol boats, freighters and transports, and capital ships.

STARFIGHTERS AND PATROL BOATS

Starfighters and patrol boats are the smallest hyperspace-capable starships found in the galaxy. Mass produced by major shipbuilders such as Incom, Sienar Fleet Systems, and Kuat Systems Engineering, these tiny, powerful ships have faithfully served galactic governments, planetary defense forces, many pirate clans, and even the vaunted Jedi Order for millennia.

Starfighters are small, short-range, one or two-man transatmospheric spacecraft used by military and paramilitary forces as force projection and escort craft.

Patrol boats are larger and sturdier vessels than their starfighter cousins. Typically between a starfighter and a light freighter in size, patrol boats are designed for intra-system patrols, interdiction, law and customs enforcement, and long-range reconnaissance.

Below are a selection of starfighters and patrol boats commonly found operating in the Outer Rim.

FIRESPRAY SYSTEM PATROL CRAFT

The Firespray system patrol craft was designed by Kuat Systems Engineering at the end of the Clone Wars for use by the Republic Correctional Authority. With their elephantine appearance, unique upright flying position, and rotating internal cockpit that allowed for horizontal landings, Firesprays were considered revolutionary in both their looks and design.

Hull Type: Patrol Boat
Ship Class: Firespray
Manufacturer: Kuat Systems Engineering
Hyperdrive: Primary: Class 3, Backup: Class 15.
Navicomputer: Yes
Ship's Complement: One pilot, two guards
Passenger Capacity: Four (prisoners)
Encumbrance Capacity: 40
Consumables: One month
Cost: 40,000 credits
Silhouette: 4 **Sensor Range:** Short
Speed: 4 **Handling:** 0
Defense: 1/1 **Armor:** 4
Hull Integrity: 15 **Strain Threshold:** 12
Customization Hard Points: 4

WEAPONS

Forward Mounted Auto-Blasters (Fire Arc Forward; Range Close; Damage 3; Critical Hit 5; Auto-Fire).

Forward Mounted Light Tractor Beam Projector (Fire Arc Forward; Range Close; Damage —; Critical Hit —; Tractor [2]).

LAMBDA-CLASS T-4A LONG RANGE SHUTTLE

A common utility shuttle used by the Imperial Navy, Sienar Fleet Systems' Lambda-class shuttles are a common sight at Imperial installations. Slow and sturdy, these shuttles were designed to haul both passengers and cargo, and can be configured as troop carriers, heavy cargo shuttles, and even luxury VIP shuttles for high-ranking Imperial officers and dignitaries.

Hull Type: Shuttle
Ship Class: Lambda
Manufacturer: Sienar Fleet Systems and Cygnus Spaceworks
Hyperdrive: Primary: Class 1, Backup: Class 10
Navicomputer: Yes
Ship's Complement: One pilot, one co-pilot, one navigator, one gunner, one comms operator, one engineer.
Passenger Capacity: Twenty
Encumbrance Capacity: 100
Consumables: Two months
Cost: Not available for sale
Silhouette: 4 **Sensor Range:** Short
Speed: 3 **Handling:** 0
Defense: 2/1 **Armor:** 4
Hull Integrity: 25 **Strain Threshold:** 15
Customization Hard Points: 2

WEAPONS

Forward Medium Blaster Cannons (2) (Fire Arc Forward; Range Close; Damage 3; Critical 4; Linked 1).

Forward Twin Light Laser Cannons (2) (Fire Arc Forward; Range Close; Damage 3; Critical 3; Linked 1).

Aft Retractable Twin Medium Blaster Cannon (Fire Arc Aft; Range Close; Damage 3; Critical 4; Linked 1).

STARFIGHTER DEFENSE

Capital ships tend to mount heavy turbolasers and ion cannons to combat other large vessels. This makes sense, since these ships are the only ones large enough to mount such heavy weapons. However, it does tend to leave them vulnerable to much smaller and more agile snubfighters. Turbolasers and ion cannons fire more slowly and are unable to traverse rapidly enough to target these ships effectively, and the larger surfaces of the ships means the weapons need to cover wider fire zones.

For this reason, some capital ships mount dedicated anti-starfighter weapons, typically laser cannons and blasters. Doing so is a calculated tradeoff—every anti-starfighter weapon takes up power and space that could go towards more powerful guns. However, some designers consider the tradeoff worthwhile, especially when building mid-sized "escort" vessels.

When firing auto-blasters, blaster cannons, laser cannons, and quad laser cannons, capital ships (and only capital ships!) count their silhouette as one less.

GAT-12H SKIPRAY BLASTBOAT

Another pre-Clone Wars design, Sienar Fleet Systems' Skipray Blastboat is a heavily armed and armored patrol craft and gunboat descended from the ancient Turbostorm-class gunships used by the Old Republic.

Hull Type: Patrol Boat
Ship Class: Skipray
Manufacturer: Sienar Fleet Systems
Hyperdrive: Primary: Class 2, Backup: Class 15
Navicomputer: Yes
Ship's Complement: One pilot, one co-pilot, one comms/sensor operator, two gunners
Passenger Capacity: None
Encumbrance Capacity: 20
Consumables: One month
Cost: 150,000 credits
Silhouette: 4
Speed: 4
Defense: 2/1
Hull Integrity: 20
Customization Hard Points: 2
Sensor Range: Short
Handling: 0
Armor: 4
Strain Threshold: 15

WEAPONS

Triple Forward Mounted Ion Cannons (Fire Arc Forward; Range Close; Damage 8; Critical 4; Ion, Linked [2]).

Turret Mounted Twin Laser Cannon (Fire Arc All; Range Short; Damage 6; Critical 3; Linked [1]).

Forward Mounted Proton Torpedo Launcher (Fire Arc Forward; Damage 10; Critical 2; Breach 6, Blast 6, Guided 2, Payload 5).

Forward Mounted Concussion Missile Launcher (Fire Arc Forward; Range Short; Damage 7; Critical 3; Breach 4, Blast 4, Guided 3, Limited Ammo 8).

TIE/LN STARFIGHTER

The primary space superiority fighter of the Imperial Navy, the tiny and fragile Twin Ion Engine fighter has been in service with the Empire for decades now. Light, fast, and incredibly nimble, the iconic TIE fighter is a bare bones, no-nonsense fightercraft.

Hull Type: Starfighter
Ship Class: TIE series
Manufacturer: Sienar Fleet Systems
Hyperdrive: None
Navicomputer: None
Ship's Complement: One Pilot
Passenger Capacity: None
Encumbrance Capacity: 4
Consumables: Two days
Cost: Not available for sale
Silhouette: 3
Speed: 5
Defense: 0/0
Hull Integrity: 6
Customization Hard Points: 0
Sensor Range: Close
Handling: +3
Armor: 2
Strain Threshold: 8

WEAPONS

Forward Mounted Laser Cannons (Fire Arc Forward; Range Close; Damage 6; Critical 3; Linked 1).

BTL-A4 Y-WING ATTACK STARFIGHTER

A relative rarity among starfighters, Koensayr Manufacturing's BTL-A4 is a dedicated heavy attack and bomber starfighter designed primarily for crippling and destroying capital ships.

Hull Type: Starfighter
Ship Class: BTL Y-Wing
Manufacturer: Koensayr Manufacturing
Hyperdrive: Primary: Class 1, Backup: None
Navicomputer: None—R2 or R4 Astromech Droid socket
Ship's Complement: One Pilot
Passenger Capacity: None
Encumbrance Capacity: 10
Consumables: One week
Cost: 80,000 credits
Silhouette: 3
Speed: 4
Defense: 1/1
Hull Integrity: 12
Customization Hard Points: 1
Sensor Range: Close
Handling: 0
Armor: 3
Strain Threshold: 10

WEAPONS

Turret Mounted Twin Light Ion Cannons (Fire Arc All; Range Close; Damage 8; Critical Hit 4; Ion, Linked 1).

Forward Mounted Laser Cannons (Fire Arc Forward; Range Close; Damage 6; Critical Hit 3; Linked 1).

Forward Mounted Proton Torpedo Launchers (2) (Fire Arc Forward; Range Short; Damage 10; Critical Hit 3; Breach 6, Blast 6, Guided 3, Limited Ammo 8, Linked 1).

Z-95-AF4 HEADHUNTER

Designed and first built in the early days of the Clone Wars, the Z-95 is one of the longest-serving and well-respected starfighters in the galaxy.

Hull Type: Starfighter
Ship Class: Headhunter
Manufacturer: Incom/Subpro
Hyperdrive: None
Navicomputer: None
Ship's Complement: One pilot
Passenger Capacity: None
Encumbrance Capacity: 8
Consumables: One day
Cost: 65,000 credits
Silhouette: 3
Speed: 4
Defense: 1/0
Hull Integrity: 9
Customization Hard Points: 2
Sensor Range: Close
Handling: +2
Armor: 3
Strain Threshold: 8

WEAPONS

Wingtip Mounted Laser Cannons (Fire Arc Forward; Range Close; Damage 5; Critical Hit 3; Linked [1]).

Forward Mounted Concussion Missile Launchers (2) (Fire Arc Forward; Range Short; Damage 7; Critical Hit 3; Breach 4, Blast [4], Guided [3], Payload [4], Linked [1]).

FREIGHTERS AND TRANSPORTS

The life's blood of intergalactic commerce, transports and freighters are the ships that carry the agricultural, industrial, and commercial bounty of the galaxy to all of its people. Used by militaries, governments, and private concerns, these are spacious, generally slow vessels with multi-person crews designed for the sole purpose of moving goods from production to market as quickly and safely as possible.

The following list is a collection of some of the more common freighters and transports in use in the galaxy.

ACTION VI BULK TRANSPORT

The latest in the popular Action series of bulk transports, Corellian Engineering Corporation's Action VI is a prime example of what makes a transport. Heavy, slow, and ponderous, these transports are powered by once of CEC's CC-235 Thriftmaster anti-matter reactors producing thrust through a quartet of C-42.1a heavy ion engines.

Hull Type: Transport
Ship Class: Action VI
Manufacturer: Corellian Engineering Corporation
Hyperdrive: Primary: Class 3, Backup: Class 20
Navicomputer: Yes
Ship's Complement: Twenty crew
Passenger Capacity: Five
Encumbrance Capacity: 1000
Consumables: Three months
Cost: 200,000 credits
Silhouette: 5
Speed: 2
Defense: 2/1/1
Hull Integrity: 40
Customization Hard Points: 4
Sensor Range: Medium
Handling: –3
Armor: 2
Strain Threshold: 20

WEAPONS

None.

GHTROC 720 LIGHT FREIGHTER

Based in the Outer Rim, Ghtroc was well respected as a builder of high quality freighters and had gained moderate success with their 400 and 500 series freighters. The 720s were seen by Ghtroc's designers as a way to corner the light freighter market in the Outer Rim and unseat the more successful offerings from its competitors.

Hull Type: Freighter.
Ship Class: 720
Manufacturer: Ghtroc Industries
Hyperdrive: Primary: Class 2, Backup: Class 15
Navicomputer: Yes
Ship's Complement: One pilot, one co-pilot
Passenger Capacity: Ten
Encumbrance Capacity: 100
Consumables: Two months
Cost: 98,000 credits
Silhouette: 4
Speed: 3
Defense: 1/1
Hull Integrity: 28
Customization Hard Points: 5
Sensor Range: Medium
Handling: –1
Armor: 5
Strain Threshold: 15

WEAPONS

Dorsal Mounted Twin Laser Cannon (Fire Arc All; Range Close; Damage 5; Critical 3; Linked 1).

YT-1300 LIGHT FREIGHTER

Perhaps the most common light freighter in service today, Corellian Engineering's YT-1300 class light freighter is the very epitome of the freighter concept.

Hull Type: Freighter
Ship Class: YT-1300
Manufacturer: Corellian Engineering Corporation
Hyperdrive: Primary: Class 2, Backup: Class 12
Navicomputer: Yes
Ship's Complement: One pilot, one co-pilot/engineer
Passenger Capacity: 6
Encumbrance Capacity: 80
Consumables: Two months
Cost: 110,000 credits
Silhouette: 4
Speed: 3
Defense: 1/1
Hull Integrity: 22
Customization Hard Points: 6
Sensor Range: Short
Handling: –1
Armor: 3
Strain Threshold: 15

WEAPONS

One Dorsal and One Ventral Turret Mounted Medium Laser Cannon (Fire Arc All; Range Close; Damage 6; Critical 3).

YT-2400 LIGHT FREIGHTER

Corellian Engineering's YT-2400 class light freighters are an update of the aging, reliable YT-1300 class.

Hull Type: Freighter.
Ship Class: YT-2400
Manufacturer: Corellian Engineering Corporation
Hyperdrive: Primary: Class 2, Backup: Class 12
Navicomputer: Yes
Ship's Complement: One pilot, one co-pilot, one engineer
Passenger Capacity: 6
Encumbrance Capacity: 75
Consumables: Two months
Cost: 130,000 credits
Silhouette: 4
Speed: 3
Defense: 1/1
Hull Integrity: 25
Customization Hard Points: 5
Sensor Range: Short
Handling: 0
Armor: 4
Strain Threshold: 18

WEAPONS

Dorsal and Ventral Turret Mounted Twin Medium Laser Cannons (Fire Arc All; Range Close; Damage 6; Critical 3; Linked 1).

MOBQUET MB-C1 MEDIUM TRANSPORT

An uncommon ship among the spacelanes, the Mb-C1 is a large, ungainly heavy freighter and the only class of starship produced by Mobquet Swoops and Speeders.

Hull Type: Transport
Ship Class: Mb-C1
Manufacturer: Mobquet Swoops and Speeders
Hyperdrive: Primary: Class 4, Backup: Class 17
Navicomputer: Yes
Ship's Complement: One pilot, one co-pilot, one engineer, one cargo master, two mates/crew
Passenger Capacity: None
Encumbrance Capacity: 250
Consumables: Two months
Cost: 300,000 credits
Silhouette: 5
Speed: 2
Defense: 2/1/1
Hull Integrity: 45
Customization Hard Points: 4
Sensor Range: Medium
Handling: –2
Armor: 3
Strain Threshold: 30

WEAPONS

Two Retractable Dorsal Mounted Twin Medium Laser Cannons (Fire Arc All; Range Close; Damage 6; Critical 3; Linked 1).

Dorsal Mounted Concussion Missile Launcher (Firce Arc Front; Range Short; Damage 7; Critical 3; Blast 4, Breach 4, Guided 3, Limited Ammo 32)

CAPITAL SHIPS

This broad category of military vessels of immense size bear enormous martial might. Capital ships are usually armed with the heaviest shields and the most powerful shipboard weaponry in the galaxy. Manned by crews in the hundreds, if not thousands, these stellar behemoths often house entire fighter squadrons and smaller ships within their cavernous hangar bays.

CAPITAL SHIP ENCUMBRANCE

Capital ships and large freighters are extremely sizable, and thus have a great deal of capability for carrying cargo. Due to this, the encumbrance capacities listed are simply the minimum capability the ship has for transporting supplies and resources. Most of these ships could carry far more if the need arose.

CR90 CORVETTE

A versatile light capital ship, Corellian Engineering's fast, reliable CR90 class corvette is a small multi-purpose vessel popular with both militaries and civilian organizations.

Hull Type: Corvette
Ship Class: CR90-class
Manufacturer: Corellian Engineering Corporation
Hyperdrive: Primary: Class 2, Backup: None
Navicomputer: Yes
Ship's Complement: 30-165 depending on configuration
Passenger Capacity: Up to 600 depending on configuration
Encumbrance Capacity: Up to 2500 depending on configuration
Consumables: One year
Cost: 2.4 million credits
Silhouette: 5
Speed: 3
Defense: 2/1/1
Hull Integrity: 50
Customization Hard Points: 4
Sensor Range: Long
Handling: –1
Armor: 5
Strain Threshold: 25

WEAPONS

Dorsal and Ventral Turret Mounted Twin Medium Turbolaser Batteries (Fire Arc All; Range Long; Damage 11; Critical 3; Breach 3, Linked 1, Slow-firing 1).

Two Port and Two Starboard Turret Mounted Light Turbolasers (Fire Arc Port and Starboard; Range Medium; Damage 10; Critical 3; Breach 2, Slow Firing 1).

EF76 NEBULON-B ESCORT FRIGATE

Kuat Drive Yards' Nebulon-B frigate was built as a replacement for their C class frigate and was one of the first capital ships deployed to Imperial Navy fleets, coming into service alongside the first Victory-class and Imperial-class ships.

Hull Type: Frigate
Ship Class: Nebulon-B
Manufacturer: Kuat Drive Yards
Hyperdrive: Primary: Class 2, Backup: Class 12
Navicomputer: Yes
Ship's Complement: 920 officers, pilots, and enlisted crew
Starfighter Complement: Twenty-four starfighters
Passenger Capacity: 75 troops
Encumbrance Capacity: 6,000 metric tons
Consumables: Two years
Cost: Not available for sale
Silhouette: 6
Speed: 3
Defense: 2/2/2
Hull Integrity: 71
Customization Hard Points: 2
Sensor Range: Long
Handling: –1
Armor: 6
Strain Threshold: 40

WEAPONS

Six Port and Six Starboard Turret Mounted Medium Turbolasers (Fire Arc Foreward, Aft, and Port or Forward, Aft and Starboard; Range Long; Damage 11; Critical 3; Breach 3, Slow-Firing 1).

Three Port, Three Starboard, Three Forward, and Three Aft Turret Mounted Retractable Light Laser Cannons (Fire Arc Port **or** Starboard **or** Foreward **or** Aft; Range Close; Damage 5; Critical 3).

Three Forward Mounted Heavy Tractor Beam Emitters (Fire Arc Forward; Range Medium; Damage —; Critical —; Tractor 6).

STARSHIP AND VEHICLE MODIFICATIONS

For those special individuals who make their living in the spacelanes, a starship is as much their home as it is a simple means of transport or a company asset. As they live aboard and get to know a ship's various attributes, both positive and negative, it is not uncommon for the crew to make various modifications to the ship to better tailor it to their needs. By tinkering with existing systems, or through the purchase of new parts and modification packages, a skilled and dedicated crew can improve a ship's general comfort and performance beyond what her designers initially imagined. More powerful sublight engines, faster hyperdrives, better sensors, and other, more esoteric modifications are commonplace among the professional spacefarers, hot-rodders, and inveterate tinkerers that operate in the Outer Rim.

ATTACHMENTS

The following are a small selection of common attachments seen on customized ships in the Outer Rim Territories. They run the gamut from docking clamps and larger engines to hidden compartments and more powerful armor. This is not intended to be a comprehensive list, as such a list is well outside the scope of this publication, but it is meant to be representative of what can be done to customize a spacecraft. Game Masters are encouraged to design their own attachments to fit their players' tastes and the needs of their campaigns, and more options for attachments will appear in future supplements.

ENHANCED CARBON-DURASTEEL ARMOR

Produced by numerous starship manufacturers, these armor plates are made from a complex lattice of carbon nanotubes embedded with spun threads of durasteel. Molecularly bonded to a ship's hull, they provide extra armor protection at the cost of a ship's maneuverability.

Models Include: Ferro-Magnesium Armor Plate, Cerro-Ablative Sheets.

Base Modifiers: Adds one point to starship armor, and reduces starship handling by one.

Modification Options: None

Hard Points Required: Two

Cost: 2,000 credits times the ship or vehicle's silhouette.

Note: May be applied to starships and vehicles.

ELECTRONIC COUNTERMEASURES SUITE

Designed to blind and deafen enemy ships, electronic countermeasures suites such as Fabritech 995 ECM system transmits a dense stream of white noise and junk data that fogs sensors and jams comms traffic within close range of the broadcasting ship. While this makes the broadcasting ship hard to see or hit, the energy required to run the ECM suite tends to put undue strain on the ship's electrical systems. Other systems have focused modes that can target specific ships at longer ranges.

Models Include: Fabritech 995 "Stormcloud" Electronic Countermeasures Suite, Miradyne 4x_Phantom Short-Range Sensor Jammer (starfighters only), KDY 220-SIG Tactical Combat Jammer (capital ships only).

Base Modifiers: Blocks sensors within range, counting the ship or vehicle's silhouette as one step smaller when being fired at. Immediately notifies all ships in a star system or within 100 kilometres if planetside to the ship or vehicle's existence.

Modification Options: 0-1 Improved Jamming (increases the difficulty of the dice pool by ◆ when making subsequent attacks due to the Guided Quality)

Hard Points Required: 1

Cost: 3,000 credits

ADVANCED TARGETING ARRAY

The Sureshot Advanced Targeting Array by Taim & Bak is a good example of a targeting computer, using sophisticated holo-imaging to present a pilot or gunner a detailed, three-dimensional view of his target. Installation of the ATA increases the accuracy of a ship's weapons, and allows gunners to get more shots on target, increasing their effectiveness in combat.

Models Include: Taim & Bak LR-375a "Sureshot" Advanced Targeting Array, Fabritech KR-770 "Sharpshooter" Targeting Computer, Koensayr Manufacturing 840.z Holo-Targeting Suite, Fabritech ANx 42.a "Snapshot" Targeting Computer

Base Modifiers: Upgrades the Ability of Gunnery checks when firing the ship's weapons by one.

Modification Options: Additional Upgrades (0–1), Innate Talent Mod (Sniper Shot), Innate Talent Mod (True Aim)

Hard Points Required: One.

Cost: 4,000 credits.

STARSHIPS, VEHICLES, AND MODS

Like personal equipment, starships and vehicles can benefit greatly by being modded. Starships and vehicles follow the rules for attachments and mods as discussed in **Chapter 5: Gear and Equipment**. The only difference is that installing each mod costs 10 times as much on a starship or vehicle (due to their greater size and complexity).

TABLE 7–15: STARSHIP AND VEHICLE ATTACHMENTS

ATTACHMENT	COST	HARD POINTS
Enhanced Carbon-Durasteel Armor	2,000 x Silhouette	2
Electronic Countermeasures Suite	3,000	1
Advanced Targeting Array	4,000	1
Hydraulic Control Circuits	1,000	2
Reinforced Shield Generator	3,800	2
Smuggling Compartments	1,200	1
Subspace Transceiver	4,800	1
Hyperdrive Generator	6,400	1
High-Output Ion Turbine	5,300	1
Upgraded Weapons	Varies	Varies

HYDRAULIC CONTROL CIRCUITS

Hydraulic control circuits are a throwback to an earlier era of shipbuilding. Instead of using traditional conductive material pressed into composite wafer boards to transfer electromagnetic energy, HCCs use countless, near-microscopic transparisteel tubes full of highly conductive liquid metal similar in its composition to mercury. Held under pressure and regulated by a series of valves, this metal controls the flow of energy. Bulky, antiquated, and difficult to work with, these circuits do have an incredible resistance to the effects of ion weapons, a fact that has not gone unnoticed among spacers.

