

STAR WARS
EDGE OF THE
EMPIRE
SPECIAL MODIFICATIONS



A Sourcebook for Technicians

STAR WARS
ROLEPLAYING







STAR WARS
EDGE OF THE
EMPIRE
ROLEPLAYING GAME

SPECIAL MODIFICATIONS

Technology has shaped society in countless ways. It has defined how wars are fought, lead to the creation of sentient artificial beings, and put the galaxy's most distant stars within reach via the hyperdrive. Without the brilliance of TECHNICIANS, the galaxy would be unrecognizable.

And yet no matter how wonderous existing technological marvels are, there is no replacement for good old-fashioned ingenuity. On the fringes of the Empire, TECHNICIANS must be as resourceful as they are brilliant to come up with solutions to the problems that they face....

CREDITS

LEAD DEVELOPER

Max Brooke

WRITING AND ADDITIONAL DEVELOPMENT

Blake Bennett, Tim Cox, Jordan Goldfarb, Monte Lin, and Sterling Hershey.

EDITING AND PROOFREADING

Mark Latham and Christine Crabb

MANAGING RPG PRODUCER

Sam Stewart

GAME LINE GRAPHIC DESIGN

EDGE Studio, David Ardila, and Chris Beck

EXPANSION GRAPHIC DESIGN

Chris Beck and Scott Nicely

GRAPHIC DESIGN MANAGER

Brian Schomburg

COVER ART

Sam Lamont and Zach Graves

INTERIOR ART

Pedro Amato, Jacob Atienza, Alberto Bontempi, Anna Christenson, Anthony Devine, Micah Epstein, Tony Foti, Mariusz Gandzel, Zach Graves, Joel Hustak, Jeff Lee Johnson, Sam Lamont, Ralph McQuarrie, David Auden Nash, Mark Poole, Jason Rainville, Mushk Rizvi, Stephen Somers, Darren Tan, Tiffany Turrill, Ryan Valle, Vulcan Design Forge, Thomas Wievegg, and the Lucasfilm art archives

ART DIRECTION

John Taillon

MANAGING ART DIRECTOR

Andy Christensen

PRODUCTION COORDINATION

John Britton, Jason Glawe, and Johanna Whiting

PRODUCTION MANAGEMENT

Megan Duehn and Simone Elliott

EXECUTIVE GAME DESIGNER

Corey Konieczka

EXECUTIVE PRODUCER

Michael Hurley

PUBLISHER

Christian T. Petersen

PLAYTESTERS

Playtest Coordinator Zach Tewalthomas. "Death Star Contractors" Craig Atkins with Doug Ruff, Mark Charlesworth, Josh Jupp and Nathan Wilkinson. "Moon Swing Chronicles Crew" Ian "GM Hooly" Houlihan with Andrew Cowan, Martin Thomas Flanagan, Patrick Knight, Peter Pfeffer, Sharon Rogerson, and Sean Serrin. "The Thistle" Christopher Nutt with Matthew Anderson, Richard Black, and Craig Lawrie.

LUCASFILM

CREATIVE DIRECTOR

Michael Siglain

SENIOR EDITORS

Jennifer Heddle and Frank Parisi

LUCASFILM STORY GROUP

Leland Chee and Pablo Hidalgo



FANTASY
FLIGHT
GAMES

Fantasy Flight Games
1995 West County Road B2
Roseville, MN 55113
USA

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Is our ship still on fire, Chalan?" Javlin's voice was muffled somewhat by the roar of the engines, the sparking of the consoles, and the guttering of the intervening flames.

"Yes Jav, your horrible ship is still on fire! And until you ease up on the engines, it's probably going to stay that way." The Twi'lek wiped her brow and turned back to the power coupling. If she could just...

A piercing burst of binary broke her concentration as WAC-77 burst into the room, dome head spinning and arms flailing in panic. Chalan couldn't quite make out anything coherent in the droid's stream of rapid-fire beeps and clicks, but she was pretty sure she understood its general meaning based on the awful wailing tone.

"Less whining, more fire extinguishing. We've only got a few minutes of oxygen if that fire keeps eating it up. Get on it, Wack!"

Another set of clicks followed, this time slow enough for Chalan to understand.

"Yes, I know you don't have lungs," Chalan said without looking at the droid. "But on the other hand, if I suffocate, who will keep your hardware up to date? Javlin? Remember how the power outlets were when I got here?"

The droid whirred in response.

"That's right, they were running the wrong current for anything built off Ojom, including you. So I expect that fire to be smaller when I turn around."

Gratifyingly, the droid's only response was the hiss of chemical propellant. Chalan let out a sigh and reached to her belt for a hydrospanner.

A sudden explosion rocked the ship, and the hydrospanner clattered to the deck. The lights flickered, then sparked, plunging the corridor into darkness. The only light came from the flaming console. Chalan turned over her shoulder and shouted toward the cockpit. "What was that, Jav?"

"What?"

"What... Was... That?"

"Can't hear you over the sound of our ship's engines. They supposed to be rumbling like that?"

Chalan ran her hand across the deck, grabbed the hydrospanner, and made her way toward the cockpit.

"No, they are not supposed to be rumbling like that. Didn't I tell you to lay off the engines?"

The Besalisk did not turn in her chair to greet Chalan, and continued deftly operating the freighter's controls with her four arms while speaking. The starfield before the ship spun dizzily as the craft twisted through the void.

"Took it under consideration. Polled the Black Sun pilots on our tail. Funny thing, they wouldn't agree to slow down just because we wanted to. How rude, right?" Emphasizing her point, another streak of laser fire whipped past the viewscreen from behind, dissipating into the vastness of space.

"Well, if the engines explode, we die. Just keep that in mind."

"So keep our ship's engines from exploding!"

"I would really like to do that, Jav. It would be easier if I could actually get to the right conduits. Unfortunately, the console I need is currently on fire because you won't slow the ship down."

"Those Scyks will blow our ship to pieces. Find me an answer, Chalan."

Chalan let out a long breath laced with guttural intonations of frustration. "Fine. I get it. Perform some feat of scientific genius or we die. The usual, right?"

"There you go."

"Okay. I could fix the engines through the panel if it wasn't on fire. The fire's only going to keep getting worse while the engines are running. We can't turn the engines off. So we need to put the fire out. And Wack doesn't have lungs."

"Wait, what?"

"Hold on, I need to go blow a small hole in the back of the ship."

"Wait, WHAT?"

"Just fly. I'll make sure we don't explode. Well, that we only explode a little bit."

Chalan stepped through the door to see WAC-77 flailing futilely at the growing blaze. The droid's beeps conveyed its rising panic. Though it was designed for tune-ups rather than true repairs, it'd function well enough. Provided that it paid attention to her instructions. "Listen, Wack. I'm going to blow the hatch. The atmosphere will rush out and the fire will starve. Then I can talk you through the repairs."

The droid let out a quick series of beeps.

"Yes, I can see why you'd think now is a good time to negotiate for upgrades. Fine. If we don't all die, I'll install those advanced limb hydraulics you want."

The droid nodded, turned, and stepped dutifully toward the console as Chalan prepped the rear hatch to blow and returned to the cockpit.

"You were kidding about blowing a hole in my ship, right?"

"Our ship," Chalan said as she sealed the cockpit. She leapt into the copilot's chair and pulled up her comm. "Are you bolted down, Wack? Good. Preparing to blow hatch in 3...2...1!"

TECHNICIANS AT THE EDGE

Technology is the underlying power behind nearly all aspects of a galaxy-spanning civilization. Without technology, there would be no interstellar travel, advanced medical care, sophisticated machinery, vital scientific tools, or high-tech weapons. In *Star Wars*, mechanics frequently operate in the background until needed to keep a ship, vehicle, or vital system functional at key moments of the story. Sometimes a Technician intervenes in the heat of the moment, such as when R2-D2 repairs Luke Skywalker's X-wing mid-flight above the Death Star or reactivates the *Millennium Falcon's* hyperdrive for a last-second escape from Darth Vader at Bespin.

At other times, an inventor's effect on the storyline takes longer to develop. A very young Anakin Skywalker worked for an extended period of time building C-3PO, who would inadvertently play a vital role in galactic affairs for decades to come. Player Characters regularly find themselves in both types of situation. Sometimes it is up to them to repair the damage sustained in their latest adventure and then upgrade and prepare the party's equipment for the next one. They are often called upon to keep ships and weapons operational in dire circumstances, playing as much of a role in saving the party as a pilot or gunner, soldier or Force user.

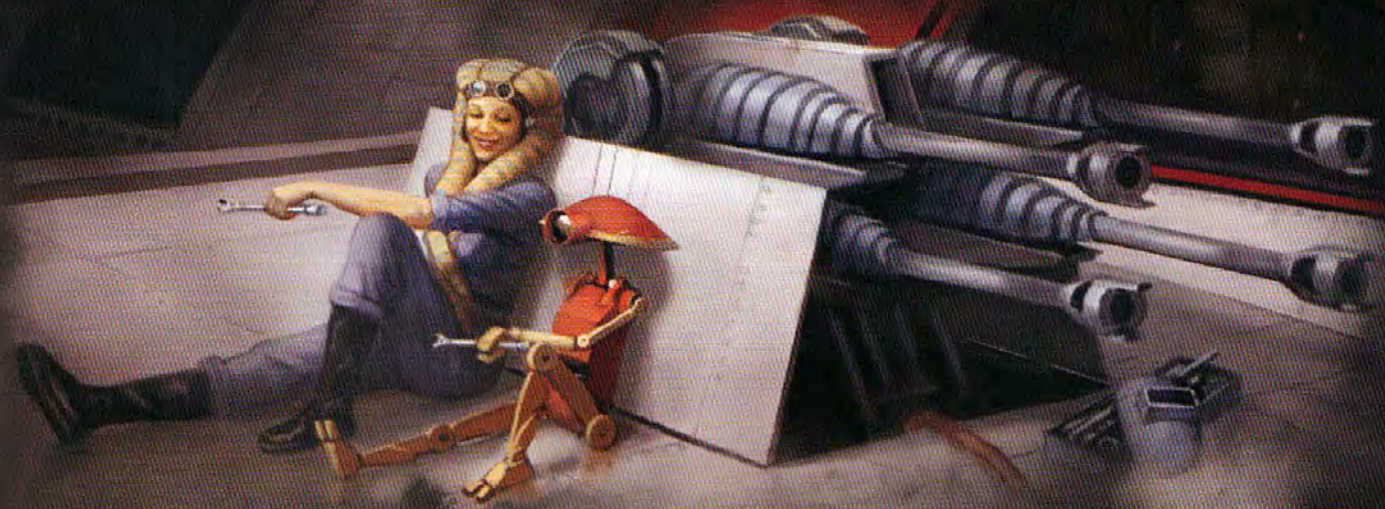
SPECIAL MODIFICATIONS provides Game Masters and players of **EDGE OF THE EMPIRE** with the tools they need to enhance and expand Technician characters into new areas of expertise and new adventures.

Chapter I: Expert Artificers provides new backgrounds for Technicians, as well as three new playable species and three new specializations that players can use to create new Technician characters or modify existing ones. Players might use these resources to create a talented Besalisk Modder, an

expert Dug Droid Tech, a mysterious Mustafarian Cyber Tech, and any number of other iconic or unexpected combinations. This chapter also includes new Obligations and Motivations, as well as new interpretations of existing ones for tech-centric characters.

Chapter II: Tools of the Trade provides numerous new attachments for a broad selection of new and existing weapons, armor, gear, vehicles, and starships. New weapons and armor are tailored to enhance Technicians' combat capabilities, while giving them a chance to show off their modification skills. An expanded toolbox of equipment helps Technicians build and modify items in innovative ways. New vehicles and starships provide unique tech-oriented bases of operation or serve as platforms for specialized technical capabilities, such as a mobile slicing vehicle with vastly more powerful computers than a tech or droid can carry personally. Since few Technicians are ever satisfied with stock configurations, new vehicle and ship attachments allow them to retune their craft to their personal specifications.

Chapter III: Ingenious Creations provides Game Masters with new rules to support the activities of Technician characters and advice for integrating Technicians into their campaigns and adventures. It includes ideas for creating more complex technical encounters that use skills beyond Mechanics and Computers. This chapter also features detailed rules for crafting new weapons, gadgets, and droids, allowing Technicians to create their own devices. It provides advice for selling such wares and technical services. Advanced slicing rules provide Game Masters with new ways to challenge Technicians and Slicers, especially as they increase their skills. The chapter concludes with new Technician-specific rewards, including options for Technicians' workshops.



TECHNICIANS IN THE GALAXY

As creators, enablers, and maintainers of a multitude of technical disciplines and devices, Technicians are the beings who are quietly responsible for sustaining the wonders that allow modern galactic civilization to thrive and advance. They are found in all walks of life, on nearly every inhabited world in the galaxy. From the most overlooked maintenance techs to the most lauded designers and engineers, Technicians work on both sides of the law, on opposing sides in war, and as rivals in business and politics. They affect, hinder, and protect the lives of millions with everyday decisions that are perhaps less dramatic than those of other heroes, but are no less important.

Many Technicians are specialists of one sort or another. While a technical education and experience grants a good basis for understanding and working on devices outside of a narrow field of expertise, a typical Technician excels in a particular area of interest. Of course, some Technicians are generalists, especially in far-flung places where they are called upon to perform many different tasks, from construction to droid maintenance to computer work. Whether focused or broadly knowledgeable, however, the greatest Technicians have a love for the intricate details and minutia that enables them to improve performance or cleverly repair a vehicle or device. Technicians are natural problem solvers, whether they are creating something new or repairing something broken. Some seek to run their own businesses, while others are content to work as part of a team.

Beings who lack technical expertise can find Technicians to be arcane and obsessively focused on processes and metrics. Some regard Technicians as nothing more than support staff, practically an extension of the tools and devices under their control. Sometimes, non-techs expect the impossible, whether that comes in the form of a physical limitation they think can be ignored or an unreasonable timetable they think can be met. Nevertheless, Technicians have been known to perform feats that seem impossible in the face major hindrances such as lack of tools, time, or parts. Those less technically literate may be amazed by miraculous results, or they might completely fail to appreciate the complexity of the problem that the Technician solved and the skill that was required to overcome it.

WORKSHOPS ACROSS THE GALAXY

While Technicians differ in areas of expertise and the tools they require, they all benefit from a dedicated workspace. This workshop could be anything from the engineering department of an interstellar cor-

poration to a humble garage, hangar bay, computer core, droid shop, or even a well-stocked tool belt and an empty space. At a minimum, a workshop gives a Technician a place to work and disassemble devices without disruption. Most also contain tools, parts, and other equipment required to carry out technical tasks. Some are pristine rooms in which every spill is immediately cleaned and every tool returned to its proper rack or box by assistants. Many are grungy, loud, and cluttered shops that are saturated in the pervasive scent of chemicals, soldered metal, and sweat. Some workshops are just personal workspaces, while others might be lavish manufacturing facilities for the engineering and mass production of a wide variety of goods. See page 94 for more on workshops and related **Technician Rewards**.

TECHNICAL EMPLOYMENT

Opportunities for Technicians span the galaxy, with similar facilities and expertise needed on most worlds. Technicians may find themselves relocating or pursuing new avenues of specialization with some regularity, especially those in the Outer Rim. The following are just a few of the many places and lifestyles in which a Technician might find employment.

SPEEDER REPAIR SHOP

Among the most common technical businesses in the galaxy, speeder repair shops can be found in nearly every city and populated world. A majority of mechanics have spent some time working in such establishments, or at least on speeders, as part of their training, often in their youth. The ready supply of damaged or aging speeders requires a constant supply of mechanics. Most shops don't take in a lot of credits, though customization shops catering to a specialized model or clientele can be quite profitable. Specialized shops typically focus on landspeeders, airspeeders, or speeder bikes, though most repair shops can provide basic maintenance for any sort of planetary craft and even small starships.

Working in or owning a speeder repair shop can give a Player Character access to a wider variety of tools and parts for repairing vehicles than might otherwise be available. The PC also gains access to other mechanics who might be more experienced or skilled at specific jobs, and who could therefore become resources or allies in upcoming adventures. Speeder shops can also become a source of news and information, as customers and employees gossip and discuss recent events. A PC in need of quick cash might be able to make ends meet by filling in at a local garage.



DROID MAINTENANCE AND CUSTOMIZATION

Like speeders, droids can provide a steady revenue stream, thanks to their need for regular maintenance, as well as because of repair and customization requests from their owners. Also like speeders, droids are common and plentiful, so most Technicians grow up working on or with them. Given that models and individual units can remain in service for years or decades, expertise in specific droid types can be useful to a Technician for a lifetime. At the same time, even the most specialized Technician can usually handle basic droid maintenance and repair.

Nearly all droid shops handle both maintenance and customization, though an individual owner might focus on one or the other. While less ubiquitous than the speeder shop, the droid shop is still a common sight on inhabited worlds. Most larger freighters and capital ships have their own droid maintenance facilities, as long-distance travel often requires in-flight work away from a starport.

One unique aspect of droid shops is that the subject of maintenance and customization is usually able to give its own opinion of the work to be done, especially regarding modifications requested by its owner. While a speeder rarely powers up and careens around the garage on its own, an upset or damaged droid can quickly cause a lot of havoc, damage, and possible injury to shop employees. Clamps and restraining bolts limit such events, but every shop owner and neighboring businesses have stories of rogue droids causing unexpected trouble.

SPACE DOCK OR STARPORT

Whether it is at part of a larger space station or at a specialized standalone dock, ships of all sizes, makes, and models require somewhere to receive regular maintenance. Space travel has been around for tens of thousands of years, so there are many more old ships than new ones. Most space travelers can carry out very basic maintenance, and those who live on their ships become experts of their craft's quirks and modifications. However, even the most talented hack mechanics can be stymied by a lack of parts or highly sophisticated repair equipment. Even if they can do the work themselves, they still need a facility to keep the ship safe while repairs are underway. This is especially true if the work requires a major systems refit or hull repair.

Mechanics and computer techs are both needed to keep a ship's systems within spec, or at least acceptably operational. Many Outer Rim systems and other remote areas are always in need of a good starship mechanic, or at least a competent one. Space docks and starports normally have experts in every major aspect of ship maintenance and modification. Some

LEGAL TECH, OUTLAW TECH

Throughout the galaxy, the laws and rules that apply to technology vary from society to society. While Imperial law has imposed baseline definitions of legal versus licensed versus illegal technology, individual systems, worlds, and even settlements may impose much more restrictive legislation. Devices, weapons, and modifications that are perfectly legal on one world can lead to arrest on another.

Technicians who intentionally modify or build restricted or outlawed items are regarded as illegal or outlaw Technicians. However, even techs in legitimate businesses can run afoul of local or Imperial law if a member of their clientele turn out to be a criminal or opposed to the Empire. In Imperial space, it is particularly dangerous if those clients are discovered to be Rebel sympathizers or actual agents of the Rebel Alliance. The Imperial Security Bureau takes a dim view of anyone who supports the Rebellion, whether they mean to or not.

In the Outer Rim and other fringe societies, the line between legal and outlaw Technicians is even harder to discern. In many places, there is no measurable difference until local or Imperial law enforcement arrives on the scene. Even then, officials are likely to overlook marginal businesses as long as their work isn't overly dangerous or does not enable local enemies or violent criminals.

are cheap, and some are truly skilled—but the good ones are never cheap. Starship maintenance is expensive and can be a lucrative field for Technicians.

Experts in modifying existing ship systems are very popular with most starship owners. Smugglers, mercenaries, and outlaws often seek out equally unscrupulous techs to add secret abilities or install overpowered weapons or military-grade shields to their starships. Altering a ship's transponder code and signature systems is highly useful, and also highly illegal. Techs with expertise in such mechanical and electronic forgery are especially rare. Player Characters might take on any of these roles, or, more likely, might have to deal with such individuals during their travels.

CORPORATE EMPLOYMENT

While it might sometimes seem to customers like every mechanic and slicer is just out to fleece unwitting buyers, the fact of the matter is that there are far more legitimate techs than there are rogues and con artists. Interstellar corporations and some major local businesses use in-house technical services as a way



to keep costs down and the right talent available to them. Mining operations, bulk trade businesses, medical facilities, commercial farming, and manufacturing are but a few business types that require substantial technical support. The biggest example is the Corporate Sector. Virtually the entire sector is controlled and employed by the Corporate Sector Authority, for the better and for the worse for its employee citizens.

Player Characters may find it difficult to maintain employment with a business or corporation while galivanting around the galaxy as part of a shady operation. While some may find businesses that need their abilities, most troublemakers are quickly shown the door. However, PCs certainly could have worked for one or many companies in the past, which can provide a source of inspiration for character backgrounds and future storylines.

Highly competitive past employers might interfere with a PC's current work out of a sense of betrayal or to gain a competitive advantage. If the PC knows proprietary information, a legitimate company might take legal action against the character for taking work from a competitor, while a shadier or more desperate one could send bounty hunters to bring the erstwhile employee back—or assassins to resolve the situation more permanently. Trumped-up legal charges, false accusations, and even leaked information that happens to be correct are all tools that a corporation might use against a once-valued employee to protect its trade secrets and dirty laundry alike.

PERSONAL MECHANIC

While much less common than other employment opportunities, the position of personal mechanic, cyber tech, or other specialist can carry great risks and rewards. Such individuals operate beyond the bounds of a chief starship engineer or maintenance superintendent. Personal mechanics are usually well compensated, as they are expected to be on call at any moment and even travel with their employer. Most have a particular specialty required by their employer, but they are also expected to be able to repair, maintain, and assess virtually any kind of technology.

Employers tend to be wealthy and highly placed one or more corporate, government, social, or criminal organizations. They often employ a personal mechanic out of necessity. They might travel extensively or work where such services are difficult to find. They usually have a specific piece of technology critical to their business or necessary for sustaining their life that could require immediate repair at any time. If the technology is large and complex enough, the personal mechanic might have assistants or even an entire specialized team ready for action.

Personal mechanics usually come to know their employers' habits, technological preferences, business, and associates in detail. This helps on the job, but also makes the mechanic a potential liability if the employer engages in criminal acts. Rivals, law enforcement, spies, Rebels, and other parties might try to blackmail or recruit the mechanic to work against the employer on their behalf. A few might even try to hire the personal mechanic for their own staff or organization. Whatever the problem, the social connection between the employer and mechanic adds a personal dimension to any crisis or disagreement.

CELEBRITY TECH

Whether the character is a star designer who develops state of the art gear or a renowned cyberneticist who treats an elite clientele, this Technician has somehow achieved accolades (or infamy). The character is known and instantly recognizable to a significant population, even beyond the technical arena. This celebrity status is usually geographically limited to a major metropolis, planet, system, or even sector. The character's fame might also be restricted to a certain demographic regardless of region, such as starfighter pilots or avid supporters of the Empire.

A Technician could achieve celebrity status by performing a major repair that saves hundreds or thousands of lives. For example, a character might have prevented a starship crash or stopped a reactor overload at a major urban power plant. On the other end of the spectrum, a character might have been a holoivid star, perhaps appearing on technology shows or winning major mainstream technology contests.

On the other hand, the Technician might be reviled due to a catastrophic mistake or deliberate, dangerous action. The character might have inadvertently caused a power outage across the entire city during a major festival or might have miscalculated a repair at a massive industrial facility, accidentally releasing clouds of poisonous gas or a flood of corrosive chemicals, causing widespread evacuations. A particularly feared or hated individual might even have acquired a reputation from some intentional act, such as building a powerful weapon used in a planetary bombardment. Whether the character seeks real atonement or merely escape from the consequences of past misdeeds will have a substantial impact on the course of the character's narrative arc.

Celebrity or infamy brings some advantages and a lot of disadvantages. Such a Technician would likely find operating anonymously extremely difficult. A character with this level of fame could be recognized by anyone at any time, even when elsewhere in the galaxy. Criminals of all types might try to blackmail, kidnap, or ransom the PC. They might even seek to use the character to get to other well-known individuals.



Depending on the reason for the well-known Technician's status, law enforcement might be on high alert for signs of this character. Those personally affected by a mistake could pursue, berate, or attack the Technician. However, fans of the celebrity tech are often willing to help, whether in small ways or through grand gestures. They might provide emergency transportation, serve as decoys or distractions from the character's clandestine activities, or offer a place to stay. Such a well-known character likely has a variety of contacts and is able to arrange meetings with government officials, other industry professionals, or media celebrities. Certain criminals might avoid interfering with the tech, due to recognition of the character's past work. Likewise, law enforcement might be willing to look the other way for minor violations, though only the most corrupt would do so for a major illegal act.

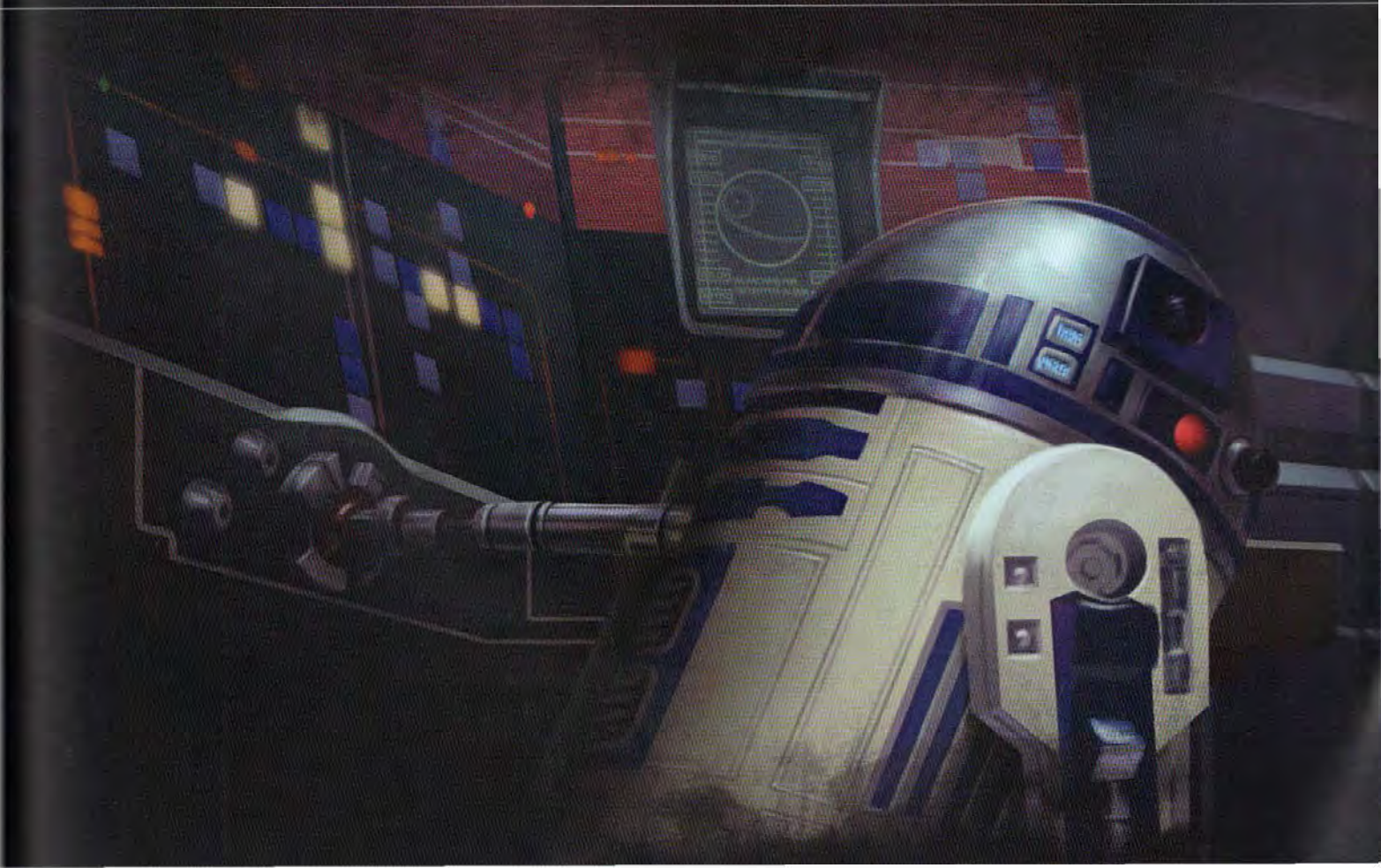
GOVERNMENT AND MILITARY TECHNICAL SERVICES

Similar in many ways to corporate structures, governments and military operations need good Technicians. Staff to handle, communications, security, surveillance, vehicle maintenance, and research are always in demand. While some serve with the active military units, many more work in support roles in stations, garrisons, and other government facilities. Imperial operations alone employ vast numbers of engineers, maintenance workers, and support staff. Many thousands of Technicians are trained as part of their governmental or military service.

Though it might happen in certain cases, most Player Characters are unlikely to hold positions within a government or military while adventuring. However, service in the government or military can be part of a PC backstory that includes useful contacts at various administrative levels. Some of these connections spread across the galaxy over time, though this is less likely if the PC is in a more localized operation.

THE REBEL ALLIANCE

Like any other military operation, the Rebellion needs technical staff to support its operations. Rebel Technicians are expected to be resourceful and ingenious, due to the movement's lack of resources. The ability to creatively reuse worn-out equipment and the knowhow to patch up damaged vehicles are skills in high demand. Though the focus of **EDGE OF THE EMPIRE** is on the galactic fringe and its inhabitants, the PCs might work for the Rebel Alliance in any number of capacities. A character might have left the Rebels for personal reasons. The PCs might be sympathizers working toward joining the Rebellion, or they might be part of a satellite organization that nonetheless coordinates with the more structured core of the Alliance to Restore the Republic. Perhaps the GM and players plan to jump to **AGE OF REBELLION** by having the PCs formally join or form a Rebel cell to as part of their continuing fight against the Empire. The PCs might unwittingly be hired to carry out repair work for the Rebels, only to run into complications when they discover the connection, or when the Empire notices the operation.







EXPERT ARTIFICERS

"I'm trying to get us out of here and you pull both of these? Put them back together right now!"

—Han Solo

Chapter 1: **Expert Artificers** offers numerous new options for creating **EDGE OF THE EMPIRE** characters, including specialized backgrounds and Obligations for Technicians and any other characters involved in the mechanical arts. These establishing options can help players to find directions for their characters, and can help GMs to consider a few of the countless origins a Technician might have.

Beyond backgrounds, this chapter contains three new species that provide players with novel character creation options. While Besalisks, Dugs, and Mustafarians are among the galaxy's less common species, each one provides a different take on what it might mean to be a Technician on the fringes of the Empire. The multi-armed Besalisks are often skilled machinists, using their four steady arms to perform complex tasks. The dexterous Dugs have a particular interest in vehicle technology, and their competitive nature tends to push their work to the edge of what is possible—and well beyond what is safe. The mysterious Mustafarians have a natural affinity for technology, but they only trust it to a

certain point—technological failure on their volcanic homeworld can easily lead to a quick and fiery death, so they know to always keep a close eye on the condition of their equipment.

This chapter also introduces options and advice for players and GMs when creating and advancing Technician characters. It presents three new Technician specializations designed with a focus on particular types of technology. Players may select one of these instead of one of the specializations presented for the Technician career in the **EDGE OF THE EMPIRE** Core Rulebook. Players may also have existing characters buy into any of these specializations just as they would with any other Technician specialization.

The first new specialization in **SPECIAL MODIFICATIONS**, the **Cyber Tech**, is a cybernetics expert. Part machinist and part medical technician, the **Cyber Tech** specializes in the maintenance, enhancement, creation, and implantation of cybernetics in all manner of species. Technicians with this specialization gain access to **Medicine** as a career skill, thanks to their experience in grafting metal to flesh.

The Droid Tech is a master at maintaining, programming, and customizing the wide variety of droid models scattered across the galaxy. Innumerable different droid technologies and droids from millennia of manufacture still exist across the vast span of the galaxy. Some operate decades or centuries beyond their expected dates of obsolescence and are challenging to repair and maintain. New models with more sophisticated technology are introduced all the time. Except on the most backwater worlds, a skilled Droid Tech can usually find clients without difficulty.

The Modder cleverly takes existing equipment or vehicles and adapts or adds to them in ways that expand or improve their functionality. The Modder sees every piece of technology as an opportunity to create something new or better. Members of the Modder's party usually benefit from these pursuits; the Modder can easily and expertly customize their weapons, improve their equipment, and enhance their ship's defenses and armaments—at least until time and credits run out.

Technician Motivations offer story hooks for players and GMs looking to add even more depth to characters dedicated to solving practical problems in the

Outer Rim. These new Motivations are organized into the category of Innovations, and pertain to the desires that drive Technicians.

Two Technician signature ability trees add impressive new capabilities to any Technician specialization. Inventive Creation enables the Technician to craft solutions to technical issues out of seemingly useless materials. Unmatched Calibration allows the Technician to alter the dice pool after a roll is completed, changing the results for the better. Each signature ability tree also includes new advancements that further increase the Technician's effectiveness.

With the exception of signature abilities, the options presented in **Chapter I: Expert Artificers** are usable by characters of all careers. Any PC may select one of these specializations to further develop a character concept, regardless of chosen career. A Colonist Doctor might buy into the Cyber Tech specialization to improve patient care or gain access to new sources of income. An Explorer Scout might become a Modder to upgrade and better care for the group's equipment on the go. A Hired Gun Mercenary Soldier could enter into the Droid Tech specialization in order to command and upgrade a squad of security droids on the battlefield.

TECHNICIAN BACKGROUNDS

The near-universal need for technically inclined professionals means that such people can come from virtually any background. Many are self-taught, driven by their own interests or by necessity due to their locations or places in society. Others gain formal training through vocational programs, apprenticeships, business sponsorship, or the military. They may be noble craftspeople or nefarious scoundrels using their technical knowledge to carry out criminal plans.

Of course, even the most dedicated gearhead, vehicle enthusiast, or data expert should have facets beyond the desire to tinker with machines. Every Technician came from somewhere, and certain events conspired to shape the character into a skilled machinist. A background introduces one or more story details that the player can use to better understand a PC's way of thinking and feeling, and that the GM can use to craft a narrative that matters to that character's player.

The following backgrounds exist to give players backstory seeds for their PCs. Each background should be combined with a PC's choices of skills, talents, Motivation, and Obligation to create an outline of the character's identity. Of course, the PC will likely develop in unexpected ways once the campaign begins, but having a solid starting point is helpful nonetheless.



ANTIQUARIAN

Technology often seems an inherently progressive idea, and to many people, it represents only efforts to build and improve upon the things of the past. However, some Technicians are actually deeply engaged in the past. The galaxy is unfathomably ancient, and over countless millennia, thousands of species have lived and discovered new ways to transform their environments to their needs. At first glance, manufacturing techniques used only in a single community on a backwater world might seem less advanced than those used in a vast starship construction facility. However, these unique methods may produce results that are not directly comparable, or may even perform certain tasks better than their “modern” counterparts. The metallurgy of some societies whose members have never left their homeworlds have been found to surpass the industrial standards used to fabricate starship hulls, due to the specialized techniques used by these enclaves. Other cultures have found inventive solutions to problems the wider galaxy never even thought to address, from creative energy solutions in the absence of traditional fuels to esoteric weapons that function on principles that still evade even the sharpest researchers and academics.

Life is perhaps the strangest phenomenon in a galaxy filled with nigh-unfathomable wonders ranging from black holes to gravity itself. In the face of hardship, life leverages its environment to its advantage. For intelligent forms of life, this frequently includes the development of mechanical prosthetics by **Cyber Techs**. However, sentient beings are as varied as they are adaptable, and cybernetic technologies are not a one-size-fits-all proposition. Not all species have nervous systems that function in the same way—and some do not have them at all, at least in the traditional sense. By seeking out the myriad ways in which different intelligent species across space and time have enhanced their bodies, a Cyber Tech can uncover incredible innovations in mechanical science and medicine alike.

Like starships and many other common technologies, droids have existed since time immemorial. However, unlike most other advanced constructs, droids are capable of self-modification. A **Droid Tech** with an interest in antiquity might seek out unique droids that pushed their own evolution in strange and innovative ways. Finding even a fragment of such a being might provide months of work for the character in dissecting the surviving hardware and code to understand the being’s ideas, motives, and thoughts. An organic being might pursue this path, but so too might a droid, especially one who wishes to understand the complexities of its own existence as a being of artifice.

Not everyone can hail from a technological hot spot like Corellia, or even from a fringe world such as Tatooine. However, individuals who grow up in truly low-tech communities are just as innovative as their more technologically experienced counterparts. A **Mechanic** from a world without advanced technology might have experience with metallurgy, chemistry, and machines that do not rely on electricity. Such an individual might be a specialist at producing a particular thing, like a blacksmith, architect, or weaver, but might also be a generalist who serves a community’s wider needs. Unleashed upon the galaxy, such an Antiquarian would likely acclimate rapidly, using the same logical modes of thinking and practical know-how to master new technologies.

The galaxy is filled with examples of innovation, and a **Modder** would be remiss not to take at least a passing interest in such ventures from history and the forgotten edges of galactic society. Some Modders dive headlong into this world of rediscovery, seeking out ancient or overlooked cultures and integrating their unique innovations into existing pieces of technology for personal use. Unlike some other Technicians, most Modders hold little to be sacred, least of all the instruction manual. Thus, these mechanical mavericks are often willing to draw upon any useful knowledge, regardless of whether its source is published and accredited within the lofty academies of the Core Worlds.

Sentient species have been fighting each other for thousands upon thousands of years—and most have been fighting among themselves since they arose from the primordial muck of their various homeworlds—and **Outlaw Techs** know it. The winners have usually been those who have wielded the best weapons. Over countless eons of war, the sentient beings of the galaxy have created an incredible variety of weapons, and some Outlaw Techs pride themselves on collecting rare pieces from ancient civilizations and far-flung worlds. Such characters might not only appreciate the efficacy of such weaponry, but also get a substantial thrill out of adding rare works to their arsenals.

Most species have possessed computers for even longer than they have had starships or droids. While many **Slicers** look down on ancient computer interfaces, the wise know that the past is the foundation of the future. A Slicer who understands computer code from a historical perspective can often find vulnerabilities and back doors buried deep in layers of digital sediment and use these to gain an advantage over the competition. From ancient starship computers still in use after centuries to HoloNet relays established in ancient days, an Antiquarian Slicer has no shortage of opportunities to put the secrets of the past to work.

BORN ENGINEER

Some characters take to tinkering as children or adolescents, displaying a prodigious skill with technology at a young age. A Born Engineer's precocious skill might have been learned from an influential mentors while growing up. The mentor could be a parent, an older sibling, a neighborhood mechanic, or a formal instructor. Alternatively, such a character could be a loner or misfit in a family or community that is focused on other aspects of life. Whether the character is carrying on the legacy of a mentor or fighting against tradition will have a substantial impact on the way the PC views technology. A character who honors a beloved teacher by continuing that person's craft will take considerable pride in technical prowess, while a PC who was scorned for early successes might still be ashamed of these skills on some level.

A uniquely skilled **Cyber Tech** might have discovered this particular specialty when the character suddenly lost a limb or crucial organ. Whether the injury was due to an industrial accident, a violent altercation, or a disease, the character might have first become familiar with cybernetics through maintenance of personal devices, and thus uncovered an innate talent for crafting and implanting these mechanical prosthetics. The character's expertise might be largely self-taught, combining an intuitive understanding with practical know-how picked up during years of using cybernetics.

People born with exceptional skills sometimes find themselves isolated from others in spite of their abilities, or even because of them. An up-and-coming **Droid Tech** might have decided to tackle the problem of making friends in a literal fashion, crafting a droid companion to understand the character as others did not. Whether or not these efforts were successful, such a Born Engineer might feel considerable respect and empathy for droids in memory of that early companion.

A **Mechanic** might be the heir to a line of machinists, innovating upon designs drawn up by parents or more distant ancestors. Such a character could hail from a family corporation that manufactures starships, and might use innate aptitude and education to pursue the company's interests by creating increasingly refined designs. Growing up around starships would have given the character an unmatched fluency in this craft. With this innate understanding of machines, a Born Engineer with strong corporate ties would be well-positioned to create that company's greatest technological achievements yet.

The path that a Born Engineer takes can vary a great deal based on the resources available in the environment where the character grew up. A **Modder** might have developed an incredible knack for making due with scraps and half-broken machines because the character grew up aboard a tramp freighter that traveled the fringes of the galaxy. At the edges of civilized space, one has to learn to repurpose machines as needed to survive. Such a character might obsessively hoard anything that could even possibly be useful later, for who can really say that the servos and wires in a droid's severed arm won't someday be useful for a cobbled-together machine that sustains failing air filters or realigns the hyperdrive?

A character who grew up aboard a space station or other mechanized living facility likely knows a great deal about computers. A Born Engineer can thrive in such an environment, and might have quickly taken to creating and modifying code, becoming a **Slicer**. Because everything on a space station is generally wired in to a



central computer network, a Slicer can be an incredible asset to the people in charge—or an even more infuriating thorn in their side. Such a Slicer might have been a sort of law enforcer, helping maintain order on the station, or might have become a local renegade, using a mastery of computers to steal credits, evade the authorities, or pursue some other goal frowned upon by those in power.

Someone raised on the fringes of the galaxy could have a natural disdain for regulations and instruction manuals, sliding into the role of **Outlaw Tech**. After all, far from the Core Worlds, warranties are meaningless, and user safety instructions seem like suggestions at best. Someone with a genius for constructing devices could easily turn it to the production of arms, perhaps first from retrofitted machine tools and later from custom-crafted parts made to the finest specifications. A weaponsmith from the Outer Rim might not see arms dealership as a dirty trade—people need weapons to defend themselves from creatures and marauders alike in the lawless wastes, and to suggest otherwise is naive, as the weaponsmith sees it. However, if such a character was confronted with the harm those weapons dealt after a lifetime of crafting them, it might force even the most innately skilled Outlaw Tech to regret pursuing the perfection in arms that felt so natural at the time.

TECH DESIGNER

Some Technicians believe that no matter what problem a being faces, the answer always lies in building a better solution. If a starship engine is powerful, it can be made more compact; if a cybernetic arm is as precise as an organic one, it can be made even more exact. Technology transforms the galaxy, and those at the cutting edge of design have the power to create a future in their own image.

Cybernetic prosthetics are already almost unbelievably advanced, capable of not only mimicking the function of a lost limb, but even of transmitting sensations to the user just like a flesh and blood equivalent. However, some **Cyber Techs** are hardly content to rest on these laurels. For these individuals, cybernetics are not merely a means to restore lost functionality, but an opportunity to pursue abilities a fully organic being could never attain. These Tech Designers frequently do not confine their ideas to the traditional form of a species, instead designing cybernetics that fulfill their functions best. These “optimizations” might be as small as additional limbs for added utility or as vast as completely replacing the body with a frame of wire and steel. While many cringe at such a thought, these innovators hold with certainty that, as always, progress is inevitable.

To most organic beings, droids represent a strange sidestep in evolution—most see them as simulacra of intelligent beings rather than as entities in their own

right. However, some organic **Droid Techs** (and more than a few droids) believe these mechanical beings to be the logical successors to the concept of “life.” After all, droids are theoretically immortal, their intelligences can be untethered from their bodies, and they can adapt both their bodies and minds dramatically to new circumstances with incredible speed; few organic species can boast such qualities. And while droids have rarely occupied places of galactic prestige, evolution can be a slow process followed by explosive change. A few eccentric droid designers even believe that in pushing the development of droids forward, life grows ever closer to perfection.

On the fringes of galactic society, **Mechanics** frequently can't purchase every device their crews need. It often falls to ships' Mechanics to build something from scratch to solve problems that nobody foresaw. However, while some Mechanics are content to simply cobble together an inefficient solution, Tech Designers believe that if they're going to do something, they should do it right. While breaking out a drafting board might be impractical in the midst of a crisis, doing so when the Mechanic has time to carefully design and construct a device that not only solves the problem in the short term, but also minimizes waste and unforeseen consequences in the future.

While most **Modders** are not usually designers in the traditional sense of beings who draft devices from scratch, they do have a place on any development team, be it with a major corporation or at a small technology firm. After all, while the original designer comes up with a device's intended purpose, someone has to figure out what the machine is actually good for. For this task of product testing, few can match a Modder's willingness to take things apart, slap things together, ignore recommended settings, and make unorthodox use of anything from a blaster to a starship engine to a computer.

Outlaw Techs at the cutting edge of their field are usually on the front lines, testing their technology firsthand. There is no crucible for development like actual combat, and most Outlaw Techs who work to advance combat technology to the brink want to be there to observe the results. The character might work as a mercenary or even a bounty hunter to find opportunities to push new gear to its breaking point. Such a character might see combat as part experiment, part technology demo. An Outlaw Tech of this persuasion is **always** on the lookout for clients to impress with new **armaments**.

Computer systems are always **improving, changing,** and evolving, and so too must **Slicers**. Slicers who want to stay current are always learning **new tricks,** developing new workarounds to **common security,** and finding ways to **subvert security.** However, some of the most dangerous Slicers are those **who design their own rigs** and programs, and they can be **very difficult** for even the most skilled administrators to **predict or defend against.**

UNDERWORLD TECH EXPERT

In the **EDGE OF THE EMPIRE**, it can be hard to avoid occasionally interacting with criminal enterprises and underworld culture. Many Technicians support and are supported by shady characters, if not by outright criminals. Specialized underworld techs can be highly prized when they fulfill a critical role in a larger organization, but the average Mechanic or Droid Tech is sometimes regarded as more expendable than a reliable enforcer. The character might be trying to escape difficult decisions from the past, or seeking to advance within a particular criminal organization.

For crime lords, being able to have people put back together is almost as important as being able to take them apart in the first place. A **Cyber Tech** might have once been kept on retainer by a criminal organization, patching up enforcers and bosses or maintaining their temperamental cybertechnology. Such an individual is often indispensable, which makes leaving in one piece very difficult. Of course, the ability to rebuild oneself completely makes crafting a new identity after escaping much easier.

A **Droid Tech** can keep a syndicate's security droids operational, repairing these mechanical servants after they are damaged in turf wars (or by a wrathful boss who dislikes receiving bad news from droid messengers). However, seeing the droids damaged and abused again and again might drive a compassionate Droid Tech to flee, taking these mechanical charges with along for the ride. Running away from a crime syndicate is never easy, but having a loyal army of customized droids to help does improve such a fugitive's chances of survival dramatically.

Mechanics serve in a multitude of roles in the criminal underworld, and one of the most notorious jobs is as a laborer in a starship chop shop. These illegal operations, often disguised as legitimate garages, dismantle stolen starships so that their parts can be sold without an obvious trail. A Mechanic who got started in such an environment would likely be very skilled at assessing and dismantling vehicles, but might well dream of putting them together instead. The chance to do so might be enough to lure such a character away from steady (if ethically dubious) work, though the criminal syndicates that own such operations often take a dim view of anyone who wishes to leave.

Modders are needed to customize starships and vehicles for smuggling operations. A real master of modification can get the most out of a starship's engine to help it escape Imperial patrols, find every spare centimeter of hull that could contain hidden compartments, and generally turn even an inauspicious vehicle into one of the fastest, stealthiest, most efficient smuggling machines in the galaxy. Any outfit of smugglers would do well to have a Modder as a contact, or better yet, as a member of the crew.

Outlaw **Slicers** are common enough, serving in criminal syndicates to thwart law enforcement and competitors alike through clever use of computers. However, some of the best Slicers who act as Underworld Tech Experts are strictly freelance. These individuals can crack any computer, foil any droid's programming, and stalk through the HoloNet like a ghost, acquiring information without anyone else ever knowing. These masterful Slicers are more than mere infochants, for not only can they intercept information, but they can also change it, distribute it, and fabricate it wholesale. The best of the best sometimes consider themselves artists as much as Technicians and demand exorbitant fees for their efforts, taking on only the jobs that catch their interest. Such Slicers are vanishingly rare, but their impact can be felt across the galaxy—if they want anyone to know that they exist at all, that is.

The obvious specialization for characters deep in the underworld is the **Outlaw Tech**. Many Outlaw Techs openly embrace the criminal lifestyle and the inherent difficulties and danger, usually for the credits. An Outlaw Tech might once have been muscle for a criminal organization, using a deadly array of custom-built weapons and wargear to eliminate threats, assassinate witnesses, and terrorize anyone who stood in the syndicate's way. Whether an Outlaw Tech wields a disruptor, a personal stealth field, a deflector shield, or a highly customized rifle, nobody else is as well-suited to maintaining and optimizing such a deadly arsenal. The Outlaw Tech might custom-build weapons to take out specific targets, honing blades to pierce the skin of particularly tough creatures, brewing toxins that affect only certain species, or tailoring environment-specific camouflage. Usually, leaving a criminal organization is a risky proposition, but in the case of a brilliant, tech-enhanced killer with a resume of executions to match, even the most jaded crime boss might have seen the wisdom in letting the Outlaw Tech walk away unscathed.





TECHNICIAN OBLIGATIONS

Living the life of a Technician on the fringes of the galaxy is usually rife with challenges. Social, environmental, political, or family issues can disrupt business at any time. Fortunately, such upheavals are frequently both crises and opportunities to turn a profit. To make a substantial profit, though, a Technician usually requires a workspace, tools, parts, and sophisticated equipment. All of these are expensive and often beyond the means of citizens living in far from the center of galactic society.

It is easy to imagine how a Technician can end up in debt just trying to keep a business running. A few non-paying clients skipping off-world can rob a Technician of parts and labor worth thousands or tens of thousands of credits. Improper installation or bad luck with inferior or defective parts can cause considerable damage to vehicles, equipment, or their users, often forcing the Technician to foot the bill. There are a host of ways a Technician can wind up with a sudden need of cash, extra workers, or protection from angry clients and racketeering criminals.

Lowering Technician Obligations can be quite a task, because many have little to do with actual technical work, and everything to do with the social side of creating and repairing technology. Even when a technical solution is achieved, additional work is often required to smooth over conflicts and satisfy disappointed or

angry clients. If the Technician is not skilled in negotiating, or has no other way to bring such matters to a satisfactory conclusion, then the perfect opportunity may arise for allied Player Characters to step in and offer their unique kind of assistance.

On the other hand, a Technician might well want to take on a new Obligation to gain access to better materials, an improved workspace, or even an expanded clientele. This is normally achieved through the use of contracts, favors, simple debt, or a combination thereof. Contracts in particular are a common means for a Technician to stay in business. Contracts with legitimate businesses are a standard way for a Technician to operate without the added stigma or suspicion of other Obligations to more nefarious organizations, as long as the Technician fulfills them on time and on budget. Of course, failure to deliver on any contract job can damage a Technician's reputation.

Players may replace **Table 2–1: Obligation** on page 39 of the **EDGE OF THE EMPIRE** Core Rulebook with **Table 1–1: Technician Obligations**. Players may choose to roll randomly on the table or select an Obligation based on the character's background. Each character starts play with a value of Obligation based on the size of the character's group and on whether or not the character takes on additional Obligation to gain access to extra starting experience points or starting credits for gear.