Models Include: Corellian Engineering Hydraulic Control Circuits, Santhe/Sienar Hardened Circuitry, Fabritech Insulated Circuitry.

Base Modifiers: Ships equipped with these Attachments suffer half damage from weapons possessing the Ion quality, after damage is reduced by soak. When installed, decrease handling by one, and decrease strain threshold by one.

Modification Options: Defender chooses ship component affected by Ion Weapon quality, as opposed to the attacker (1). Increase strain threshold by 1 (1).

Hard Points Required: Two.

Cost: 1,000 credits.

REINFORCED SHIELD GENERATOR

A good defense is crucial to keeping a starship operational in the rough-and-tumble space of the Outer Rim. P-K's AEGIS Shield Generators and other reinforced shield generators upgrade a ship's stock particle and ray shielding so as to make it stronger and to make the shields easier to manage. While the AEGIS improves only one defense zone at a time, further tinkering with these units has resulted in improved shield strength.

Models Include: Phoah-Kingsmeyer 721a AEGIS Shield Generator, KDY 880 Palisade Shield Generator, Sienar SH-2/a.Z Shield Reinforcement.

Base Modifiers: One additional point of defense to one defense zone of choice.

Modification Options: Additional defense points (0–2).

Hard Points Required: Two.

Cost: 3,800 credits.

SMUGGLING COMPARTMENTS

These are concealed compartments installed in starships, especially freighters and transports, for the transportation of contraband. Used to hide goods and occasionally people from the prying eyes of planetary customs agents and Imperial law enforcement, they are incredibly hard to spot. Common places for smuggling compartments are beneath deck plates, behind heavy equipment, or in a thousand other boltholes throughout a vessel.

Models Include: None

Base Modifiers: Stores items up to 25 Encumbrance per compartment. This still counts as part of the total encumbrance threshold of ship. Increases difficulty of checks made to find compartment by +2.

Modification Options: Additional Storage (25 additional Encumbrance) (0–2).

Hard Points Required: One.

Cost: 1,200 credits.

SUBSPACE TRANSCEIVER

Chedak's FAST system is a powerful subspace comms array that can be fitted to most ships in the galaxy. It is equipped with both video and audio pickups and the ability to interface quickly and easily with droid brains and other comms systems. Known for its incredible range, the FAST system has an antenna composed of twelve kilometers of tightly wound superconducting wire that allows it to send and receive transmissions and data at unparalleled ranges. Other boosted subspace transceivers can offer similar ranges, although Chedak is particularly popular amongst some Outer Rim circles.

Models Include: Chedak Communications Frequency Agile Subspace Tranceiver, SFS Ranger Long-Range Transceiver, Fabritech 44Q/r Multi-Band Transceiver.

Base Modifiers: Increases the range of shipboard communications by one range band.

Modification Options: Additional Comms Range Bands (0–3).

Hard Points Required: One.

Cost: 4,800 credits.

TABLE 7–16: UPGRADING VEHICLE WEAPONS

WEAPON	COST	REQUIRED SILHOUETTE RANGE
Auto-Blaster	3000	2-10
Blaster Cannon (Light)	4000	2-10
Baster Cannon (Heavy)	5000	3-10
Concussion Missile Tube	7,500	3-10
Ion Cannon (Light)	5,000	3-10
Ion Cannon (Medium)	6,000	5-10
Ion Cannon (Heavy)	7,500	6-10
Laser Cannon (Light)	5,500	3-10
Laser Cannon (Medium)	7,000	3-10
Laser Cannon (Heavy)	7,500	4-10
Quad Laser Cannon	8,000	4-10
Tractor Beam (Light)	6,000	4-10
Tractor Beam (Medium)	8,000	5-10
Tractor Beam (Heavy)	10,000	5-10
Turbolaser (Light)	12,000	5-10
Turbolaser (Medium)	15,000	6-10
Turbolaser (Heavy)	20,000	6-10
Proton Torpedo Launcher	9,000	3-10
Linking two or more weapons of the same type (this adds the Linked Quality to the weapon, with a value equal to the additional weapons added)	+half the cost of the weapon per additional weapon	As weapon

HYPERDRIVE GENERATOR

Upgraded hyperdrive generators increase a vessel's speed through hyperspace, allowing it to complete journeys in a fraction of the time.

Models Include: Isu-Sim SSP05 Hyperdrive Generator, SFS S/ig-30 Hyperdrive System, KDY JumpStar Hyperdrive Generator.

Base Modifiers: Reduces Hyperdrive class by 1, to a minimum of 1.

Modification Options: Reduce hyperspace class by 1 to a minimum of .5 (0–2).

Hard Points Required: One.

Cost: 6,400 credits.

HIGH-OUTPUT ION TURBINE

A fast sublight engine, high-output ion turbines increase a ship's raw, straight-line speed at the cost of slightly lower reliability.

Models Include: Girodyne Ter40 High-Output Ion Turbine, Sienar Fleet Systems SFS-220 Ion Drives, Koensayr Manufacturing R800 Ion Ramjet.

Base Modifiers: Adds one point to a ship's speed and reduces system strain threshold by one.

Modification Options: None.

Hard Points Required: One.

Cost: 5,300 credits.

UPGRADED WEAPONS

The simple act of mounting more or heavier weapons on a starship or vehicle. The combinations of weapon load-outs are nearly endless thanks to the diversity of weapon systems in the galaxy, and is left up to the needs of the Player Characters and the availability, either legally or illegally, of weapon systems.

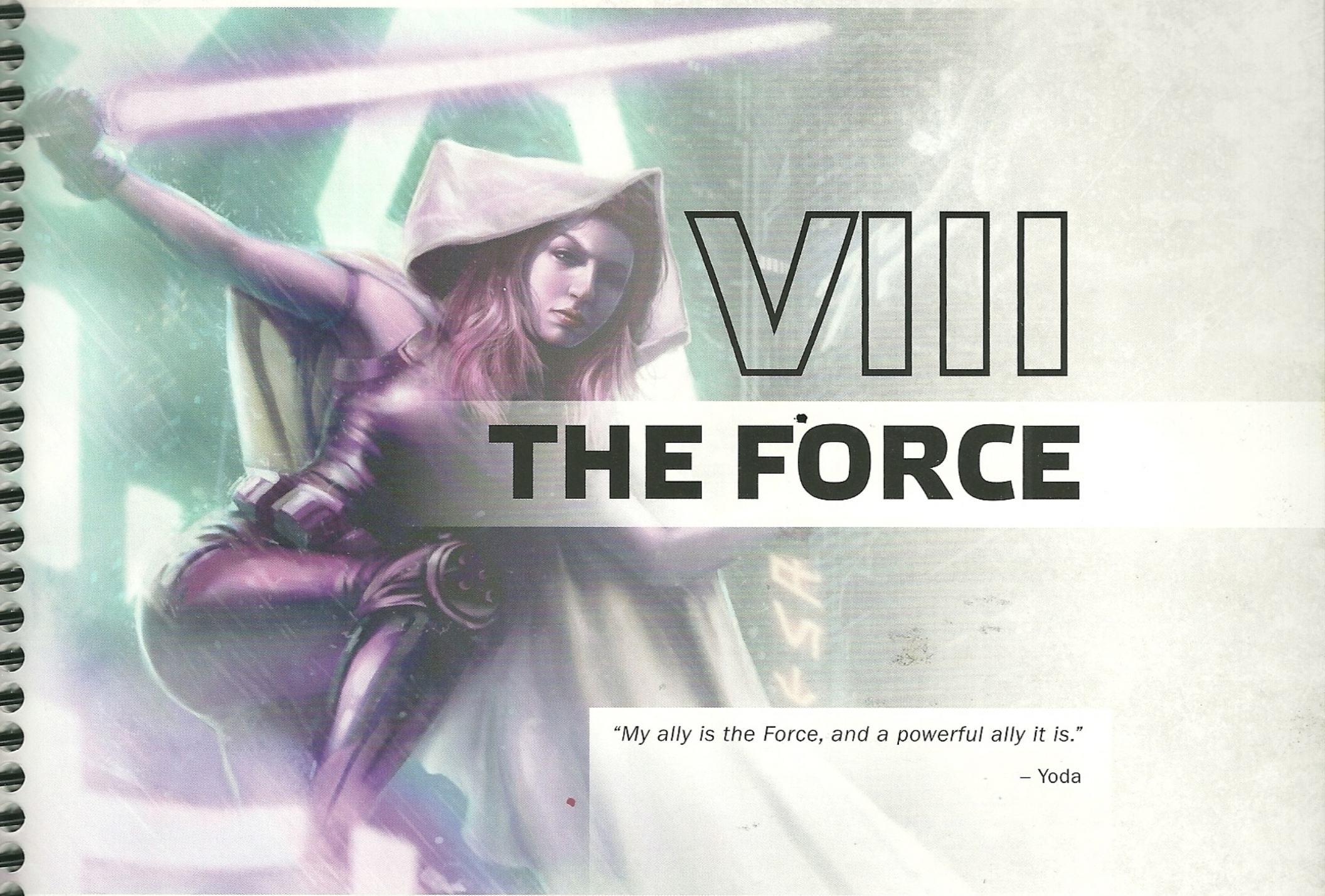
Models Include: Arakyd Flex Tube Proton Torpedo Launcher, ArMek SW-6 Heavy Ion Cannon.

Base Modifiers: See **Table 7–16: Upgrading Vehicle Weapons** for a list of what weapons can be mounted on what ship. This is not meant to be an exclusive list, but provides a series of guidelines that can be applied to other, non-standard weapons as well.

Modification Options: None.

Hard Points Required: None if replacing an existing weapon system. One if adding new weapon system. Weapon systems combining two or more weapons always cost one hard point, even if replacing an existing weapon system.

Cost: Varies.



VIII
THE FORCE

"My ally is the Force, and a powerful ally it is."

– Yoda

Belief in the Force is nearly extinct in the galaxy. The Empire has relentlessly destroyed all evidence of the Jedi and their ancient religion. However, there are still those few who believe in the Force and those even rarer few who can draw from its power. These individuals know the presence of the Force still reaches through every being, planet, and star system in the galaxy, binding, entwining, and penetrating all life.

At its most basic level, the Force is balance. Within it is both joy and sorrow, rage and love, fear and hope, and light and darkness. People speak of a "light side" and a "dark side" to the Force, elements representing its positive and negative aspects. However, these aspects are not in conflict with each other. Rather, they all form facets of a unifying whole. Although those who call upon the Force to aid them may only tap into certain aspects of it, they still count the entirety of the Force as their ally.

There are only a few individuals in the galaxy who have the ability to call upon the Force. This rare gift makes these people both admired and feared, for those who can call upon the Force find it to be a powerful ally indeed. It allows people to perform impossible tasks, project themselves from their crude mortal forms, read and influence the minds of others, and even peer into the tangled webs of the future.

THE FORCE IN EDGE OF THE EMPIRE

Any character in *Edge of the Empire*, with the exception of droids and a few other specific species, can theoretically be Force sensitive. Being Force sensitive is by no means the same as being a Jedi. There are plenty of individuals whose minds are slightly more in touch with the Force than those of average people, but who will never become Jedi.

In the game, the ability to use the Force is represented by a character's **Force rating**. Most characters have a Force rating of zero. They are not cut off from the Force, but they cannot affect it, and it does not have much influence in their day-to-day lives. Those who are Force sensitive, however, have a Force rating between 1 and 7. See **Table 8–1: Force Ratings** for an explanation of the scale of various Force ratings.

FORCE SENSITIVE CHARACTERS

As mentioned previously, a character with a Force rating of one or higher is considered **Force sensitive**. Force sensitivity does not provide a character with bonuses or abilities in and of itself. However, it allows access to abilities and provides the means to activate and use Force powers. Force powers will be discussed later in this chapter.

Certain talents in specialization trees may only be selected by Force sensitive characters, and certain specialization trees may only be accessible to someone who is Force sensitive. In addition, certain talents and abilities may affect Force sensitive characters differently, or may only affect such characters (or not affect them at all). If this is the case, it will be described in the rules section of the talent or ability in question. Likewise, talents and specialization trees that can only be taken by Force sensitive characters will indicate this status in their descriptions.

BECOMING FORCE SENSITIVE

In *Edge of the Empire*, the primary way one becomes a Force sensitive character is by choosing the Force-Sensitive Exile specialization. This specialization is fundamentally the same as the specializations in **Chapter 2: Creating a Character** and is considered a specialization in all respects. However, there are several notable differences.

First and foremost, this specialization is not linked to any career. This means any Player Character can take it, but must pay the additional experience for selecting a non-career specialization.

TABLE 8–1: FORCE RATINGS

RATING	MAGNITUDE	EXAMPLES
Zero	No affinity	Common populace
1	Sensitive	Jedi Initiate
2	Tenuous	A self-taught exile; Padawan
3	Moderate	A young Jedi Knight
4	Strong	A well-trained Jedi Knight
5	Potent	A veteran Jedi Knight
6	Formidable	Jedi Master, Sith Lord
7	Legendary	The most truly heroic Jedi or the most villainous Sith Lords.

However, selecting it does follow all the standard rules for purchasing an additional specialization. In addition, players should check with their GMs before making their characters Force sensitive. Becoming a Force sensitive character is far more than a set of mechanical bonuses—on a fundamental level it changes who the character is and can easily becoming a defining facet of his existence. Thus, clearing it with the GM is a good idea.

Players should be aware of additional limitations to becoming Force sensitive as well. For example, the Droid species cannot become Force sensitive, and certain other species open to player characters have similar limitations (this is listed in a species' specific entry). Because these species cannot become Force sensitive, they cannot select the Force-Sensitive Exile specialization.

SPECIALIZATION: FORCE-SENSITIVE EXILE

The Jedi are gone, the vast majority hunted down and destroyed by the Emperor and his minions. If any survive, they do so in hiding at the farthest edges of the galaxy. The Galactic Empire regards the ability to use the Force as a crime punishable by the harshest measures. In a few short decades, most of the galaxy has forgotten the Jedi, and dismissed the Force as an ancient religion. For many, this is by far the safest option.

However, although the Empire has purged the Jedi, not all who use the Force have been hunted down and killed. The galaxy is simply too large to track down every Force sensitive being, and the Emperor's infamous Order 66 and the hunt that followed primarily concerned themselves with pursuing true Jedi and their descendants and allies. In the hidden corners of the galaxy, those who can touch the Force remain hidden, hunted, and outcast—but alive.

These characters are created using the Force-Sensitive Exile specialization. This specialization does not have any career skills associated with it, however, when a character purchases this specialization, he automatically receives a Force rating of 1, if he did not already have it.

Although technically someone is Force sensitive from birth, it can take a great deal of time for him to realize he has this power. For this reason, the Force-Sensitive Exile specialization can be taken during character creation or at any later point, just as any other specialization.

FORCE TALENTS

The Force-Sensitive Exile specialization possesses a number of unique talents, referred to as Force talents. Force talents are talents only available to individuals who possess a Force rating. They represent the Force's ability to aid an individual in minor ways, not complex enough to be individual Force powers. Often these talents represent the character's ability to unconsciously tap into the Force; they are his instinctual awareness of the Force and surroundings. Force talents follow all the rules for talents with the additional caveat that they can only be used by individuals who have a Force rating of 1 or higher.

Non-Career: Force-Sensitive Exile Talent Tree

Force Sensitive Bonus Ability: Gain Force Rating 1.

PASSIVE FORCE ABILITY
ACTIVATED FORCE ABILITY
PASSIVE ABILITY
ACTIVATED ABILITY
PERMANENT ABILITY

Uncanny Senses
Add □ per rank of Uncanny Senses to all Perception checks.

Insight
Perception and Vigilance become career skills.

Forager
Remove up to ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

Uncanny Reactions
Add □ per rank of Uncanny Reactions to all Vigilance checks.

5

Convincing Demeanor
Remove ■ per rank of Convincing Demeanor from any Deceit or Skulduggery check.

Overwhelm Emotions
May add ⬡ per Force Rating to Charm, Coerce, or Deceit checks. ◯ and ● add ✲ to some checks and ➤ to others.

Intense Focus
Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of next skill check once.

Convincing Demeanor
Remove ■ per rank of Convincing Demeanor from any Deceit or Skulduggery check.

10

Sense Danger
Once per session, remove ■■ dice from any 1 check.

Sense Emotions
Add □ to all Charm, Coerce, and Deceit checks unless the target is immune to Force powers.

Balance
When the character performs the Recuperate maneuver, he may roll ⬡ per Force Rating. He regains additional strain equal to ◯ generated.

Touch of Fate
Once per session, add □□ to any 1 check.

15

Street Smarts
Remove ■ per rank of Street Smarts from Streetwise or Surveillance checks.

Uncanny Senses
Add □ per rank of Uncanny Senses to all Perception checks.

Uncanny Reactions
Add □ per rank of Uncanny Reactions to all Vigilance checks.

Street Smarts
Remove ■ per rank of Street Smarts from Streetwise or Surveillance checks.

20

Sixth Sense
Gain +1 ranged defense.

Force Rating
Gain +1 Force Rating.

Dedication
Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.

Superior Reflexes
Gain +1 melee defense.

25

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FORCE POWERS

The primary means by which a Force user manipulates the Force is not unconscious, however. A true Force user can deliberately tap into the Force to change and manipulate himself and his surroundings. The Force can allow someone to do things others may see as fantastic or even unbelievable: levitating items, blocking blaster shots with one's hands, controlling the minds of others, and even predicting the future.

Force powers are the means by which a Force sensitive character accomplishes those tasks. In *Edge of the Empire*, Force powers are broad and overarching abilities that allow Force sensitive characters to perform impressive and fantastic feats.

Each Force power focuses on a particular task that can be performed through the manipulation of the Force. The initial purchase of each Force Power costs 10 experience, although once purchased, the user may spend additional experience to further customize and enhance his power.

ACTIVATING POWERS

Most Force sensitives use their Force powers through a variant of *Edge of the Empire*'s core mechanic, assembling a dice pool and rolling it to see if the power resolves successfully. However, unlike most skill checks, Force power checks do not generate successes. Instead they generate resources that are spent to fuel a power's effects.

Unless stated otherwise in the power's description, activating a Force power is an action. When a Force sensitive character attempts to activate a power, he creates a dice pool that consists solely of a number of dice equal to his Force rating. He then rolls the dice. Every light side result generates one Force point the character may spend to fuel the power's abilities. Every dark side result generates no Force points, and is disregarded.

However, the dark side of the Force is always offering easy power, tempting a Force user to give in and accept its aid. A Force sensitive character may choose to allow one or more dark side results to generate additional Force points—in addition to the light side results. The consequences that come with this choice can be dire, and can gravely affect the individual who gives into this temptation. Full-fledged Jedi and other powerful Force users suffer unique penalties for doing this that are not detailed here. However, nobody is completely immune from the consequences of choosing the quick and easy path. A Force sensitive character in *Edge of the Empire* who wishes to use one or more dark side results to provide Force points for his power must flip one Destiny Point from light to dark—if there are no light side Destiny Points to flip, he may not use dark side results at all. He then suffers one strain for each dark side result he wishes to use.

The long-term consequences of constantly tapping into the dark side of the Force are left up to the roleplaying of the player and the GM. However, both should keep in mind that the dark side is born of fear, anger, and hatred, and these emotions should be present in the Player Character.

Once a player character assembles his available Force points, he consults his Force power and determines how he will spend them. Most of a power's abilities require one or more Force points to activate. Unless specified otherwise, each ability may be activated multiple times.

FORCE DICE

The Force die is the seventh die in *Edge of the Empire*, a twelve-sided white die. On it are white circular symbols representing the light side of the Force (●), and black circular symbols representing the dark side of the Force (●).

The Force die is unique among the dice in *Edge of the Empire* because, unlike the other dice, the Force die does not generate symbols that contribute towards success or failure. In addition, the Force die's light and dark side symbols do not cancel each other out. Instead, the Force die generates resources, both light and dark, available for the player to use.

Once the Force power has been resolved, this concludes the character's action. A Force power is always "successfully" activated, even if the check does not generate any Force points to spend on the power.

ONGOING EFFECTS

Most of a Force power's effects last for a specific length of time and then end. Some effects last only for the duration of the action, while others may last for several rounds, or even minutes or days. However, some Force power effects are known as **ongoing effects**. Unlike other effects, ongoing effects last until the Force user deliberately ends them.

Some Force powers have no ongoing effects, while others have ongoing effects exclusively. However, most Force powers have a mix of ongoing and standard effects. To activate an ongoing effect, the Force sensitive character does not need to spend Force points. Instead, he must **commit** a number of Force dice to fuel this effect (the number required is listed in the individual effect). Each committed Force die may not be used in any future checks (either checks to activate Force powers or the rare skill checks that include Force dice) as



DARK SIDE FORCE USERS

Edge of the Empire assumes that any Player Character Force users are, at their core at least, reasonably "good" individuals, not evil devotees of the dark side. However, there may be cases in which a player decides his character has fallen to the dark side, and embraced it. Provided the GM allows the player to use this character, the rules for dark side Force use are a mirror of light side Force use. In the case of a dark side Force sensitive character, the check is still made as normal. However, the dark side results are counted as Force points, while the light side results are discarded. If the dark side Force user wishes to use light side results to generate additional Force points, he must still flip one Destiny Point from light to dark and suffer strain equal to the number of results he wishes to use.

The GM may also wish to use NPCs or adversaries who are dark side Force users. In this case, they follow the rules for dark side Force users as described above unless their descriptions specify otherwise.

long as this ongoing effect is maintained. The ongoing effect may be maintained as long as the Force user likes, although realistically the GM may determine that certain circumstances may require him to end the ongoing effect. In essence, the Force user temporarily reduces his Force rating by his total committed Force dice.

An ongoing effect may be ended at the end of any subsequent character turn as an incidental.

FORCE POWER BREAKDOWN

Each Force power can be divided into two sections: the power's basic form, and its upgrades. When a Force sensitive character purchases a Force power, he immediately gains access to the most basic form of the power. This is the first row of the Force power specialization, when consulting the specialization's visual breakdown. The basic form is the Force power at its simplest, and provides the foundation for all the upgrades that accompany the Force power.

The Force power's upgrades are the means by which players can customize the Force powers their characters access, modifying them to serve their needs and their characters' personalities. As with any specializations, upgrades are purchased with experience points, and each upgrade may only be purchased if it connects to the basic form or a previously purchased upgrade. Each upgrade in the first two rows costs five experience, while each upgrade in the second two rows costs ten experience.

There is one exception to this rule. Some upgrades take up multiple columns. In this case, the cost of the upgrade is the cost of upgrades in this row multiplied by the number of columns the upgrade occupies. These upgrades are particularly potent, and thus cost more experience than normal.

UPGRADES

Force power upgrades are grouped into several different categories. Each category covers a different aspect of the power, as described here.