TABLE 1-1: TECHNICIAN OBLIGATIONS

d100	Obligation Type
01-08	Crew: The PC has an Obligation to keep a work crew or ship's complement safe, healthy, and in work. Whether or not the PC usually travels with the work crew, this character serves as a mediator between the crew and outside individuals. The PC might owe the debt due from a time the crew saved the PC's career or even life through hard work and sacrifice.
09-16	Contract: The PC has a pressing contract to fulfill, whether it is legally binding or an informal deal. The contract may be for providing, installing, or repairing technical items or on-call services. Fulfilling terms of the contract reduces the character's Obligation, while putting them off or incurring additional expenses for the sake of fulfilling the contract might increase it.
17-24	Blackmail: Someone has discovered one of the PC's dirty secrets through slicing or other technical means. The blackmailer has possession of evidence damaging to the PC's business, family, or organization. The evidence is most likely stolen technical data, such as electronic records, holovid recordings, sensor data, maintenance records, secret computer codes, or similar tech-related items. To keep the secret safe, the PC must keep the blackmailer happy, possibly through payments or granting favors. The blackmailer is cunning enough to maintain just enough of a threat to keep benefiting from the situation, but not so much that the PC decides to allow the release of the evidence or to hunt down the blackmailer to permanently put an end to the danger the information poses.
25-32	Bounty: The PC has an active bounty, earned during an attempt to expose the workings of a criminal or corrupt organization. The PC might have acquired evidence of the organization's misdeeds from databanks through slicing or other technical skulduggery and then attempted to take the information public, whether this meant presenting it to the authorities or broadcasting it via pirated HoloNet feed. The character's background and specialization can both provide additional ideas as to the reason for the bounty.
33-40	Criminal: The character has a criminal record or is accused of a crime (rightly or wrongly), most likely for using technology illegally or providing the means for another to do so. Though the PC is not currently in custody, there are outstanding warrants for the PC's arrest. The PC might seek to settle this Obligation by paying ongoing legal costs or fines, burying evidence, or convincingly demonstrating innocence in the matter.
41-48	Debt: The PC owes someone a great deal, whether in money, goods, or services. The character may owe this group or individual for loans used to pay for training, buy new equipment, or start a business. Paying off the debt may be difficult due to the sheer credit value in question, as a result of the constant accrual of interest that must be paid off, or because of both. The debt might even extend beyond financial obligation, especially if the PC also has a personal relationship with the lender.
49-56	Failed Installation/Repair: A botched modification, installation, or repair job has publicly damaged the character's reputation and rendered the device, droid, or vehicle inoperable. The PC must take action to restore the damaged item, and then find a way to socially engineer a return to good standing in the public eye.
57-64	Family: The character's family demands great deal of time and attention, not just emotionally but also in some technical capacity. The PC might be the only member of the family able to take care of vital machinery that sustains the family's livelihood, food, water, or even air supply, if they live on a space station or in a hostile planetary environment. Though performing routine maintenance can help keep this Obligation in check, the PC must seek to engineer a long-term solution—one that does not require constant personal intervention—to remove this Obligation completely.
65-72	Favor: The character owes someone a big favor. Perhaps a government agent looked the other way after catching the character slicing corporate computers. Perhaps a fellow Technician faked a malfunction or loss of data to cover for a failure on the PC's part. The magnitude of the favor is connected to the amount of Obligation. The Obligation could take an extended amount of time to clear, as it might be reduced by many small actions.
73-80	Unfinished Business: The PC is working on a long-term project such as a complex computer program or a light freighter refit. It may be personal or commissioned work. While long breaks may be acceptable, the Obligation cannot be totally fulfilled until the unfinished business is complete, and it weighs heavily on the PC's mind whenever the character chooses to postpone working on it for any reason.
81-88	Obsession: The PC has an unhealthy obsession with technology, droids, or computers that constantly interferes with efforts to live a normal life. Whether it is repairing a prized droid, designing the next great piece of cybernetic technology, or inventing a device that defines the era, the character has a continual need to pursue this interest. Accomplishing significant tasks to further this goal helps to reduce the character's Obligation.
89-96	Responsibility: The character feels a strong sense of accountability to or responsibility for a person, place, or thing. It might be to a business, social group, political movement, group of friends, or individual from the PC's past. The character might feel responsibility toward a mentor or an apprentice, taking care of major tasks that help fulfill this responsibility reduces the character's Obligation.
97-00	Roll twice on this chart. Starting Obligation is split into two different origins. (This does not increase the Obligation's magnitude; divide the starting Obligation into two equal parts, each with a different type.)



Dug

Besalisk

Mustafarian (Northern)

Mustafarian (Southern)

NEW SPECIES

Nearly every sentient species has individuals who are technically minded. In some cultures, this means keeping electronic technologies on the cutting edge; in others, it means building and maintaining machines first designed eons ago. Technology varies greatly from society to society. Most heavily developed worlds central to the Galactic Empire share roughly the same level of technical achievement. Some worlds hold an advantage in some specific areas of technology, such as starship design, droid manufacturing, or computer development. While such advantages are economically significant, any two worlds with advanced technology are usually more alike than different, at least in broad strokes.

Similarities drop off quickly on less advanced and outright primitive worlds. Technicians from these worlds are limited by their local technology levels. However, they are just as clever and as inventive as those from developed worlds, and can learn to build and operate advanced technology when exposed to it. Even worlds without basic electronics have Technicians, though their function tends to be somewhat different.

The three new species presented in **SPECIAL MODIFICATIONS** are examples of species that aren't from worlds fixated on cutting-edge technology, but are highly technically savvy in their own ways. The Besalisks have not heavily developed their homeworld of Ojom, but nonetheless have a natural affinity for

working the equipment created by other species. The Dugs are technically advanced, but are politically and socially limited by their oppressed status on their homeworld of Malastare. The Mustafarians develop and seek technology to help them survive their environmentally oppressive world. While all species use technology for survival, the Mustafarians seek it out more than most. Some enhance themselves cybernetically just to better carry out common tasks and protect themselves on their harsh world.

Members of these three species can be encountered on any inhabited planet, but they are most likely to be found in the Outer Rim Territories and other fringe worlds. None of them have a particular love of the Empire, but like the rest of the galaxy, their worlds can't escape its grasp. The Besalisks and Dugs have the greatest desire to avoid Imperial confrontations when elsewhere in the galaxy. The Besalisks have been fortunate to avoid Imperial slavery, and their presence off their homeworld can lead to awkward questions as to how they escaped the Deep Core and its notoriously tight Security Zone. The Imperials regard off-world Dug enclaves as a known nuisance liable to stir up small-time, localized trouble at any moment. The galactically disinterested Mustafarians typically don't pose much of a threat to Imperial operations on or off their homeworld, as long as their safety or that of their companions is not threatened.

BESALISK

The four-armed Besalisks are one of the larger species galactic travelers are likely to encounter on a semi-regular basis. Towering over and standing considerably wider at the shoulder than most humans, Besalisks tend to make an impression. Though their massive forms can seem threatening at first, many Besalisks are quick to laugh and slow to anger, at least compared to humans.

Besalisks live in major population centers across the galaxy and are scattered throughout the Outer Rim Territories, though rarely in large numbers. While by no means unintelligent, many Besalisks who travel the galaxy fail to recognize the seriousness or complexity of some situations in which they find themselves. Ojom is a relatively peaceful world compared to many of the seedier planets in the Outer Rim, and many of the galaxy's dangers are strange. Of course, as with most species, Besalisks are quite capable of adapting to their environment, and so they learn to survive wherever they go, from the Core Worlds to the lawless fringes of the galaxy.

Besalisks are clever and motivated in their selected line of work. They make for natural machinists, and also succeed in other task-oriented professions. Their large hands and bodies make fine, small-scale work challenging, and it is difficult for them to work in confined spaces. Employers often team Besalisk Technicians with human-sized individuals or droids to carry out work requiring fine detail and small parts.

Besalisk technical aptitude is well known among the Slicers and Mechanics of the galaxy. This reputation is especially pervasive in the Outer Rim, and among those operating in the penumbra between galactic society and the lawless fringe. Besalisks can be a natural fit for engineering jobs that require strength in addition to finesse.

However, Besalisks can be found in almost any line of work. In fact, they will often jump at the chance to pursue their own dreams or take advantage of a lucrative opportunity to work for themselves, and are even known to abandon their position merely because they have grown bored. It is one thing to leave a corporate workforce or average job, but Besalisks abandoning a criminal syndicate or similar employer often don't understand the risks of offending their old boss.

Physiology: Besalisks are burlier than members of most other humanoid species, average about 1.8 meters in height, and have thick limbs and a broad neck nearly the size of their wide heads. Their segmented, overlapping head ridge ends in a small beak-like feature where many humanoids have a form of nose. The beak reveals the Besalisk's avian heritage, though new observers could be forgiven for incorrectly perceiving their physical features as reptilian.

Besalisks deviate from the form of most humanoid species in one major way: they have four powerful arms. One set of arms is primary, and the other is secondary, typically acting in synchronized movements with the first pair. Much like other humanoids, Besalisks also generally have a primary hand; the remaining limbs are typically considered off-hands. They rarely wear footwear, which tends to be unwieldy on their large, three-toed feet. They are adapted to the frigid weather of their homeworld, Ojom, and tend to perspire heavily in the climates preferred by many of the galaxy's more numerous species.

The Besalisk's considerable size is due to the species' development on Ojom. The Besalisks adapted to the cold, inhospitable conditions of life on the glaciers by evolving the ability to naturally store more food and water than most beings. The Besalisk metabolism typically requires a lot of food when they are active, however, storing what it can when food is plentiful.

Society: Besalisks aren't much for complex governments or the sort of nation-states common to most advanced species. On Ojom, they live in small communities of a few thousand each, scattered across the multitude of mobile glaciers that float through the world's dominating oceans. Each community elects a leader who acts as its final arbiter of disputes, but that is the extent of their governing institutions. During the relatively warmer months, communities hold annual events, or conclaves, at which individuals participate in various social traditions, including mating rituals.

With their general aversion to centralized governments, the Besalisks never had their own representative in the Galactic or Imperial Senates. They are highly autonomous and independent, which can pose a problem under Imperial rule. Threatened by potential Imperial or Imperial-condoned slavery, some communities have turned to others in the galaxy for protection, no matter how dubious its source might be.

Unfortunately, those willing to help the Besalisks typically operate on the shadier side of the law, and escaping from their so-called protection can be highly challenging. Payments are expensive, interest is high, and there are continual costs to maintain "services." The Hutts in particular tend to exploit the situation until a community is no longer profitable. Some communities do eventually escape their "protectors," though only at a high cost. A few turn to violence when nothing else works. Though criminal cartels are often petty and cruel overlords, bloodshed in sufficient quantity can be bad enough for business to make them pack up and leave.

Homeworld: Traveling to the Besalisk homeworld of Ojom is challenging, as it rests within the Deep Core of the galaxy. Upon his ascension, the Emperor established the Deep Core Security Zone, which makes travel virtually impossible without Imperial permits and approvals, which are difficult to obtain and invite harsh Imperial scrutiny. However, since Ojom lies relatively close to the edge of the Deep Core, the Hutts and other nefarious organizations that wish to exploit the Besalisks have found ways around some of the security measures. A few know of dangerous secret hyperspace routes, variations of which date back to the days of the Republic. Many take a more direct approach and simply bribe the proper Imperial authorities to issue the necessary permits. These bureaucrats are generally stationed on worlds far from the Deep Core, and care little for the Besalisks.

Orbiting space stations provide the main meeting points for the Besalisks and outside visitors. While most have at least a token form of Imperial security, many security officers are heavily influenced by the Besalisks' nefarious protectors. As such, they are highly useful for those involved in less than legal pursuits. Travelers find the stations to be much more welcoming than Ojom's cold, harsh weather.

Language: The Besalisks' native language is composed of sharp noises that resemble low grunts and series of barks. It is rare to hear it outside of Ojom, as Besalisks have no trouble learning and using Basic. Visitors rarely learn it themselves, even if they are able to create the proper sounds. Typical translator droids have the Besalisk language readily available, though it can be startling and surreal to hear it from a droid.

Life on the Fringe: Besalisks living elsewhere in the galaxy often lead relatively solitary lives, though there is the occasional commune that has taken up a nomadic, deep-space existence. While their homeworld isn't the most technologically advanced in the galaxy, Besalisks have an aptitude and creativity that makes them well-suited to a wide variety of jobs.

Besalisks can be found in almost any vocational position, from cantina owner to captain of a ship. Some Besalisks earn good credits as enforcers or security personnel simply based on their size and the number of intimidating weapons they can carry at once, even if most would be hard-pressed to fire more than one of these deadly firearms at a time. It is hard to brush off any threat backed by four oversized blasters. Of course, many Besalisks pursue more mundane jobs. Besalisk lawyers, doctors, traders, and entrepreneurs can be found on many worlds across the galaxy.

Besalisks fall among the many species in the galaxy that are recognizable to the average Imperial citizen but rarely encountered. Self-styled Imperial nobility and other highly placed individuals are easily offended by Besalisk manners, such as they are. For their part, most Besalisks don't care much about the petty disdain of such self-important people.

SPECIES ABILITIES



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 7 + Willpower
- **Starting Experience:** 85 XP
- **Special Abilities:** Besalisks begin the game with one rank in Resilience. They still may not train Resilience above rank 2 during character creation.
- **Additional Limbs:** Besalisks have multiple sets of arms. As a result, they gain an additional free maneuver per turn, though still may not perform more than two maneuvers per turn.

LIFE ON OJOM

Besalisks who hail from Ojom, the Besalisk homeworld, tend to be traditionalists compared to those born elsewhere in the galaxy. Ojom is not a particularly hospitable world, but Besalisks are well adapted to its challenges. Their bodies are quite resistant to low temperatures, and their considerable physical strength allows them to make the long journeys between the glacier-top settlements when it comes time each year.

In the era of the Empire, many communities are frequently troubled by the Hutt kajidics. Due to this sometimes violent relationship between species, many Besalisks who leave Ojom do so as a result

of trouble with the Hutts. However, the reach of the Hutt kajidics is considerable and, in the Outer Rim, escaping their grasp is no easy feat.

Players creating Besalisk characters can use this as a hook to expand on backgrounds, Obligations, or Motivations. Perhaps a PC must repay a debt to a Hutt cartel that "saved" the character's village from Imperial oppression, or, alternately, seeks vengeance against Hutt enforcers who extorted the character's friends and family. Besalisks from off-world might share such challenges, or want nothing to do with these issues because they have their own problems to overcome.

DUG

On many worlds across the galaxy, Dugs have a reputation as mean-spirited brutes with an outsized inferiority complex. While this stereotype is not particularly fair, it has proven difficult for the Dugs to shake, in large part because of their ongoing conflicts with the Gran colonists on their homeworld of Malastare.

Despite their short stature, most Dugs are quite strong, as is apparent from their muscular arms and legs. Dug culture has a decidedly stubborn and militaristic bent, and many Dugs believe that the potential greatness of their species repressed by the Republic, then the Empire, and most especially by the Grans.

Centuries ago, during the ancient days of the Republic, the Grans moved to colonize Malastare as they expanded across the galaxy. Unsurprisingly, the Dugs fought violently against the efforts of the Grans to colonize their world. Though the Grans' technology exceeded that of the Dugs, the Dugs proved resourceful and unrelenting in the defense of their home, and the Grans were unprepared for the ferocity of the Dugs. The war grew increasingly brutal, and its escalation eventually led to an intervention by the Republic.



Unfortunately, due to the sway the Gran colonists held with the Republic, it effectively awarded the planet to them during mediation. The Republic relocated most of the Dugs to the western continent, while the Grans held the eastern continent. As a result of their defeat and the injustice they faced, many Dugs grew extremely xenophobic, and few held any love for the Republic. There have been no major reparations by the wider galactic community and no progress on helping to restore Dug independence in any meaningful sense, and so Dug frustrations with outsiders haven't significantly lessened in the intervening centuries.

The most militant Dugs believe not only in their right to a sovereign planet, but also in the superiority of their own species. Their losses over the years have ingrained a great sense of hostility toward the rest of the galaxy in these hard-liners, and even inspire resentment and anger at other Dugs who are more willing to compromise in the name of results. Most Dugs are not so fanatical, of course, but the fact that the planet remains troubled by external and internecine conflicts alike does not help to resolve the situation.

During the Clone Wars, tensions rose again on Malastare between the belligerent factions. Unsurprisingly, Gran representatives held the Malastare seat in the Republic Senate, and during those troubling times, they strongly supported the Chancellor in his rise to power. In the days since the Emperor's ascension, the Gran occupiers' past loyalty has largely been ignored, and the Empire has installed a series of human governors to rule Malastare. Many Dugs were initially amused by how Imperial authorities humiliated and demoted the Grans in ways resembling the treatment that the Dugs had received for centuries. However, years of harsh Imperial rule have worn away any real love for the Empire most Dugs might have held. Dugs are still treated as the lesser citizens of their homeworld. Despite this, most Dugs living on Malastare grudgingly prefer the Empire's iron-fisted reign to rule by their Gran occupiers, whom they see as the more despicable of the two. Imperial brutality is less effective against the Dugs, who meet it with their own ferocity in turn.

Reputation is of the utmost importance to traditionalist Dug families, and many clans claim a lineage from ancient, heroic figures from Dug history to prop up their position in Dug society. Some of these claims are true, though many are not, and refer to mythical figures whose existence cannot be verified. Even those hereditary claims that began as truth have usually been expanded, distorted, and exaggerated over the years as the clans have jockeyed for the esteem granted by stories of powerful ancestors.

Dugs are technologically adept, but often have to adapt the technology of other species to make it useful to their unique physiology. In turn, Dug devices and weapons are generally rather difficult for members of other species to use.

Physiology: Dugs are one-meter-tall humanoids with long upper limbs serving as legs, and with lower limbs that hang from their torso operate as their arms and hands. The genders are very similar in appearance, though males have loose, inflatable, neck-flaps reserved for mating rituals and calls. Dugs have long snouts that most species subconsciously read as expressing a permanent snarl. This perception likely plays into—and also helps to fuel—the Dugs' galactic reputation for confrontational and meanspirited interaction.

Long skin flaps at the ends of their snouts and ears are often adorned with beads or jewelry. Due to their dexterous feet, adapted to grasping branches and trunks in their native forest habitat, Dugs do not generally wear footwear. When they do, it tends to be similar to gloves to allow them to maintain the use of their digits when moving. Malastare's high gravity makes the Dugs especially strong and quick when they are on worlds with gravity at or lower than the galactic average.

Society: Dugs are highly independent, and many hate to rely on anyone but themselves. Individuals must fend for themselves within their culture, which can often be very violent. Centuries of repression by the Gran settlers on Malastare have only intensified this belief in harsh self-sufficiency that many Dugs hold. Few aliens treat the Dugs with much respect, and so most Dugs respond in kind. Their natural us-against-the-galaxy attitude leads to constant conflicts. Despite their individualism, Dugs do band together around their clans, joining together against other families and various foes such as the Empire and the Grans.

Many Dugs would love nothing more than to expel the Gran interlopers and all the other off-worlders from Malastare, but the reality of the situation is that they lack the power to take back their planet. This leaves Dug society riven by conflict, both against the various groups of invaders and from within as disparate clans violently differ over the possible methods for addressing their shared problems. The growth and advancement of Dug technology has been severely limited and stunted by the meddling of off-worlders, and so the Dug voices seeking compromise rather than retribution are usually drowned out by the most quarrelsome elements of society.

Dug towns and other geopolitical regions are typically ruled by a powerful Dug king, queen, or other titled individual who wins a position through pre-arranged combat. After the passing of a leader, the candidates battle to incapacitation or death. These are brutal contests with few rules, and most of those are inevitably broken or manipulated as needed by the fighters. While there are Dugs who hold themselves to strict codes of honor, as within most species, such individuals tend to find themselves outmaneuvered by more morally "flexible" opponents.

PODRACING ON MALASTARE

The Dug love of speed is born out in the centuries old tradition of Podracing, which stems from an even older history of riding the beasts of Malastare. Though the ludicrously fast-paced, underhanded, and often deadly sport is now illegal in the Empire, the Dugs have few qualms about racing anyway. Still, the ban has greatly hurt the Dugs' economy. They cannot draw the massive crowds of old, so they make do with smaller, low-key venues, honing their skills for larger, off-world races in the hope that legal racing will someday return.

Homeworld: The Dugs are native to the world of Malastare, but when the Old Republic Senate passed the so-called Gran Protectorate Act, it enabled the Gran colonists to take over the eastern continent and forced most of the Dugs to the western continent. To this day, the Dugs still struggle to protect their lands and keep the Gran at bay. They remain tree-dwellers, with elaborate and chaotic treetop settlements or clusters of formidable towers. This gives them a great advantage in the forests over their foes. Enemies find it difficult to navigate pathways made for travelers with four prehensile limbs. Dug cities rarely equal those of the Grans in terms of technological power, however.

The Dugs are largely self-sufficient. They are technologically savvy despite the fact they must import a significant percentage of their technology and vehicles. This reality has allowed a certain amount of trade to occur between certain Dug settlements and Grans, while other Dugs prefer to deal with traders from off-world rather than the Grans. While Dug mannerisms and negotiation tactics often seem explosive and erratic to off-worlders, those traders who learn to parley with the Dugs on their own terms (and even better, in their own language) can often make substantial profits for their efforts.

Language: Dugs have their own language and prefer to deal in it whenever possible. Some do this out of a desire to preserve their culture despite the Gran and Imperial colonizers living on Malastare; others do it out of stubborn refusal to change. Dugs can learn Basic, but few on Malastare do. Off-world, however, almost all Dugs learn Basic. They might also acquire some Huttese or a local language if it makes it easier to live or work in a given area or deal with their employer. Many spacers joke that Dugs always seem to gain an impressive grasp of the use of profanity in any language they know, though xenologists tend to dismiss this as a baseless stereotype.

Life on the Fringe: Dugs leave Malastare for all sorts of reasons. Some seek to make their fortune, while others hope for glory on far-off racetracks or even in

battles amid the stars. Unfortunately, the Dug reputation for brutality and ill-temperedness tends to land them in rough company when they seek employment off-world. Though many Dugs do overcome these stereotypes, the challenges they pose are not insubstantial. Even though many fringers know better than to judge individuals by the stories of their species passed around in cantinas and space docks, others are not so open-minded.

Many Dugs seek out professions where they can put their strength and agility to work for them. They might become involved in Podracing, swoop racing, and any other pursuit that involves both fast vehicles and thrills. While they can make do with controls built for other species, Dugs quickly adapt any craft they own to their atypical arrangement of arms and legs. Some make a good living in illegal races and gambling. Others work in repair shops, using their acquired know-how to soup up other beings' ships, while still more work as smugglers, soaring across the spacelanes at incredible speeds.

SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Dugs begin the game with one rank in Brawl. They still may not train Brawl above rank 2 during character creation.
- **Born to Ride:** Whether it be atop dangerous beasts or screaming repulsorcraft, Dugs are particularly adept riders. They begin the game with one rank of the Defensive Driving talent.

MUSTAFARIAN

The perpetually volcanic, burning world of Mustafar seems an unlikely place for anything to thrive, let alone a sentient species. Mustafar once teemed with life, like so many terrestrial worlds, until the planet's orbit changed dramatically. Ancient legends claim a mythical, ruinous weapon shifted the orbit of the nearby gas giant Lefrani. This epic cataclysm sent Mustafar into an unusual and gravitationally crushing alignment between Lefrani and another nearby gas giant, Jestefad. Very few species survived the resulting volcanic cataclysm. Forced to areas in the north and near the equatorial regions of the world, the remaining Mustafarians adapted and evolved to their new realities. The northern Mustafarians became tall and thin, while those near the equator became shorter, but stronger

and stouter. Of course, these ancient tales can hardly be confirmed with any certainty; what is clear is that Mustafar is an extreme environment, and the species that shares its name with the world has adapted to its harsh climes.

The Mustafarians themselves aren't overly aggressive, so instead of allowing pointless tribalism to rule, the two groups usually work together to harvest their world's meager resources. Development picked up as off-worlders took a greater interest in the world's particular commodities. The Mustafarians greatly benefited from the introduction of higher technology. Mustafarians seem to have a natural affinity for technology, and they strive to advance it to help them survive more easily. No matter how durable imported technology seems to be, Mustafarians have learned from tragic experience never to really trust it until they have a chance to modify and further harden it against the blast furnace that is their harsh environment.

Though infighting between Mustafarian groups is uncommon, highly aggressive creatures are a great hazard on the world, thanks to competition over scarce resources. As they and most of Mustafar's native creatures are highly resistant to heat, the Mustafarians have developed their own weaponry for defending themselves. Many use kinetic or concussive technology in lieu of more common energy weapons. Mustafarian sentries and combatants regularly wield their specialized gear, whether working the mines or patrolling on their massive lava fleas. Even Mustafarian melee weapons are heavier and more durable compared to their off-world counterparts.

Physiology: The two kinds of Mustafarians are genetically similar, but have developed differently over the innumerable generations since the ancient cataclysm. The taller northern Mustafarians are more vulnerable to damage. Thus, stouter southern Mustafarians more often take on the harsher work, such as labouring in the Mining Guild's lava extraction operations.

Mustafarians are arthropods, with a tough exoskeleton over leathery skin. They are bipedal and somewhat humanoid. They have long snouts and large eyes on either side of their heads. Even unprotected, Mustafarians can naturally withstand far more heat than most species. Though many of their adaptations came about to help them survive the heat, Mustafarians still wear armor and heavy environmental protection gear when outside of their underground shelters. They have a limited capability to survive on the surface without survival gear, but rarely put this durability to the test.

Workers and travelers who spend extended amounts of time outside typically wear breath masks to further protect themselves from the noxious fumes that can sometimes flood the surface due to sudden eruptions or shifts in the blasting wind. A significant percentage of the population opts to install cybernet-

ics to aid in certain tasks and improve their likelihood of survival. Such enhancements are helpful but not usually extravagant. They tend to complement the Mustafarians' natural abilities, rather than replace them wholesale. However, severely injured Mustafarians who require replacement limbs or organs often have no qualms about gaining an advantage from their otherwise unfortunate situation. They are only limited by what they can afford, which can be a significant hindrance.

Society: Living on a world that demands so much effort just to stay alive has made the Mustafarians insular and disinterested in galactic affairs. Their focus on advancement and survival of their species overrides other concerns, and many regard off-worlders with little curiosity. They are politically organized in accordance with the caverns and communities they inhabit. While the two subspecies live together as needed, the geographical distance and limited desirable living space tends to keep them in their own communities. There is little in the way of central government, but some of the more trusted leaders are allowed to cut deals with off-worlders. These deals almost always help ensure Mustafarian survival and quality of life.

Such thinking led them to fall under the sway of the Techno Union before and during the Clone Wars. After the Separatist defeat and the rise of the Empire, the Mining Guild took over much of the heavy industry and lava skimming that the Techno Union had started. So long as it helps their cause, Mustafarians are generally willing to tolerate a degree of outside political interference.

Homeworld: Mustafar is a hot, volcanic planet with constant eruptions and massive rivers of lava that cut across the landscape. The Mustafarians find relief and shelter in natural caverns and abandoned mines. They build outdoor structures when necessary, such as the saucer-shaped buildings at and near active mining sites. Mustafarian structures are strongly reinforced and armored against natural calamities, making the larger facilities on Mustafar decidedly fortresslike in construction and durability.

There is comparatively little life on Mustafar's surface, and not much more underground. The northern Mustafarians use large insect creatures called lava fleas to move rapidly on the surface in great leaps and bounds. Underground, Mustafarians hunt strong, hardshelled, burrowing quadruped creatures called krishels through labyrinths of seemingly never-ending caverns and tunnels. Mustafarians cultivate few crops, lacking the water to support traditional farms, even underground. Various



types of edible fungi and domesticated herds of large insectoid creatures make up much of the Mustafarian diet. Despite these challenges, Mustafar is largely self-sufficient in regards to its food supply, unlike many other hotbeds of industry across the galaxy.

Language: Mustafarians have their own language, which has developed very precise ways to express concepts relating to the natural features above and below ground, especially those phenomena that are deceptively dangerous. The Mustafarian subspecies have different dialects, but though some terms and cultural concepts also differ, any two individuals can communicate on a functional level.

Mustafarians are capable of speaking Basic and other common galactic languages, but other than the ones who work in the Mining Guild operations and deal with outsiders by necessity, most do not bother to learn Basic. Mustafarians who live or travel off-world almost always speak Basic and sometimes the language of their trading partners. Given their history with the Techno Union, they are more likely to know languages regularly used among the former Separatist worlds.

Life on the Fringe: Most Mustafarians' lack of interest in the galaxy means they are disinclined to leave their homeworld. Business pursuits and trade negotiations do drive some Mustafarians to leave their world. Mustafarian merchants and Mining Guild personnel make regular trips to trade for upgrades in protective technology and equipment, as well as to deliver ore to buyers.

Some Mustafarians seek full-time employment off-world in the ranks of corporations, criminal syndicates, and trade rings. Given their cultural focus on survival against a harsh universe, many Mustafarians have few qualms taking on work that most members of many other species would find overly risky, unethical, or unfathomably boring. Mustafarians find most inhabited worlds cold, but relish the relative safety.

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Each Mustafarian subspecies has its own special abilities, listed below.

NORTHERN MUSTAFARIAN

Tall and spindly, many northern Mustafarians can be found working alongside their southern cousins in Mustafar's many mining facilities. Though they are typically not as sturdy as southern Mustafarians, their faceted eyes are quite keen, helping them to pick out flaws in ore and machines alike.

- **Special Abilities:** Northern Mustafarians may remove ■■ from checks to resist arid or hot environmental conditions. Additionally, they begin play with one rank in the Eye for Detail talent (see page 34).

SOUTHERN MUSTAFARIAN

Bulkier and tougher than their northern cousins thanks to their adaptation to relatively higher gravity in their homeland, southern Mustafarians do a great deal of the grunt work in Mustafar's mining facilities. Their thick carapaces makes them difficult to harm and help them survive the incredible heat and frequent accidents on the lava flows.

- **Special Abilities:** Southern Mustafarians may remove ■■ from checks to resist arid or hot environmental conditions. Additionally, they begin play with one rank of the Enduring talent.

MUSTAFARIANS AND THE CLONE WARS

Centuries before the Clone Wars, the Techno Union made deals with the Mustafarians to skim valuable elements out of the lava streams, undertake mining operations, and introduce some heavy industry. The Mustafarians eagerly agreed in exchange for access to mining droids and heavy-duty speeders. The Separatists used the world to manufacture droid armies and as a fortified retreat for their leaders. Until the very last days of the Clone Wars, fighting largely passed the planet by, aside from skirmishes and lesser operations. Leaders of the secretive criminal syndicate known as Black Sun regularly met on the world. They had many holdings, but since most of their operations were elsewhere in the galaxy, the Mustafarians cared little, when they noticed at all.

The Mustafarians were never fanatically committed to the Separatist cause, having joined to secure contracts in the first place, and thus continued life much as they had before, even when the Separatist Council was finally eliminated on Mustafar at the end of the Clone Wars. While stories circulate among the Mustafarians from time to time about a great Jedi duel on their world, there is little to lend credence to these tales. Even if there was evidence, the Mustafarians would be unlikely to speak of it, as the Empire maintains a considerable presence above Mustafar. Few Mustafarians know the true, sinister purpose of the Imperial presence on their world, and the wise do not inquire about such things, or of the stories of Force sensitives sent to a fiery grave on Mustafar.

NEW SPECIALIZATIONS

EDGE OF THE EMPIRE introduced the Mechanic, Outlaw Tech, and Slicer specializations for the Technician career, and **SPECIAL MODIFICATIONS** expands upon these with three new Technician specializations: the Cyber Tech, the Droid Tech, and the Modder. These new specializations can also be very useful to characters of any career who want to dip into their areas of technological expertise.

The Cyber Tech is skilled at creating mechanical prosthetics. This specialization gives Technicians the medical know-how needed to install such devices in themselves and others optimally (and usually even safely). The Droid Tech specializes in constructing,

repairing, and managing droids, and is unparalleled in this capacity. Finally, the Modder is an expert of attachments, and can tweak personal gear and starship systems alike to far surpass the factory settings.

The Technician's eight career skills are **Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, and Piloting (Planetary)**. A Technician automatically gains one rank in four of these skills (of the player's choosing) without spending experience, and receives a discount when spending experience to purchase ranks in any of these skills.

Remember, a character cannot have more than two ranks in any one skill at the time of character creation, regardless of how many opportunities the character has to receive free ranks of that skill (such as bonus career skills and species bonus skills).



CYBER TECH

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Many people think of the body as a machine. After all, it can fulfill complex functions, must be maintained, and wears down over time. When pieces of the body fail or need to be repaired, cyberneticists can help restore function and improve the quality of patients' lives. While many Cyber Techs focus their craft entirely on replacing the lost or damaged body parts of patients, others see no reason not to upgrade and modify bodies just as they would other tools.

SELF-IMPROVEMENT AT ANY PRICE

The Cyber Tech specialization gives a Technician a way to explore the realm of medicine, using technical and biological know-how to craft and maintain cybernetics, as well as to integrate them into living bodies. Given this ability to skillfully alter bodies with cybernetics, most Cyber Techs perform at least some upgrades on themselves. The degree and subtlety of an individual Cyber Tech's upgrades tend to depend on the individual's culture, species, and personal beliefs. Within some cultures, extensive cybernetic augmentation is considered unusual or even taboo.

In addition to the Technician's eight career skills, the Cyber Tech receives **Athletics**, **Mechanics**, **Medicine**, and **Vigilance** as bonus career skills. If this is the character's starting specialization, the Cyber Tech may choose two of these skills and gain one free rank in each without spending starting experience.

CUSTOM SKILL: CYBERNETICS (INTELLECT)

At the GM's and players' discretion, Cybernetics can be presented as a custom skill rather than as a specific use of Mechanics and Medicine. The introduction of this skill is optional.

If introduced, Cybernetics is used for building, modifying, and installing cybernetic enhancements and replacements (see page 85), as well as other checks at the GM's discretion. Talents that apply to Mechanics or Medicine checks might apply to Cybernetics checks at the GM's discretion. The Cyber Tech should receive Cybernetics as an additional bonus career skill.

Despite the advantages of cybernetics, which many Cyber Techs are quick to point out, most humans and members of many other species tend not to seek out substantial enhancement unless absolutely necessary. Replacing a lost limb with a cybernetic one is common sense, but for most, the prospect of lopping off a healthy limb to replace it with a stronger one is another matter entirely. Still, among most sentient species with the necessary technology, there are those who have reasons for wanting to surpass flesh.

Other groups and individuals hold no such qualms about removing flesh, bones, and organs to replace them with what Cyber Techs see as undoubtedly superior components. Ganks, for instance, are a species known for their heavy use of cybernetic augmentation; completely unmodified Ganks are very rare. Droids, of course, have a special relationship with artificial limbs, and most droids desire periodic part replacements for maintenance.

A Cyber Tech can take on extra cybernetics, and can improve augmentations far beyond their normal capacities. Further, a Cyber Tech can assist comrades with medical care and by replacing body parts with cybernetics, though most beings only accept this help after losing a body part—no matter how fervently the Cyber Tech speaks to the virtues of replacing squishy, unreliable flesh and organs with cold, sturdy steel.



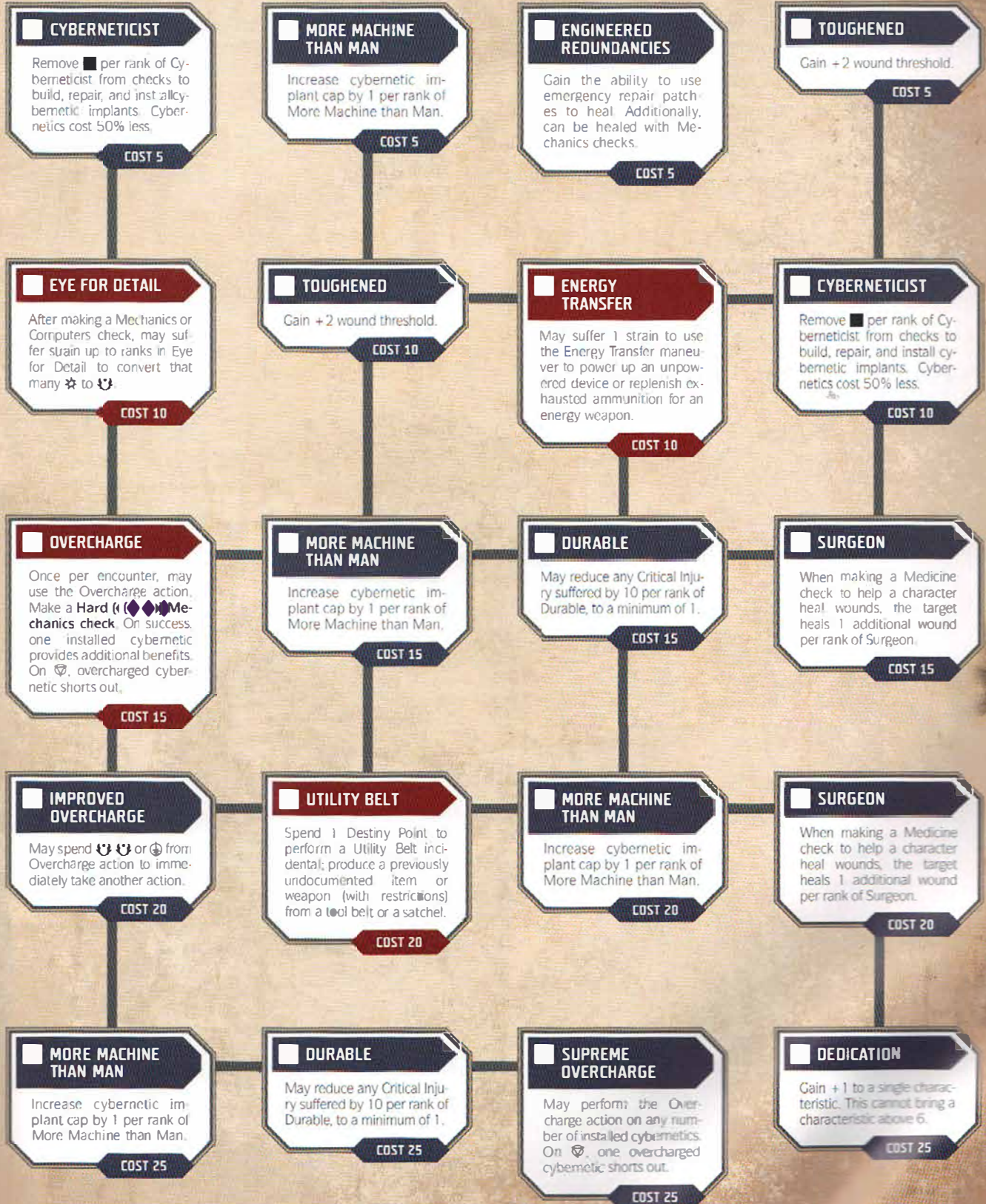
Technician: Cyber Tech Talent Tree

Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

Cyber Tech Bonus Career Skills: Athletics, Mechanics, Medicine, Vigilance

ACTIVE

PASSIVE



DROID TECH

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Droids are prevalent across the galaxy, from the shining spheres of the Core to dingy backwater worlds far from the center's light. To most inhabitants of the galaxy, droids are little more than particularly complex tools. However, some organic sentients find a kinship with these mechanical beings, seeing a spark of life in them beyond their shells and circuitry. Whether or not they treat the droids around them as mere objects or as sentient beings, Droid Techs possess an unparalleled skill at inventing, repairing, and dealing with droids.

CREATING SENTIENCE

Technicians who become Droid Techs gain access to a wealth of abilities that make them better at creating, repairing, and directing droids. On the edges of society, droids often constitute much of the labor force due to their low cost—and for the same reason, these droids are often poorly maintained. A Droid Tech can keep droids functional and organized better than anyone else, whether this means meticulously performing upgrades and customizations on a trusted droid partner or keeping a team of pit droids working at maximum efficiency. Far from official factories and even from well-stocked garages where replacement parts can be found, a Droid Tech can be incredibly valuable.

Droid Techs receive **Computers**, **Cool**, **Mechanics**, and **Leadership** as bonus career skills. If this is the character's starting specialization, the Droid Tech may choose two of these skills and gain one free rank in each without spending starting experience.

Some Droid Techs are not satisfied to merely maintain mechanical beings, but actually want to create new, unique droids with unprecedented abilities and features. Custom-built droids are not as common as standard models, but they are not especially rare, either. The most skilled Droid Techs can bring extremely complex creations to life, building droids that perform a single task with mechanical precision or versatile models capable of handling any situation the galaxy throws at them. The deep philosophical and ethical ramifications of creating sentient beings for a purpose weighs heavily on the minds of a few, of course, but most citizens of the galaxy do not dwell too long on such matters.

In addition to having abilities that facilitate building and repairing droids, Droid Techs are gifted with a knack for convincing droids to actually do things for them. While some droids are well mannered and helpful, others can be ill-tempered, capricious, or even downright cruel—but also too useful to dispense with entirely. Getting difficult droids to work toward the group's common good can be quite a task, but a skilled Droid Tech is better equipped for this task than anyone else. To this end, in addition to benefiting from a high Intellect, Droid Techs might also find a high Presence characteristic and ranks in the Leadership skill useful. These have the added benefit of making it easier to deal with organic beings—though if some Droid Techs prefer to avoid dealing with organics entirely.



EXPERT ARTIFICERS
SPECIAL MODIFICATIONS

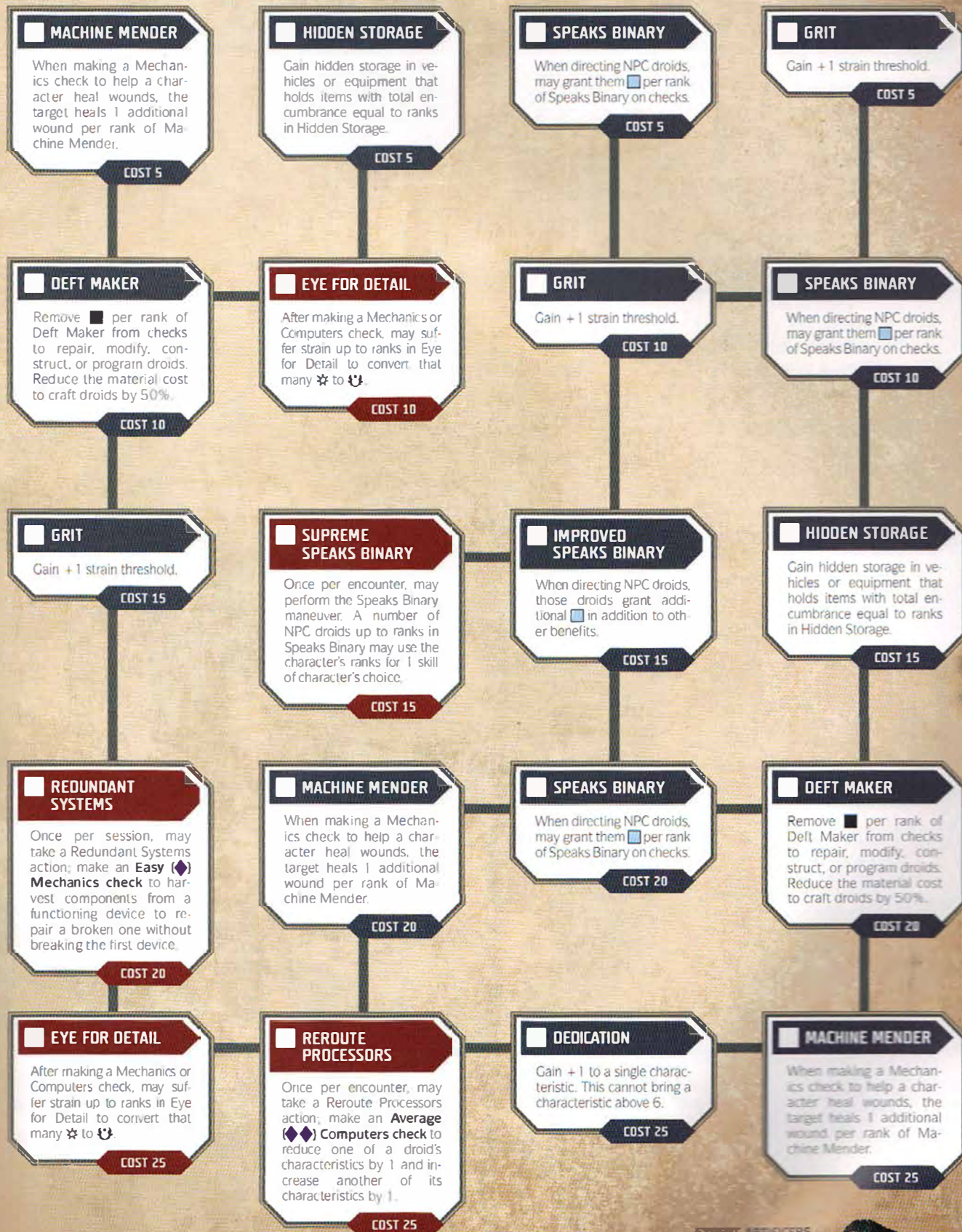
Technician: Droid Tech Talent Tree

Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

Droid Tech Bonus Career Skills: Computers, Cool, Mechanics, Leadership

ACTIVE

PASSIVE



MODDER

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If someone keeps disassembling and reassembling the rest of the crew's weapons, armor, and gear without permission, it's a safe bet that the culprit is the team's Technician. If those items actually work better afterward, that Technician might well be a Modder. Modders are chronic linkerers, and most Modders would rather add features to machines they already have than build new ones. By turning their engineering prowess toward relentlessly repairing, optimizing, testing, calibrating, and re-repairing mechanisms around them, Modders make any piece of technology their own—even if it isn't, strictly speaking, theirs.

OBSESSIVE INNOVATION

A Modder can be extremely versatile; in some ways, a Modder specializes in generalizing. By spending less time and energy learning how to build devices from the ground up, a Modder can focus on how to optimize and customize all sorts of devices—from weapons to ships, droids to personal gear. Of course, one project might hold a Modder's interest more than others, at least for a while. The Modder's talents allow a character to focus heavily on a single project or flit from one exciting upgrade to another at a moment's notice. Whether it's a starship engine or a shiny new blaster, a Modder can probably find a way to make it better.

Modders receive **Gunnery**, **Mechanics**, **Piloting (Space)**, and **Streetwise** as bonus career skills. If this is the character's starting specialization, the Modder may choose two of these skills and gain one free rank in each without spending starting experience.

Many teams of renegades and rogues benefit from having a Modder around, as this character can offer a number of unique upgrades to starships and vehicles, as well as better access to attachments for weapons. Modders can certainly be competent pilots and combatants in their own right. Modders who seek out battle in person benefit from a high Agility. With or without an investment in this characteristic, though, combat-oriented Modders are most effective when backed up by teams of specialists carrying the souped-up firepower and piloting the uniquely customized ships that only Modders can provide.



EXPERT ARTIFICERS
SPECIAL MODIFICATIONS

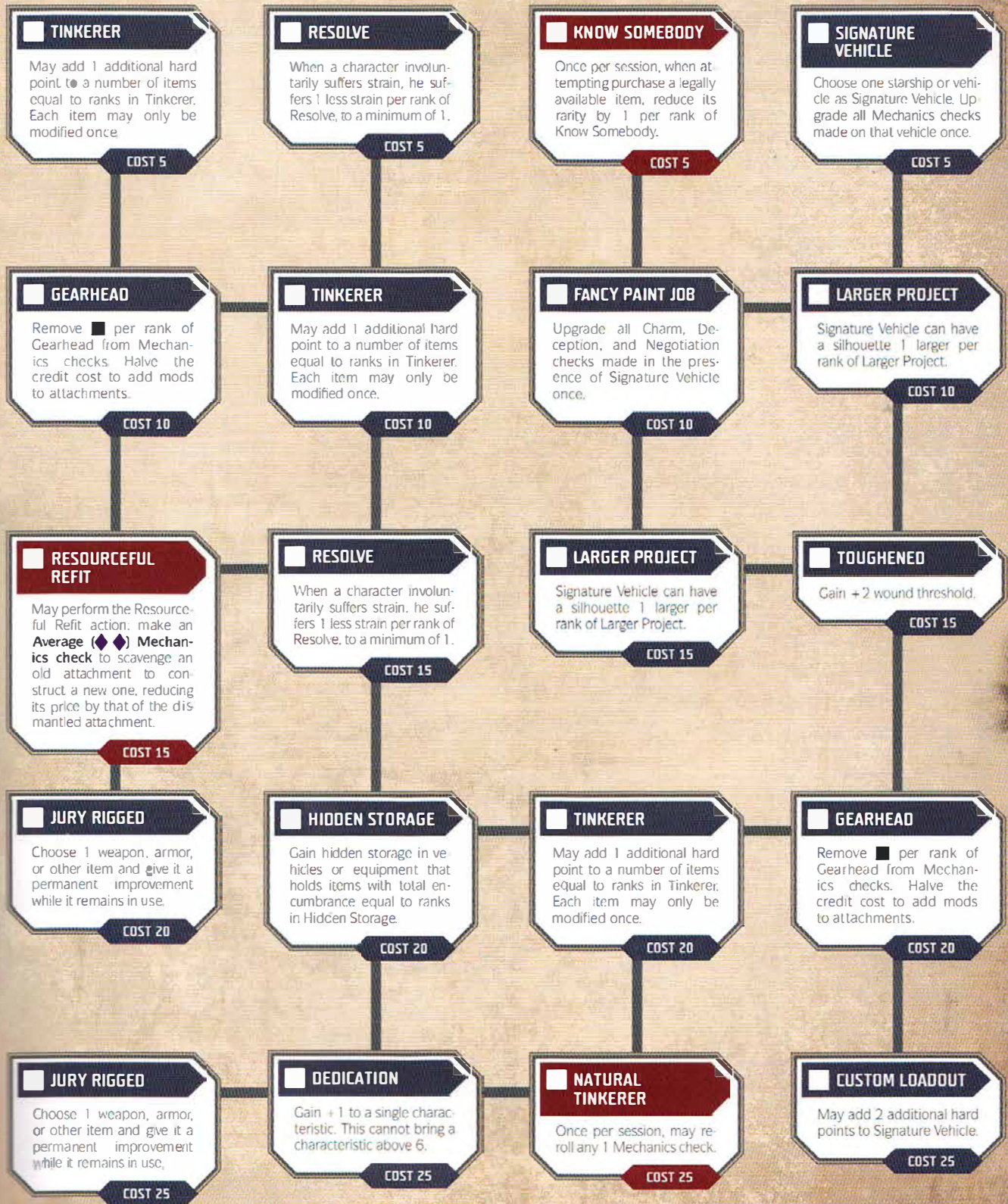
Technician: Modder Talent Tree

Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

Modder Bonus Career Skills: Gunnery, Mechanics, Piloting (Space), Streetwise

ACTIVE

PASSIVE



NEW TALENTS

The following pages describe each new talent added by **SPECIAL MODIFICATIONS**. Every entry includes the information required for gameplay. See page 127 of the **EDGE OF THE EMPIRE Core Rulebook** for more on talents.