- **Strength:** Strength upgrades amplify the basic effect of a power, making the power more potent.
- **Magnitude:** Magnitude upgrades increase the number of targets affected by the power, allowing the user to affect multiple items or individuals with a single action.
- **Duration:** Duration upgrades increase the length of time of the power's effects.
- **Range:** Range upgrades increase the distance from which the Force power can affect its targets.
- **Control:** Control upgrades add new effects to Force powers, or modify existing effects (adding or changing the way the Force sensitive character spends Force points).

These categories remain the same for each Force power, although how they modify the Force power depends on the power itself. For example, the Duration upgrade for Influence increases the length of Influence's effect by five minutes or one round of combat per upgrade, whereas the Duration upgrade for Sense increases the number of times its ongoing effects can be triggered each round. Some Force powers may not have each category of upgrades, depending on the power and how it works.

FORCE POWER: SENSE

By opening his mind, a Force user can commune with the world around him. He senses the endless movement of living Force, seeing beyond what his eyes allow. The actions of those around him are laid bare as if the Force user had a bird's eye view of his surroundings, allowing him to anticipate attacks and better strike blows of his own, or even spot ambushes and lurking foes. Alternatively, he can sense the thoughts of others. Even a Jedi cannot read someone's mind completely, but a Force sensitive being trained in these arts can detect his target's feelings and emotions, and even sense surface thoughts.

Sense is a Force power with two distinct halves that a Force sensitive character can enhance. Users can rely on Sense to augment their defensive (and eventually offensive) abilities, which can make their attacks quite potent. Alternatively, users can invest in the ability to read the emotions and feelings of others, getting a sense for adversaries and allies alike. They can even read their surface thoughts, which can be particularly valuable in a wide variety of situations.

BASIC POWER

Sense's basic power allows the Force user to sense the living Force interacting with the world around him. This allows him to perceive other life close by and read the emotions of a single individual. The basic power has two ways to spend Force points, each of which may be performed multiple times.

- The user may spend ◯ to sense all living things within close range of himself (including both animals and sentient beings).
- The user may spend ◯ to sense the current emotional state of one living target with whom he is engaged.

UPGRADES

Sense's upgrades are split into two groups: those that allow the Force user to protect himself from danger and augment his attacks, and those that allow him to detect the thoughts of others. The upgrades are listed below. However, as with any power, see the **Force Power Tree: Sense** on page 181 to see the upgrade paths, availabilities, and costs.

- **Control Upgrade:** The Force user gains the ability to sense danger the moment before it strikes, allowing him to anticipate attacks and avoid incoming blows. This power gains the following Ongoing effect (⬡): Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.
- **Control Upgrade:** The Force user's ability to anticipate danger evolves to the point where he can anticipate the actions of his opponents, making his own blows harder to avoid. This power gains the following Ongoing effect (⬡): Once per round, when the Force user makes a combat check, he upgrades the ability of the pool once.
- **Control Upgrade:** The Force user gains the ability to detect the surface thoughts of the target. This power gains the following effect (◯): The Jedi senses the current thoughts of one living target with whom he is engaged.
- **Strength Upgrade:** When using Sense's Ongoing effect, upgrade one additional die.
- **Duration Upgrade:** Sense's Ongoing effect may be triggered one additional time per round.
- **Range Upgrade:** Increase the range at which the Force user can sense living things, thoughts, or emotions by one range band.
- **Magnitude Upgrade:** When detecting the current thoughts or emotional states of targets, the number of targets equals the user's Willpower. (This upgrade may be purchased multiple times, each time increasing the number of targets by the character's Willpower).

USING SENSE IN GAME

Sense can be an extremely potent ability in a game, especially the ability to read another's thoughts. This ability has arguably the most potential to derail a game as it can put the GM in the situation of being forced to divulge crucial information that can seriously undermine the tension of an adventure. Reading the thoughts of an opponent can reveal critical facts such as the location of hidden hideouts, or that he plans on double-crossing the player characters at a later date. At the same time, however, the GM should not simply deny this information to the player character who has invested time and hard-won experience in the Sense power in the first place.

Therefore, the GM has to walk a fine line between revealing relevant information, and revealing too much information. At the same time, the player should not expect to learn everything he wishes to know with a single use of Sense. When using this power, both players and GMs should keep the following guidelines in mind.

- Some species (and some individuals with particularly strong minds) are more resistant to powers such as Sense than others. Droids and animals are all but immune to the Sense power.
- Sense does not work over long distances. That means that if someone contacts the player characters via comm-link from another city (or planet), that individual is immune to having his mind read.
- Sense only allows a Player Character to read the emotional state and surface thoughts of a target. This final point is the most important, as it means that Player Characters can only ever get an imperfect snapshot of another's mind. For example, an individual may be nervous when meeting with the Player Characters, but the PCs can't know the cause of his nervousness.

Overall, the GM should endeavor to allow player characters to use Sense to learn valuable information they would not normally know. However, this information should not allow them to automatically succeed in their goals, but instead provide a valuable foundation as they proceed. Simply put, it should help them with their work, but not do their work for them.

☐ Sense Basic Power

The character can sense the living Force interacting with the world around him, and with training and practice can even perceive the thoughts and emotions of others.

◯ The character senses living things within close range.

◯ The character senses the current emotional state of one living target he is engaged with.

☐ Control Upgrade

The character gains the ability to sense danger the moment before it strikes, anticipating attacks and avoiding blows.

Ongoing Effect (◇): Once per round, when an attack targets the character, upgrade the difficulty of the check once.

☐ Control Upgrade

The character gains the power to sense the thoughts of a target.

◯◯ The character senses the current thoughts of one living target with which he is engaged.

☐ Strength Upgrade

When using Sense's ongoing effects, upgrade the difficulty of the effect one additional time.

☐ Duration Upgrade

Sense's ongoing effects may be used 1 additional time per round.

☐ Range Upgrade

Increases the range at which the character can sense living things, thoughts, or emotions by 1 band.

☐ Magnitude Upgrade

When detecting the current thoughts or emotional states of targets, the number of targets equals the character's Willpower.

☐ Strength Upgrade

When using Sense's ongoing effects, upgrade the difficulty of the effect one additional time.

☐ Duration Upgrade

Sense's ongoing effects may be used 1 additional time per round.

☐ Range Upgrade

Increases the range at which the character can sense living things, thoughts, or emotions by 1 band.

☐ Magnitude Upgrade

When detecting the current thoughts or emotional states of targets, the number of targets equals the character's Willpower.

☐ Control Upgrade

The character's ability to sense his surroundings guides his blows as well as his defence.

Ongoing Effect (◇): Once per round, when the character makes an attack, upgrade one Ability die to a Proficiency die.

☐ Range Upgrade

Increases the range at which the character can sense living things, thoughts, or emotions by 1 band.

☐ Magnitude Upgrade

When detecting the current thoughts or emotional states of targets, the number of targets equals the character's Willpower.

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FORCE POWER: INFLUENCE

The ability to influence the minds of others is not something to be taken lightly, and misuse of the ability colloquially known as a "mind trick" is a sure step on the path to the dark side. A powerful enough Force user can manipulate the minds of others to the point where he can convince them to believe things that are untrue, or calm an angry crowd. Conversely, he can rile the crowd into a murderous frenzy, or frighten a single soul into gibbering madness. This is where the danger of Influence lies.

However, Influence is not inherently evil. Many Force users have used Influence to protect the helpless or to deal with a threat in a way that avoids violence. It is much better to convince a guard to return to his post than to have to kill him.

Influence's most basic and arguably crudest ability allows the user to inflict strain on a living target, stressing his mind until he passes out or is otherwise incapacitated. However, numerous control abilities allow the Force user who specializes in Influence to perform much more subtle and impressive feats.

BASIC POWER

The most basic form of Influence does not allow the Force user to guide or shape the thoughts of others. He can "merely" strain their mind, inflicting stress and exhaustion. The basic power has one effect that can be triggered multiple times on the same or different targets.

- The user spends ◯ to stress the mind of one living target he is engaged with, inflicting 1 strain.

UPGRADES

When upgrading this power, the user can choose whether he wishes to influence and sway large crowds of people with his abilities, or if he wishes to directly modify the thoughts or emotions of others. The upgrades are listed below. However, as with any power, see the **Force Power Tree: Influence** on page 183 for upgrade paths, availabilities, and costs.

- **Control Upgrade:** The Force user gains the ability to alter the thoughts and emotions of the target. The power gains the effect (◯): Force one living target he is engaged with to adopt an emotional state (such as fear, friendliness, or hatred), or to believe something even if it is untrue. The effect lasts for roughly five minutes, or one round in combat.
- **Control Upgrade:** The Force user gains the ability to enhance his arguments and increase his charisma via the Force. When making a Coerce, Charm, Deceive, Leadership, or Negotiate check, he may roll an Influence Power check as part of the pool. He may spend Force points to gain one Success or Advantage (his choice) per point on his check. This counts as a normal Force Power check in every way—it is simply combined with the overall skill check.
- **Strength Upgrade:** When stressing the mind of a target, the Force user inflicts 2 strain instead of 1.
- **Duration Upgrade:** Increases the duration of the ability to alter thoughts and emotions by one additional round in combat, or five minutes out of combat.
- **Range Upgrade:** Increases the range at which the Force user can influence targets by one range band.
- **Magnitude:** The Force user may spend ◯ to affect one additional mind with his power. (Additional purchases of this ability increase the number of additional minds to his Presence and twice his Presence, respectively).

INFLUENCE SPECIAL RULE

When Influence is used to guide and shape thoughts and emotions, dark side results may only generate points used to create negative emotions such as rage, fear, and hatred. Light side results may only generate Force points used to create positive emotions such as peace, tranquillity, and friendliness. Other emotions such as confusion can be generated with either light or dark side points. This rule is in addition to the rule about using light side or dark side results—it does not supersede it. This means that to generate negative emotions, the average player must first roll dark side results, then flip a Destiny Point and suffer strain to use them.

Force Power Tree: Influence

Prerequisites: Force Rating 1+

☐ Influence Basic Power

The character may attempt to guide, shape, and even twist the thoughts and feelings of others.

Special Rule (◯/● use): When guiding and shaping thoughts, only ● may be used to generate negative emotions such as rage, fear, and hatred. Only ◯ may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be generated with either ◯ or ●.

◯ The character stresses the mind of one living target he is engaged with, inflicting 1 strain.

0

☐ Range Upgrade

Increases the range at which the character can touch minds by 1 range band.

☐ Magnitude Upgrade

The character may spend ◯ to affect 1 additional mind with his power.

☐ Control Upgrade

The character gains the ability to alter the thoughts and emotions of the target.

◯ The character may force 1 living target he is Engaged with to adopt an emotional state (such as fear, friendliness, or hatred), or to believe something untrue (these are not the droids you're looking for). The effect lasts for roughly five minutes, or 1 round in combat.

5

☐ Control Upgrade

The character gains the ability to enhance his arguments and increase his charisma via the Force. When making a Coerce, Charm, Deceive, Leadership, or Negotiate check, he may roll an Influence Power check as part of his Dice Pool. He may spend Force Points to gain ✲ per ◯ on his check. This counts as a normal Force Power check in every way—it is simply combined with the overall Skill check.

☐ Strength Upgrade

When stressing the mind of a target, the character inflicts 2 strain.

5

☐ Range Upgrade

Increases the range at which the character can touch minds by 1 range band.

☐ Magnitude Upgrade

The character may spend ◯ to affect 1 additional mind with his power.

☐ Duration Upgrade

Increase the time this effect lasts by 5 minutes or 1 round of combat.

☐ Duration Upgrade

Increase the time this effect lasts by 5 minutes or 1 round of combat.

10

☐ Range Upgrade

Increases the range at which the character can touch minds by 1 range band.

☐ Magnitude Upgrade

The character may spend ◯ to affect 1 additional mind with his power.

☐ Duration Upgrade

Increase the time this effect lasts by 5 minutes or 1 round of combat.

☐ Duration Upgrade

Increase the time this effect lasts by 5 minutes or 1 round of combat.

10

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FORCE POWER: MOVE

The ability to move objects with nothing more than the power of one's mind is not exactly subtle, but it is one of the most visually impressive abilities in a Force user's arsenal. Theoretically, the Force can move anything, no matter the size, and true Jedi have been known to hurl starships about with the Force. However, even if the Force is not limited in what marvels it can perform, most of those who use it are—by the constraints of their own mentalities, if nothing else. Still, even the ability to pull a gun from an opponent's hand or hurl a crate at him is extremely valuable.

The Move power is one of the simplest Force powers in *Edge of the Empire*, although its very simplicity allows for many instances of creative use. When moving these items, the default movement speed is considered to be relatively slow and deliberate, not fast enough to cause damage.

BASIC POWER

At its most basic, Move allows the Force user to move small objects he is very close to. It has one basic effect.

- The user spends ○ and may move an object he is currently engaged with within its current range band. Every additional point moves the object one range further away. The object must be unsecured and unrestrained.

UPGRADES

Move's upgrades are fairly simple; they include the ability to move more, larger objects greater distances. Some upgrades do give the Force user different ways to use Move, however. The upgrades are listed below. However, as with any power, see the **Force Power Tree: Move** on page 185 for upgrade paths, availabilities, and costs.

- **Control Upgrade:** The Force user gains the ability to move objects fast enough that they become difficult to dodge and can be used as weapons. The impacts deal damage both to the targets and the object being moved. Size 0 objects deal 5 damage, while other objects deal damage equal to 10 times their Silhouette. The number of targets affected by a single object is up to the GM, but in general a single object should only affect a single target (unless it's particularly large). The power also gains the effect (○): Deal one additional damage with an object.
- **Control Upgrade:** The Force user gains the ability to pull objects off of secure mountings or from an opponent's grasp.
- **Control Upgrade:** The Force user gains the ability to perform fine manipulation of items, allowing him to do whatever he could normally do with his hands to a held item (if manipulating something such as a control board, the controls count as a silhouette 0 item).
- **Strength Upgrade:** Increase the silhouette of the object the Force user can move by 1.
- **Range Upgrade:** Increase the range the Force user can affect targets by one range band.
- **Magnitude Upgrade:** Increase the number of targets affected by this power by 1.

Force Power Tree: Move

Prerequisites: Force Rating 1+

☐ **Move Basic Power** — 0

The character can move objects with a size of 0 within engaged range band.

◯ The character may move object within its range band. Every additional ◯ moves the object 1 range band.

☐ **Range Upgrade**
Increases the range at which the character can effect objects by 1 range band.

☐ **Strength Upgrade**
Increase the size of the objects the character can move by 1.

☐ **Magnitude Upgrade** — 5
Increase the number of targets affected by this power by 1.

☐ **Magnitude Upgrade**
Increase the number of targets affected by this power by 1.

☐ **Range Upgrade**
Increases the range at which the character can effect objects by 1 range band.

☐ **Strength Upgrade**
Increase the size of the objects the character can move by 1.

☐ **Control Upgrade** — 5
The character can move objects fast enough to deal damage to them and others. Size 0 objects deal 5 damage, other objects deal 10 times size damage (to themselves or others).

◯ Deal 1 additional damage

☐ **Range Upgrade**
Increases the range at which the character can effect objects by 1 range band.

☐ **Strength Upgrade**
Increase the size of the objects the character can move by 1.

☐ **Control Upgrade** — 10
The character is able to pull objects out of secure mountings or an opponent's grasp.

☐ **Magnitude Upgrade**
Increase the number of targets affected by this power by 1.

☐ **Range Upgrade**
Increases the range at which the character can effect objects by 1 range band.

☐ **Strength Upgrade**
Increase the size of the objects the character can move by 1.

☐ **Control Upgrade**
The character can perform fine manipulation of items, allowing him to do whatever he would normally with hishands via this power at this power's range.

☐ **Magnitude Upgrade** — 10
Increase the number of targets affected by this power by 1.

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THE JEDI AND THE DARK SIDE

Since before the earliest days of the Old Republic, Jedi have existed in the galaxy. The Jedi studied the Force and wielded it to protect life and defend peace. For a thousand generations the Jedi stood as guardians of justice and order in the Old Republic, shielding it and those within it from cruelty, injustice, and oppression.

A true Jedi stood as a paragon of virtue, displaying patience, courage, and wisdom. His order served as arbiters and protectors in the Old Republic, remaining vigilant for corruption and malevolence. They called on the Force when they were calm and tranquil, at harmony with themselves and others. In turn, the Force imbued them with great powers. There have never been more than a handful of Jedi in the galaxy, when counted against the countless planets full of sapient life. But with the Force by their side, they were enough to protect the Old Republic for millennia.

However, they could not do so forever. Just as the Force has two aspects, light and dark, there are those who are willing to take the quick and easy path to power, and use the dark side of the Force to accomplish their nefarious goals. Those who embrace this destructive path have long stood in opposition to the Jedi. They have gone by many names, but the one best known to the Old Republic was the Sith.

The Sith believed the true power of the Force lay within the dark side. They claimed its strength and determination provided a power denied to the Jedi. They did not always stand alone, either, for to deny the dark side and stand true to the light is a most difficult task. Many Jedi have proven unable or unwilling to remain true to the tenets of their order and resist the temptation of easy power. These Jedi fall to the dark side, becoming agents of evil. Only the strongest and most resolute can pull themselves back to the light after embracing the darkness.

It was two of these individuals, a dark lord of the Sith and a fallen Jedi, who proved the final downfall of both the Old Republic and the Jedi Order. After the horrors of the ancient wars between the Old Republic and the Sith Empire, the Sith faded into obscurity, and from there to myth. The Old Republic entered an age of peace and prosperity, and eventually complacency and stagnation. However, the Sith still existed, and they had not forgotten. The dark lord Darth Sidious rose to power in secret, manipulating the framework of galactic governance as it rotted from within. At the same time, he adopted a public guise as Palpatine, the Republic Senator from a minor planet named Naboo. None knew of his dual personas, and he secretly manipulated events to create crises and take on the role of Supreme Chancellor, the elected head of the Republic. Meanwhile, as Darth Sidious, he secretly manipulated many members of the Republic into outright insurrection, thrusting the entire galaxy into the terrible Clone Wars. Possessing the emergency powers of a wartime leader, Palpatine was on the cusp of taking control of the Republic from within. However, he needed one final piece to accomplish his goals, and he found it in the young but extremely powerful Jedi Anakin Skywalker.

Skywalker's corruption and fall to the dark side was arguably one of Darth Sidious's greatest achievements. Reborn as Darth Vader, Dark Lord of the Sith, Skywalker and his master turned on the Jedi Order and destroyed them. Palpatine crushed the separatist forces, then turned the Republic's armies on the Jedi, claiming they were also enemies of the state. Flush with triumph, he declared himself Emperor, proclaiming a desire to protect order and stability in the galaxy. Though almost nobody knew it, Darth Sidious had accomplished what the Sith had not been able to—the conquest of the Old Republic and the destruction of the Jedi.

THE EMPIRE AND THE FORCE

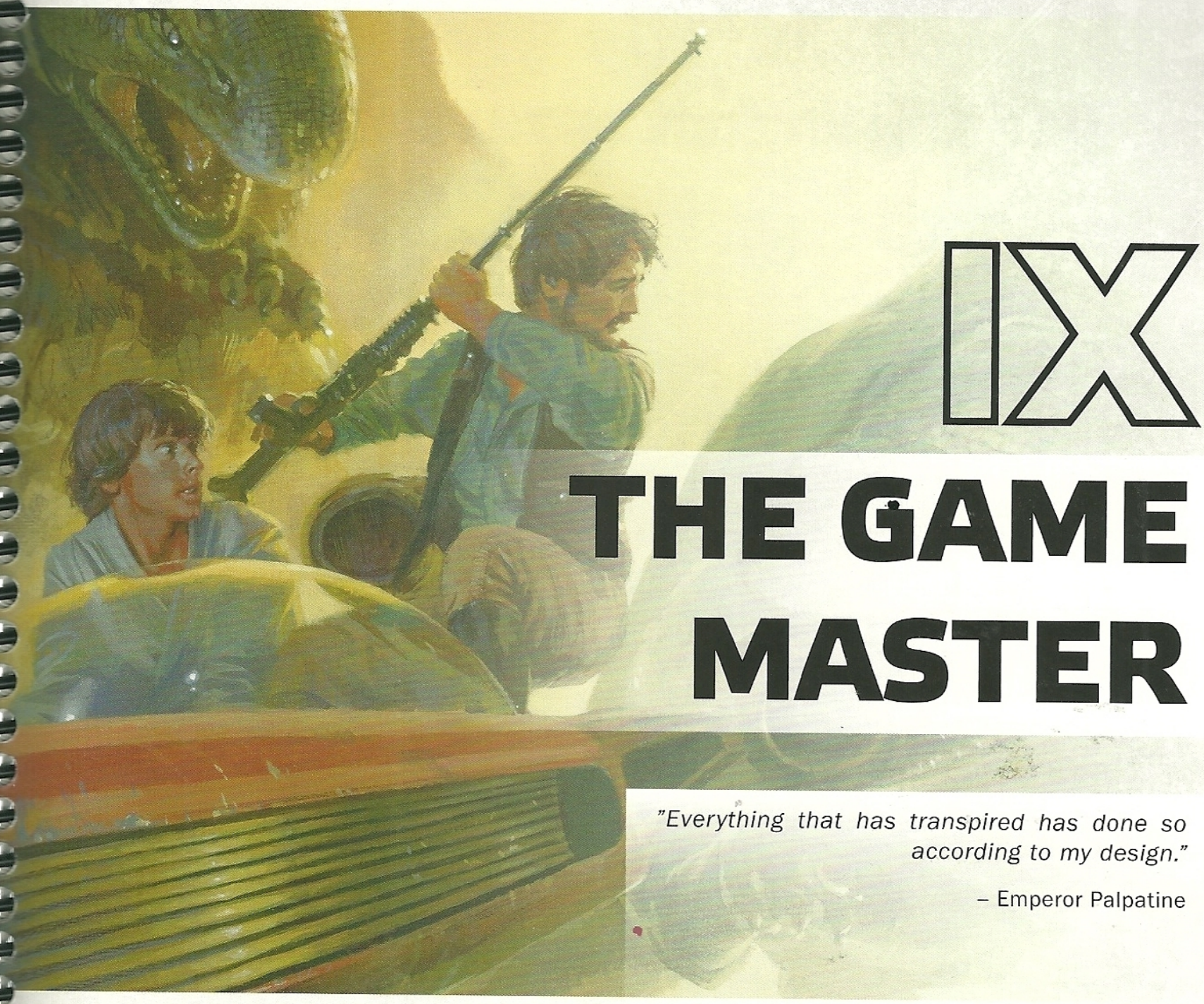
While all beings have some degree of connection with the Force, there are those species that tend to be more sensitive to its energies than others. Twi'leks and Humans tend to be more attuned to the Force than Trandoshans, for example. Typically, Force sensitivity is an inherited trait, passed down through generations of Force users. There have, however, been many instances in which it has developed as a result of random mutation. In the days of the Jedi, Force sensitive beings were usually discovered at an early age and taken to the Jedi temple to learn the ways of the Force. Those days are gone.