CUSTOM LOADOUT

Activation: Passive

Ranked: No

Trees: Modder

The character increases the hard points of his Signature Vehicle by two.

CYBERNETICIST

Activation: Passive

Ranked: Yes

Trees: Cyber Tech

The character removes ■ per rank of Cyberneticist from his checks to build, repair, and install cybernetic implants. In addition, cybernetics and any materials used to craft cybernetics cost the character 50% less (this does not decrease with additional ranks of Cyberneticist).

DEFT MAKER

Activation: Passive

Ranked: Yes

Trees: Droid Tech

The character removes ■ per rank of Deft Maker from his checks to repair, modify, construct, and program droids. In addition, materials to craft droids cost the character 50% less (this does not decrease with additional ranks of Deft Maker).

ENGINEERED REDUNDANCIES

Activation: Passive

Ranked: No

Trees: Cyber Tech

The character benefits from emergency repair patches (see page 182 of the **EDGE OF THE EMPIRE Core Rulebook**) as if he were a droid. The character still benefits from stim packs as usual, but can only benefit from a total of 5 stim packs and/or emergency repair patches per day. Additionally, the character can be healed with the Mechanics skill in the same manner as a droid.

EYE FOR DETAIL

Activation: Active (Incidental)

Ranked: Yes

Trees: Cyber Tech, Droid Tech

After rolling the dice pool for a Mechanics or Computers check but before interpreting the results, the character may voluntarily suffer a number of strain no greater than his ranks in Eye for Detail. If he does, he may convert that many ☆ into ☹. (The character must still have at least ☆ in the results at the end to succeed on the check.)

ENERGY TRANSFER

Activation: Active (Maneuver)

Ranked: No

Trees: Cyber Tech

The character may suffer 1 strain to perform the Energy Transfer maneuver; when he does, he can power up an appropriate unpowered device (such as a datapad, a droid, or a door) until the end of the encounter. Alternatively, he can restore ammunition to an energy-based weapon, allowing a character to ignore an "out of ammo" ☹ result.

The character must have at least one cybernetic installed to perform this maneuver.

FANCY PAINT JOB

Activation: Passive

Ranked: No

Trees: Modder

The character can upgrade the ability of all of his Charm, Deception, and Negotiation checks made in the presence of his Signature Vehicle once.

LARGER PROJECT

Activation: Passive

Ranked: Yes

Trees: Modder

The character can choose a Signature Vehicle with a silhouette value 1 higher than normal per rank of Larger Project.

MACHINE MENDER

Activation: Passive

Ranked: Yes

Trees: Droid Tech

When this character makes a Mechanics check to help a character heal wounds, the target heals one additional wound per rank of Machine Mender. (Typically, only droids can be healed with Mechanics checks; see pages 111–112 of the **EDGE OF THE EMPIRE Core Rulebook**.)

MORE MACHINE THAN MAN

Activation: Passive

Ranked: Yes

Trees: Cyber Tech

Each rank of More Machine than Man increases the character's cybernetic implant cap by 1 (see page 173 of the **EDGE OF THE EMPIRE Core Rulebook**).




OVERCHARGE

Activation: Active (Action)

Ranked: No

Trees: Cyber Tech

Once per encounter, the character may take the Overcharge action by making a **Hard (◆◆◆) Mechanics check** and choosing one of his cybernetic implants that grants him one or more of the following: +1 to a characteristic rating, +1 rank to a skill, or +1 rank of a ranked talent. If he succeeds, until the end of the encounter, the chosen cybernetic provides an additional +1 to any characteristics ratings (to a maximum of 7), an additional +1 ranks to any skills (to a maximum of 5), and an additional +1 ranks of any ranked talents that it provides.




The GM may spend  from the check to have the overcharged cybernetic short out at the end of the encounter; it provides no benefit until the character spends several hours making an **Average (◆◆) Mechanics check** to repair it.

OVERCHARGE (IMPROVED)

Activation: Passive

Ranked: No

Trees: Cyber Tech

Once per round when using the Overcharge action, the character may spend   or  from the Mechanics check to immediately take one additional action.


OVERCHARGE (SUPREME)

Activation: Passive

Ranked: No

Trees: Cyber Tech

When performing the Overcharge action, the character may choose any number of cybernetic implants to attempt to overcharge instead of just one. If he does, upgrade the difficulty of the Mechanics check once for each additional cybernetic beyond the first.

The GM may spend  from the check to have any one overcharged cybernetic short out at the end of the encounter; each cybernetic that shorts out provides no benefit until the character spends several hours making an **Average (◆◆) Mechanics check** to repair it.

REROUTE PROCESSORS

Activation: Active (Action)

Ranked: No

Trees: Droid Tech

Once per encounter, the character may perform the Reroute Processors action on a droid he is engaged with by making an **Average (◆◆) Computers check**. If the character succeeds, he decreases one of the droid's characteristics by 1 (to a minimum of 0) until the end of the encounter and increases another of its characteristics by 1 (to a maximum of 7) until the end of the encounter. If the character is a droid, he may perform this action on himself.

RESOURCEFUL REFIT

Activation: Active (Action)

Ranked: No

Trees: Modder

Instead of removing an attachment to make room for a new one (see **Removing Attachments** on page 93), the character may upgrade an old attachment into a new one. He can take the Resourceful Refit action by choosing an existing attachment installed in one of his items, starships, or vehicles and making an **Average (◆◆) Mechanics check**. If he succeeds, he may destroy the chosen attachment and reduce the price of the next attachment he purchases and installs in that item by the price of the attachment he destroyed (to a minimum of 0 credits). (He must still acquire the new attachment, with an appropriate check based on its rarity, his location, and other relevant factors, as described on page 150 of the **EDGE OF THE EMPIRE** Core Rulebook.)

SIGNATURE VEHICLE

Activation: Passive

Ranked: No

Trees: Modder


The character chooses one starship or vehicle with a silhouette of 3 or lower that he owns. This starship or vehicle is the character's "Signature Vehicle." He upgrades the ability of all Mechanics checks made to work on the vehicle once. If the starship or vehicle is ever lost or destroyed, the character may apply Signature Vehicle to a new starship or vehicle that meets the requirements. The process of modifying and acclimating to the new vehicle may take some time, at the GM's discretion. No two characters can have the same vehicle as their Signature Vehicle.

SPEAKS BINARY (IMPROVED)

Activation: Passive

Ranked: No

Trees: Droid Tech

When the character directs a Non-Player Character droid to assist any character with a check, that droid provides an additional  to the check for which it is assisting (beyond the usual benefits of assistance).

SPEAKS BINARY (SUPREME)

Activation: Active (Maneuver)

Ranked: No

Trees: Droid Tech

Once per encounter, the character may perform the Speaks Binary maneuver, choosing one skill. Until the beginning of his next turn, a number of Non-Player Character, non-minion droids up to his ranks in Speaks Binary may use the character's ranks in the chosen skill (rather than their own ranks in that skill).

TECHNICIAN MOTIVATIONS

Motivation is what drives characters to rise to challenges, make decisions, and take action beyond mere existence. Motivation provides a personal goal that can extend beyond professional and social circumstances. It can be an external force that pushes a character in a direction that individual might not otherwise consider or want to pursue. Motivations are roleplaying hooks that might lead a player to choose actions that benefit (or harm) the character over party goals.

Motivations are typically the result of powerful internal desires or strong emotional responses to past experiences. Characters are working to bring about things they personally desire or to prevent particular events from occurring. A character might be torn between reacting to a Motivation and the current circumstances, and might sometimes choose to defer it in favor of pursuing another goal. However, if a character consistently ignores a Motivation, the Game Master might advise that character's player to select a new one that is more engaging.

Technicians can have similar motives to those of other characters, but might also be driven and inspired by technical situations or goals that characters of other careers are less likely to find interesting. These sources of inspiration can tie into **Technician Obligations** (see page 17), but do not have to. Motivations and Obligations that conflict with each other can make interesting story hooks, and increase the potential for personal or party drama when situations pit one desire against the other.

The degree to which a player uses a character's Motivation reflects its importance to both the character and player. Players who deeply roleplay their character's Motivation can use it as an integral part of their PC's personality and story. The GM is encouraged to play to that Motivation by including encounters that play into or oppose it. Players who largely ignore Motivation are less likely to think to use it on their own. In this case, the GM can still create situations that play to the Motivation, and giving the player a possible reminder that it exists along with an opportunity to engage with the Motivation.

Motivations can change over time. If a character succeeds in a goal related to a Motivation, the player could select a new Motivation for the character, even if it is to sustain the goal already achieved.

TABLE 1-2: RANDOM TECHNICIAN MOTIVATIONS

d10	Motivation Result
1-2	Ambition
3-4	Cause
5-6	Relationship
7-8	Innovation
9-10	Roll once for each of any two categories.

The **EDGE OF THE EMPIRE** Core Rulebook includes many Motivations, broken up into three categories: Ambitions, Causes, and Relationships. **SPECIAL MODIFICATIONS** adds a new Technician-centric list of Motivations called Innovations. Though this category and its entries were created specifically for Technicians, characters of other careers may also use Innovations at the GM's discretion.



When creating a new character, each player rolls randomly to determine the character's Motivation, or chooses from the one of the lists in the **EDGE OF THE EMPIRE** Core Rulebook (see page 94 of the **EDGE OF THE EMPIRE** Core Rulebook for the complete rules) or **Table 1-3: Specific Innovations**, presented here.

To include the possibility of Innovation as a randomly generated Motivation, the player should roll on

Table 1-2: Random Technician Motivations. This roll replaces the roll the player would normally make on **Table 2-5: Random Motivation** on page 94 of the **EDGE OF THE EMPIRE** Core Rulebook. If the result of the roll is Innovation, the player rolls again on **Table 1-3: Specific Innovations** or chooses a Motivation from that table to determine the character's specific Innovation Motivation.

TABLE 1-3: SPECIFIC INNOVATIONS

d100	Result
1–10	Fabrication: The character likes building useful things. Some creations could be helpful to society, but many are projects of a purely personal nature. The character introduces novel twists to known designs, but does not like to spend time inventing wholly new concepts just for the sake of it. The character might occasionally try to invent a new technology if nothing can solve a particular problem, but generally follows the principle that the best creations come about from study and refinement rather than attempts to make totally unprecedented things.
11–20	Invention: The character constantly desires to create new devices, vehicles, or programs. Sometimes, the character invents something new to overcome a specific problem, but more often than not, the act of inventing something new is its own reward. Of course, the character's desire for novelty can sometimes get in the way of finding an expedient solution. After all, sometimes a simple tool is the best one for a given job. Still, a character driven by this Motivation is likely to at least try reinventing the wheel from time to time, even if the results aren't particularly useful.
21–30	Modification: The character loves to extend the usefulness of a device or program by boosting its abilities or giving it new functions. A character with this Motivation often adds new parts or code to the original item, ceaselessly fiddling with it even after its function is what most would consider optimal. Some individuals turn modifications into an art form—whether literally artistic, or metaphorically so—through clever use of technology.
31–40	Personal Improvement: The character does anything and everything to acquire enhanced abilities, whether to make up for a devastating injury or merely to exceed the limitations of nature. This character likely already has cybernetics, and will seek to expand their effectiveness. Other characters might regard the character as dangerously willing to give any new cybernetic program or device a try, no matter its source, even if the potential downside could alter the character's life for the worse.
41–50	Waste Not, Want Not: The character hates to let anything go to waste and tries to devise ways of recycling or refurbishing discarded parts, scrap metal, old technology, and worn-out droids. Perhaps the character comes from a remote world where technology and materials are scarce, and anything remotely technological is expensive. Perhaps the character simply hates the thought of later realizing that something thrown away was useful. While this character's workshop and living area are often cluttered, the character likely claims to know where everything is.
51–60	Technological Fascination: The character loves to work with a specific type of machine, sometimes to the point of excluding all others, be it firearms, starships, droids, or some other, more esoteric branch of technology. The character seeks out new information and the latest news pertaining to this area of fascination, and knows the intricacies of various models and minute differences between them. The character might have favorite models, but this singular obsession is not usually limited to one specific object or design.
61–70	Technical Business Interests: The character strives to own and operate a successful legal or outlaw business in a particular area of expertise. The business might consume all of the character's time when not out adventuring with the other PCs. It might run itself in the character's absence by way of employees or automation, or it might go on hiatus whenever the character has to go gallivanting across the galaxy. However, it is always on the character's mind, and the character is likely looking for ways to expand or improve it even when away.
71–80	Technological Historian: The character is very interested in historic or ancient technology and strives to learn more about it, meticulously cataloguing any findings for future publication. The character might amass an extensive collection that others regard as useless junk, going out of the way to acquire seemingly meaningless and often expensive archaic devices. Occasionally, the character finds a useful or amazing item that might bring a high price from a collector or other interested party, or draw unwanted attention from treasure seekers and the authorities.
81–90	Technological Necessity: The character has a great need to complete or acquire a specific device or program. The goal might be to save a world, a town, or a life, or to provide a workable solution to an important diplomatic or military situation. Whatever the specifics of this need, the character likely sees its completion as a magnum opus, and stakes a considerable amount of hope upon the promise of salvation the unfinished device represents.
91–100	Technical Rival: The character cultivates a rivalry with another Technician who works in the same field of technology. The character tries to one-up the rival whenever possible, and is driven to get up each morning by a desire to surpass this rival as a creator. The rival might be just as invested in the rivalry as the character, or perhaps the rival is completely unaware of the PC's efforts. The rival can be an NPC or even another PC in the party.

TECHNICIAN SIGNATURE ABILITIES

In addition to the specializations that a character can choose from within a given career, he also has access to that career's signature abilities. These abilities are special, elite talents that only experienced characters of the specified career may access. They represent extraordinary feats only possible through skill and ability gained over a long and successful career, separating the journeyman from the master.

The Technician career has access to two signature abilities: Inventive Creation and Unmatched Calibration.

SIGNATURE ABILITY BREAKDOWN

A signature ability is composed of three elements: the nodes linking it to a talent tree, the ability's basic form, and a series of upgrades that augment the ability.

NODES

Each signature ability has four nodes lined up across its top. These four nodes match up with the four talents on the bottom row of a talent tree. Each node can either be active, showing a bracket facing upward, or inactive, remaining blank. To be able to attach a signature ability to a tree, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability.

ABILITY BASIC FORM

When a character acquires a signature ability, he must first purchase the basic form of the ability. This takes up the entire first row of the signature ability tree and is purchased with experience points. The experience cost of each base ability is listed in its box.

UPGRADES

After the character has purchased the basic form of the signature ability, he can further customize the ability by purchasing upgrades. Upgrades, much like talents, are purchased with experience points, and each upgrade may only be purchased if it connects to the basic form of the ability or a previously purchased upgrade. The experience cost of each upgrade is listed in its box.

NARRATIVE ABILITIES

Many signature abilities (such as the Technician's Inventive Creation) have primarily narrative effects, allowing the character to instantly gain access to something the group would not normally have. These abilities are powerful tools that allow the players and GM to work together to tell a more collaborative, cinematic story. However, they can also pose a challenge to the GM as the character circumvents sections of the planned narrative.

Because of these potential challenges, when a player wishes to use a signature ability with a narrative effect, that player must first consult with the GM. Together, the player and GM decide on the effect the ability should have, fitting it into the narrative of the game. However, as with all things, the GM is the final arbiter as to the effect of the ability.

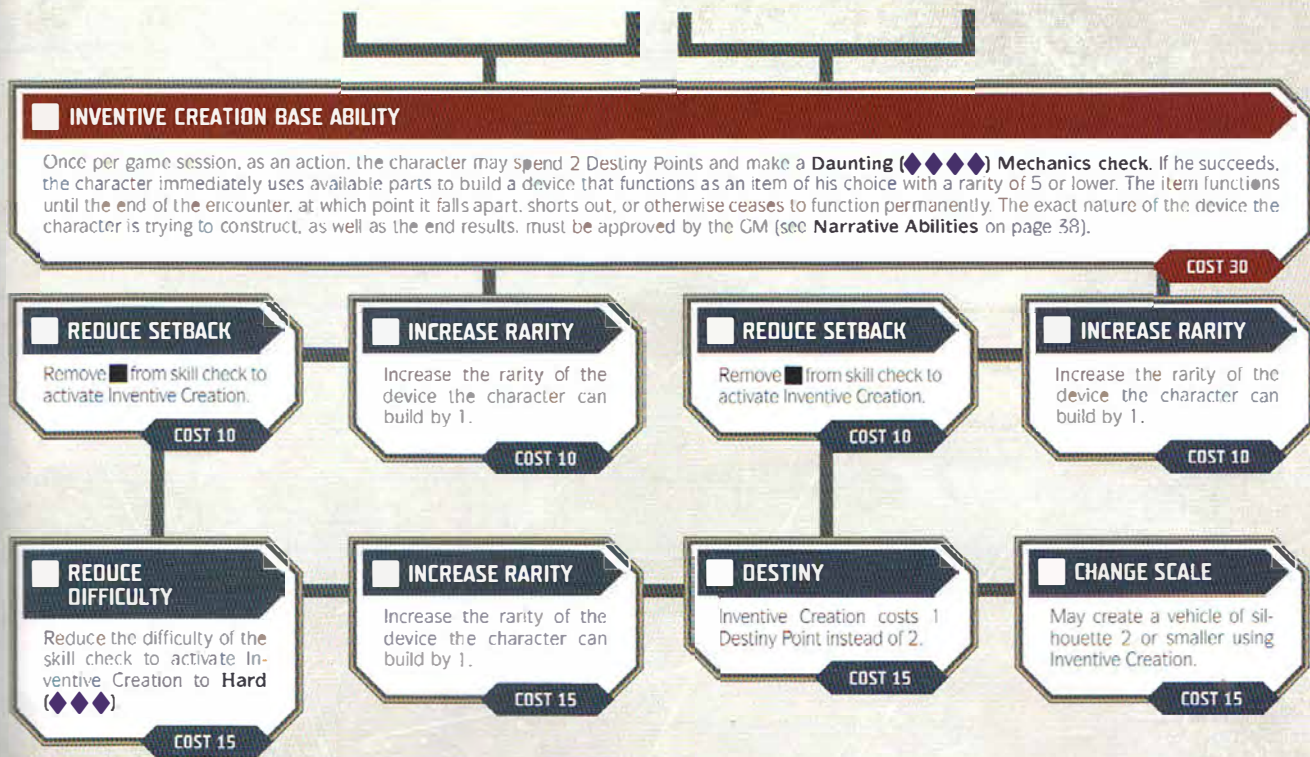
ACQUIRING SIGNATURE ABILITIES

Before a character can purchase a signature ability or any of its upgrades, the character must "attach" that ability to the bottom of one of his current in-career talent trees. Once a signature ability has been attached to a tree, no other signature abilities may be attached to that tree, and the attached ability cannot be removed or switched to a different tree. A character can only acquire a signature ability from his career and can only attach that ability to in-career talent trees.

To attach a signature ability to one of his talent trees, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability. Then, once a signature ability has been attached to a talent tree, the character may purchase the ability's basic form and its upgrades using experience, just as if they were talents.



Technician Signature Ability Tree: Inventive Creation



SIGNATURE ABILITY: INVENTIVE CREATION

On the fringes of the galaxy, technical self-reliance often means the difference between life and death. While Technicians in the Core Worlds might not need to be able to whip up functional devices out of fragmented scraps and frayed wires, someone in the Outer Rim rarely has the luxury of pristine tools, sufficient equipment, or even basic supplies. But necessity, they say, is the mother of invention. Outer Rim Technicians often display incredible resourcefulness, scrapping together complex devices from mundane materials.

BASE ABILITY

Once per game session, as an action, the character may spend 2 Destiny Points and make a **Daunting (◆◆◆◆)** **Mechanics** Check. If he succeeds, the character immediately uses available parts in the surrounding environment to build a device that functions as a weapon, suit of armor, or other piece of personal equipment of his choice with a rarity of 5 or lower. The item functions until the end of the encounter, at which point it falls apart, shorts out, or otherwise permanently ceases to function.

The exact nature of the device the character is trying to construct, as well as the end results, must be approved by the GM based on common sense and the ongoing story (see **Narrative Abilities** on page 38).

When the character makes the skill check to activate Inventive Creation, the GM should add ■ or ■ for situational effects that would cause the check to be easier or more difficult.

UPGRADES

Inventive Creation has several upgrades. Any upgrades that appear in Inventive Creation's tree multiple times have their effects stack.

Change Scale Upgrade: If there are sufficient supplies to accommodate such a project, the device that the character constructs with Inventive Creation may be a vehicle of silhouette 2 or smaller of the character's choice. Inventive Creation's restrictions to the rarity and longevity of the device still apply as normal.

Destiny Upgrade: To activate Inventive Creation, the character only needs to spend 1 Destiny Point instead of the normal 2.

Increase Rarity Upgrade: When using Inventive Creation, the character may create an item with a rarity up to 1 higher per Increase Rarity upgrade.

Reduce Difficulty Upgrade: The skill check difficulty to activate Inventive Creation is **Hard (◆◆◆)** instead of **Daunting (◆◆◆◆)**. The GM may still add ■ or ■ as the situation warrants.

Reduce Setback Upgrade: When making the skill check to activate Inventive Creation, the character removes ■ per Reduce Setback upgrade.

Technician Signature Ability Tree: Unmatched Calibration

UNMATCHED CALIBRATION BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to reroll up to two dice in the character's dice pool. Unmatched Calibration cannot be used on a ○.

COST 30

REMOVE SETBACK

May remove ■ instead of rerolling it.

COST 10

INCREASE NUMBER

Unmatched Calibration affects one additional die per Increase Number upgrade purchased.

COST 10

FREQUENCY

Unmatched Calibration can be used one additional time each game session per Frequency upgrade purchased.

COST 10

INCREASE NUMBER

Unmatched Calibration affects one additional die per Increase Number upgrade purchased.

COST 10

DESTINY

Unmatched Calibration costs 1 Destiny Point instead of 2.

COST 15

MINIMIZE RISK

Downgrade one ● to be rerolled with Unmatched Calibration to ◆.

COST 15

OPTIMIZATION

Upgrade one ◆ to be rerolled with Unmatched Calibration to ●.

COST 15

SHARED ACUMEN




Unmatched Calibration can also be used on the dice pool of a willing ally within short range.

COST 15



DESCRIPTIVE USES OF SIGNATURE ABILITIES

While some signature abilities are focused on a clearly defined narrative effect (see **Narrative Abilities** on page 38), others are more mechanically oriented. The fact that a signature ability has a concrete effect on gameplay does not mean that the GM and players cannot derive storytelling opportunities from its use, however. In fact, the open-ended nature of an ability's narrative effects can provide chances for creative players and GMs to add to the story.

When a character uses Unmatched Calibration, for example, a rerolled result should not just be a change to the mechanical results of the check—it can also enhance the story that the check tells. The character is not rerolling a blank result, but learning from a failed idea and quickly exploring a new direction. Changing a  with a  result into a rerolled  with a blank result represents the character accidentally speeding up the bomb's timer before thinking to tear out the right wire to disconnect the clock entirely, or slipping from a ledge but then rapidly plunging a sharp tool into the wall to create an impromptu handhold.

One technique that GMs can use to encourage players to add to the story with abilities like Unmatched Calibration is to ask **how** the character achieves the effect the ability describes. Some players take to this readily, filling in the gap between the mechanics and the story. On the other hand, other players might find being this open-ended question a bit intimidating, and so the GM might want to narrow things down to give the player a starting point.

Specific questions from the GM can be useful for players who get stuck. The following are a few queries that might help a player fill in the narrative details of an otherwise purely mechanical effect:


- Does your character remember facing a problem like this before?
- Does your character have a tool that might be helpful here?
- What might your character have overlooked at first?

SIGNATURE ABILITY: UNMATCHED CALIBRATION

The character has the capacity to act with incredible accuracy and finesse, reacting dispassionately and deftly to problems and capitalizing on opportunities as they arise. Steady hands, sharp wits, and calm nerves developed while working on volatile engines, delicate instruments, or ever-shifting Slicers' code give the Technician an edge in any situation. After all, composure and logical analysis are applicable to nearly any activity, whether that is defusing a bomb, calling up schematics in a hurry, or even participating in a firefight. Thus, even when facing novel problems, the character can act efficiently and decisively, analyzing and dispatching the thorniest problems with practiced ease. To this Technician, every problem is a puzzle to be solved, and there is always an optimal move to advance toward the answer.

BASE ABILITY

Once per game session as an incidental, after rolling the dice pool for a check but before interpreting the pool, the character may spend 2 Destiny Points to choose and reroll up to two dice in the character's dice pool.

The character must choose all dice to be rerolled at the same time. Unmatched Calibration cannot be used on a .



UPGRADES



Unmatched Calibration has several upgrades. Any upgrades that appear in Unmatched Calibration's tree multiple times have their effects stack.