Under the Galactic Empire, Force users are hunted down and destroyed, or sometimes corrupted by Darth Vader and the Emperor to embrace the dark side. A Force sensitive being has to learn how to use the Force on his own. This can often be a painful process that takes a great deal of dedication, as well as trial and error, to grasp even an inkling of understanding about the Force. Without proper training, such beings rely on will and instinct to guide them through their journey. They possess powers they barely understand, and thus risk falling to the dark side without even realizing it.

The path of the Force is a dangerous road. Those who use it are hunted by the Empire. Non-human species that show even an inkling of Force sensitivity are often killed outright. Others in the galaxy may be willing to sell Force users out, motivated by greed or fear. Many of those living the galaxy fear Force users, believing the lies the Empire tells about them being dangerous threats to peace. A Force user must always keep his connection to the Force a secret, only divulging his abilities to those few he knows he can trust.

DISTURBANCES IN THE FORCE

Any form of rapid or violent change in the galaxy creates a disturbance in the Force. While death causes the greatest ripples, anything from the birth of a child to galactic cataclysms can trigger these tremors to ripple through the Force like a shockwave. Force users feel these disturbances as a sense of uneasiness or discomfort that suddenly takes hold of them. Though this feeling varies in intensity, no disturbance should be dismissed lightly. They are each a sign of a transformation occurring in the galaxy. It is also through sensing these disturbances that a Force user is capable of detecting when he is in the presence of other Force sensitive objects and beings.



IX

THE GAME MASTER

"Everything that has transpired has done so according to my design."

– Emperor Palpatine

Welcome to the first step in becoming an ***Edge of the Empire*** Game Master. While running a roleplaying game can be challenging, it is also rewarding in ways different from those associated with individual characters. This chapter walks new Game Masters through the information needed to become an accomplished and entertaining ***Star Wars*** GM. Novice and experienced GMs should find useful information and advice for running this game from both a storytelling and mechanical point of view.

The Game Master has many responsibilities when running a successful game session. The GM creates the overall storyline for the adventure. He interacts constantly with the players, describing the details their characters need to understand and enjoy the game. The GM plays the part of everyone the characters meet, and describes everywhere they go. He must think on his feet, and be ready to improvise with characters and change situations on the fly. The GM must interpret the game rules and be ready to apply them in a fair and consistent manner.

This sounds like a lot, but fortunately, a GM need not be perfect in every respect, especially when first starting out. Running a roleplaying game for friends doesn't have to be like refereeing a sports event. The GM should want to adjudicate the rules and run the best game possible, but it is more important that everyone has a good time. When the GM hits an unexpected situation, or needs a ruling on a game mechanic, making a quick judgment call and assessing the results later is perfectly acceptable.

The GM's primary goal is to create an entertaining and memorable game where everyone has fun. There are numerous ways to achieve this end, and there can be many challenges along the way. GM and player cooperation creates the best environment for an entertaining game. Great ideas from any of the participants should not be overlooked.

HOW TO RUN AN EDGE OF THE EMPIRE GAME

Running an *Edge of the Empire* game session requires players, planning, rules knowledge, and an interest in creating a great deal of fun. This section guides new and experienced Game Masters through a typical game, from the first game session onward. Starting GMs may wish to run their first session after reading the sections below. GMs may gain a better understanding from the advice and nuances presented in the later sections after running a session or two.

RUNNING THE GAME

For the GM, running the game means attending to the mechanical means of keeping the game going. This section provides guidance on how to handle specific rules and other elements during the game session itself, and how they interact.

RULES ADJUDICATION

The GM is the final arbiter of all rules discussions. It is important that he listens to the players' arguments for their side of an interpretation. Rules discussions should not dominate playing time. The GM should make a ruling to keep the game moving and review the rule in detail later. If the ruling was incorrect, the GM may try to make it up to the player or group in question in a future session, or simply acknowledge the mistake and chalk it up as a lesson learned.

Sometimes the GM feels the rules are unclear or he has an unusual situation. The GM may create a house rule to address the issue. However, the GM might also gain further insight from discussing the issue with other GMs or rules-proficient players, in person or on online gaming forums. However, rules lawyering—using the minutiae of the rules to gain an unfair, unexpected, or unintended advantage in game—should be avoided by both players and GMs.

INTERPRETING THE DICE POOL

One of the GM's primary responsibilities is to interpret the results of the die rolls. Given that the exact makeup of each dice pool varies wildly, it gives the GM and the players many opportunities to translate the results into narrative effects. During the heat of the game, the players may rapidly assess the roll for only success or failure, then quickly pick up the dice for the next roll. The GM should discourage this, especially if the story is at a critical juncture. While not every die roll needs extensive interpretation, important moments should always be influenced by the dice results.

The die symbols generated by each check go well beyond the simple task of indicating success or failure. Success indicated by a Proficiency die can mean something different than if it occurs on an ability or Boost die. In this case, it might indicate the character's skill overcame all other challenges. If the same result occurred using a Boost die, fortune may have stepped in at the right moment. The GM should inform the story via the dice whenever possible.

Boost and Setback dice indicate the influence of fortune and misfortune in the results. Failure indicates that the inherent difficulties in the situation, terrain, or task at hand were too much to overcome. Success indicates that luck, the Force, or a beneficial circumstance affected the outcome.

Ability and Difficulty dice represent the battle between a character's natural abilities and knowledge versus the inherent difficulty of the task at hand. Failure indicates that the task was just too hard to accomplish this time around.

Proficiency and Challenge dice represent the character's trained skill versus the most difficult challenges. Similar to the Ability and Difficulty dice, success indicates that the character's training has prevailed, while failure indicates that the circumstances were just too difficult to surpass.

Advantage and Threat indicators are often less clear-cut in their influence on the dice pool. Sometimes, they may trigger certain abilities or effects built into talents or special abilities. More often, they give the GM or player the opportunity to describe how the results place the character in a better or worse position than before the action.

Triumph and Despair indicators should generate excitement at the game table. Triumph indicates a critical success, which should also grant the character an advantage in the scene. Despair indicates a critical failure, which should disrupt the character and make the situation much worse.

Usually, the makeup of the dice pool does not evenly align die types that are in direct opposition to each other. Instead, Successes, Failures, and other indicators will be spread across different dice in different amounts. It will often be up to the GM to decide which of the Successes or Failures is relevant to the story interpretation.

USING BOOST & SETBACK DICE

□ and ■ are basic GM tools for manipulating fortune and misfortune in the game. Beyond the normal guidelines for setting difficulty within the dice pool, □ and ■ enable the GM to allow characters to try unusual or insane ideas during play. The players enjoy the chance to try creative solutions within the game, and the GM can regulate the difficulty through the addition of more ■, instead of saying no to the idea. Note that □ and ■ are not normally upgraded to other die types.

Alternatively, the □ maybe used to reward a Player Character for good planning or creative thinking. They may also be used in situations not covered by the rules. If the Player Character comes up with a good idea and the GM wants to allow it, he may add □. This is especially encouraged if the idea is in keeping with the spirit of the *Star Wars* movies and stories.

USING STRAIN

Strain is a non-lethal way for characters to suffer physical and psychological effects beyond wounds and significant injuries. See page 140 for a complete description of strain. For the GM, strain represents an opportunity to add mechanical emphasis and consequences to narrative aspects of the scene or combat.

In combat, strain effects dictated by the GM should be limited to give the players the opportunity to voluntarily take on strain as an additional maneuver or to through talent use. Extreme environments or circumstances may occasionally

increase the amount of strain the GM inserts into the encounter. Environmental strain should be less of a concern during the average combat.

In scenes outside of combat, strain adds weight to environmental effects. Enduring long periods of exposure to heat, cold, radiation, or unusual weather like sandstorms may cause strain. Psychological pressure may also induce strain. This kind of strain may come from strong emotional reactions to loss, extreme anger, frustration, or another reaction that distracts a character from the task at hand.

Obligation, when triggered in a game session, inflicts strain on the affected characters (see Obligation). The GM should provide narrative descriptions demonstrating how the Obligation is affecting the character, thus producing the strain. Strain from Obligation is typically an emotional effect, from the stress of dealing with the circumstances producing or resulting from a character's Obligation.

When assigning strain, the GM should consider how all of the different sources may interact in an encounter or scene. Creating a scene in which strain is a primary component is perfectly fine, but having a scene accidentally overwhelmed with strain can alter the narrative in unexpected ways. Typically, the GM should assign one or two points of strain for a given effect. Environmental effects may accumulate strain, and the rate of accumulation, are good indicators of the danger involved.

USING FEAR

The galaxy is filled with frightful creatures and situations. Wild creatures like the savage rancor lurk in distant wildernesses or suddenly appear in surprising places such as Jabba the Hutt's dungeon. Sith and followers of the dark side use fear as motivation and wield it as a weapon against their enemies. War, combat, intimidating adversaries, and environmental hazards may instill fear in anyone, anywhere. Fear interferes with character actions and goals. It may reduce a character's effectiveness, make him hesitate, or even cause him to flee.

Within the game, fear is countered by the Discipline skill (see page 75) and occasionally the Cool skill (see page 74). Like any other skill check, the GM sets the difficulty and adds the appropriate dice to the character's dice pool. Interpreting the dice pool results is key to determining the effects of fear, even on a successful roll. The Discipline or Cool skill check represents the character's ability to act in the face of fear, not necessarily the level of fear a character may feel.

WHEN TO MAKE A FEAR CHECK

Any time Discipline or Cool is used to counter fear, it is called a fear check. Not every frightening situation requires a fear check. They should be restricted to unusual circumstances or the first time a character experiences a particularly frightening situation. A pirate fighting stormtroopers probably doesn't need to make a check. If Darth Vader comes around the corner and the pirate has never seen him personally, a check is appropriate.

The frequency of fear checks is determined by the GM. Typically, once a fear check is rolled, the GM should not require another check for the same source during the same encounter, unless the circumstances significantly change. The GM might require more fear checks in a story where fear is a key element. A character who is constantly afraid of losing his ship or a loved one might be required to make more checks to reflect his ongoing concern and stress.

Typically, the effects of fear are determined by the results of a Discipline check. However, if the character has had time to prepare for the situation, and is not taken by surprise, the GM may allow the character to use a Cool check instead.

DETERMINING FEAR DIFFICULTY

The difficulty of a fear check is a combination of circumstance and the individual experiencing the fear. No two people respond the same way to a frightening situation. Where an untrained civilian might freeze in fear when a fight breaks out, a trained soldier may act with confidence and effectiveness. This is not to say that the solider is necessarily unafraid, it simply means that he is better able to deal with the fear.

Example circumstances and difficulties are shown in **Table 9–1: Fear Guidelines**. The difficulty is initially set reflecting a frightening situation for a person without prior experience in the events in question. The difficulty of the check can also be upgraded, depending on the circumstances at hand. Upgrades usually depend on the circumstances of the check or the details of the creature or character causing the fear. For example, confronting a grim warrior in black armor and carrying a lightsaber could at the very least be a **Daunting (◆◆◆◆) check**. However, knowing that the warrior is Darth Vader, who hunted down and killed the Jedi and is a Dark Lord of the Sith, can upgrade the difficulty of the check three times. The GM may add ■ to represent other aspects of the situation, such as surprise. The GM may also add □ if the character's resolve is supported by powerful allies or other beneficial aids.

TABLE 9–1: FEAR GUIDELINES

STATE OF FEAR	CHECK DIFFICULTY	EXAMPLE
Minimally afraid	Easy (◆)	Minorly overmatched in combat; a minimally dangerous creature.
Moderately afraid	Average (◆◆)	Overmatched in combat; a dangerously aggressive creature.
Very afraid	Hard (◆◆◆)	Battlefield combat; a pack of aggressive creatures; a major threat to one's safety and moderate fear for one's life.
Mortally afraid	Daunting (◆◆◆◆)	Terrifyingly intense combat; confronting a large and dangerous creature such as a rancor; overwhelming fear for one's life.
Utterly terrified	Formidable (◆◆◆◆◆)	A hopeless situation; combat against things incomprehensible to one's mind; fear so crippling that sanity cracks.
Something reputed to be dangerous.	1 difficulty upgrade	Confronting a Sith warrior, negotiating with Jabba the Hutt.
Something known to be dangerous	2 difficulty upgrades	Being trapped in the gullet of a Sarlacc.
Something known to be extremely dangerous and unique	3 difficulty upgrades	Fighting Darth Vader.

TABLE 9–2: SPENDING EXPERIENCE

OPTIONS	EXPERIENCE COST	PREREQUISITES
May purchase ranks in any skill, up to rank 5	Career skills cost five times the purchased rank. Non-Career skills cost five times the purchased rank, plus five additional experience.	Each rank must be purchased sequentially (rank 2 must be purchased before rank 3, and so on).
May purchase talents within specializations	Each specialization is broken into different levels. Talents on each level cost five times the level.	Talents may only be purchased if they are on the first level of a specialization, or if they are connected with a bar to a Talent already purchased.
May purchase new specializations	Ten if the specialization is in another career. Five if the specialization is in the character's career.	A character may only have three specializations.

EFFECTS OF FEAR

The GM should interpret the results of the dice pool. Some creatures or talents may dictate the results of a fear check they specifically trigger. The GM may also create additional effects. Threats and Advantages carry effects regardless of success and failure. If multiple fear checks are needed, Threats and Advantages of later rolls may cancel out effects from earlier rolls.

Suggested minimum failure effects are:

- **Threat:** The character adds ■ to each action he takes during the encounter.
- **Strain:** The character suffers a number of strain equal to the number of Threat. If the check generates Strain Strain Strain or more, the character can be staggered for his first turn, instead.
- **Fear:** The character is incredibly frightened and increases the difficulty of all checks until the end of the encounter by one.

Suggested success interpretations are:

- **Success or multiple Success:** The character avoids any fear effects, except those triggered by Strain.
- **Triumph:** Gain □ on your first check. If spending multiple Triumph, grant □ to an additional player's first check .
- **Dark Side:** Can be spent to cancel all previous penalties from fear checks, or spent to ensure the character need not make any additional fear checks during the encounter, no matter the source.

CHARACTER DEATH

Character death is a part of the *Star Wars* universe, and this game is no different. While death is unlikely to happen in most game sessions, the threat of death builds tension into the game session. How a player reacts to his character's demise depends largely on the player. Some take it in stride, and are soon ready to create a new one. Other players may be disappointed, upset, or angry, especially those with a good deal of time and effort invested into the character. They may be particularly frustrated if the character death is meaningless, cheap, or feels unfair. While the GM may try to prevent a character death through subtle or obvious means, such aid should be backed up by solid reasoning. Perceived favoritism in the GM's handling of different deaths between different Player Characters can lead to hurt feelings and angry players.

AWARDING EXPERIENCE POINTS

The GM should award experience points after every session. The amount awarded is typically 10 XP to each character for a session of two or three major encounters and a handful of minor ones. An additional 5 XP bonus may be granted for reaching key milestones or completing story arcs. The GM may consider awarding an extra point or two of XP for exceptional roleplaying or highly clever thinking. Published adventures may include recommend XP awards. Playing to a character's Motivation also grants 5 XP per session.

The GM should give the players an idea of the source of their XP. For example, they may receive 5 XP for avoiding a bounty hunter and another 5 XP for successfully transporting their cargo to their client. Any bonus XP that is awarded should definitely be explained to the players so they may aspire to those standards in future sessions.

USING OBLIGATION

Obligation is a core narrative and game mechanic in *Edge of the Empire* (See page 29 for more information). Obligation influences both the characters and the adventure, often in unexpected ways. It can introduce new and unplanned alterations to the current circumstances. It also mechanically reinforces the concept that the universe responds to the characters' actions, and that their decisions mean something beyond both the GM's and players' immediate control.

GMs are encouraged to use Obligation creatively throughout the course of the adventure and campaign. Since the Player Characters gain additional XP by taking on extra Obligation, it is partly a player resource that should have a narrative or mechanical cost during the game. Players that took on extra Obligation rightfully should have to deal with more difficult situations than those players that kept their personal Obligation low. Obligation also provides a wealth of story hooks and roleplaying opportunities, influenced by the type of Obligation each Player Character has and when it is triggered. The GM should take every opportunity to use these hooks during the adventure or campaign. Published adventures may include suggested ties to certain types of Obligation.

GUIDING STARTING OBLIGATION SELECTION

During character creation, each player selects his Obligation type himself or by random chance (see page 30). Parties may end up with a wide variety of Obligations, or a limited number of types shared between certain characters. The GM generally should not limit the types of Obligations in a game, but may work with the players if they want to use it to craft a specific, interesting backstory. The players should not be allowed to optimize or manipulate Obligation backgrounds to gain a substantial benefit from it. Obligations are meant to grant a limited advantage in starting XP and/or equipment at the cost of hindrances and unexpected difficulties within the game session.

Alternatively, the GM may select or come up with new types of Obligation to fit a specific campaign or story arc. The Obligation may be the driving force behind an adventure or campaign, rather than a periodic problem. The GM should make sure that any Player Characters with Obligations less important to the plot are not forgotten and are highlighted from time to time.

USING THE OBLIGATION CHECK

Before each game session, the GM makes an Obligation check (see page 31). The greater the group's Obligation, the greater the chance that it will come directly into play during that session. The GM should note which player's Obligation is activated and note how that player's specific Obligation type manifests itself.

The mechanical penalties of the Obligation check on some characters can be significant. A particularly painful result (rolling doubles) should have a major story impact during the session. If the Obligation affects more than one character, the GM should consider altering the plot for the session to reflect the sudden change. However, if the GM decides it would derail the story at a critical juncture, he can delay the actual encounter. The mechanical effects should still remain in effect—perhaps the characters become informed of the impending problem and are still distracted and worried about it, even if (or because) they can't immediately attend to the situation.

USING THE OBLIGATION THRESHOLD

The Obligation threshold indicates the group's social standing and notoriety. It is the group's total Obligation. Where the Obligation threshold number falls between 5 and 100 (or more) dictates how difficult it might be for the Player Characters to talk with certain individuals, work with certain groups, and obtain legal or illegal equipment.

Generally, the lower the number, the easier it is to deal with legitimate entities, such as governments, security forces, reputable shipyards, and individuals who are highly regarded. The higher the threshold, the greater the degree to which dealing with legitimate entities becomes difficult, expensive, and often impossible. However, it may open up new opportunities when dealing with the underworld, black market, criminal groups, crime lords, and others who might not trust a more reputable individual or group.

The effect of Obligation threshold numbers varies by region. Having a higher Obligation should hinder the characters more in the Core Worlds or Imperial space than in the Outer Rim Territories or Hutt Space, for instance. The GM should feel free to alter this to match the Player Characters' specific Obligations, their circumstances, and the NPCs involved. **Table 9–3: Group Obligation Threshold Guidelines** lists ideas for threshold interpretation and its influence while in Imperial controlled space. Specific

TABLE 9–3: GROUP OBLIGATION THRESHOLD GUIDELINES

GROUP OBLIGATION THRESHOLD	REPUTABLE DEALS	DISREPUTABLE DEALS
5-19	No difficulties when contacting high level government and corporate individuals. May purchase licensed and military equipment through normal channels.	Difficult to locate and negotiate with the previously unknown black markets. May be suspected of working with law enforcement or similar entity.
20-39	No difficulties dealing with mid-level government and corporate officials. May purchase licensed and military equipment through legitimate channels.	May deal regularly with specific black markets, if characters are known to them. May be known to specific criminal enterprises, but not widely recognized.
40-59	Difficult to deal with all levels of government, except for personal connections. High level officials may demand secret meetings.	Easier to make illicit deals with underworld figures, as well as corrupt officials.
60-79	Too dangerous for most politicians to deal with publicly. Few will risk doing so privately.	Easier to access underworld connections and moderately influential figures. Easier to make close ties to personally known underworld figures.
80-99	Unable to buy licensed and military equipment from legitimate sources. Too infamous for legitimate deals.	May locate black market and informants with ease; are well known to some underworld groups.
100+ (Obligation cap; Player Characters may not improve their statistics until they reduce group Obligation below 100)	May not buy most weapons, vehicles, and related equipment from legitimate sources. Government agencies will often attempt to arrest on sight.	Legendary in underworld circles or regions. Reputation precedes group. Illegal sources of equipment, vehicles, and weapons are available, but suppliers are wary of the risk of angering a rival faction or alerting the authorities.

circumstances triggered by Obligation threshold may also be written directly into a published or homemade adventure.

The GM also has the option to remove certain Obligations from the group total when determining if a Group's total Obligation meets a certain threshold. The GM would most often do this if he decides a specific Obligation would not apply to a certain threshold.

MANAGING OBLIGATION RESOURCES

Obligation is a powerful resource that may be spent and bargained with during the course of play. It gives the players an option beyond credits to obtain equipment or services they might otherwise be unable to acquire. However, unless the characters frequently ignore opportunities to reduce their Obligation, the GM cannot normally force the players to take on additional Obligation beyond the start. The choice must be theirs. It is an exercise in risk vs. reward. A character must weigh whether the advantage obtained will outweigh the drawbacks. The GM should seek to craft interesting or compelling options so that the Player Character's decision adds to the drama of the adventure.

The flow of Obligation during a campaign is determined by three factors. The first is how much Obligation the characters start with. The more they start with, the more often it can come into play. The second is how often the players settle or take on new Obligation during the course of the game. If the Player Characters use it like credits, their Obligation will fluctuate regularly. The third is how often the GM offers Obligation as an option during the session. The more opportunities the party has to gain and settle Obligation, the more they might utilize it.

The GM must decide how often to insert Obligation offers into the game. Not every trip to the weapons store should include an opportunity to gain Obligation. Sometimes, the characters simply do not have the cash, and the proprietor isn't interested in other options. However, when the characters need something important to the adventure, or they greatly desire something to improve their ship or personal situation, Obligation should be an obvious option. Gaining items or connections through Obligation should not be as simple as a picking something off of a menu. Typically, the characters must seek out alternative sources and make deals with them. The GM can exploit these connections in future adventures, via the Obligation check.

The GM must also determine the value of the Obligation. There is no direct correlation between Obligation and the value of credits or specific services. It is subjective and highly dependent on the current situation. Typically, the more dangerous the situation for the contact granting the party an item or connection, the higher the Obligation required. Rarity of items or access to individuals also play a role. Obligation may be assigned in any amount, but will typically be 5 to 15 points.

The type of Obligation should also be a factor. Most of the time, the GM should simply add on to a character's existing Obligation type. However, some circumstances warrant the addition of a new Obligation type, such as blackmail, bounty, criminal, and debt. The GM should be careful not to overload a character with too many types of Obligation, usually maintaining a maximum of three.

MANAGING OBLIGATION SETTLEMENT

Player Characters should have the opportunity to settle some Obligation at regular intervals, preferably given to a minimum of one Player Character once per adventure. Settlement may occur during an adventure, similarly to the way Obligation may be increased during the game. It may also occur at the end of or between adventures.

The GM must determine how much Obligation can be settled in a given fashion. Like the assignment of Obligation, it will vary due to circumstance. However, the GM should explain the reasoning behind each Obligation settlement, so that the players understand the process. If the amount of Obligation reduction varies without explanation, the players may become frustrated with the inconsistency. As with other rulings, the GM may listen to player reasons for a different amount of Obligation, but the GM has the final word.

Obligation must be settled by a character's actions. When their Obligation is activated, they should respond to it during the game session. Trying to address the Obligation is not a guarantee of reducing it. Ignoring one's Obligation often increases the severity of response the next time the Obligation is activated. If a character ignores his Obligation after three activations, the character's Obligation increases by five.

MANAGING MINIMAL OBLIGATION

In concept, Obligation never completely goes away, no matter how much a character wants it to do so. This is represented by the minimum 5 Obligation per Player Character limit. Some types of Obligation naturally fit this situation, Family, Obsession, and Responsibility, for example. They might be reduced to the point they don't affect the character very often, but they're still around. Other types may come to a natural conclusion. A character can completely pay off some debts, beat an addiction, or eliminate a blackmailer.

Preferably, a character should always have some type of Obligation. However, if a character eliminates an Obligation and does not take on more, he should be allowed to make that decision. His low level of Obligation makes it less likely it will be activated during the game. When it is, the GM will not have a specific type to rely on.

In this case, the Obligation should come from the consequences or results of an earlier adventure. Perhaps a crime lord the character or the party once crossed resurfaces and tries to pay them back. Maybe an Imperial agent they thought they escaped from or killed reappears in a new post. Since there is no way to eliminate this low level of Obligation, the only thing the characters can do is deal with the immediate circumstance as best they can.

PLAYER MOTIVATIONS AND HOW TO USE THEM

Motivations are built-in story and roleplaying hooks for both the player and the GM. The player uses Motivations to inform his character's reactions to specific situations, offering a level of thought or detail beyond simply responding to the situation as presented. The GM uses Motivations to link the characters more intimately with the ongoing storyline. Players adhering to their characters' Motivations should be rewarded with additional XP, as well as more interesting plot lines.

MANAGING MOTIVATIONS

The GM should track player Motivations and how they may interact with a prepared adventure. Motivations, especially those determined randomly, may conflict with the assumed Player Character goals of a published adventure, or GM created stories. After initial character creation, the GM should be able to better predict how their Motivations may interact with the intended plot.

Players may keep their Motivations secret, possibly going as far as establishing a decoy Motivation to cover their real one. Secret Motivations add to the depth and tension to the game, but also harbor possible story and party disruption when the secret is revealed. If the party has widely divergent Motivations, the GM should be prepared to step in should player feelings be hurt if opposing Motivations are revealed.

The GM may simplify the impact of Motivations on the story by encouraging characters with similar or compatible Motivations to combine them. Some Motivations also work well with certain types of Obligation. If the characters have divergent Motivations and types of Obligation, the GM may minimize the story complexity by de-emphasizing Motivation for those players who seem less interested in using the mechanic, or by incorporating it into fewer adventures.

Characters should not often change their Motivations (see **Changing Motivations** on page 67). When they do so, it should be for compelling story reasons, not because the bonus XP is too difficult to gain. Some Motivations may naturally end because the characters conclude a story integral to the Motivation. Some Motivations change slowly, as a new Motivation begins to dominate the character's life or thinking. Changes to Motivations should also be reflected in the adventure or campaign.

MOTIVATIONS IN THE STORY

The GM should allow the player to dictate how important his character's Motivation is to his experience. Whereas Obligation is intended to be an outside force that permeates character interaction and the ability to function within the adventure, Motivation focuses on the character's internal drive and how that influences his interaction with the world. If the player wants to focus on his personal story, or consistently gain the XP awards from adhering to his Motivation, the GM is encouraged to incorporate his Motivation into the adventure more often.

Not all Motivations need provide deep story hooks. If a player is more comfortable reacting to situations as they unfold than dealing with a super-secret background history with surprise appearances by past enemies or events, then the GM should allow them to play to that style. Some players are happy to simply use their Motivation to justify their current actions.

The potential interaction of character Motivations and Obligations can inspire the GM to weave a complex storyline, complete with surprises from the past or unknown connections between characters. This approach works best if the details trickle out during the adventure, foreshadowing larger revelations. However, an unexpected connection or reveal can add more tension or surprise to an already climactic scene.

Motivation XP bonuses should not be automatically achievable in every game session. If possible, the GM should use rewards or story issues to make sticking to a Motivation a real choice. The character gains the bonus XP, but loses out on some other reward and causes difficulty with the plot or other characters. Sticking to a Motivation should be an interesting, and sometimes difficult, choice. Otherwise the bonus XP is too easily achievable.

REWARDING MOTIVATIONS

Mechanically, the reward for adhering to a Motivation is simple: 5 XP per session, with one 10 XP reward for an exceptional session once per the character's life. Additional awards are not usually necessary, as they become the regular awards normally integrated into the campaign.

Story wise, players should be rewarded for adhering to their Motivations by including opportunities to interact with them more often. An exceptionally good use of Motivation might be rewarded with a tangible, in-game item or advantageous situation. This is especially helpful if the results of adhering to Motivation were actually not in the overall party or player's best interest.

On the flip side, players should not be overly penalized for violating their Motivations. People and characters are complex entities and it is sometimes difficult to anticipate when a character might find other forces more compelling than their normal internal drive. Usually, the characters simply do not receive the XP rewards or story advantages, and play continues.

ADJUDICATING DESTINY POINTS

Destiny Points represent the inherent connection between the characters, the villains, and the fate of the galaxy. Destiny Points are flexible and fickle, sometimes aiding the characters, sometimes hindering them. They also represent the influence of the light and dark sides of the Force on the character's actions and lives. The characters typically use light side points to increase their chances to achieve their goals, with the GM typically uses dark side points to hinder and obstruct them. The flow of points between the light and dark side pools are representative of the shifting balance of power between the light and dark side of the Force. Generally speaking, the Player Characters are the good guys of the game and use light side points. However, they may be tempted to spend dark side points, and suffer the consequences. GMs may similarly use light side points with the Player Character's allies, from time to time. See page 22 for a complete explanation of Destiny Point mechanics.

ENCOURAGING DESTINY POINT USE

The flow of Destiny Points may vary greatly between different parties and GMs. Newcomers to the game may be reluctant to spend Destiny Points for fear of having them unavailable when a more important or critical situation arises. The GM should encourage Destiny Point use throughout the game. He should spend points regularly to replenish the light side pool, and to highlight the integral role of destiny in the *Star Wars* setting.

The players may decide to ration Destiny Point use, and it is within their rights to form a strategy for Destiny Point expenditure. Beyond keeping points for their own use, they might also hoard them to prevent the GM from using them at critical moments. This is a good occasional tactic, but if it becomes a regular problem, the GM should balance things out by holding back a few points for his use.

Ideally, there should be a free flow of Destiny Points throughout the game. While not every die roll needs to be influenced, the GM should use them often when major NPCs are involved, or critical moments arise. Overuse in lesser situations may annoy or demoralize the players, especially if things don't go their way.

More subtly, the sudden and consistent use of Destiny Points against consecutive die rolls can highlight the difficulty of the Player Characters' current approach. Perhaps the dark side is stronger at this location. Perhaps the Player Characters have taken the wrong path, and this is the way the Force is telling them there might be a better approach. By using Destiny Points instead of Setback dice to fulfill this role, it hints at the influence of the Force over the situation, instead of a naturally occurring environmental, physical, or political hindrance.

DESTINY POINTS AS NARRATIVE AID

One of the more powerful uses of Destiny Points is to creatively influence the ongoing story. The players may spend Destiny Points to improve their immediate situation. These expenditures can be classified into three categories: dumb luck, reasonable extrapolation, and common sense.

DUMB LUCK

Dumb luck comes into play when the players request something that might reasonably be expected to be absent in the current location or situation, but is somehow available. Examples include finding a datapad in the seat cushions of a commandeered transport, finding a password noted on a piece of paper and hidden in a desk, discovering a rare piece of equipment in an abandoned mechanics shop, or even just recovering the right part in a junk pile. Dumb luck can explain a great many things, but should not be allowed to work when it stretches credulity too much. Salvaging exactly the right hyperdrive part from a dissimilar starship shouldn't normally work.

REASONABLE EXTRAPOLATION

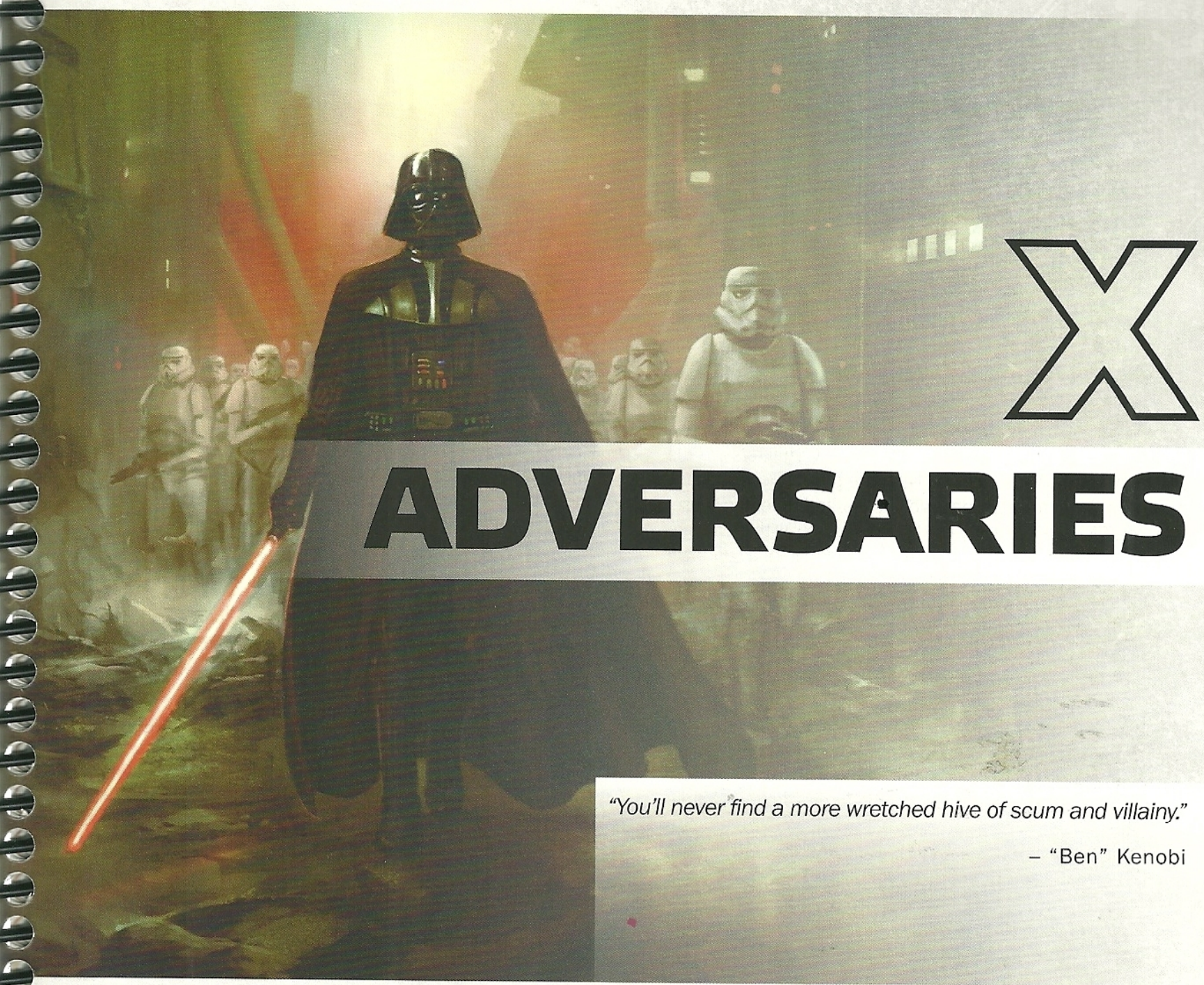
Reasonable extrapolation occurs when the players request something that could logically be available in the current location. Finding a medpac in an emergency vehicle, locating a secured comlink for an enemy's comm system on a high ranking officer, and benefiting from an NPC's logical planning ahead are examples of reasonable extrapolation. Most of the time, the characters should find what they are looking for. It may not be exactly what they want, but should be adaptable in some fashion.

COMMON SENSE

Sometimes, an item should be available because of common sense. For example, fruit should be available from a fruit tree in season, a toolbox contains the proper common tool, or a freighter's computer system contains the shipping manifest. The item is expected to be there, but there is not a 100% chance, which makes the Destiny Point useful. If the requested item is nearly guaranteed to be there, the GM may even grant the item without the Destiny Point.

It is up to the GM to approve all Destiny Point uses to influence the narrative. In essence, the GM should decide if the request is reasonable given the circumstances and assess any impact to the adventure plot. Creativity should be rewarded whenever possible. However, the players should not be allowed to abuse the system to avoid paying for something they could otherwise afford, or circumvent prohibitions that would normally prevent them from acquiring the item or service. Likewise, the characters should not be allowed to use a Destiny Point to make up for forgotten items or poor planning, or to give them something they purposefully avoided or left behind.

If the Destiny Point use would derail the adventure plot, it should be denied or altered, even if it was normally a reasonable request in other circumstances. For example, if part of the adventure requires the characters to deal with limited resources, using a Destiny Point to find a needed item at just the right moment probably should not be allowed.



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ADVERSARIES

"You'll never find a more wretched hive of scum and villainy."

– "Ben" Kenobi

The galaxy is an almost incomprehensibly vast place, with more variety than any one being can hope to experience and appreciate during a lifetime. There are thousands upon thousands of inhabitable worlds, filled with hundreds or thousands of intelligent species of every imaginable shape and size. If there is any portion of the galaxy that is free of conflict, however, no one has yet discovered it. No matter what manner of being takes to the stars in search of adventure, profit, or escape, there are always obstacles to be overcome, and in a great many cases, those obstacles take the form of enemies who seek to bar the adventurer's path for one reason or another.

There are three different levels of opponents that characters frequently encounter in the galaxy, which pose different threats to the average group of scoundrels and rogues. Although some variation is to be expected, the broad categories include minions, henchmen, and nemeses.

MINIONS

Minions are the most common NPCs in the *Star Wars* universe. These are nameless individuals who provide muscle to flesh out encounters. The only real threat they pose is in numbers, and they are not expected to stand toe to toe with a Player Character.

Minions are typically not real threats when encountered alone. Unfortunately, they almost never work alone, but instead tend to operate in small groups to increase their effectiveness. Minions are rarely more than a minor obstacle to most parties of characters, a delaying tactic that can stand in the way of achieving a goal that a more powerful enemy wishes to see prevented. Minions also have fewer wounds than other NPCs, making it very likely that they fall in one or two hits.

GMs can use minions in two ways. GMs can pit individual minions against Player Characters. However, unless the minion has relevant characteristics of three or higher, it is more likely to fail than succeed on all but the simplest combat checks. GMs should only do this if he wishes to pit the characters against an easy combat challenge. The more typical way to use minions involves deploying them in groups, as described later in this section.

MINION RULES

Minions have several unique rules that reflect their status as disposable adversaries.

- **Unless otherwise specified, minions do not suffer strain.** Anything that inflicts strain on a minion inflicts wounds instead. They also cannot voluntarily

suffer strain. This means that when a minion is taken out of combat due to exceeding his wound threshold, it is up to the GM whether he was incapacitated or killed, depending on the circumstances.

- **Minions do not possess skills.** One thing that makes minions significantly weaker than Player Characters is their lack of skills. They can compensate for this by operating as a group. A minion's profile list several skills that it can gain ranks for when acting as part of a group.
- **Minions can fight as a group.** As noted previously, the GM does not have to deploy minions in groups. However, deploying them in a group has several advantages. It simplifies combats and makes minions more dangerous while allowing GMs to include large numbers of adversaries. Minions can only be deployed in groups of the same type. When deployed in a group, the minions operate in concert and share a single total of wounds (their individual wounds combined). Damage inflicted to any member of the unit is deducted from the total, with individual members being eliminated as their share of that wound total is exhausted. For example, a unit of five inions (each with five wounds individually) might have a pool of 25 wounds. For every five wounds inflicted upon the unit, one member of the unit would be eliminated. When characters attack a group, they attack the group as a whole, not an individual. Likewise, minions make one attack per group, not per individual. However, working as a group allows minions to mitigate their lack of skills. When operating in a group, the minions treat each member beyond the first as one skill rank for certain skill checks they have to make. So a group of four Imperial Navy troopers would count as having three ranks (for the three additional troopers after the first) in any checks the group was called on to make. This only applies to checks involving the skills listed in the minion profiles.
- **Minions are killed by Critical Injuries.** If a minion suffers a Critical Injury, it immediately is incapacitated. If a group of minions suffers a Critical Injury, it suffers one minion's worth of wounds (thereby incapacitating one minion).

HENCHMEN

Henchmen are more dangerous than minions, but still inferior to most Player Characters. Henchmen are very similar to Player Characters in many respects, being generally more innately gifted and well trained than minions. They possess skills, and operate individually rather than in groups. They are generally less skilled than the PCs, however, seldom possessing more than two ranks in any one skill.

HENCHMEN RULES

Henchmen follow most of the same rules as Player Characters do, with the following exception.

- **Henchmen do suffer Critical Injuries normally.** However, when a henchman exceeds his wound threshold, he can be killed outright (instead of incapacitated) at the GM's discretion.
- **Henchmen cannot suffer strain.** When a henchman would suffer strain, it suffer an equivalent number of wounds instead. Henchmen can, however, use abilities or invoke effects that would cause them to suffer strain; this simply causes them to suffer wounds instead. Remember, though, because they do not suffer strain, they cannot recover it either. Like a minions, if a henchman is incapacitated, the GM can decree if he was killed or rendered unconscious based on the circumstances.

GMs can decide to track strain on certain henchmen even though this is not the norm. This creates extra bookkeeping for the GM, but also allows some additional granularity for henchmen that might prove important to the plot. In essence, this allows the GM to create nemesis-class characters with weaker than average statistics.

NEMESES

The nemesis is the opposite number of the Player Character. These NPCs are identical to Player Characters in virtually every respect, and may in fact be more powerful; this is necessary to ensure that a single nemesis is able to pose a threat to an entire party. Nemeses frequently possess a number of talents as well as higher characteristics and skills, and their equipment often rivals that of even the most well supplied parties. Nemeses suffer strain and wounds normally, and do not have any special rules governing their operations.

ADVERSARY LIST

The following is a list of adversaries the GM can use in his adventures. These adversaries are divided into several groups, depending on their affiliations and motives. Each adversary's profile is also broken down into several discrete sections.

- **Name:** The adversary's name or type, plus whether it is a minion, henchman, or nemesis.
- **Description:** A short paragraph describing the adversary.
- **Characteristics:** The rating of an adversary's six basic characteristics.
- **Skills:** Skills (if any) possessed by the adversary. If the adversary is a minion, these skills only apply in a group.
- **Talents:** Talents (if any) possessed by the adversary.
- **Soak/Defense and Thresholds:** These are the adversary's soak, his defense (if the defense is melee or ranged, it will say in the profile, otherwise it applies against all attacks), and his wound and strain thresholds. Only nemeses have listed strain thresholds. If a GM wishes to give a henchman a strain threshold, it should have the same value as the listed wound threshold.
- **Abilities:** These are abilities that are not skills or talents.
- **Equipment:** This is the adversary's equipment. The entry only lists important equipment such as weapons, armor, and vital pieces of gear. Items such as clothing, comlinks, spare change, glow-rods, and so forth are not listed, but are still present if it makes sense (and at the GM's discretion).

Adversaries do not always follow the same rules that player characters do. These profiles are generated for simplicity and ease of use, so non-essential information can be omitted. For example, the Barabel enforcer has a soak higher than his Brawn, even though he does not wear armor. This is due to the Barabels' notoriously thick hide—however this is not indicated by a unique rule. The higher soak value is sufficient.

GALACTIC UNDERWORLD

The following adversaries are some likely to be found in underworld locations across the galaxy.

AQUALISH THUG [MINION]

Slightly more intelligent and more likely to use advanced technology than Gamorrean enforcers, Aqualish are no less physically powerful than their porcine counterparts and equally prone to violence as a means of resolving even the mildest dispute.

Brawn 3 **Cunning 2**
Presence 1 **Agility 2**
Intellect 2 **Willpower 1**
Skills (groups only): Brawl, Coerce, Melee, Ranged (Light)
Talents: None
Soak/Defense: 3 / 0
Thresholds: Wound: 6
Abilities: None
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), brass knuckles (Brawl; Damage 4; Critical 4; Range: Engaged; Disorient 3)

ARMS DEALER [HENCHMAN]

Due to the sheer volume of firepower they have available to bring to bear if the situation requires it, it is generally considered an extremely bad idea to cross an arms dealer.

Brawn 2 **Cunning 4**
Presence 3 **Agility 2**
Intellect 3 **Willpower 1**
Skills: Negotiation (1), Ranged (Heavy) 2, Ranged (Light) 2, Vigilance 1
Talents: None
Soak/Defense: 3 / 0
Thresholds: Wound: 12
Abilities: None
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 8; Critical 3; Range [Medium]; Stun setting), vibro-knife (Melee; Damage 5; Critical 3; Range [Engaged]; Pierce 1, Vicious 1)

BARABEL ENFORCER [HENCHMAN]

A step up from a simple thug, an enforcer is a bit more trained and intelligent in the application of brute force. Barabels are an intelligent species, but often seem otherwise because of their halting command of Basic and their seemingly primitive customs.

Brawn 4 **Cunning 3**
Presence 1 **Agility 3**
Intellect 2 **Willpower 2**
Skills: Ranged (Heavy) 1, Melee 2, Perception 1, Survival 2, Vigilance 1
Talents: None
Soak/Defense: 5 / 0
Thresholds: Wound: 15
Abilities: None
Equipment: Blaster carbine (Ranged [Heavy]; Damage 10; Critical 3; Range [Medium]; Stun setting), combat knife (Melee; Damage 6; Critical 3; Range [Engaged])

DEFEL ASSASSIN [NEMESIS]

The Defel are a bestial people, at least in appearance, and are consummate hunters and predators.

Brawn 3 **Cunning 4**
Presence 2 **Agility 4**
Intellect 3 **Willpower 3**
Skills: Brawl 3, Cool 2, Coordination 2, Melee 3, Ranged (Light) 2, Stealth 3, Surveillance 2, Vigilance 2
Talents: Deadly Accuracy (adds his ranks in Brawl to all damage inflicted with claws), Lethal Blow 2 (adds +20 to Critical Injury rolls against opponents)
Soak/Defense: 3 / 1
Thresholds: Wound: 13 / Strain: 15
Abilities: Light-Sensitive (Defel are vulnerable to bright lights, which cause them intense pain and temporary blindness if viewed without protection. A Defel exposed to bright light without protective goggles gains ■■ on all skill checks.), Shadowed (Defel possess the ability to absorb certain wavelengths of light, making them all but invisible in darkness. When in darkness or deep shadow, a Defel gains □□ to all Stealth checks.)
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), claws (Brawl; Damage 7; Critical 3; Range [Engaged])

FORGER [HENCHMAN]

A typical forger works almost exclusively in the realm of electronic fabrication, and many are extremely skilled at their jobs.