Destiny Upgrade: To activate Unmatched Calibration, the character only needs to spend 1 Destiny Point instead of the normal 2.

Frequency Upgrade: Unmatched Calibration can be used one additional time per game session per Frequency upgrade.

Increase Number Upgrade: Unmatched Calibration affects one additional die per Increase Number upgrade.

Minimize Risk Upgrade: Once per check, when the character chooses to reroll one  with Unmatched Calibration, he may downgrade it to a  (before rerolling).

Optimization Upgrade: Once per check, when the character chooses to reroll one  with Unmatched Calibration, he may upgrade it to a  (before rerolling).

Remove Setback Upgrade: Whenever the character would reroll any  with Unmatched Calibration, he may remove those  from the dice pool instead.

Shared Acumen Upgrade: Unmatched Calibration can also be used on the dice pool of a willing ally within short range. All upgrades the acting character has in Unmatched Calibration can be applied to the character receiving help.





TOOLS OF THE TRADE

"They say there's no problem you can't solve with ingenuity, good tools, and sufficient time. Sometimes, I wonder what it's like to have those latter two things."

-Chalan Talosi, mechanic

Improvement and innovation are the ways of the Technician, and many pursue these goals compulsively. After all, what is a Mechanic or Droid Tech without a droid to upgrade? What is a Slicer without a program to tweak? Without a gadget to fiddle with, what is an Outlaw Tech or Modder? Far from believing technology to be sacrosanct, most Technicians see any given piece of tech as something to improve, disassemble, or scavenge. Technology can make lives better, and so Technicians make technology better.

A Colonist might say that sentient species develop culture to understand the universe. A Technician would say that sentient species develop tools to manipulate the universe. There is some truth to both views, as antiquarians end up studying ancient civilizations through the culture's tools and technology. Where a Hired Gun is trained to destroy, a Technician is a constructive problem solver. Where an Explorer uses diplomacy to convince an expert to help solve a problem, a Technician patches, rebuilds, or gets around the problem through applied means. With the right tools in hand, a Technician can accomplish anything.

Technology can be the reward for an adventure. A Technician may never gather enough credits to purchase a fancy blaster rifle, but the parts needed to build one might be at hand already, if the Technician is inventive and resourceful enough to see them. One sentient's trash can become another's gear.

Technology can be the catalyst for an adventure. Competing corporations (or even competing Outlaw Techs) work hard to get their designs to market. Unscrupulous businesses could hire the PCs to steal the data of their competitors. Engineers and scientists under the employ of the Rebels or the Empire might need help developing countermeasures to new enemy technologies. The PCs themselves may have developed some important technology that others now wish to acquire—at any cost!

The following sections detail the weapons, weapon attachments, armor, gear, vehicles, vehicle attachments, and starships that Technicians can employ as spare parts, favored tech, or pet projects. Sometimes Technicians blur the line between pieces of gear and dangerous weapons.

NEW WEAPONS

Many Technicians are largely uninterested in combat equipment, focusing on working with more sophisticated machines such as droids and starships. To others, however, nothing ever surpasses the simple pleasure of watching things explode. Obviously, anyone can use the weapons detailed in this section, but Technicians are best able to appreciate the artistry or ingenuity of their construction.

RANGED AND MELEE WEAPONS

While many Technicians prefer their own volatile contraptions, some professionally designed guns can excite any weapon enthusiast's fascination with the technology of destroying things. Most of the weapons in this section have a high potential for customization, which explains their appeal to inveterate tinkers.

BLASTECH DL-19C BLASTER PISTOL

BlasTech's venerable DL-18 is one of the more common blaster pistols across the galaxy, and has been a considerable success for BlasTech for years. The DL-19C is a much more specialized weapon, targeted at a niche market of weapon hobbyists, perfectionists, and others who want the ability to adjust every aspect of the weapon to their personal taste, from the sensitivity of the trigger, to the shape of the barrel, to the energy outflow from the charge pack. While these guns are produced in limited number, discerning firearms enthusiasts often recognize each other based on possession of this weapon.

When a character applies the Jury Rigged talent to this weapon, he may select one additional option from the talent's list and apply it to the weapon. The character cannot select the same option twice.

DDC-MR6 MODULAR RIFLE

A modular rifle that the Drearian Defense Conglomerate designed for the Confederacy of Independent Systems during the Clone Wars, the MR6 comes with an electromagnetic rail system that enables the user to reconfigure the weapon quickly for different situations. The "rails" (actually electromagnetic strips along the body of the rifle) allow a user to quickly swap attachments, even in the heat of battle. Due to the high cost of the weapon, the Separatists never purchased more than an experimental manufacturing run before moving on to cheaper alternatives. Nonetheless, a few of these rare guns remain in circulation, in the hands of collectors or mercenaries who need a versatile weapon that fulfills a wide variety of needs.

A character may make an **Average** (◆◆) **Mechanics check** to add or remove an attachment to a DDC-MR6 as an action rather than spending the usual time required to remove an attachment (see **Removing Attachments**, on page 93).

ELECTROMAG-PULSE DISRUPTOR

An electromag-pulse disruptor is a device is a slim stylus used to short out electronic equipment. While some Technicians who work with droids or computer systems that might run out of control need such a device in their daily work, having one on hand can be helpful to anyone who ends up in a combat situation. In the Core Worlds, machinists rarely need to concern themselves with such risks, but in the Outer Rim, where marauders and pirates abound, possession of such a device can mean the difference between life and death.




Add   to any check the character makes to sabotage electronics or computers. Add  to a character's Perception checks made to find this weapon on a person's body.

TABLE 2-1: RANGED AND MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Ranged Weapons									
BlasTech DL-19C Blaster Pistol	Ranged (Light)	5	4	Medium	1	4	450	4	Stun setting
DDC MR6 Modular Rifle	Ranged (Heavy)	7	3	Medium	3	6	1,000	6	Stun setting
Melee Weapons									
Electromag-Pulse Disruptor	Melee	5	4	Engaged	1	0	180	5	Disorient 1. Ion



TOOLS AS RANGED WEAPONS

Though many Technicians on the fringes of the galaxy carry a sidearm for self-protection, such measures are not always enough. When a ship is attacked by pirates or a garage is raided by the minions of a local warlord, a Technician might not have a trusty blaster on hand. Still, Technicians are nothing if not resourceful, and many utilize seemingly mundane equipment to deadly effect when caught unarmed or unprepared. Gruesome stories of Technicians fending off interlopers with rivet guns, modified repulsor cells, industrial sanders, and other contraptions make many Outer Rim criminals leery of attacking such individuals within the confines of a garage or workshop.

ION THRUSTER GUN

Ion thrusters are used in many different engines, from those of airspeeders to the drives of grand starships. Most Technicians have at least one or two of these devices sitting around their workspaces at any given time, and a hangar is liable to contain many thrusters. As many Technicians can tell you, however, the biggest difference between a powerful engine and a gun is where they happen to be pointed. A retrofitted ion thruster's actual capacity for damage is low due to the diffuse nature of the blast, but it knock objects over, and the ion signature disrupts droids and electronics.

CUSTOM ATTACHMENT

Shaped Nozzle: By adding a metal cone to an ion thruster, a Technician can dramatically increase its potency as a weapon, focusing the energy into a sharp beam rather than letting it disperse in a wide arc.

Base Modifiers: Removes the Ion quality.

Modification Options: 5 item quality (Pierce +1) Mods.

Hard Points Required: 0.

Price/Rarity: 75/1.

Encumbrance: 0.

TABLE 2-2: TOOLS AS RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Ion Thruster Gun	Ranged (Heavy)	5	4	Short	8	0	300	2	Concussive 1, Cumbersome 5, Ion, Prepare 1
Multi-Goo Gun	Ranged (Light)	2	NA	Short	2	1	250	1	Disorient 1, Ensnare 4, Knockdown
Repulsor Gun	Ranged (Heavy)	3	5	Short	5	0	200	3	Knockdown
Rivet Gun	Ranged (Light)	4	3	Engaged	4	1	900	1	Ensnare 1, Inaccurate 2, Limited Ammo 1


CUSTOM ATTACHMENTS




Most attachments are standardized pieces of equipment that work with different weapons, armor, or starships. Custom attachments are specialized and only exist for a specific item. Typically, Technicians integrate custom attachments from some combination of new parts and retrofitted pieces of the unmodified item rather than purchasing a single device.

A custom attachment can only be attached to its indicated item, but is treated as a normal attachment in all other respects.

MULTI-GOO GUN

The multi-goo gun, an all-in-one spray injector, has a self-cleaning element that allows Technicians to switch out lubricant, adhesive, or acid cartridges with no loss in function. The device appeals to many machinists' natural affinity for efficiency, enabling users to switch between substances quickly without stopping their work, rather than having to stop, clean their spray injectors, and load them with a new substance at each step of a project.

A character using this tool gains automatic  on Mechanics checks to repair droids, vehicles, or starships.

The GM may spend   or  on a Mechanics or combat check made using a multi-goo gun to have all of its spray cartridges run out; it cannot be used at all until refilled. A pack that includes replacements for all three substances costs 20 credits and has a rarity of 2. Placing a refill pack in a multi-goo gun requires an action.

CUSTOM ATTACHMENT

Pressurized Gas Cartridge: While a spray injector does not typically expel its contents with sufficient force to inflict serious harm, there is no particular reason it cannot do so if a tinkerer is willing to change out the factory-standard gas cartridge for one with a bit

more kick. Needless to say, making such an alteration voids the multi-goo gun's warranty.

Base Modifiers: Increase base damage to 5.

Modification Options: 2 item quality (Burn +1) Mods, 2 item quality (Disorient +1) Mods.

Hard Points Required: 1.

Price/Rarity: 100/2.

Encumbrance: 0.

REPULSOR GUN

Bored Technicians sometimes take a repulsor engine, add a charge capacitor and simple trigger mechanism, and use it to amuse themselves during lean periods. Most often used to knock over empty caf containers, the repulsor gun still packs a mean punch.

On a ∇ result, the repulsor gun backfires; the user is knocked prone and suffers the disoriented condition for 2 rounds.

RIVET GUN

Most rivet guns work around the principle of a basic pneumatic hammer, and fire bolts into vehicle plating. Of course, some rivet guns are more-potent than others, based on the thickness and density of the plating they are intended to secure. As such, a Technician can easily adapt a more powerful rivet gun into a serviceable slugthrower by ignoring a few of the safety operating protocols, such as "keep cartridge pressure at or beneath printed factory settings" and "never point the rivet gun at living creatures or droids." While rivet guns are hardly combat weapons, and thus only function up close and with minimal accuracy, no wise sentient would completely ignore the threat presented by an irate Technician carrying one.

A rivet gun reduces the difficulty of Mechanics checks to repair Critical Hits on vehicles and starships by 1 (to a minimum of Simple [-]).

CUSTOM ATTACHMENT

Top-Loading Magazine: By switching out the standard single-bolt loading system for a cobbled-together "magazine" containing numerous bolts, a skilled crafts-person can increase the number of rivets the gun can place per minute dramatically. Some use this to apply rivets more rapidly to other sentient beings, though all manufacturers consider this to be "user error."

Base Modifiers: Removes the Limited Ammo 1 quality.

Modification Options: None.

Hard Points Required: 1.

Price/Rarity: 50/1.

Encumbrance: 0.

CUSTOM ATTACHMENT

Balanced Barrel: Adding a functional barrel to a rivet gun can give it dramatically more range and accuracy as a shooting weapon. Of course, such an addition also makes it obvious that the device is liable to be fired at range, as few Technicians can make a coherent case that they legitimately need to be able to bolt hull plates onto a ship with pinpoint accuracy at a distance of several meters.

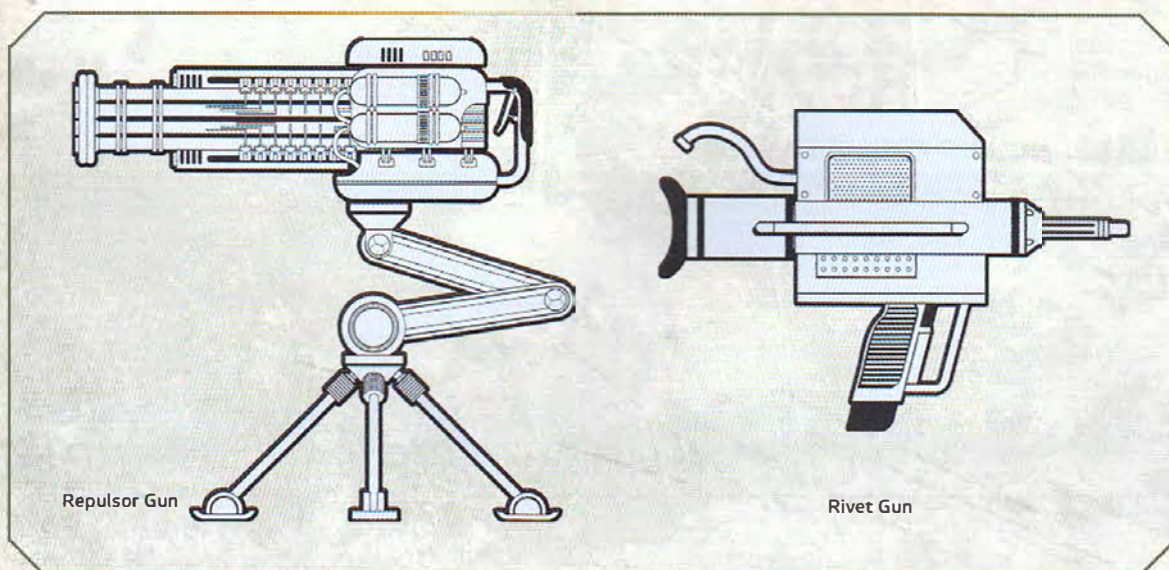
Base Modifiers: Increases range to short.

Modification Options: 2 decrease Inaccurate quality by 1 Mods.

Hard Points Required: 1.

Price/Rarity: 150/3.

Encumbrance: 1.




TOOLS AS MELEE WEAPONS

Though virtually any tool can be put to use as a Melee weapon by someone with even a limited imagination, some are especially effective as implements of violence. When wielded as weapons, these tools often inspire a combination of amazement and terror in onlookers.


HAND GRINDER

A hand grinder uses a rotating wheel coated with rough material to polish down spurs and marks on metal surfaces. This can be extremely helpful when trying to get mechanical components to fit perfectly, whether these are the armored plates of a starship hull or the joints of a droid. While not as effective as a vibrosaw in terms of raw cutting power, it is perhaps even more intimidating.

A hand grinder adds automatic  to crafting checks that involve shaping large pieces of hardened material. A hand grinder requires two hands to use as a weapon.

WELDING ROD

Technicians need not only the ability to cut metal apart quickly, but the capacity to fuse it back together. A welding rod works on a simple principle, generating a jet of focused heat that liquefies small parts of two or more pieces of metal, creating a sturdy bond between the formerly separate pieces. The heat involved in this process is extremely dangerous to organic creatures, and can even sear clean through the much sturdier limbs of droids. For good reason, welding rods are typically sold with instruction manuals that highlight the danger involved in their use—which some Technicians choose to actively ignore when threatened in their workshops.

A welding rod adds automatic  to Mechanics checks to repair droids, vehicles, and starships.


The GM may spend  on any check made with a welding rod to inflict a Critical Injury (see page 216 of the **EDGE OF THE EMPIRE** Core Rulebook) on the user.

TABLE 2-3: TOOLS AS MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Hand Grinder	Melee	+2	4	Engaged	5	4	500	3	Cumbersome 3, Prepare 1, Vicious 4
Welding Rod	Melee	3	2	Engaged	4	0	1,750	5	Breach 1, Inaccurate 2

NEW ARMOR

Not every Technician in the galaxy sees the need for armor. Many of them live in secure shops on law-abiding planets, and even those who work in the galactic underworld often feel secure enough in the protection of their employers to go without. For anyone without a powerful patron or well-secured workshop, though, the idea of walking around without protection is another matter entirely. The galaxy is a dangerous place, and Technicians who recognize that realize that armor provides the best means of staying alive. Many use their knowledge to customize their armor with advanced systems, while others treat it like any other piece of their kit, selecting specialized protection as needed for different circumstances.

CLOAKING COAT

While spies, thieves, and saboteurs favor more expensive personal stealth fields and similar devices, a skilled Slicer typically considers staying unnoticed by sensors and probes to be the most important part of breaking through security. After all, if the Slicer runs

into organic guards in person, something has already gone dramatically wrong elsewhere in the planned operation or heist. To avoid automated detection measures, many Slicers invest in or construct cloaking coats. These heavy, full-body suits are outfitted with jamming suites designed to mask the wearer's presence from detection. A cloaking coat's sensors and automated systems keep the wearer hidden by constantly broadcasting an obscuring cloud of junk data. This specialized array does nothing to stop visual recognition, but it can baffle almost any scanner. A skilled Slicer can even modify the clouding signal it broadcasts on the fly to confuse droid brains into regarding the wearer as background data rather than as a being of any note.

Upgrade the difficulty of all checks to detect an individual wearing a cloaking coat using sensors or electronic forms of detection twice. Droids with an Intellect characteristic lower than the character's ranks in the Computers skill are also affected in the same way when trying to detect the character.

TABLE 2-4: ARMOR

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Cloaking Coat	0	1	(R) 550	4	1	8
Mechanic's Utility Suit	0	2	1,175	5	1	3
Merr-Sonn N-57 Armor	0	2	3,000	5	5	6
SoroSuub P-14 Hazardous Industry Suit	0	2	1,000	7	2	4

MECHANIC'S UTILITY SUIT

Not so much armor as an adaptation applied to the rugged clothing common to Technicians on the go, a utility suit is bedecked with pockets, attachment hooks, and gear straps. The shape of the suit varies based on the creator, although retail models tend to resemble dusters or trenchcoats over a pocket-festooned apron.

The wearer counts as having a tool kit (see pages 181–182 of the **EDGE OF THE EMPIRE Core Rulebook**).

MERR-SONN N-57 ARMOR

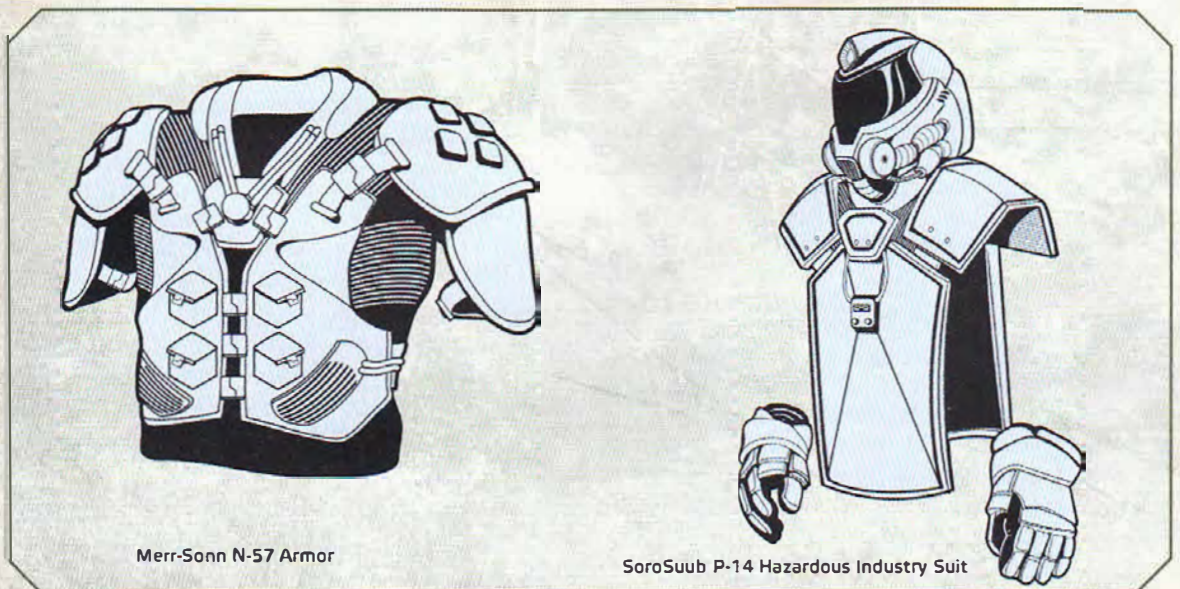
The latest suit in Merr-Sonn's N-series armor for combat engineers has broken with the company's typical policy of selling exclusively to established planetary militaries, and is available for general purchase on the open market. Unrest across the galaxy has made everyone from Rebel saboteurs to civilian contractors in dangerous areas interested in a little extra protection as they work. Fortunately, combat engineering armor exists to meet their needs. In addition to providing protection comparable to laminate armor, the suit also includes a microgenerator that can be used to power attachments or provide an emergency boost to external equipment.

As a maneuver, the wearer may recharge an energy weapon or device that has run out of power or ammunition in the manner of an extra reload/power pack (see page 181 of the **EDGE OF THE EMPIRE Core Rulebook**).

SOROSUUB P-14 HAZARDOUS INDUSTRY SUIT

Hazardous industry suits, common from manufacturers across the galaxy, allow technical experts and laborers alike to deal with workshop or factory conditions dangerous to most living species. Some models, like the SoroSuub P-14, are heavily reinforced enough to even provide limited protection against a blaster bolt, and they all feature extraordinary protection against heat, radiation, fumes, and other perils of working with damaged or poorly maintained machinery. A hazardous industry suit creates an environmental seal when the helmet is worn, and is good for up to eight hours of protection from hostile atmospheres, deadly radiation, or even direct exposure to the void. Finally, the suit's special chemical coating insulates the wearer from burns and shocks. However, their extraordinary protection comes at the cost of mobility, as hazardous industry suits are extremely bulky, with barely more than the range of motion needed to wield a hydrosponder effectively.

The hazardous industry suit counts as a breath mask (see page 179 of the **EDGE OF THE EMPIRE Core Rulebook**). Further, the wearer adds **1** to Resilience checks to resist heat, cold, radiation, and other hostile environmental conditions. The wearer does not suffer the effects of the Burn or Disorient item qualities. When the wearer suffers strain in order to take an extra maneuver, he suffers 1 additional strain.



Merr-Sonn N-57 Armor

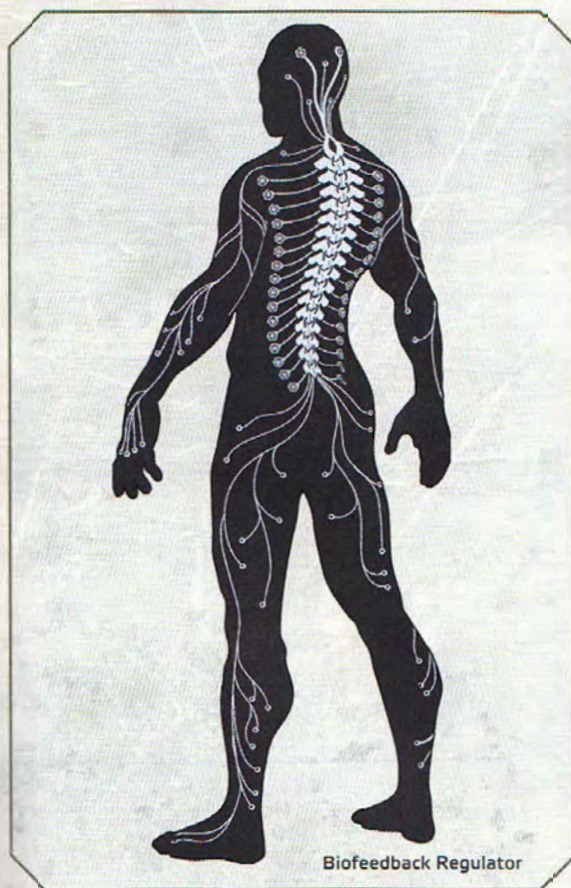
SoroSuub P-14 Hazardous Industry Suit

NEW GEAR AND EQUIPMENT

Across the galactic underworld, many lack access to quality gear and equipment. This is one of the reasons Technicians are in such high demand, but even the canniest jury-riggers needs tools of their own. Gear for Technicians comes from a variety of sources, from their own workshops or those of their peers to the racks of corporate outlets, and even from scientific or technical catalogues. The one commonality among such items is that they rarely stay within the manufacturer's specifications for long.

CYBERNETIC ENHANCEMENTS

With the expertise of a dedicated Cyber Tech, some workshops specialize in offering unique cybernetic enhancements to their clients, whether these replace lost functionality or expand the recipients' abilities to unprecedented levels. Similarly, Droid Techs sympathetic to the plights of those they work on sometimes cook up modifications that can help them gain or maintain their freedom from servitude.



Biofeedback Regulator

TABLE 2-5: CYBERNETICS

Item	Price	Encumbrance	Rarity
Biofeedback Regulator	3,000	—	8
Escape Circuit	(R) 1,000	—	6
Networked Slicing Uplink	(R) 1,250	—	7
Neural Recorder	250	—	8
Surge Override Switch	1,000	—	6

BIOFEEDBACK REGULATOR

Unusually for cybernetic implants, a biofeedback regulator achieves nothing for the recipient when installed on its own. This complex, full-body system takes substantial expertise to install, and is intended to be integrated with additional cybernetic enhancements. When hooked into existing or newly installed enhancements, the regulator redirects natural bioelectricity flows to work with the power supplies of artificial limbs, or to supplement the functioning of pieces that add new capabilities to the user's body. The regulator is thoroughly integrated with the autoimmune responses of the body as well, preventing them from rejecting even the most copious of upgrades.

A biofeedback regulator increases the character's cybernetic implant cap by two (see page 173 of the **EDGE OF THE EMPIRE** Core Rulebook). A biofeedback regulator does not count toward the character's cybernetic implant cap. Biofeedback regulators cannot be installed on droids, and a character can only have a single biofeedback regulator cybernetic installed.

ESCAPE CIRCUIT

Many free droids find the notion of being placed back into servitude intolerable. While some worlds have laws preventing a free droid from being subjected to a restraining bolt, many more do not, and criminals rarely let the law get in their way regardless. Most droids concerned about this fate simply resolve to never be caught in a situation where a restraining bolt could be applied, but some turn to trusted Droid Techs to get an escape circuit installed. These internal systems function similarly to cybernetics in organics, augmenting the droid's verbobrain with the capacity to resist and even overload restraining bolts through concentrated effort.

An escape circuit is a cybernetic implant that can only be installed in droids. A droid installed with an escape circuit can resist a restraining bolt with an

Easy (◆) **Discipline check** instead of the normal difficulty (see page 178 of the **EDGE OF THE EMPIRE** Core Rulebook). The droid may spend ☹ ☹ from a check made to resist a restraining bolt to overload the bolt, rendering it entirely useless.

NETWORKED SLICING UPLINK

Some Slicers make use of a rare and highly illegal set of droid modifications to mask their slicing signatures by routing them through a droid's systems, which fill the signature with junk data from the droid's base-level processes. These systems can either be made to link up with an external set of slicing tools, or they can be part of an internal suite of devices that allow the droid on which they are installed to slice into systems independently. Droid Slicers who have this upgrade installed can make use of it in their own slicing endeavors, making them particularly pernicious opponents for even skilled administrators.

A networked slicing uplink is a cybernetic implant that can only be installed in droids. In addition to its other effects, it counts as a set of slicer gear (see page 179 of the **EDGE OF THE EMPIRE** Core Rulebook).

When the droid is slicing or assisting with slicing tasks, add ■ to Computers checks to identify the slicer based on these activities, such as the Trace User action (see **Slicing Encounters**, page 87).

NEURAL RECORDER

An individual with a neural recorder installed gains the ability to record and store sensory information with the veracity and recall of an advanced computer system. The recorder's recall is not truly perfect, as most known species have sensory limitations that prevent them from uploading perfectly detailed information on everything they observe, but it is still the next-best thing to a perfect memory. The recorder only captures information that the user consciously chooses to record, but after a short period of adjustment, keeping it running in the absence of a concern for privacy or security becomes second nature.

Neural recorders allow the user to make an **Easy** (◆) **Discipline check** to recall any information experienced while the recorder was running. Information gained from this check is highly detailed, and is generally comparable in quality to the recording a standard holorecorder would make. The installation of a neural recorder usually includes a small connection port elsewhere on the user's body—typically the palm. A character with a neural recorder can copy information recorded by the implant to a more common type of external storage device using this connection.

SURGE OVERRIDE SWITCH

Ion weapons, electrical phenomena, and overloads are a danger to anyone who relies too heavily on cybernetics. A surge override switch allows a character whose cybernetics have been disabled to reactivate them. Doing so puts considerable stress on the user's body, however, and so such devices are options of last resort.

Once per encounter as an action, a character with a surge override switch may make an **Average** (◆) **Discipline check**. If he succeeds, he may reactivate any number of cybernetic implants that have been overloaded by weapons with the Ion quality, the Overcharge talent, or similar effects. For each implant he reactivates this way, he suffers 2 strain. A surge override switch cannot be disabled by Ion weapons or overloaded by other means.

SLICING TOOLS

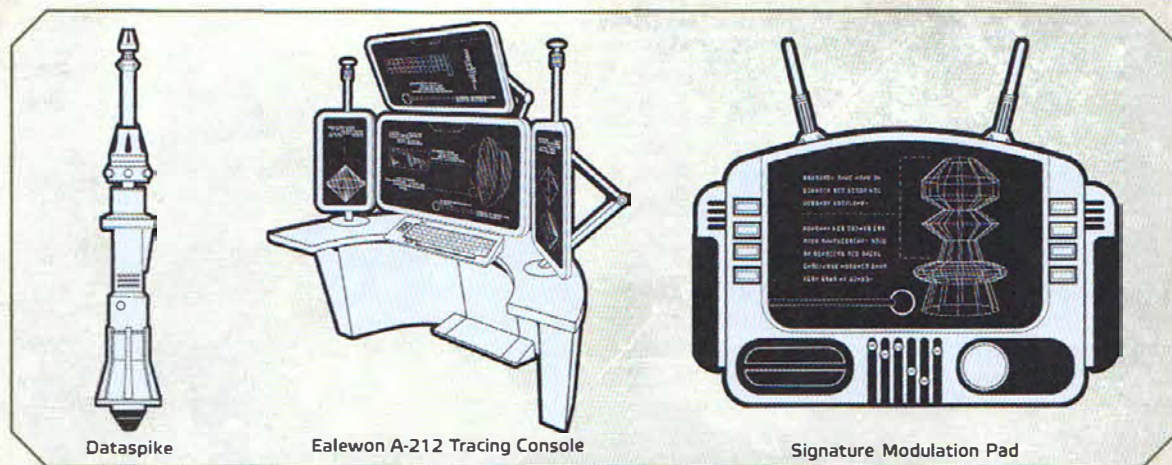
Bypassing the advanced security measures that protect many computer systems requires equally advanced tools. The most successful Slicers prepare for every job by making sure they have the right equipment to get in and out without being detected.

DATASPIKE

Dataspikes, also known as slicers' spikes or computer spikes, are a common tool for bypassing computer security. While expert Slicers sometimes craft advanced examples to break into particular systems, a typical dataspikes can be put together to work with any computer. Once installed in a system, a dataspikes releases a barrage of junk data that overwhelms security, allowing the user a window in which to access the secured systems. Dataspikes are typically designed to burn out after use, leaving behind minimal evidence.

THE BASICS OF SLICING EQUIPMENT

While the best Slicers prepare themselves with a wide variety of tools to cover all eventualities, all of them rely on a similar set of equipment to attempt the rudiments of the job before turning to more specialized tools. Some form of slicing tool is needed to attempt slicing at all, as described in **The Right Tools for the Job**, on page 171 of the **EDGE OF THE EMPIRE** Core Rulebook. This can be a temporary tool like a dataspikes, but is more commonly a permanent set of slicer gear. At the GM's discretion, a Slicer might be able to break into a relatively unsecured system with little more than a datapad and some ingenuity, although attempting the job with limited resources could impose one or more ■ on the check.



Once per round, a character with a dataspike may expend it to attempt to disable a security program as a maneuver (rather than as an action). This can include the use of the Disable Security Program action (see **Slicing Encounters**, page 87). Reduce the difficulty of the subsequent Computers check to disable the program by 2, to a minimum of **Simple (-)**. After one use, the dataspike burns out and becomes useless.

EALEWON A-212 TRACING CONSOLE

Tracing consoles are most commonly found within espionage agencies and other sensitive installations, but they could be used by any group concerned about the security of its electronic systems. These devices keep a constant watch over the systems to which they are linked, logging all attempts at access and monitoring for unusual activity. Once irregularities are logged, the console can be used to assist in following the disturbance to its source.

A tracing console can be installed to monitor a single system, such as a building's data network or a ship's computer. Computers checks to slice a system protected in this way suffer **■** due to the difficulty of avoiding notice. A defending slicer using the console gains **■** to Computers checks to identify any intruder, such as by the Trace User action (see **Slicing Encounters**, page 87).

SIGNATURE MODULATION PAD

Tools designed to hide or disguise slicing signatures take many forms across the galaxy, as they are typically assembled in back-alley workshops or criminal facilities instead of by reputable manufacturers. One of the most common variants for such gear takes the form of a modified datapad that uses the device's data storage capacity to endlessly reroute its signal through its modified circuitry, distorting the electronic fingerprint of the slicing tools used alongside it.

Add **■** to checks attempting to acquire the user's slicing signature, such as the Trace User action (see **Slicing Encounters**, page 87).

TABLE 2-6: SLICING TOOLS

Item	Price	Encumbrance	Rarity
Dataspike	(R) 100	1	3
Ealewon A 212 Tracing Console	3,000	12	6
Signature Modulation Pad	(R) 250	2	7

CONSTRUCTION AND SALVAGE TOOLS

Technicians across the galaxy make sure to carry tools with them so that they can do their work as the situation warrants, but sometimes a larger project demands a different approach. Some useful devices are too bulky to carry around, but too useful to go without. Repair workers, junkers, and others specializing in heavy-duty work often fill their workshops with these sorts of machines.

CZ-88 HEAVY LOADER ARM

The CZ-88 model heavy loader produced by Czerka is a flexible piece of equipment used for everything from moving freight to collecting salvage to replacing damaged hull plating on starships. The primary loading arm has several extensions that enhance articulation and balance, allowing it to handle even delicate materials without sacrificing the lifting power needed for large-scale construction and salvage jobs. It generally comes mounted on a cart with a repulsorlift, as transporting the arm would otherwise be largely impractical due to its enormity.

A heavy loader arm includes a monotask droid brain that can perform checks to heft objects; it has an Athletics skill of 1 and a Brawn of 5 (if unassisted, it rolls **Y** **◆◆◆◆◆** for Athletics checks).

Sometimes, salvagers install loader arms directly onto starships or other vehicles for easy retrieval of scrap metal and other components, using the arm as a low-cost alternative to a tractor beam projector. A CZ-88 heavy loader arm can be installed onto a vehicle of silhouette 3 or larger as an attachment, and uses one hard point. The occupants of the craft can use it to perform Athletics checks to lift objects into or out of the vessel (and other checks, at the GM's discretion) without disembarking.

MECHANICAL DIANOGA

Designed for reaching tight spaces in a starship, the mechanical dianoga is a meter-and-a-half-long flexible actuated tube. One end is a full arm sleeve with a snug pressure cuff to keep it from slipping off. The inside of the sleeve has handgrips and controls. There is also a view screen and additional controls on the exterior of the cuff. The business end has small mechanical fingers and basic tools, including adjustable wrench sockets, small blades, and other such implements.

A mechanical dianoga removes **■ ■** from checks to remove system strain from starships and vehicles.

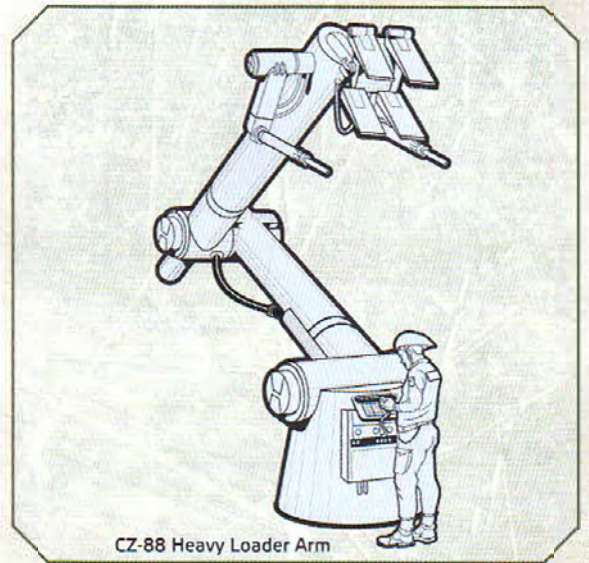
MERR-SONN VX-A INTELLIGENT TOOLBOX

Developed as a civilian alternative to the Merr-Sonn VX Hands-Free Weapon System, this rigid backpack contains a suite of tools and portable supplies. The device has two built-in, multi-jointed arms that respond to the wearer's verbal commands to hand the wearer tools, hold equipment, and reorganize tools once the user is done with them.

An intelligent toolbox counts as a tool kit (see pages 181–182 of the **EDGE OF THE EMPIRE** Core Rulebook).

TABLE 2-7: CONSTRUCTION AND SALVAGE TOOLS

Item	Price	Encumbrance	Rarity
CZ-88 Heavy Loader Arm	1,500	30	3
Mechanical Dianoga	225	4	4
Merr-Sonn VX-A Intelligent Toolbox	2,500	3	8
OR-Series Tech Recycling Station	1,500	10	5
Repulsor Clamp	250	3	1



CZ-88 Heavy Loader Arm

Additionally, it reduces the time required for repairs, crafting, and other Mechanics-related tasks by 50%.

OR-SERIES TECH RECYCLING STATION

Tech recycling stations are used to speed up the time-consuming task of sifting through damaged or discarded technology to find items of value. High-grade examples are sometimes used by archaeological expeditions, but the more common OR-series is typical of models in service everywhere from the recycling plants of environmental concerns to the warehouses of Outer Rim scrap dealers. The OR-series sorts through loads of junked technology to find valuable quality alloys, active power cells, and useful parts that can be separated from the trash surrounding them.

A character using a tech recycling station adds **□ □** to Perception and Mechanics checks to scavenge parts or raw materials, and can complete such checks in half the time (or one quarter of the time with the Utinni! talent). Additionally, a character with a tech recycling station on hand may recover supplies worth half of the Material Price from any failed crafting check, to a maximum of the full value (see **Crafting** on page 74).

REPULSOR CLAMP

This pneumatic clamp, attached to a repulsor engine, allows Technicians to hold heavy objects in the air as they work on repairs. Though it is bulky, it can lift massive objects with ease, and thus is extremely useful for many construction and maintenance jobs.

A repulsor clamp can hold a single object of 10 encumbrance or less aloft. Further, having a repulsor clamp on hand removes **■** from checks to repair hull trauma and Critical Hits on starships and vehicles.

REMOTES

Remotes are automated devices with rudimentary intelligence—simple droids, in other words. They can perform uncomplicated actions such as scouting, recording footage, or searching for predetermined items or persons. For game purposes, remotes function as droids, though they are far less intelligent.

A character can control a remote directly through a linked datapad or advanced slicer gear. Commanding a remote generally requires a maneuver, though more complex commands might require an action and a Computers check. At the GM's discretion, especially convoluted orders might require far longer to program.

GENERIC REMOTE

Small wheeled devices, spheres with miniature repulsortlifts, and various other chassis house generic remotes, which can perform basic preprogrammed tasks in response to simple commands from users.

GENERIC REMOTE [MINION]



Skills (Group Only): Perception.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons or toxins), Silhouette 0.

Equipment: None.

BUTTERBUG REMOTE



These small palm-sized remotes transmit localized information to each other and to the user. Whole batches can be linked together as a networked swarm.

BUTTERBUG REMOTE [MINION]



Skills (Group Only): Mechanics, Melee.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons or toxins), Vulnerable to Blasts (add   to checks made with weapons with the Blast quality targeting minion groups of butterbug remotes), Silhouette 0.

Equipment: Micro-tools and drills (Melee; Damage 2; Critical 3; Range [Engaged]; Pierce 2).

TABLE 2-8: REMOTES

Remote Type	Price	Rarity
Generic Remote	400	2
Butterbug Remote	700	4
Service Patch Remote	900	3
Shield Remote	1,100	5

SERVICE PATCH REMOTE

The service patch remote analyzes damage to a starship's systems and repairs broken circuits. Slicers sometimes use service patch remotes to compromise physical security measures protecting computers.

SERVICE PATCH REMOTE [MINION]



Skills (Group Only): Computers, Mechanics.

Talents: Technical Aptitude 1 (computer-related tasks take 25% less time).

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons or toxins), Silhouette 0.

Equipment: Built-in toolkit.

SHIELD REMOTE

This asymmetrical remote has an armored shield on one side and motion-tracking sensors scattered across its shell. The remote places itself between aggressors and the user, physically impeding attacks.

SHIELD REMOTE [MINION]



Skills (Group Only): Vigilance.

Talents: Body Guard 1 (once per round, a shield remote may suffer 1 wound to take the Body Guard maneuver to protect an engaged ally; until the end of the shield remote's next turn, upgrade the difficulty of all combat checks targeting the protected ally once).

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons or toxins), Silhouette 0.

Equipment: General purpose scanner.

NEW WEAPON ATTACHMENTS

Unsurprisingly, Technicians are among the characters most likely to upgrade their weapons, and to modify them extensively. The weapons seen in the hands of Technicians are often unique works of art. Thus, allies and associates often seek out the services of Technicians to modify their own weapons. A group with a skilled Technician can often be identified by the array of customized equipment it employs.

CUSTOM GRIP

A skilled tinkerer can tailor a weapon to perfectly fit its wielder's hand. A custom grip is crafted to uniquely match its owner, allowing the weapon to act as an extension of the wielder's body. While the weapon fits perfectly in the hands of its owner, others who try to use it find the grip uncomfortable or the weapon off-balance. A finely customized grip is the hallmark of a master weaponsmith. This attachment can be applied to any weapon with a handle.

Models Include: None.

Base Modifiers: Remove ■ from all combat checks the weapon's owner makes using this weapon. Anyone other than the owner instead adds ■ ■ to all combat checks made using it.

Modification Options: 1 Weapon Quality (Accurate + 1) Mod.

Hard Points Required: 1.

Price: 500 credits.

ENHANCED XCITER

Outlaw Techs have long known how to modify the gas conversion enabler in a blaster to yield a more highly energetic—and correspondingly more destructive—payload. Such modified XCiter modules are highly unstable, however, and are sometimes disparaged as being just as dangerous to the wielder and anyone else nearby as to the enemy. Despite the risk and the illegality of the modification, many outlaws seek out such customizations to gain an edge in a firefight. This attachment can be applied to any blaster.

Models Include: Outlaw Tech Custom XCiter.

Base Modifiers: Decrease critical rating by 1 (to a minimum of 1). The GM may spend ☞ ☞ from any combat check using the weapon to cause the blaster to explode, destroying it and inflicting an automatic Critical Injury on the wielder.

Modification Options: 3 Weapon Quality (Pierce + 1) Mods.

Hard Points Required: 2.

Price: {R} 1,500 credits.

GYROSTABILIZER

A gyrostabilizer, or repulsorlift harness, artificially reduces the weight of a weapon, allowing a user to heft and aim a heavy weapon with greatly decreased difficulty. With such a modification, a single combatant can operate a weapon that normally requires a team of two. These sophisticated devices are comparatively expensive and rare, and thus are seldom seen outside of elite forces. This attachment can be applied to any Ranged (Heavy) or Gunnery Weapon.

Models Include: TaggeCo. Type 2 Repulsorlift Harness, BlasTech Mk. IV Gyrostabilization Unit.

Base Modifiers: Decrease Cumbersome quality by 1.

Modification Options: 3 Decrease Cumbersome quality by 1 Mods, 1 Innate Talent (Barrage) Mod.

Hard Points Required: 2.

Price: 1,000 credits.

INTEGRATED SCANNER

A scanner incorporated into a weapon allows the user to keep a rifle readied while constantly monitoring the surrounding area for danger. Specialized units might detect life signs, movement, or the energy cells of weapons. The battlefield awareness added by such a device can make the difference between victory and defeat. This attachment can be applied to any Ranged (Heavy) Weapon.

Models Include: Carbanti United Electronics Mk. II Omni-Scope, CryonCorp "Heads-Up" Scanner Suite.

Base Modifiers: The weapon incorporates a general purpose scanner (see page 177 of the **EDGE OF THE EMPIRE CORE RULEBOOK**) that the wielder can use while the weapon is drawn. The wielder adds automatic ☞ ☞ to Initiative checks while the weapon is drawn.

Modification Options: 2 Remove ■ from Initiative checks Mods.

Hard Points Required: 2.

Price: 675 credits.

OPTIMIZED ENERGY CELL

An optimized energy cell or expanded gas reserve allows a blaster to achieve a much higher number of shots before needing to reload, thanks to more efficient use of resources. Such modifications are often the result of excessive tinkering, rather than off-the-shelf models. This attachment can be applied to any energy weapon.

Models Include: Czerka Arms Model 4 Expanded Gas Reservoir, BlasTech X-3 Extended Energy Cell.

Base Modifiers: When the GM would spend ☞ or a number of ☞ to cause the weapon to run out of ammunition (see page 159 of the **EDGE OF THE EMPIRE CORE Rulebook**), it requires additional ☞ to have that effect apply to this weapon.

Modification Options: None.

Hard Points Required: 1.

Price: 100 credits.



TABLE 2-9: WEAPON ATTACHMENTS

Attachment	Price	Encumbrance	HP Required	Rarity
Custom Grip	500	-	1	6
Enhanced XCiter	(R) 1,500	-	2	6
Cyrostabilizer	1,000	-	2	6
Integrated Scanner	675	-	2	5
Optimized Energy Cell	100	-	1	5
Overcharged Actuating Module	650	-	1	7
Rapid-Recharge XCiter	750	-	1	7
Removed Safety Features	(R) 250	-	0	2
Secondary Ion Blaster	400	+2	2	6
Sonic Scope	1,500	-	1	8
Stripped Down	250	-1	3	4
Under-Barrel Grenade Launcher	500	+2	2	3
Vibro-Bayonet	500	+1	1	3

OVERCHARGED ACTUATING MODULE

An overcharged blaster actuating module provides for a more powerful shot at the cost of a greater use of gas as well as increased wear and tear on the weapon. For some spacers, these drawbacks are worth the extra fire-power. Although some kits are available for purchase, many Technicians achieve the same result by scavenging parts from a higher-yield blaster. This attachment can be applied to any blaster pistol or carbine.

Models Include: BlasTech Mk. II Actuating Module, SoroSuub BlastPro.

Base Modifiers: Increase weapon damage by +1. The GM may spend ☠ ☠ from any combat check made with this weapon to have it become damaged one step; from undamaged to Minor, Minor to Moderate, or Moderate to Major (see page 159 of the **EDGE OF THE EMPIRE** Core Rulebook).

Modification Options: † Damage + 1 Mod.

Hard Points Required: 1.

Price: 650 credits.

RAPID-RECHARGE XCITER

Specially modified gas conversion enablers can allow a blaster pistol or rifle to achieve much higher rates of fire than factory standard, even rivaling those of a true repeating blaster. Along with modifying or replacing the XCiter, and potentially the blaster actuating module, Technicians making heavy modifications to a blaster also often modify the trigger to allow for fully automatic fire when the user keeps it depressed. Such

high rates of fire mean a considerable loss in accuracy. Nevertheless, the advantages offered by a rapid-fire weapon outweigh these drawbacks for some users. This attachment can be applied to any blaster.

Models Include: BlasTech XCELERATOR, SoroSuub M-3 Cycling Module, various custom models.

Base Modifiers: The weapon gains the Auto-Fire quality and the Inaccurate 3 quality.

Modification Options: 2 Decrease Inaccurate quality by 1 Mods.

Hard Points Required: 1.

Price: 750 credits.

REMOVED SAFETY FEATURES

By removing or deactivating weapon safeties and other features, a gun can more easily be drawn and readied for combat. Of course, these safety features are in place for a reason, and weapons modified in such a way tend to be more accident-prone. This attachment can be applied to any Ranged (Light) or Ranged (Heavy) weapon that could logically have such elements to remove.

Models Include: None.

Base Modifiers: Adds ☠ to the first combat check made with the weapon during an encounter. The GM may spend ☠ ☠ or ☠ from any combat check to have the weapon misfire: it runs out of ammunition (see page 159 of the **EDGE OF THE EMPIRE** Core Rulebook) and inflicts 4 strain on the wielder.

Modification Options: None.

Hard Points Required: None.

Price: (R) 250 credits.

SECONDARY ION BLASTER

A secondary ion blaster provides an extra level of offense for those expecting run-ins with droids. Many Technicians prefer to take enemy droids intact, the better to “recruit” them or even scavenge for parts later. An ion blaster mounted alongside another weapon provides just that option. This attachment can be used with any Ranged (Heavy) weapon.

Models Include: SoroSuub Droid Defender, BlasTech Model 9 Under-Barrel Ion Blaster.

Base Modifiers: Enables the weapon to fire using the following profile at the user's choice: [Ranged [Heavy]; Dam 10; Crit 5; Range [Short]; Disorient 5, Ion]. Adds Cumbersome (+ 1) to weapon and increases encumbrance by 1.

Modification Options: 2 Increase ion blaster's damage by + 1 Mods.

Hard Points Required: 2.

Price: 400 credits.

SONIC SCOPE

Originally developed to overcome personal cloaking devices and other sensor-baffling defenses, a sonic scope uses ultrasonic sound waves to detect a target and generate a visual representation. With proper calibration, the sonar waves can be set to pass through even duracrete and other solid surfaces. This attachment can be used with any Ranged (Heavy) weapon.

Models Include: CryonCorp PL-1 “Second Sight” Scope, SoroSuub Model Z Integrated Sonar System

Base Modifiers: The character may observe and target enemies who are completely hidden by solid objects that the weapon can penetrate. At the GM's discretion, the target might receive additional defense or even soak to reflect shooting through a solid object.

Modification Options: 1 Skill (Cool) Mod, 1 Skill (Vigilance) Mod, 2 Innate Talent (Precise Aim) Mods.

Hard Points Required: 1.

Price: 1,500 credits.

STRIPPED DOWN

By removing redundant components and stripping down the body, it is possible to significantly reduce the weight and profile of a blaster or other weapon. A weapon modified this way is more easily carried and transported, and can be better hidden under a coat or among other equipment. This attachment can be used with any Ranged (Light) or Ranged (Heavy) weapon.

Models Include: None.

Base Modifiers: Decrease the weapon's encumbrance by 1 (to a minimum of 1). Add ■ to a character's Perception checks to find the weapon when it is hidden.

Modification Options: 2 Decrease encumbrance by 1 (to a minimum of 1) Mods.

Hard Points Required: 3.