Brawn 1 | **Cunning 4**
Presence 2 | **Agility 2**
Intellect 4 | **Willpower 2**
Skills: Knowledge (Underworld) 2, Perception 2, Skulduggery 2, Vigilance 1
Talents: None
Soak/Defense: 1 / 0
Thresholds: Wound: 11
Abilities: None
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Close]; Stun setting), electronic forger's kit and tools

INFOCHANT [HENCHMAN]

An infochant, shorthand slang for "information merchant," traffics in information, and makes it available for a price.

Brawn 2 | **Cunning 3**
Presence 3 | **Agility 2**
Intellect 4 | **Willpower 3**
Skills: Deceit 2, Knowledge (All) 2, Perception 2, Surveillance 3, Vigilance 1
Talents: None
Soak/Defense: 2 / 0
Thresholds: Wound: 12
Abilities: None
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Close]; Stun setting), encrypted datapad, comlink

LOAN SHARK [NEMESIS]

There will always be those in need of money in the galaxy, and there will always be others who are happy to lend it to them in exchange for a promise of repayment plus interest.

Brawn 2 | **Cunning 4**
Presence 4 | **Agility 3**
Intellect 3 | **Willpower 3**
Skills: Charm 2, Coerce 2, Cool 2, Deceit 4, Ranged (Light) 2, Perception 2, Vigilance 2
Talents: Natural Negotiator (once per session, may reroll any Cool or Negotiation check), Spare Clip (does not run out of ammo on a ▽)
Soak/Defense: 3 / 1
Thresholds: Wound: 12 / Strain: 13
Abilities: None
Equipment: Disruptor pistol (Ranged [Light]; Damage 10; Critical 2; Range [Close], Vicious 4), holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Close]; Stun setting), armored clothing (+1 soak, +1 defence)

PIRATE CREW [MINION]

Pirates are selfish, bloodthirsty individuals who thrive on the thrill of combat and the cruel, perverse joy of victimizing others.

Brawn 2 | **Cunning 2**
Presence 2 | **Agility 3**
Intellect 1 | **Willpower 1**
Skills (group only): Cool, Ranged (Heavy) or Ranged (Light)
Talents: None
Soak/Defense: 4 / 0
Thresholds: Wound: 5
Abilities: None
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 8; Critical 3; Range [Medium]; Stun setting) or blaster carbine (Ranged [Heavy]; Damage 10; Critical 3; Range [Medium]; Stun setting), vibro-knife (Melee; Damage 6; Critical 3; Range [Engaged]; Pierce 1, Vicious 1), padded armor (+2 soak)

PIRATE CAPTAIN [NEMESIS]

Among the rank and file of pirate crewmen, some small handful survive long enough to hone their skills and become leaders among their fellows. These individuals possess a cunning that their comrades lack.

Brawn 4 | **Cunning 3**
Presence 3 | **Agility 4**
Intellect 2 | **Willpower 2**
Skills: Coerce 3, Cool 3, Coordination 2, Deceit 3, Gunnery 2, Leadership 2, Ranged (Heavy) 3, Melee 4, Resilience 2, Skulduggery 3
Talents: Improved Defensive Stance (may perform 2 maneuvers to increase difficulty of all close combat checks targeting pirate captain by 1 for 1 round), Feral Strength 2 (+2 damage on all Brawl and Melee attacks), Knockdown (may spend ⊕ to knock target prone with successful melee attack).
Soak/Defense: 5 / 1
Thresholds: Wound: 14 / Strain: 12
Abilities: Pirate Leader (may spend a maneuver giving orders to other pirate allies in medium range, granting them +1 Boost die on their next check)
Equipment: Heavy blaster rifle (Ranged [Heavy]; Damage 12; Critical 3; Range [Long]; Auto-fire, Cumbersome 3, Pierce 1), vibro-axe (Melee; Damage 12; Critical 3; Range [Engage]; Pierce 2, Sunder, Vicious 3), armored clothing (+1 Soak, +1 Defense)

SLAVER [HENCHMAN]

The most abominable sort of criminal, a slaver is someone who profits by robbing others of their freedom or even their lives.

Brawn 3 | **Cunning 3**
Presence 1 | **Agility 3**
Intellect 1 | **Willpower 2**
Skills: Coerce 2, Melee 2, Ranged (Light) 2, Vigilance 2
Talents: None
Soak/Defense: 3 / 0
Thresholds: Wound: 13
Abilities: None
Equipment: Battered stun pistol (Ranged [Light]; Damage 8; Critical –; Range [Close]; Stun damage), net (Ranged [Light]; Damage 2; Critical –; Range [Close]; Ensnare 3; Knockdown 3, Limited Ammo 1), truncheon (Melee; Damage 5; Critical 5; Range [Engaged]; Disorient 3)

SHIPJACKER [HENCHMAN]

A shipjacker is a thief who specializes in stealing and quickly reselling starships.

Brawn 2 | **Cunning 3**
Presence 3 | **Agility 3**
Intellect 2 | **Willpower 2**
Skills: Computers 1, Deceit 2, Pilot (Space) 2, Skulduggery 2, Stealth 2, Vigilance 1
Talents: None
Soak/Defense: 2 / 0
Thresholds: Wound: 12
Abilities: None

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 8; Critical 3; Range [Medium], Stun setting), 2 stun grenades (Ranged [Light]; Damage 8; Critical –; Range [Close]; Blast 8, Disorient 3, Limited Ammo 1, Stun Damage), electronic lock breaker

SLICER [HENCHMAN]

A slicer is an expert at circumventing electronic privacy and allowing outside parties access to whatever information they desire, as long as the money is good.

Brawn 2
Presence 2
Intellect 4
Cunning 3
Agility 2
Willpower 2

Skills: Computers 3, Cool 2, Skulduggery 1
Talents: Bypass Security (remove ■ from any Computers or Skulduggery check to bypass security)
Soak/Defense: 2 / 0
Thresholds: Wound: 12
Abilities: None
Equipment: Stun blaster(Ranged [Light]; Damage 6; Critical –; Range [Medium]; Stun Damage), slicer gear

SMUGGLER BARON [NEMESIS]

Some smugglers not only survive in the industry long enough to retire, but prosper beyond their expectations.

Brawn 2
Presence 4
Intellect 3
Cunning 3
Agility 3
Willpower 2

Skills: Astrogation 3, Charm 2, Cool 3, Gunnery 3, Knowledge (Underworld) 3, Ranged (Light) 3, Pilot (Planetary) 3, Pilot (Space) 4, Skulduggery 2, Streetwise 4, Vigilance 2
Talents: Master Pilot (once per round, suffer 1 strain to perform 1 Pilot action as a maneuver), Skilled Jockey 2 (remove ■■ from all Pilot checks)
Soak/Defense: 3 / 1
Thresholds: Wound: 13 / Strain: 13
Abilities: None
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 8; Critical 3; Range [Medium]; Stun setting), armored clothing (+1 defence, +1 soak)

SMUGGLER [HENCHMAN]

Smugglers are a hardy, independent breed, frequently thrill-seekers who enjoy flouting the law and accomplishing acts others tell them cannot be completed.

Brawn 2
Presence 3
Intellect 3
Cunning 3
Agility 3
Willpower 2

Skills: Charm 2, Cool 1, Ranged (Light) 2, Pilot (Space) 3, Skulduggery 2, Streetwise 2, Vigilance 1
Talents: Natural Jockey 2 (remove up to ■■ from any Pilot check)
Soak/Defense: 2 / 0
Thresholds: Wound: 12
Abilities: None
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting)

STREET TOUGH [MINION]

There are any number of petty criminals who exist across the galaxy, from pickpockets and back-ally spice dealers to muggers and murderers.

Brawn 3
Presence 1
Intellect 2
Cunning 2
Agility 2
Willpower 1

Skills (group only): Melee, Ranged (light) or Ranged (heavy), Skulduggery
Talents: None
Soak/Defense: 4 / 0
Thresholds: Wound: 5
Abilities: None
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [medium]; Stun Setting) or slugthrower rifle (Ranged [Heavy]; Damage 7; Critical 5; Range [medium]; Cumbersome 2), Truncheon (Melee; Damage 5; Critical 5; Range [engaged], Disorient 2), heavy clothing (+1 Soak)

SULLUSTAN PILOT [HENCHMAN]

There are always those who care only about the thrill of flying, but who are unwilling or unable to accept the rigid discipline and strict protocols of consistent flying for the military or for a corporation.

Brawn 1
Presence 2
Intellect 3
Cunning 3
Agility 2
Willpower 2

Skills: Astrogation 4, Cool 1, Gunnery 2, Ranged (Light) 1, Perception 5, Pilot Pilot (Planetary) 3, Pilot (Space) 3, Survival 1.
Talents: None
Soak/Defense: 2 / 0
Thresholds: Wound: 12
Abilities: None
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting)

TWI'LEK BLACK MARKETEER [HENCHMAN]

Black marketeers are part salesman, part fence, and all business.

Brawn 2
Presence 3
Intellect 3
Cunning 3
Agility 2
Willpower 2

Skills: Knowledge (Underworld) 2, Negotiation 2, Ranged Light 1, Skulduggery 2, Streetwise 2, Vigilance 2
Talents: Black Market Contacts 2 (decrease rarity of sought item by 2 degrees when looking on the black market)
Soak/Defense: 2 / 0
Thresholds: Wound: 12
Abilities: None
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), thermal detonator (Ranged [Light]; Damage 20; Critical 2; Range [Close]; Blast 15, Breach 1, Limited Ammo 1, Vicious 4), shock gloves (Brawl; Damage 2; Critical 5; Range [Engaged]; Stun 3)

SPACEPORT PERSONNEL

Spaceports are a common haunt for galactic travelers and adventurers of all sorts.

COMM OPERATOR [HENCHMAN]

Comm perators are the lifeblood of a spaceport, as they are the ones who communicate with outgoing and incoming ships and manage approval of all departures and arrivals.

Brawn 2 | **Cunning 2**
Presence 4 | **Agility 2**
Intellect 2 | **Willpower 2**
Skills: Charm 2, Coerce 1, Cool 1, Knowledge (Outer Rim) 3
Talents: None
Soak/Defense: 2 / 0
Thresholds: Wound: 12
Abilities: None
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), encrypted comlink

MON CALAMARI MECHANIC [HENCHMAN]

Mechanics are a regular sight at any modern spaceport, and most keep at least one trained mechanic per berth on staff to ensure that there are enough to meet the needs of their clients.

Brawn 2 | **Cunning 2**
Presence 2 | **Agility 3**
Intellect 2 | **Willpower 2**
Skills: Astrogation 1, Computers 1, Mechanics 2, Vigilance 1
Talents: None
Soak/Defense: 2 / 0
Thresholds: Wound: 12
Abilities: Amphibious (Mon Calamari may breathe underwater without penalty and never suffer movement penalties for traveling through water)
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Close]; Stun setting), tool kit, emergency repair kit

CUSTOMS INSPECTOR [HENCHMAN]

The customs official is the bane of existence for all those who seek to transport goods from one part of the galaxy to another without questions being asked.

Brawn 2 | **Cunning 3**
Presence 3 | **Agility 2**
Intellect 3 | **Willpower 3**
Skills: Astrogation 1, Perception 3, Surveillance 2, Vigilance 2
Talents: None
Soak/Defense: 2 / 0
Thresholds: Wound: 12
Abilities: None
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), hand scanner

SPACEPORT SECURITY DETAIL [MINION]

Individuals who serve as part of a spaceport security detail possess the same authority as planetary law enforcement.

Brawn 2 | **Cunning 2**
Presence 2 | **Agility 2**
Intellect 2 | **Willpower 2**
Skills (group only): Perception, Ranged (Light)
Talents: None
Soak/Defense: 4 / 0
Thresholds: Wound: 4
Abilities: None
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), 2 stun grenades (Ranged [Light]; Damage 8; Critical –; Range [Close]; Blast 8, Disorient 3, Limited Ammo 1, Stun Damage) padded armor (+2 Soak)

SPACEPORT SECURITY OFFICER [HENCHMAN]

Security officers are often veterans of years of work in a given spaceport.

Brawn 3 | **Cunning 3**
Presence 2 | **Agility 3**
Intellect 3 | **Willpower 2**
Skills: Cool 1, Discipline 2, Ranged (Heavy) 2, Ranged (Light) 1, Resilience 2, Vigilance 2
Talents: None
Soak/Defense: 4 / 1
Thresholds: Wound: 12
Abilities: Squad Bonus
Equipment: Blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Stun setting), padded armor (+2 soak), stimpack

SPACEPORT ADMINISTRATOR [NEMESIS]

A spaceport administrator can be an incredible ally for a pilot and his crew, or he can make their lives so miserable that they avoid certain spaceports at all cost.

Brawn 2 | **Cunning 4**
Presence 3 | **Agility 2**
Intellect 4 | **Willpower 3**
Skills: Charm 2, Coerce 2, Cool 2, Deceit 2, Ranged (Light) 2, Perception 4, Streetwise 3, Vigilance 3
Talents: Nobody's Fool (upgrade difficulty of Charm or Deceit checks targeting Spaceport Administrator once), Plausible Deniability 2 (remove ■■ from all Charm and Deceit checks)
Soak/Defense: 2 / 0
Thresholds: Wound: 12 / Strain: 13
Abilities: Spaceport Leader (spaceport staff add 1 Boost dice to all Vigilance and Perception checks when in the Spaceport Administrator's presence)
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), datapad, comlink

SPACEPORT URCHIN [MINION]

A spaceport urchin is a young individual, around ten years old by human standards, who seems to have absolutely nowhere else to go and nothing else to do other than loiter around the facility sticking his nose into anything that attracts his attention.

Brawn 1 | **Cunning 3**
Presence 3 | **Agility 2**
Intellect 1 | **Willpower 1**
Skills (group only): Skulduggery, Stealth, Streetwise, Survival
Talents: None
Soak/Defense: 1 / 0
Thresholds: Wound: 5
Abilities: None
Equipment: Small rocks (Ranged (Light); Damage 1; Critical –; Range (Close); Stun Damage)

BOUNTY HUNTERS

Bounty hunters are feared by criminals throughout the galaxy, because while they have the same authority to enforce legal penalties, they are not bound by the same codes of conduct that planetary, system, and sector agencies frequently operate under.

APPRENTICE HUNTER [MINION]

The greatest value of these fledging would-be hunters is that they are utterly expendable, and are used by their guild as support.

Brawn 2 | **Cunning 3**
Presence 2 | **Agility 3**
Intellect 2 | **Willpower 2**

Skills (group only): Ranged (light), Surveillance
Talents: None
Soak/Defense: 3 / 0
Thresholds: Wound: 6
Abilities: None
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), heavy clothing (+1 soak)

JOURNEYMAN HUNTER [HENCHMAN]

Journeyman hunters have been accepted into the ranks of a guild and are accredited and licensed to pursue authorized bounties.

Brawn 3 | **Cunning 3**
Presence 2 | **Agility 3**
Intellect 2 | **Willpower 2**

Skills: Brawl 1, Coerce 1, Coordination 1, Ranged (Heavy) 1, Ranged (Light) 1, Survival 2, Vigilance 1
Talents: Lethal Blow (+10 to any Critical Hits against opponents)
Soak/Defense: 5 / 0
Thresholds: Wound: 13
Abilities: None
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 8; Critical 3; Range [Medium]; Stun setting), disruptor rifle (Ranged [Heavy]; Damage 12; Critical 2; Range [Long]; Cumbersome 2, Vicious 5) laminate armor (+2 soak)

MASTER HUNTER [NEMESIS]

Master hunters typically have a ship at their disposal and can pursue their prey across the entire galaxy as needed.

Brawn 4 | **Cunning 3**
Presence 3 | **Agility 4**
Intellect 3 | **Willpower 3**

Skills: Brawl 2, Coerce 2, Cool 2, Ranged (Heavy) 3, Ranged (Light) 2, Melee 2, Pilot (Space) 2, Stealth 2, Surveillance 3, Vigilance 3
Talents: Deadly Accuracy (add ranks of Ranged (Heavy) to all damage from attacks using that skill), Lethal Blow 2 (+20 to any Critical Injury rolls against opponents), Stalker 2 (add ☐☐ to any Coordination, Stealth, or Surveillance checks)
Soak/Defense: 6 / 1
Thresholds: Wound: 14 / Strain: 13
Abilities: None
Equipment: Heavy blaster rifle (Ranged [Heavy]; Damage 14; Critical 3; Range [Long]; Auto-fire, Cumbersome 3, Pierce 1), flame projector attachment (Ranged [Heavy]; Damage 9; Critical 2; Range [Close]; Burn 3, Blast 6), vibro-knife (Melee; Damage 7; Critical 3; Range [Engaged]; Pierce 1, Vicious 1), 4 stun grenades (Ranged [Light]; Damage 8; Critical –; Range [Close]; Blast 8, Disorient 3, Limited Ammo 1, Stun Damage), heavy battle armor (+2 Soak, +1 Defense)

THE FORCES OF LAW & ORDER

If there is one commonality among those who struggle to find their way through the cracks of galactic society and earn a dishonest living, it is the knowledge that the forces of law and order will never stop in their campaign to enforce a boring and banal (or in other words, honest) lifestyle upon the independent-minded citizens of the galaxy.

CORPORATE SECTOR AUTHORITY SECURITY POLICE [MINION]

The Corporate Sector Authority is a massive corporate bureaucracy that governs a large sector of space along the Tingel Arm of the galaxy in the Outer Rim. The CSA enforces its policies and laws through its law enforcement division, the Security Police.

Brawn 2 | **Cunning 2**
Presence 1 | **Agility 2**
Intellect 2 | **Willpower 2**

Skills (group only): Coerce, Melee, Ranged (Heavy)
Talents: None
Soak/Defense: 4 / 0
Thresholds: Wound: 5
Abilities: None
Equipment: Riot gun (Ranged [Heavy]; Damage 8; Critical 3; Range[Medium]; Auto-Fire, Stun Setting), truncheon (Melee; Damage 4; Critical 5; Engaged; Disorient 2), riot armor (+2 Soak)

CORPORATE SECTOR AUTHORITY SECURITY CAPTAIN [HENCHMAN]

Captains in the Espos are brutal, no-nonsense individuals, either promoted through the ranks or given the job due to corporate connections.

Brawn 3 | **Cunning 2**
Presence 2 | **Agility 2**
Intellect 2 | **Willpower 3**

Skills: Coerce 1, Discipline 1, Leadership 1, Melee 2, Ranged (Heavy) 2, Ranged (Light) 1, Vigilance 1
Talents: None
Soak/Defense: 5 / 0
Thresholds: Wound: 13
Abilities: Riot Tactics (groups of three or more CSA minions in the Security Captain's presence gain +1 soak and deal +1 damage on successful combat checks).
Equipment: Riot gun (Ranged [Heavy]; Damage 8; Critical 3; Range[Medium]; Auto-Fire, Stun Setting), truncheon (Melee; Damage 5; Critical 5; Engaged; Disorient 2), riot armor (+2 Soak)

CORPORATE SECTOR AUTHORITY VICEPREX [NEMESIS]

The Corporate Sector Authority Viceprex-level officials head up entire departments of the CSA, from research to legal to territorial management.

Brawn 2 | **Cunning 3**
Presence 4 | **Agility 2**
Intellect 4 | **Willpower 2**

Skills: Charm 2, Coerce 4, Cool 2, Deceit 3, Leadership 2, Negotiation 3, Knowledge (Education) 3, Knowledge (Outer Rim) 2

Talents: Improved Scathing Tirade (as an action, may make a **Hard [◆◆◆] Coerce check**. Each ✲ inflicts one strain on a target in close range. Each Advantage inflicts 1 additional strain on 1 affected target. All affected targets suffer ■ to all checks for 4 rounds). Improved Inspiring Rhetoric (as an action, may make an **Average [◆◆] Leadership** check. Each ✲ removes 1 strain or 1 wound from 1 ally in close range. Each ☯ removes an additional strain or wound from an affected ally. All affected allies add □ to all checks for 2 rounds).
Soak/Defense: 2 / 2
Thresholds: Wound: 12
Abilities: None
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Close]; Stun setting), personal deflector shield, encrypted expense voucher with 5,000-10,000 credits

EMPEROR'S HAND [NEMESIS]

The Emperor's Hands operate in absolute secrecy, set upon missions come from the Emperor himself.

Brawn 4 **Cunning 5**
Presence 2 **Agility 4**
Intellect 3 **Willpower 3**
Skills: Athletics 2, Brawl 2, Charm 3, Cool 3, Deceit 3, Ranged (Heavy) 2, Knowledge (Core Worlds) 3, Ranged (Light) 3, Melee 3, Perception 2, Stealth 3, Vigilance 4
Talents: Intense Focus (suffer 1 strain to upgrade the ability of any skill check once), Stalker 2 (remove up to ■■ from any Stealth check), Uncanny Senses 2 (add □□ to all Perception checks), Force Rating 2
Soak/Defense: 4 / 2
Thresholds: Wound: 16 / Strain: 20
Abilities: Force Power: Influence (1 Force Point: inflict 2 Strain on target in close range. 1 Force Point: force 1 target in close range to adopt an emotional state or believe something even if it is untrue for 20 minutes or 4 rounds in combat), dark side Force user (uses ● instead of ○, see page 179).
Equipment: Disruptor pistol (Ranged [Light]; Damage 10; Critical 2; Range [Close]; Vicious 4), vibro-sword (Melee; Damage 9; Critical 2; Range [Engaged]; Pierce 1, Vicious 1), frag grenade (Melee; Damage 8; Critical 4; Range [Close]; Blast 6, Limited Ammo 1)

IMPERIAL INTELLIGENCE AGENT [HENCHMAN]

The resources at the disposal of the Imperial Intelligence Bureau are virtually without limit, and the agents who enact the Bureau's will throughout the galaxy are highly trained, extremely motivated, and absolutely lethal.

Brawn 3 **Cunning 3**
Presence 3 **Agility 3**
Intellect 3 **Willpower 3**
Skills: Brawl 2, Charm 2, Coerce 2, Deceit 2, Ranged (Light) 2, Streetwise 2, Vigilance 2
Talents: None
Soak/Defense: 3 / 0
Thresholds: Wound: 13
Abilities: None
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), hand scanner

IMPERIAL MOFF [NEMESIS]

Since the establishment of the Galactic Empire, the title of Moff has become a military and political term used to designate the Imperial official ultimately responsible for the governance of an entire sector.

Brawn 2 **Cunning 3**
Presence 5 **Agility 3**
Intellect 4 **Willpower 4**
Skills: Charm 3, Coerce 4, Cool 3, Deceit 4, Discipline 3, Knowledge (Core Worlds) 4, Leadership 4, Ranged (Light) 2, Streetwise 2, Vigilance 2
Talents: Plausible Deniability 4 (remove ■■■■ from any Coerce or Deceit checks) Supreme Inspiring Rhetoric (as a maneuver, may make an **Average [◆◆] Leadership check**. Each ✲ removes 1 strain or 1 wound from 1 ally in close range. Each ☯ removes an additional strain or wound from an affected ally. All affected allies add □ to all checks for 2 rounds).
Soak/Defense: 2 / 0
Thresholds: Wound: 12 / Strain: 16
Abilities: Imperial Valor (may perform a maneuver to cause all ranged attacks targeting the Moff to instead hit 1 ally or helpless enemy he is engaged with until the beginning of his next turn).
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 4; Range [Medium]; Stun setting)

IMPERIAL NAVAL TROOPER [MINION]

The Imperial Navy maintains its own cadre of troops, to serve as security forces aboard ship and to enact and defend against boarding actions if need be.

Brawn 2 **Cunning 2**
Presence 2 **Agility 2**
Intellect 2 **Willpower 2**
Skills (group only): Perception, Ranged (Light)
Talents: None
Soak/Defense: 3 / 0
Thresholds: Wound: 5
Abilities: None
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Long]; Stun setting), blast vest and helmet (+1 Soak)

IMPERIAL NAVAL OFFICER [HENCHMAN]

Officers in the Imperial Navy are highly trained, often at a military academy.

Brawn 2 **Cunning 3**
Presence 2 **Agility 3**
Intellect 2 **Willpower 2**
Skills: Discipline 3, Ranged (Light) 2, Vigilance 2
Talents: None
Soak/Defense: 3 / 0
Thresholds: Wound: 13
Abilities: Tactical Direction (may spend a maneuver to direct 1 Imperial Navy minion group within medium range. The group may make an immediate free maneuver or adds □ to their next check).
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Long]; Stun setting)

IMPERIAL STORMTROOPER [MINION]

With high-quality equipment and an absolute disregard for anything other than achieving their objectives, stormtroopers are an implacable foe on the field of battle.

Brawn 3 | **Cunning 2**
Presence 1 | **Agility 3**
Intellect 2 | **Willpower 3**
Skills (group only): Athletics, Discipline, Melee, Ranged (Heavy)
Talents: None
Soak/Defense: 5 /
Thresholds: Wounds 5
Abilities: None
Equipment: Blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Stun setting), vibro knife (Melee; Damage 6; Critical 3; Engaged; Pierce 1, Vicious 1), 3 frag grenades (Melee; Damage 8; Critical 4; Range [Close]; Blast 6, Limited Ammo 1), (stormtrooper armor (+2 Soak), utility belt, extra reloads. Individuals or groups of 2 may be armed with light repeating blasters with slings (Ranged [Heavy]; Damage 12; Critical 3; Range [Long]; Auto-fire, Cumbersome 3, Pierce 1)

IMPERIAL STORMTROOPER SERGEANT [HENCHMAN]

Stormtrooper sergeants tend to be extremely motivated and self-assured individuals that place the mission above all else, sacrificing anything necessary to achieve the objective at hand.

Brawn 3 | **Cunning 2**
Presence 1 | **Agility 3**
Intellect 2 | **Willpower 3**
Skills: Athletics 2, Discipline 2, Leadership 3, Melee 2, Ranged (Heavy) 2, Ranged (Light) 2, Resilience 2, Vigilance 2
Talents: None
Soak/Defense: 5
Thresholds: Wounds 14
Abilities: Tactical Direction (may spend a maneuver to direct 1 Stormtrooper minion group within medium range. The group may immediately make a free maneuver or adds ☐ to their next check).
Equipment: Heavy blaster rifle (Ranged [Heavy]; Damage 11; Critical 3; Range [Long]; Auto-fire, Cumbersome 3, Pierce 1), vibro knife (Melee; Damage 6; Critical 3; Engaged; Pierce 1, Vicious 1), 3 frag grenades (Melee; Damage 8; Critical 4; Range [Close]; Blast 6, Limited Ammo 1), (stormtrooper armor (+2 Soak), utility belt, extra reloads.

MILITARY STARFIGHTER PILOT [MINION]

Starfighters are an essential component of any major military installation. The small, fast ships can harry much larger targets and support a vast array of firepower that can make them a threat even to capital scale vessels.

Brawn 2 | **Cunning 2**
Presence 2 | **Agility 4**
Intellect 2 | **Willpower 2**
Skills (group only): Gunnery, Pilot (Space)
Talents: None
Soak/Defense: 2 / 0
Thresholds: Wounds 5
Abilities: None
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 3; Range [Medium]; Stun Setting), vacuum sealed flight suit

PLANETARY DEFENSE FORCE TROOPER [MINION]

There are few planets that rely entirely on an outside agency for their protection. Most possess at least a marginal military force dedicated to protecting the planet's most valuable sites.

Brawn 2 | **Cunning 2**
Presence 2 | **Agility 2**
Intellect 2 | **Willpower 2**
Skills (group only): Brawl, Discipline, Ranged (Light), Ranged (Heavy)
Talents: None
Soak/Defense: 3 / 0
Thresholds: Wound: 5
Abilities: None
Equipment: Blaster carbine (Ranged [Heavy]; Damage 10; Critical 3; Range [Medium]; Stun setting), 2 frag grenades (Melee; Damage 8; Critical 4; Range [Close]; Blast 6, Limited Ammo 1) blast vest (+1 Soak)

PLANETARY GOVERNOR [NEMESIS]

In the eyes of the Empire, a planet is the smallest autonomous body of note anywhere within the galaxy.

Brawn 2 | **Cunning 4**
Presence 4 | **Agility 2**
Intellect 3 | **Willpower 3**
Skills: Charm 3, Coerce 4, Cool 2, Deceit 3, Perception 4, Knowledge (Education) 4, Leadership 3, Ranged (Light) 3, Pilot (Planetary) 2, Resilience 2, Streetwise 2, Skulduggery 3, Surveillance 3, Vigilance 2
Talents: Improved Inspiring Rhetoric (as an action, may make an **Average [◆◆] Leadership check**. Each ✲ removes 1 strain or 1 wound from 1 ally in close range. Each ☻ removes an additional strain or wound from an affected ally. All affected allies add ☐ to all checks for 2 rounds.), Kill with Kindness 2 (remove ■■ from all Charm and Leadership checks), Nobody's Fool 2 (upgrade difficulty of all Charm, Coerce, and Deceit checks targeting Planetary Governor twice)
Soak/Defense: 3 / 0
Thresholds: Wound: 14 / Strain: 14
Abilities: Leader (all subordinates within medium range add one Boost die to all Discipline checks)
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting)

SECTOR RANGER [HENCHMAN]

Sector rangers are the opposite of smugglers: fiercely independent and possessed of a tremendous degree of autonomy and ingenuity. They possess a strong desire to see justice served.

Brawn 3 | **Cunning 4**
Presence 3 | **Agility 3**
Intellect 3 | **Willpower 3**
Skills: Athletics 2, Brawl 1, Cool 2, Coordination 2, Ranged (Heavy) 3, Ranged (Light) 3, Streetwise 3, Survival 3, Vigilance 2
Talents: None
Soak/Defense: 4 / 0
Thresholds: Wound: 13
Abilities: Brutal 1
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), scoped blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Stun Setting, reduce difficulty of combat checks at long range by 1) heavy clothing (+1 Soak)

PATRONS & CLIENTS

Few pilots, smugglers, or mercenaries make a living independently, without the need for someone to offer them credits in exchange for the quality of their trade. Indeed, all these sorts of ne'er do wells require a patron or client in order to make their way in the galaxy in a successful manner.

BLACK SUN VIGO [NEMESIS]

The vigos of Black Sun are like criminal nobility, princes of vice, underbosses of mayhem and misery.

Brawn 3 **Cunning 4**
Presence 4 **Agility 3**
Intellect 3 **Willpower 3**
Skills: Coerce 4, Cool 3, Ranged (Heavy) 3, Ranged (Light) 3, Melee 3, Negotiation 3, Perception 4, Streetwise 4, Survival 4, Surveillance 3, Vigilance 2
Talents: Crippling Blow (may increase damage of check by 1. If successful, target suffers 1 strain when he moves for remainder of encounter), Dodge 3 (may suffer up to 3 strain to upgrade difficulty of any combat check targeting the Vigo 3 times), Nobody's Fool 2 (upgrade difficulty of all Charm, Coerce, and Deceit checks targeting Vigo)
Soak/Defense: 4 / 0
Thresholds: Wound: 16 / Strain: 16
Abilities: Leader (all subordinates within medium range add ☐ to all Discipline checks)
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 8; Critical 3; Range [Medium]; Stun setting), force pike (Melee; Damage 7; Critical 3; Range [Engaged]; Pierce 2, Stun Setting)

HUTT CRIME LORD [NEMESIS]

There are few races in the galaxy that are so simultaneously hated and feared as the Hutts. These massive beings have a stranglehold on the criminal underworld in entire regions of the galaxy.

Brawn 6 **Cunning 6**
Presence 3 **Agility 1**
Intellect 4 **Willpower 5**
Skills: Athletics 1, Charm 2, Coerce 4, Cool 5, Deceit 5, Discipline 5, Knowledge (Outer Rim) 3, Knowledge (Underworld) 3, Leadership 1, Melee 2, Negotiation 5, Ranged (Light) 2, Resilience 8
Talents: Convincing Demeanor 2 (remove up to ■■ from any Deceit or Skulduggery check), Durable 3 (subtract 30 from Critical Hit rolls made against the Hutt), Nobody's Fool 3 (upgrade difficulty of all Charm, Coerce, and Deceit checks targeting Hutt by 3) Resolve 2 (when suffering strain, reduce the amount suffered by 2, to a minimum of 1)
Soak/Defense: 10 / 0
Thresholds: Wound: 30 / Strain: 20
Abilities: Force Resistant (Hutts are notoriously resistant to manipulation through the Force. Any attempt to alter their thoughts or emotions via the Force automatically fails.) Awkward (Hutts have great physical strength, but their bulk imposes severe limitations in flexibility and agility. They add ■■■ to all Brawl, Melee, and Coordination checks they're required to make), Ponderous (Hutts can never spend more than 1 maneuver moving per turn)
Equipment: Generally none; if a Hutt needs something, he usually has an attendant to carry and use it. However, Hutts can wield weapons such as vibro-axes (Melee; Damage 12; Critical 3; Range [Engaged]; Pierce 2, Sunder, Vicious 3) or large-bore blaster pistols (Ranged [Light]; Damage 10; Critical 3; Range [Medium]; Stun Setting, Hutt Only)

REBEL ALLIANCE LIAISON [HENCHMAN]

The Alliance to Restore the Republic, more commonly called the Rebel Alliance, is a vast organization that would be a serious threat if it didn't stand in opposition to perhaps the most extensive military organization ever created: the Galactic Empire. As a result, the Alliance must operate in the shadows.

Brawn 2 **Cunning 2**
Presence 2 **Agility 3**
Intellect 3 **Willpower 2**
Skills: Coordination 1, Cool 1, Discipline 2, Melee 1, Negotiation 3, Ranged (Heavy) 2, Vigilance 2
Talents: None
Soak/Defense: 4 / 0
Thresholds: Wound: 13
Abilities: None
Equipment: Blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Stun setting), molecular stiletto (Melee; Damage 4; Critical 3; Range [Engaged]; Pierce 2), padded armor (+2 soak)

DROIDS

Droids are as common a sight in the greater galaxy as starships or blasters, and can be found in virtually every conceivable environment.

ANTIQUATED BATTLE DROID [MINION]

The most frequently encountered droid of this type is the B1 battle droid produced by Baktoid Combat Automata.

Brawn 2 **Cunning 1**
Presence 1 **Agility 2**
Intellect 1 **Willpower 1**
Skills (group only): Ranged (Heavy)
Talents: None
Soak/Defense: 4 / 0
Thresholds: Wound: 5
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater. Immune to poisons or toxins)
Equipment: Blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long], Stun setting)
Cost: 6,500 credits **Rarity:** 5

PURCHASING DROIDS

Droids occupy a unique position in *Edge of the Empire*, as commodities for purchase, but are also a sentient entities that can be NPCs or adversaries. Therefore, they are presented in this chapter. However, if players wish to purchase these droids, they can consult the additional subheadings within the droids' profiles for rarity and prices.

ASSASSIN DROID [NEMESIS]

Assassin droids are sophisticated killing machines that combine physical acumen with the mental facilities to apply it in a variety of different circumstances.

Brawn 4 **Cunning 3**
Presence 1 **Agility 3**
Intellect 3 **Willpower 1**
Skills: Coerce 3, Computers 4, Gunnery 5, Ranged (Heavy) 5, Ranged (Light) 5, Mechanics 3, Melee 3, Pilot (Planetary) 3, Pilot (Space) 3, Vigilance 2
Talents: Barrage 3 (add 3 to the damage of all Gunnery or Ranged attacks at medium or long range), Point Blank 3 (add 3 damage to all Ranged (Heavy) or Ranged (Light) attacks made at close or engaged range)
Soak/Defense: 6 / 0
Thresholds: Wound: 15 / Strain: 10
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater. Immune to poisons or toxins)
Equipment: Light repeating blaster (Ranged [Heavy]; Damage 12; Critical 3; Range [Long]; Auto-fire, Cumbersome 4, Pierce 2), built in blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun Setting), built-in missile tube (Gunnery; Damage 20; Critical 3; Range [Extreme]; Blast 10, Breach 1, Cumbersome 3, Guided 3, Limited Ammo 6), built in razor-claws (Melee; Damage 6; Critical 4; Range [Engaged])
Cost: 65,000 credits **Rarity:** 8

ASTROMECH DROID [HENCHMAN]

A common sight throughout the galaxy, astromech droids such as the famous R2 series are relatively small, utilitarian droids designed to interface with and maintain machinery of varying complexities depending upon the model of the droid.

Brawn 1 **Cunning 2**
Presence 1 **Agility 1**
Intellect 2 **Willpower 1**
Skills: Astrogation 3, Computers 3, Cool 2, Mechanics 2, Pilot (Space) 2
Talents: None
Soak/Defense: 3 / 0
Thresholds: Wound: 11
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater. Immune to poisons or toxins.)
Equipment: Arc welder (Melee; Damage 3; Critical –; Range [Engaged]; Stun Damage), built-in repair tools (counts as tool kit)
Cost: 8,250 credits **Rarity:** 3

MAINTENANCE DROID [MINION]

Taking a multitude of forms, maintenance droids can appear in literally any shape imaginable, from spider-like machines, to small box-like automatons, and even to large, vehicle-sized behemoths that repair bridges and other large structures.

Brawn 1 **Cunning 1**
Presence 1 **Agility 1**
Intellect 1 **Willpower 1**
Skills (group only): Mechanics
Talents: None
Soak/Defense: 3 / 0
Thresholds: Wound: 3
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater. Immune to poisons or toxins)
Equipment: Arc welder (Melee; Damage 3; Critical –; Range [Engaged]; Stun Damage) built in repair tools (counts as tool kit as well as emergency repair kit that can be used once per session)
Cost: 7,500 credits **Rarity:** 3

MEDICAL DROID [HENCHMAN]

Medical droids take a variety of forms, from simple attendant droids capable of dressing flesh wounds or diagnosing basic illnesses up to the elaborate and incredibly advanced surgical droids that can be found on military starships and in major urban centers throughout the galaxy.

Brawn 1 **Cunning 1**
Presence 1 **Agility 1**
Intellect 2 **Willpower 1**
Skills: Discipline 1, Medicine 3, Perception 2
Talents: None
Soak/Defense: 3 / 0
Thresholds: Wound: 10
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater. Immune to poisons or toxins)
Equipment: built-in diagnostic and surgical tools (count as medpac as well as stimpack that can be used once per session)
Cost: 12,000 credits **Rarity:** 4

PROTOCOL DROID [HENCHMAN]

As the name indicates, the droids are not only translators, but also serve to prevent misunderstandings by ensuring cultural problems do not arise.

Brawn 1 **Cunning 1**
Presence 2 **Agility 1**
Intellect 3 **Willpower 1**
Skills: Charm 2, Knowledge (Education) 3, Knowledge (Xenology) 3 Negotiation 2, Perception 1
Talents: None
Soak/Defense: 3 / 0
Threshold: Wound: 10
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater. Immune to poisons or toxins), Etiquette and protocol (protocol droids allow allies to add □ to any Negotiation checks)
Equipment: None
Cost: 8,000 credits **Rarity:** 4

SECURITY DROID [HENCHMAN]

A more civilized and restricted version of assassin droids, security droids are not illegal but are carefully regulated because of the potential for abuse.

Brawn 2 **Cunning 2**
Presence 1 **Agility 2**
Intellect 1 **Willpower 1**
Skills: Ranged (Light) 3, Vigilance 3
Talents: Here
Soak/Defense: 4 / 0
Thresholds: Wound: 10
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater. Immune to poisons or toxins)
Equipment: Built-in blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun Setting), snare launcher (Ranged [Light]; Damage –; Critical –; Range [Close]; Ensnare 5, Limited Ammo 1)
Cost: 9,600 credits **Rarity:** 5

GALACTIC ODDITIES AND FRINGE DWELLERS

There is literally no end to the variety of races and individuals that can be found if one travels far enough from home throughout the various sectors of the Galactic Empire and beyond. Although cataloging all of the potential allies and enemies that an adventurer might encounter is impossible, a few of the more exotic varieties can be found below.

FORSAKEN JEDI [NEMESIS]

Though the Jedi were mostly wiped out by the Empire, some small remnants remain, especially those who were already failed Jedi to begin with.

Brawn 3 **Cunning 4**
Presence 2 **Agility 4**
Intellect 3 **Willpower 2**
Skills: Coerce 2, Cool 2, Deceit 3, Knowledge (Lore) 4, Lightsaber 4, Melee 2, Perception 4, Pilot (Space) 2, Streetwise 3, Vigilance 2
Talents: Dodge 2 (may suffer up to 2 strain to upgrade difficulty of any combat check targeting the Forsaken Jedi twice), Frenzied Attack 2 (once per attack, suffer 1 strain to upgrade the ability of the Melee check twice), Force Rating 3, Sense Danger (once per session, remove ■■ from any check), Sense Emotion (add □ to all Charm, Coerce, and Deceit checks), Uncanny Senses 2 (add □□ to all Perception checks)
Soak/Defense: 3 / 0
Thresholds: Wound: 13 / Strain: 12
Abilities: Force power Move (1 Force Point: Move up to 2 objects Silhouette 1 at medium range within range band, each additional point moves it 1 additional range band. If objects impact another object, they deal 10 damage. May spend 1 Force Point to deal 1 additional damage), Force power Sense (1 Force Point: Sense all living things within medium range. 1 Force Point: Sense the emotional state of 1 target within medium range. Ongoing effect [⬡]: Upgrade difficulty of attacks targeting Forsaken Jedi twice), On the edge (once per Force check, may suffer 1 strain to use ● to generate 1 Force Point)
Equipment: Lightsaber (Melee; Damage 10; Critical 1; Range [Engaged]; Breach 1, Defensive 2, Deflection 1, Sunder, Vicious 2)

GAMORREAN THUG [HENCHMAN]

Gamorreans are porcine humanoids with a penchant for barbarism and thuggishness.

Brawn 4 **Cunning 1**
Presence 1 **Agility 2**
Intellect 1 **Willpower 1**
Skills: Brawl 3, Melee 3
Talents: Knockdown (after hitting with a Melee attack, the attacker may spend a Triumph result to knock the target prone)
Soak/Defense: 5 / 0
Thresholds: Wound: 14
Abilities: None
Equipment: Crude Gamorrean vibro-axe (Melee; Damage 10; Critical 4; Range [Engaged]; Pierce 2, Vicious 3)

MOISTURE FARMER [MINION]

Moisture farmers are individuals who make their living by coaxing precious water out of a dry and heated environment.

Brawn 3 **Cunning 2**
Presence 2 **Agility 2**
Intellect 2 **Willpower 3**
Skills: None
Talents: None
Soak/Defense: 3 / 0
Thresholds: Wound: 8
Abilities: None
Equipment: Slugthrower rifle (Ranged [Heavy]; Damage 7; Critical 5; Range [Medium]; Cumbersome 2)

MYNOCK [MINION]

Mynocks are disgusting silicon-based space parasites that survive by latching onto the hulls of starships and feeding off power cables and other vital systems.

Brawn 1 **Cunning 1**
Presence 1 **Agility 3**
Intellect 1 **Willpower 1**
Skills (group only): Brawl, Coordination
Talents: None
Soak/Defense: 1 / 1
Thresholds: Wound: 4
Abilities: Vacuum Dweller (can survive in vacuum without penalty, and can move in a vacuum environment), Energy Parasite (Mynocks can make an **Average (◆◆) Coordination check** to latch onto any starship or vehicle they are enagaged with. Ships or vehicles with a Mynock attached suffer 1 system strain per Mynock per day, and reduce their handling by 1), Flyer (Mynocks can fly), Helium Allergy (when exposed to Helium, Mynocks suffer 1 wound per round ignoring soak, until their bodies inflate and explode).
Equipment: Sucker-mouths and claws (Brawl; Damage 4; Critical 5; Range [Engaged])

WOOKIEE GLADIATOR [HENCHMAN]

Because of their physical prowess as warriors, many enslaved Wookiees have found their way into the criminal underworld, where they are pitted against other warriors in gladiatorial blood matches and various other illegal combat situations.

Brawn 5 **Cunning 3**
Presence 2 **Agility 3**
Intellect 2 **Willpower 2**
Skills: Athletics 2, Brawl 4, Coordination 2, Melee 4, Ranged (Heavy) 2, Vigilance 2
Talents: None
Soak/Defense: 5 / 0
Thresholds: Wound: 16
Abilities: Wookiee Rage (when the Wookiee Gladiator suffers any wounds, he deals +1 damage with Brawl and Melee attacks. When suffering a Critical Injury, he deals an additional +2 damage with Brawl and Melee attacks.)
Equipment: Vibro-axe (Melee; Damage 11; Critical 3; Range [Engaged]; Pierce 2, Sunder, Vicious 3)

INDEX

A
Ability Dice 9
Accurate (Quality) 105
Actions 129, 131
Advantage 11
  In Combat 133
  Interpreting 19
  Vehicles 156
Agility 14
Aim 130
  Vehicles 154
Anatomy Lessons (Talent) 88
Antiquated Battle Droid 204
Apprentice Hunter 201
Aqualish Thug 197
Armor 113
  Attachments 126
Armor Master (Talent) 88
  Improved 88
Arms Dealer 197
Assassin 41
Assassin Droid 205
Assist 130
Astrogation (Skill) 71
Astromech Droid 205
Athletics (Skill) 71
Attacks 132
Auto-Fire (Quality) 105
Average Tasks 16

B
Backgrounds 29
Bacta Specialist (Talent) 89
Bacta Tanks 143
Bad Motivator (Talent) 89
Balance (Talent) 89
Barabel Enforcer 197
Barrage (Talent) 89
Black Market 120
Black Market Contacts (Talent) 89
Black Sun Vigo 204
Blast (Quality) 105
Blooded (Talent) 89
Bodyguard 53
Body Guard (Talent) 89
  Improved 90
Boost Dice 10, 188
Bothans 34
Bounty Hunter 40
Brace (Talent) 90
Brawl (Skill) 83, 104
Brawn 14
Breach (Quality) 105
Brilliant Evasion (Talent) 90
Burn (Quality) 105
Bypass Security (Talent) 90

C
Capital Ships 153, 171
Careers 39
Challenge Dice 10
Character Creation 27
Characteristics 13
  Applying 16
  Improving 25, 64
Charm (Skill) 72
Checks 16
  Assisted 22
  Competitive 21
  Opposed 21
CloakShape Starfighter 218
Close Range 135
  Planetary 158
Codebreaker (Talent) 90
Coerce (Skill) 72
Collisions 160
Colonist 44
Combat 127
  Checks 132
  Modifiers 136
  Vehicles 152
Command (Talent) 90
Comm Operator 200
Communications 114
Computers (Skill) 73
Concealment 138
Concussive (Quality) 106
Confidence (Talent) 91
Consumables 121
Contraption (Talent) 91
Convincing Demeanor (Talent) 91
Cool (Skill) 74, 128
Coordination (Skill) 74
Cordal's Chain Apprentices 217
Cordol's Chain Journeyman 217
Core Worlds (Skills) 85
CSA Security Captain 201
CSA Security Police 201
CSA Viceprex 201
Cortosis (Quality) 106
Cover 138
Crippling Blow (Talent) 91
Critical Hits 161
Critical Injuries 141
Critical Rating 108
Cumbersome (Quality) 106
Cunning 14
Customization 122
Customs Inspector 200
Cybernetics 115

D
Damage 133
  Vehicles 160
  Weapons 107
Dangerous Atmospheres 139
Dark Side 186
Daunting Tasks 16
Deadly Accuracy (Talent) 91
Dead to Rights (Talent) 91
  Improved 91
Death 143
Deceit (Skill) 75
Dedication (Talent) 92
Defel Assassin 197
Defense 26, 65, 134
  Vehicles 147
  Zones 148
Defensive Driving (Talent) 92
Defensive (Quality) 106
Defensive Slicing (Talent) 92
  Improved 92
Defensive Stance (Talent) 92
  Improved 92
Deflection (Quality) 106
Despair 12
  In Combat 133
  Interpreting 20
  Vehicles 157
Destiny Points 23
  GM 194
Detection Devices 116
Dice 9
  Adding 17
  Downgrading 18
  Force 178
  Interpreting 188
  Pools 13, 16
  Symbols 11
  Upgrading 18
  Using Standard Dice 12
Difficult Terrain 138
Difficulty 15
  Dice 10
  Increasing 18
  Levels 15
Discipline (Skill) 75
Disoriented 141
Disorient (Quality) 106
Disorient (Talent) 92
Doctor 45
Dodge (Talent) 92
Droids 35
  NPCs 204
  Purchasing 204
Drugs 120
Durable (Talent) 92

E
Easy Tasks 16
Education (Skills) 85
Emergency Repair Kits 144
Emperor's Hand 202
Encumbrance 103, 108
Engaged 135
Ensnare (Quality) 106
Environmental Effects 138
Experience Points 25, 64
  Awarding 190
  Starting 64
Expert Tracker (Talent) 92
Explorer 48
Extreme Range 135
  Planetary 158

F
Failure 12
  Interpreting 19
Falling 140
Familiar Suns (Talent) 92
Fear 189
Feral Strength (Talent) 92
Field Commander (Talent) 92
  Improved 93
Fine Tuning (Talent) 93
Fire Arcs 150
Firespray System Patrol Craft 68
Forager (Talent) 93
Force 175
  Dice 10, 178
  Powers 178
  Ratings 176
  Resources 13
Force Rating (Talent) 93
Force-Sensitive Exile 176
Forger 198
Formidable Tasks 16
Forsaken Jedi 206
Freighters 170
Frenzied Attack (Talent) 93
Fringer 49
Full Throttle (Talent) 93
  Improved 93
  Supreme 93

G
Gadgeteer 42
Galaxy Mapper (Talent) 93
Game Master 8
Gamorrean Thug 206
Gands 36
Gear 114
Gearhead (Talent) 93
Ghtroc 720 Light Freighter 68
Grappling 137
Gravity 139
Grit (Talent) 93
Guarded Stance 130
Guided (Quality) 106
Gunnery (Skill) 83, 105

H
Handling 146
Hard Headed (Talent) 93
  Improved 93
Hard Points 108, 147
Hard Tasks 16
Healing 143
Health 140
Heightened Awareness (Talent) 94
Henchmen 196
Heroic Fortitude (Talent) 94
Hidden Storage (Talent) 94
Hired Gun 52
Hold Together (Talent) 94
Hull Integrity 146, 160
Humans 36
Hunter (Talent) 94
Hutt Crime Lord 204
Hyperspace Travel 164

I

Illegal Equipment....121
Immobilized....141
Impact....212
Impassable Terrain....138
Imperial Intelligence Agent....202
Imperial Moff....202
Imperial Naval Officer....202
Imperial Naval Trooper....202
Imperial Stormtrooper....203
Imperial Stormtrooper Sergeant....203
Impossible Tasks....16
Incidentals....129
Incom T—16M Skyhopper....218
Indistinguishable (Talent)....94
Inferior (Quality)....106
Influence (Force Power)....182
Infochant....198
Initiative....128
  Vehicles....152
Insight (Talent)....94
Inspiring Rhetoric (Talent)....94
  Improved....94
  Supreme....94
Intellect....14
Intense Focus (Talent)....94
Intense Presence (Talent)....94
Interact....130
Interstellar Travel....164
Intimidating (Talent)....94
Introduction....4
Inventor (Talent)....94
Ion (Quality)....106

J

Jora....210
Journeyman Hunter....201
Jump Up (Talent)....95
Jury Rigged (Talent)....95

K

Kill with Kindness (Talent)....95
Knockdown (Quality)....106
Knockdown (Talent)....95
Knowledge Specialization (Talent)....95
Known Schematic (Talent)....95
Know Somebody (Talent)....95

L

Lanni, Mon Calamari....213
Leadership (Skill)....76
Lethal Blows (Talent)....95
Let's Ride (Talent)....95
Limited Ammo (Quality)....106
Linked (Quality)....106
Linked Weapons....151
Loan Shark....198
Long Range....135
  Planetary....158
Lore (Skills)....85

M

Maintenance Droid....205
Maneuvers....129
  Vehicles....153
Marauder....54
Master Doctor (Talent)....95
Master Hunter....201
Master Hunter Tor Cordol....217
Master Merchant (Talent)....95
Master of Shadows (Talent)....95
Master Pilot (Talent)....95
Master Slicer (Talent)....95
Master Starhopper (Talent)....96
Mechanic....61
Mechanics (Skill)....76
Medical Care....143
Medical Droid....205
Medical Gear....117
Medicine (Skill)....77
Medium Range....135
  Planetary....158
Melee (Skill)....84, 105
Mental Fortress (Talent)....96
Mercenary....55
Military Starfighter Pilot....203
Minions....195
Modifications....122
Moisture Farmer....206
Mon Calamari Mechanic....200
Motivations....66
  Using....193
Mount....130
Move....130
  (Force Power)....184
  Vehicles....154
Mynock....206

N

Nar Shaddaa....211
Natural Brawler (Talent)....96
Natural Charmer (Talent)....96
Natural Doctor (Talent)....96
Natural Enforcer (Talent)....96
Natural Hunter (Talent)....96
Natural Marksman (Talent)....96
Natural Negotiator (Talent)....96
Natural Outdoorsman (Talent)....96
Natural Pilot (Talent)....96
Natural Programmer (Talent)....96
Natural Rest....143
Natural Rogue (Talent)....96
Natural Scholar (Talent)....96
Natural Tinkerer (Talent)....96
Navigation Hazards....159
Negotiate (Skill)....77
Nemeses....196
Nobody's Fool (Talent)....96

O

Obligation....25, 30
  Using....190
Oil Baths....144
Outdoorsman (Talent)....97
Outer Rim (Skills)....86
Outlaw Tech....62
Overwhelm Emotions (Talent)....97

P

Patrol Boats....168
Percentile Roll....11
Perception (Skill)....78
Pierce (Quality)....107
Pilot....57
  Specialization....57
  Planetary (Skill)....78
  Space (Skill)....79
Pirate Captain....198
Pirate Crew....198
Planetary Defense Force Trooper....203
Planetary Governor....203
Planetary Scale....136
  Range Bands....158
Plausible Deniability (Talent)....97
Point Blank (Talent)....97
Poisons....114
Politico....46
Pon....217
Precise Aim (Talent)....97
  Improved....97
Presence....14
Pressure Point (Talent)....97
Proficiency Dice....9
Prone....131
  Attacking....136
Protocol Droid....205

Q

Quick Draw (Talent)....97
Quick Strike (Talent)....97

R

Range
  Bands....134
  Planetary....158
  Weapons....107
Ranged - Heavy (Skill)....84, 105
Ranged - Light (Skill)....84, 105
Rapid Reaction (Talent)....97
Rapid Recovery (Talent)....97
Rarity....102, 108
Rebel Alliance Liaison....204
Redundant Systems (Talent)....97
Repairing Vehicles....161
Researcher (Talent)....97
Resilience (Skill)....79
Resilience (Talent)....97
Resolve (Talent)....98
Respected Scholar (Talent)....98
Rodians....37
Rounds....128

S

Scathing Tirade (Talent)....98
  Improved....98
  Supreme....98
Scholar....47
Scoundrel....58
Scout....50
Second Wind (Talent)....98
Sector Ranger....203
Security Droid....205
Sense Danger (Talent)....98
Sense Emotions (Talent)....98
Sense (Force Power)....180
Setback Dice....10, 188
Severity....142
Shipjacker....198
Shortcut (Talent)....98
Short Range
  Planetary....158
Side Step (Talent)....98
  Improved....98
Silhouette....146
  In Combat....156
  Personal....137
Simple Tasks....15
Sinasu the Hutt....218
Sixth Sense (Talent)....98
Size....137
Skilled Jockey (Talent)....98
Skilled Slicer (Talent)....98
Skills....15, 69
  Applying....16
  Checks....131
  Combat....83
  General....70
  Knowledge....85
  Ranks....70
  Training....25, 64
  Weapon....104
Skulduggery (Skill)....80
Slaver....198
Slicer....63, 199
Slow-Firing (Quality)....107
Smooth Talker (Talent)....98
Smuggler....56, 199
Smuggler Baron....199
Snapshot (Quality)....107
Sniper Shot (Talent)....99
Soak....134
Soak Value....26, 65
Social Skills....73
Soft Spot (Talent)....99
Solid Repairs (Talent)....99
Spaceport Administrator....200
Spaceport Security Detail....200
Spaceport Security Officer....200
Spaceport Urchin....200
Spare Clip (Talent)....99
Speaks Binary (Talent)....99
Specializations....39
  Acquiring....26, 65
Species....33
Speed....146
Speeders....165
Spice....120
Staggered....141
Stalker (Talent)....99
Starfighters....168
Starships....145, 168
  Actions....155
  Characteristics....146
  Combat....152
  Modifications....172
  Starting....68
  Weapons....149
Status Effects....141
Stealth (Skill)....80
Steely Nerves (Talent)....99
Stellar Phenomena....159
Stim Application (Talent)....99
  Improved....99
  Supreme....99
Stimpacks....144
Strain....140, 188
Strain Threshold....26, 65, 140
Street Smarts (Talent)....99
Street Tough....199
Streetwise (Skill)....81
Strong Arm (Talent)....99

Structured Gameplay 128
Stun Damage (Quality) 107
Stunning Blow (Talent) 99
  Improved 99
Stun (Quality) 107
Sublight Travel 164
Success 11
  Interpreting 19
Suffocation 140
Sullustan Pilot 199
Sunder (Quality) 107
Superior (Quality) 107
Superior Reflexes (Talent) 100
Surgeon (Talent) 100
Surveillance (Skill) 81
Survivalist 43
Survival (Skill) 82
Swift (Talent) 100
Swimming 139
System Strain 147, 160

T

Talents 22, 87
  Acquiring 25, 65
  Ranks 88
  Trees 39, 88
Targeted Blow (Talent) 100
Technical Aptitude (Talent) 100
Technician 60
TechTank 215
TechTank Techs 217
Tennom 217
Thief 59
Threat 12
  In Combat 133
  Interpreting 19
  Vehicles 157
Tinkerer (Talent) 100
Touch of Fate (Talent) 100
Toughened (Talent) 100
Tracked Vehicles 167
Tractor (Quality) 107
Trader 51
Trandoshans 38
Transports 170
Tricky Target (Talent) 100
Triumph 11
  In Combat 133
  Interpreting 20
  Vehicles 156
True Aim (Talent) 100
TT-3P0 216
Turns 129
Tuskan Raider Reaver 210
Tuskan Raider Snipers 210
Twi'lek Black Marketeer 199
Twi'leks 38
Two-Weapon Combat 136

U

Unarmed Combat 137
Uncanny Reactions (Talent) 100
Uncanny Senses (Talent) 100
Underworld (Skills) 86
Utility Belt (Talent) 100
Utinni! (Talent) 100

V

Vacuum 139
Vapor Station 209
Vapor Station Inhabitant 210
Vehicle
  Modifications 172
Vehicles 145, 165
  Actions 155
  Characteristics 146
  Combat 152
  Weapons 149
Vicious (Quality) 107
Vigilance (Skill) 82, 128

W

Walkers 167
Walking Fire 137
Water 139
Weapon Qualities 105
Weapons 109
  Attachments 122
  Blasters 109
  Brawling 112
  Explosives 111
  Flame Projectors 111
  Improvised 138
  Maintenance 108
  Melee 112
  Slugthrowers 111
  Thrown 111
Well Rounded (Talent) 100
Wheel and Deal (Talent) 100
Wheeled Vehicles 167
Willpower 14
Wookiee Gladiator 206
Wookiees 39
Wounds 140
Wound Threshold 26, 65, 140

X

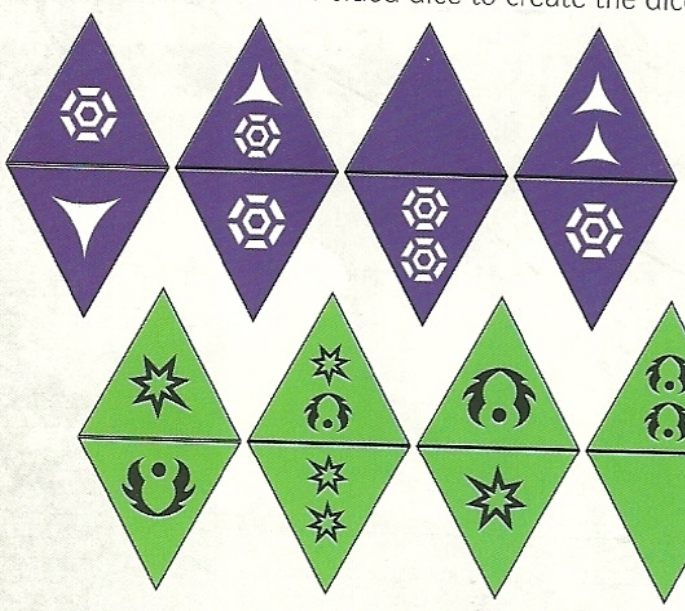
Xenology (Skills) 86

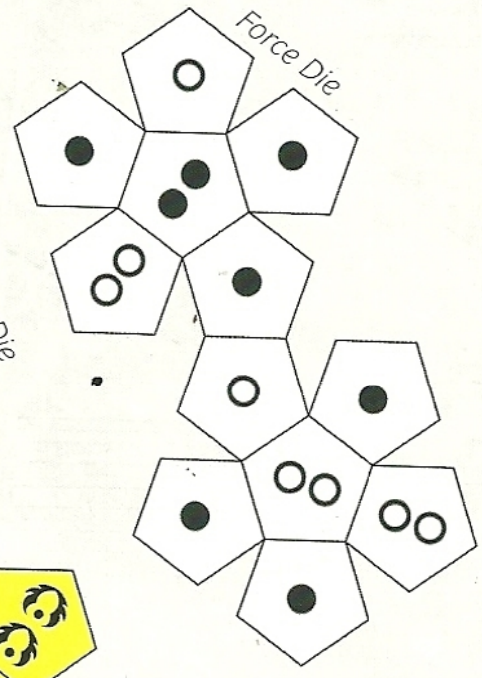
Y

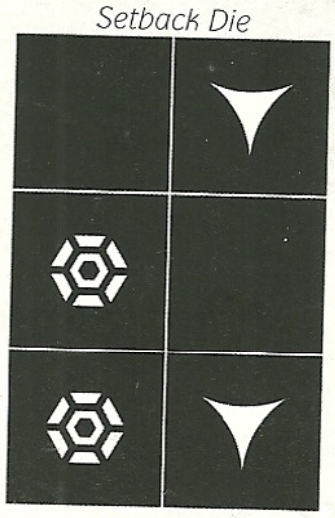
Young Krayt Dragon 219
YT-1300 Light Freighter 68

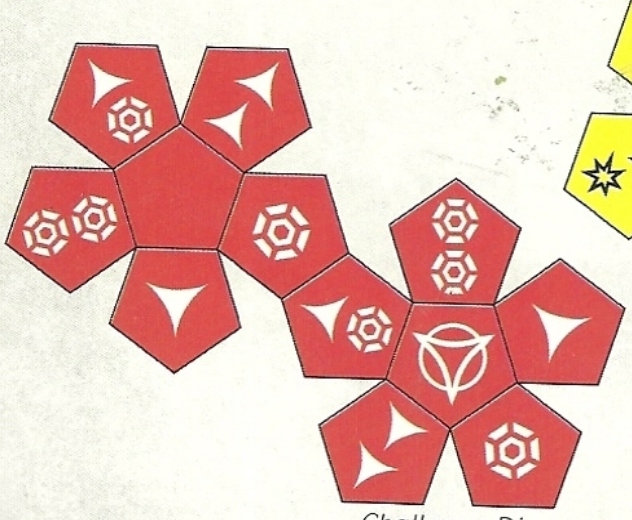
DICE FACES

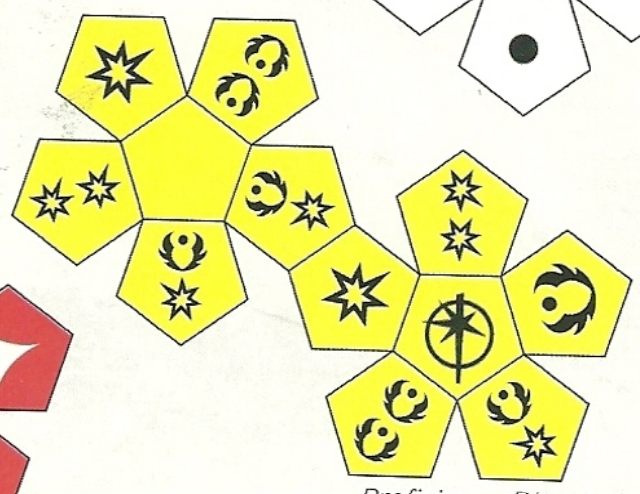
Presented below are images of all of the dice faces from the seven custom dice used in ***Star Wars: Edge of the Empire***. These faces can be photocopied to sticker paper and attached—or simply copied to plain paper and glued—to plain six-sided, eight-sided, and twelve sided dice to create the dice neccessary to play ***Edge of the Empire***.

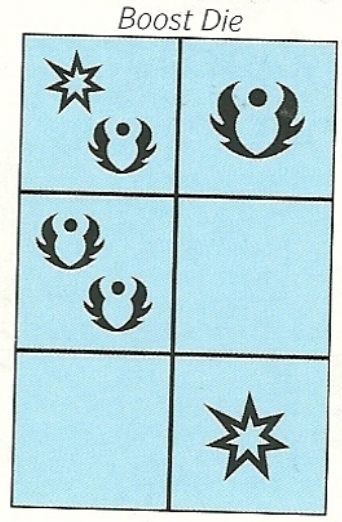












CHARACTER

CHARACTER NAME

SPECIES

CAREER

SPECIALIZATION TREES

STAR WARS™
EDGE OF THE EMPIRE™
ROLEPLAYING GAME

PLAYER

SOAK VALUE	WOUNDS		STRAIN		DEFENSE	
	THRESHOLD	CURRENT	THRESHOLD	CURRENT	RANGED	MELEE

CHARACTERISTICS

BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE

SKILLS

GENERAL SKILLS	CAREER?	RANK
Astrogation (Int)		
Athletics (Br)		
Charm (Pr)		
Coerce (Will)		
Computers (Int)		
Cool (Pr)		
Coordination (Ag)		
Deceit (Cun)		
Discipline (Will)		
Leadership (Pr)		
Mechanics (Int)		
Medicine (Int)		
Negotiation (Pr)		
Perception (Cun)		
Pilot - Planet (Ag)		
Pilot - Space (Ag)		
Resilience (Br)		
Skulduggery (Cun)		
Stealth (Ag)		
Streetwise (Cun)		
Survival (Cun)		
Surveillance (Int)		
Vigilance (Will)		

COMBAT SKILLS	CAREER?	RANK
Brawl (Br)		
Gunnery (Ag)		
Melee (Br)		
Ranged - Light (Ag)		
Ranged - Heavy (Ag)		

Knowledge Skills

Core Worlds (Int)		
Education (Int)		
Lore (Int)		
Outer Rim (Int)		
Underworld (Int)		
Xenology (Int)		
Other:		

Custom Skills

WEAPONS

WEAPON	SKILL	DAMAGE	RANGE	CRIT	SPECIAL

TOTAL XP

AVAILABLE XP

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MOTIVATIONS

TYPE:

TYPE:

CHARACTER DESCRIPTION

GENDER:

AGE:

HEIGHT:

BUILD:

HAIR:

EYES:

NOTABLE FEATURES:

OTHER:

OBLIGATIONS

TYPE:

MAGNITUDE:

COMPLICATIONS:

TYPE:

MAGNITUDE:

COMPLICATIONS:

EQUIPMENT LOG

WEAPONS & ARMOR

PERSONAL GEAR

ASSETS & RESOURCES

TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY

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