Price: 250 credits.

UNDER-BARREL GRAPNEL LAUNCHER

Often seen among mercenary and special operations forces, an under-barrel grapnel launcher provides a quick way to scale sheer surfaces in the midst of a combat situation or during a covert infiltration. A durasteel hook, possibly with a mono-molecular point, can find purchase on nearly any surface, while a spool of synthrope or liquid cable provides up to 100 meters of length. A powerful motor automatically retracts the cable, pulling the user up—though holding onto any passengers who are along for the ride is a more difficult matter, and requires some effort on the part of the user. This attachment can be used with any Ranged (Light) or Ranged (Heavy) weapon that could logically have a grapnel launcher mounted on it.

Models Include: Merr-Sonn KR-2 Auxiliary Grapnel, TaggeCo “Skysailer” Grapnel Launcher.

Base Modifiers: As an action, a character may make an **Average (◆◆) Ranged (Light) check** to secure the grappling hook to an object within medium range. On success, as an action, he may reel in the cord, pulling himself to the object (or, if the object is unsecured and lighter than he is, pulling it to him). A character may use the grappling hook to pull another character aloft with him; if he does, he must make an **Average (◆◆) Athletics check** to avoid losing his grip on either his partner or the gun. Increases weapon's encumbrance by 2.

Modification Options: None.

Hard Points Required: 2.

Price: 500 credits.

VIBRO-BAYONET

Although most fights are resolved with exchanges of blaster fire, a close-range firefight can quickly turn into a melee. When this happens, it pays to be prepared. Because the time it takes to draw a blade can mean the difference between life and death, some spacers equip their blasters with vibro-bayonets, essentially vibroblades mounted on the barrel of a gun. While a vibro-spear is not many Technicians' weapon of choice, having one at hand is considerably better than being effectively unarmed when combat takes place in such cramped quarters as the belly of a starship. This attachment can be applied to any Ranged (Heavy) weapon that could logically mount a bayonet.

Models Include: Czerka Arms “Last Resort” Vibro-Bayonet, Merr-Sonn Model 3 Combat Attachment.

Base Modifiers: Enables the weapon to be used in melee combat with the following profile at the user's choice: (Melee; Damage + 1; Crit 2; Range [Engaged]; Pierce 2, Inaccurate 1, Vicious 1).

Modification Options: 2 Increase the Melee weapon's damage by 1 Mods.

Hard Points Required: 1.

Price: 300 credits.

NEW ARMOR ATTACHMENTS

For a Technician, armor is about much more than simple protection. A suit of armor is like a canvas on which to create great works of art. Most suits of armor provide plenty of room to attach devices and opportunities to tinker with integrated systems. Technicians and their allies often wear armor customized with a broad range of additional features.

AMPHIBIOUS MODIFICATION

Many worlds are covered in vast oceans, and no few species have evolved in aquatic environments. For those sentients without the evolutionary adaptation of gills, specialized equipment is necessary. With the addition of a sealed helmet and oxygen (or other appropriate gas) supply, nearly any suit of armor can be converted into an amphibious suit. Retractable flippers provide humanoids with improved mobility in water and other liquids. This attachment can be applied to any armor that could logically have an air tank attached.

Models Include: Gandorthral Atmospherics Submersible 9, BioTech Mk. II Air Supply.

Base Modifiers: The armor provides enough oxygen (or applicable gas) for up to five hours of submersion or in an airless environment (although it does not protect against vacuum). In addition, the user removes ■ from physical checks due to underwater conditions.

Modification Options: 2 Increase oxygen supply by two hours Mods.

Hard Points Required: 1.

Price: 500 credits.

CUSTOM FIT

Although standard “off-the-shelf” armor can provide invaluable protection, it can also prove bulky or awkward, even after adjustments. For those who require

their armor to feel like a second skin, personalized customization can make a drastic difference. Such work requires a skilled armorer, but it can make body armor a much more enticing option for some. This attachment can be applied to any armor.

Models Include: Numerous variants.

Base Modifiers: Remove ■ from Athletics and Stealth checks while wearing the armor.

Modification Options: 1 Remove an additional ■ from Athletics and Stealth checks while wearing the armor Mod.

Hard Points Required: 1.

Price: 400 credits.

INTEGRATED ASCENSION GEAR

Incorporating a grapnel launcher, line, clips, and other climbing and rappelling equipment directly into a set of armor ensures that the user is always prepared to ascend or descend sheer surfaces in a hurry. Whether to escape from pursuers, follow a target, infiltrate a secure building, or exfiltrate from a dangerous situation, ascension gear can prove invaluable in a variety of situations. In addition, having the grapnel and line integrated directly into one’s armor provides a high degree of safety and security. This attachment can be applied to any armor.

Models Include: TaggeCo. Integrated Ascension Unit, VargeCorp ClimbAll Armor.

Base Modifiers: As an action, a character may make an **Average (◆◆) Ranged (Light) check** to secure the grappling hook to an object within medium range. On success, as an action, he may reel in the cord, pulling himself to the object (or, if the object is unsecured and lighter than he is, pulling it to him). A character may use the grappling hook to pull another character aloft with him; if he does, he must make an **Easy (◆) Athletics check** to avoid losing his grip on his partner.

Modification Options: None.

Hard Points Required: 2.

Price: 350 credits.

TABLE 2-10: ARMOR ATTACHMENTS

Attachment	Price	Encumbrance	HP Required	Rarity
Amphibious Modification	500	—	1	4
Custom Fit	400	—	1	3
Integrated Ascension Gear	350	—	2	3
Integrated Slicer Gear	750	—	3	6
Ion Shielding	2,000	—	1	7
Radiation Shielding	500	—	1	3
Reinforced Gauntlets	250	—	2	2
Self-Repair Systems	3,000	—	2	6

INTEGRATED SLICER GEAR

Slicers must often conduct their work under strict time constraints and less than ideal conditions. By integrating a customized computer, dataports, and gesture interface circuitry into worn armor, a slicer can ensure that the tools of the trade are always at hand and almost impossible to lose. A visor-mounted heads-up display or holographic image streams the data the slicer needs, while specially designed gloves or gauntlets allow the slicer to manipulate code using nothing more than gestures and brief voice commands. This attachment can be applied to any armor.

Models Include: MerenData Mobile XR-1, numerous custom variants.

Base Modifiers: The wearer counts as having a Slicer Gear which can be controlled simply by gesturing or vocalization. Add ■ to all checks made by others to correctly identify that the character is slicing.

Modification Options: 1 Innate Talent (Technical Aptitude) Mod.

Hard Points Required: 3.

Price: 750 credits.

ION SHIELDING

Rarely encountered in body armor and more commonly (and usually illegally) applied directly to droid chassis, ion shielding provides protection against ionization blasters. Although the mitigation it grants is far from complete, the energy-dampening effects can keep a droid operational where it would otherwise be shut down. This attachment can be applied to any armor with soak 2 or higher.

Models Include: Outlaw Tech Ion Shielding, Industrial Automaton Mk. III Ion Guard.

Base Modifiers: Increase the armor's soak by 3 against weapons with the Ion quality.

Modification Options: 1 Increase ranged and melee defense by 1 against weapons with the Ion quality Mod.

Hard Points Required: 1.

Price: 2,000 credits.

RADIATION SHIELDING

The galaxy contains many perils, but one of the most common is radiation. From the depths of space to polluted industrial zones, radiation hazards both natural and artificial are a frequent threat to spacers. Although spacesuits provide a degree of protection and specialized hazard suits are available, some individuals prefer to also be protected from blaster bolts and blades. A variety of polymers, reflective coatings, and energy dampeners can be fitted or applied to armor to provide protection from radiation. This attachment can only be applied to laminate armor, heavy battle armor, and any other any armor that can be fully sealed.

Models Include: Loronar Model 4 Hostile Environment Treatment, Neuro-Saav Radiological Hazard Shielding.

Base Modifiers: Add ■ ■ to Resilience checks to resist radiation.

Modification Options: 2 Increase armor's soak by 1 against damage caused by radiation mods.

Hard Points Required: 1.

Price: 500 credits.

REINFORCED GAUNTLETS

Additional armor plating on the hands is a valuable upgrade for those who favor heavier armor, as well as those who do welding jobs on starships and desire to keep all of their fingers. Not only does such extra plating provide additional protection, but it ensures that the wearer is never unarmed; after all, the gauntlets are heavy enough to shatter bones when used to deliver a punch. It also helps protect the user's hands in case they are ever stuck in a closing blast door or shocked by a loose wiring while performing battlefield repairs. This attachment can be applied to any armor with soak 2 or higher.

Models Include: Various models.

Base Modifiers: The character can use the gauntlets as a weapon with the following profile: (Melee; Dam + 1; Crit 4; Range [Engaged]; Disorient 3).

Modification Options: 1 Innate Talent (Durable) Mod.

Hard Points Required: 2.

Price: 250 credits.

SELF-REPAIR SYSTEMS

Some sentients on the fringes of galactic civilization live a life of near-constant battle. For such individuals, a good suit of armor is vital, and keeping it in top condition is nearly as important. Some suits of armor include sophisticated self-repair suites, not dissimilar to the systems found in some droids. Smart materials, laminate extruders, electromagnetic assemblers, and other systems work to keep the armor in one piece even under the greatest duress. This attachment can be applied to any armor with melee or ranged defense 1 or higher.

Models Include: Industrial Automaton Model 3 Autorepair Suite, AccuTronics Advanced Repair Unit.

Base Modifiers: Once per encounter, as a maneuver, the wearer can have the armor attempt to repair itself or provide assistance to a character on a check to repair it; it counts as having an Intellect of 2 and 2 ranks in the Mechanics skill for the check. In addition, there is no cost to repair the armor, whether utilizing only the automatic repair functionality or performing the repair personally (see page 159 of the **EDGE OF THE EMPIRE** Core Rulebook).

Modification Options: None.

Hard Points Required: 2.

Price: 3,000 credits.



VEHICLES AND STARSHIPS FOR TECHNICIANS

Technicians benefit from using specialized vehicles and starships to carry out their wide variety of tasks. These craft often start off as utilitarian, but soon most display a degree of customization that reflects the owner. While some techs focus on aesthetics, others take great pride in what they can add and improve on their vessels. Though most Technicians are more focused on building ships than flying them, some Technicians, especially Modders, can become extremely attached to particular craft.

The vehicles and starships in this section meet two basic criteria. First, these craft are useful to Technicians in ways that other vehicles are not. Other vessels may be modified for similar roles, but these vehicles and ships were designed from the outset to fulfill a specific role. Second, these vessels are designed to be extensively modified. Typically, this means these vessels start with more hard points than the average vehicle. The utilitarian nature of these craft means that what they gain in adaptability, they sacrifice slightly in terms of power, maneuverability, defenses, and weaponry. However, the

versatility of these vehicles' main systems makes it easier for Technicians to improve or swap out equipment. This also gives Technicians a chance to show off by optimizing these craft to exceed their original designers' specifications.

These vessels are intended to be used regularly by PCs or NPCs during a campaign or adventure, though some can also be used as settings instead. Several can be used as a combination of a base of operations and workshop. See **The Workshop** on page 94, for additional information on workshops. Some of the craft are highly mission specific, and therefore more useful to players who want to pursue particular adventure or mission types. However, specialized vessels could also make cameo appearances when the Player Characters encounter technically-minded NPCs, or temporarily gain the use of such a craft for a specific mission or task. Alternatively, the GM may surprise the party with adversaries who are better equipped than expected, thus challenging the PCs with a craft better suited than their own to the struggle at hand.

NEW VEHICLES

Repair equipment is heavy, and lugging it all around personally is a daunting prospect for most Technicians. Even beyond their ability to haul weighty equipment, trusty vehicles allow Technicians to claim dramatically more salvage, and they can often be used to assist directly in repairs.

SPEEDERS

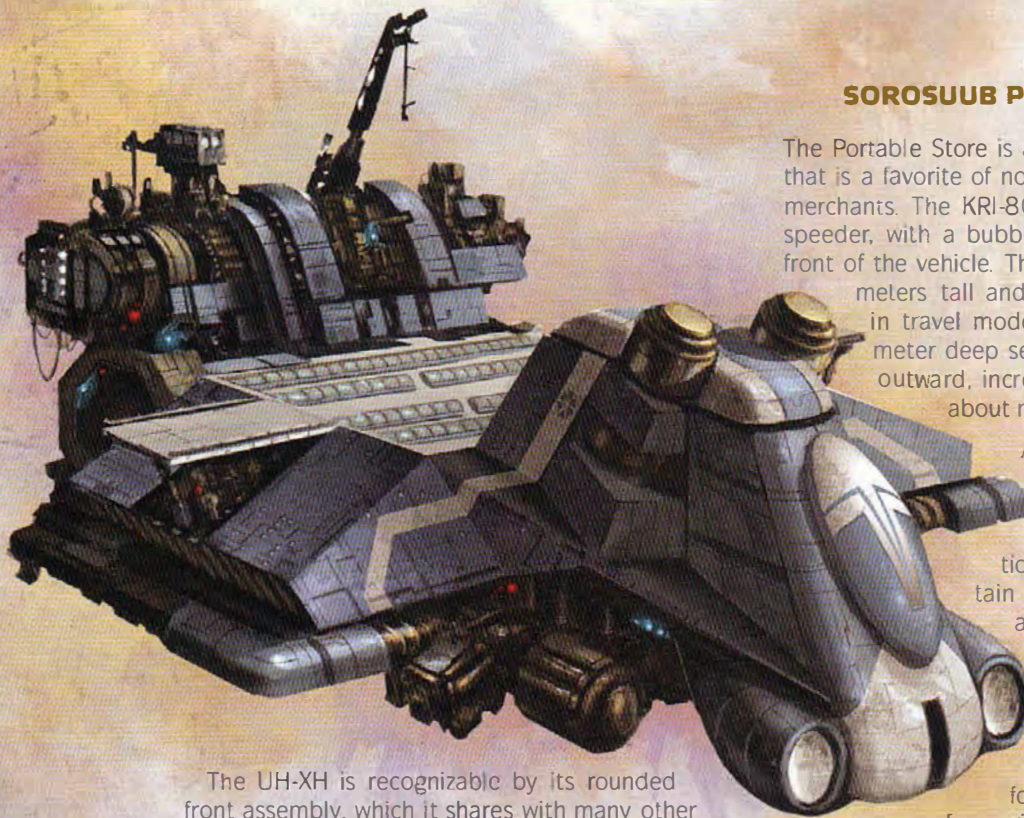
Speeders are very useful to traveling Technicians and tinkerers because they can perform in virtually any planetary environment, from mountainous terrain to expanses of open ocean, and from small towns to the high spires of a vast city. There are numerous dedicated construction and repair speeders that Technicians can use to get around and do their jobs on the surface of a world.

BAKTOID UH-XH HEAVY WORK PLATFORM

The Baktoid UH Work Platform is a construction assistance speeder manufactured before the advent of the Clone Wars. The open-top platform can be used to transport personnel to a construction site and then serve as a stable work platform at heights of up to one

hundred meters. The platform has removable perimeter railings and extendable planks for bridging over to a structure under construction. The rear of the vehicle includes an extendable ramp for unloading materials or machinery. The UH is controlled from a standing pilot station at the front center of the platform. Long benches with backs provide seating for passengers and can be retracted when not. A supercharged generator at the center of the platform provides ample energy for power-hungry construction equipment. The platform is several meters thick to shield its inner workings against the environment, and it houses powerful repulsorlifts and retractable landing gear.

The Techno Union found these platforms useful for their lava mining operations on Mustafar, and ordered a new, heavy-duty UH model for harsh environments like that of the lava world. As the new UH-XH Heavy Work Platform was expected to work directly above active lava flows, Baktoid added even more resilient metal shielding to its sides and to the bottom of the platform. The designers also reinforced the deck plating and attached cooling modules to each corner of the vehicle. While passengers can divert a small amount of cooling from the modules for themselves, these units are designed to protect the platform more than the personnel.



SOROSUUB PORTABLE STORE KRI-80

The Portable Store is a mobile showroom and store that is a favorite of nomadic traders and interstellar merchants. The KRI-80 is a large, disk-shaped land speeder, with a bubble cockpit located at the top front of the vehicle. The disk is approximately three meters tall and thirteen meters in diameter in travel mode. In showroom mode, three-meter deep sections of the vehicles expand outward, increasing the overall diameter to about nineteen meters.

A circular room in the center of the vehicle serves as a combined storeroom and display counter. The expanded sections create alcoves that contain specialized display or storage areas. The shelving, containers, bins, and storage units are all closeable and built to hold the sales inventory in place while the store is in motion. Many also feature custom foam padding or other methods of securing delicate items within their

display cases. The alcoves feature large transparent panels that usually serve as display windows for advertising the goods inside. Large skylights also brighten the interior. All windows and skylights have retractable shades to allow the owner to further customize the shopping experience.

The Portable Store is sleek and aerodynamic. Its size is useful for bringing a pleasant shopping experience to distant worlds and isolated settlements, but its bulk makes it challenging to navigate double-lane streets and compact city centers. Depending on the local government, special permits and official escorts may be needed when moving the vehicle.

The UH-XH is recognizable by its rounded front assembly, which it shares with many other Baktoid vehicles, its flat workspace, and the robust control tower and massive crane that many variants sport for heavy-duty jobs.

Mining droids are the primary users of the UH-XH, as the Mustafarian workers tend to regard speeders as prone to technical failure due to the heat and inadequate melting point of some internal components. The generator provides ample power for the droids to operate for extended periods of time, thus improving the likelihood that they will be able to meet aggressive quotas set by the mine operators. The power plant is highly adaptable and can be converted for use as a massive charging station for energy weapons, shields, and other auxiliary hardware.

4	1	-3	0	-	-	0	2
SILHOUETTE	SPEED	HANDLING	40% RESISTANCE			50% THROUGH	
			25				10

Type/Model: Landspeeder/UH-XH.
Manufacturer: Baktoid Armor Workshop.
Maximum Altitude: 500 meters.
Sensor Range: Short.
Crew: One pilot, one crane operator.
Encumbrance Capacity: 350.
Passenger Capacity: 24.
Price/Rarity: 30,000 credits/5.
Customization Hard Points: 3.
Weapons: None.

4	1	-4	0	-	-	0	1
SILHOUETTE	SPEED	HANDLING	0% RESISTANCE			50% THROUGH	
			20				8

Type/Model: Landspeeder/KRI-80.
Manufacturer: SoroSuub Corporation.
Maximum Altitude: 10 meters.
Sensor Range: Short.
Crew: One pilot.
Encumbrance Capacity: 400.
Passenger Capacity: 5.
Price/Rarity: 60,000 credits/6.
Customization Hard Points: 5.
Weapons: None.

SOROSUUB RAPID SERVICE SPEEDER J-15

The SoroSuub Rapid Service Speeder is a mobile emergency workshop designed to rush to a disabled vehicle in virtually any location and get it back up and running as quickly as possible. Larger repair services in urbanized areas often utilize a fleet of these craft for rapid response services, which they sell to companies and individuals looking for a bit of extra help in a pinch. Some small settlements rely on a J-15 as their general technical service station and for field repairs.

The J-15 is a large, bulky airspeeder with oversized engines. It carries basic repair gear, torches, welding equipment, cutting tools, and electronic repair stations. Some of the machinery is quite heavy, which means that even though the designers kept the speeder relatively fast for its type, the weight and bulk makes maneuverability difficult, especially at high speed. Improving maneuverability is the first order of business for anyone who depends on the J-15 regularly, especially in urban and other congested settings. Notably, the speeder has no built-in cables or standard towing ability, as it designed for repair rather than salvage services.

3	2	-3	0	-	-	0	0
SILHOUETTE	SPEED	LANDING	ATTACHMENTS			SYSTEMS	
			10			8	

Type/Model: Airspeeder/J-15.
Manufacturer: SoroSuub Corporation.
Maximum Altitude: 3,000 meters.
Sensor Range: Short.
Crew: One pilot.
Encumbrance Capacity: 230.
Passenger Capacity: 3.
Price/Rarity: 25,000 credits/5.
Customization Hard Points: 5.
Weapons: None.

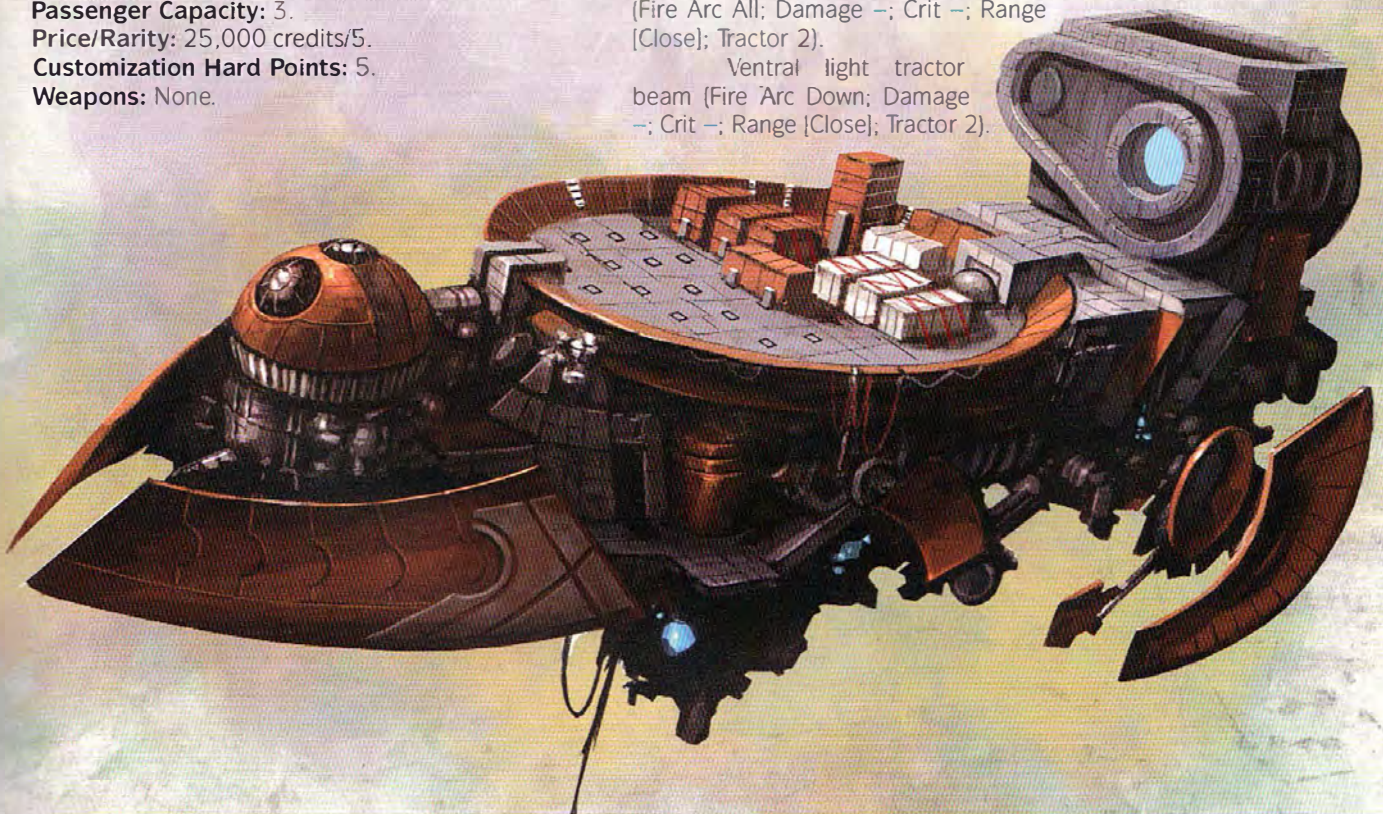
UBRIKKIAN TRL-03 SKYCLAW

It is a universal truth that speeders and vehicles of all types break down and crash in highly inconvenient locations. Floating speeders and vehicles can end up virtually anywhere on or under the surface of a planet.

The TRL-03 SkyClaw is massive, with a unique design. It is a thick, circular flatbed with a forward cockpit and a distinctive spherical control pod that can swivel and maneuver so the operator can see potential obstacles during tricky maneuvers. The SkyClaw has a multidirectional tractor beam at the aft of the speeder that is capable of lifting vehicles and other objects for placement on the flatbed. Flex-cable nets typically secure the load. The underside of the speeder has an additional, downward-facing tractor beam that can hoist vehicles and non-standard loads, carrying them below the speeder—though these must be unloaded before it lands. The speeder also has a relatively short range when using the power-hungry tractor beam to hold loads for long distances.

5	1	-2	0	-	-	0	2
SILHOUETTE	SPEED	LANDING	ATTACHMENTS			SYSTEMS	
			28			30	

Type/Model: Airspeeder/TRL-03.
Manufacturer: Ubrikkian Industries.
Maximum Altitude: 1,000 meters.
Sensor Range: Medium.
Crew: One pilot, one tractor beam operator.
Encumbrance Capacity: 1,000.
Passenger Capacity: 2.
Price/Rarity: 60,000 credits/6.
Customization Hard Points: 5.
Weapons: Turret-mounted light tractor beam (Fire Arc All; Damage —; Crit —; Range [Close]; Tractor 2).
 Ventral light tractor beam (Fire Arc Down; Damage —; Crit —; Range [Close]; Tractor 2).



NEW STARSHIPS

Starships appeal to Technicians not only because of their practical function as the only means to travel across the galaxy, but also because they represent incredible feats of engineering with which these characters can directly interact. Technicians tend to get very attached to their starships, and often lavish them with attention, modifications, and upgrades.

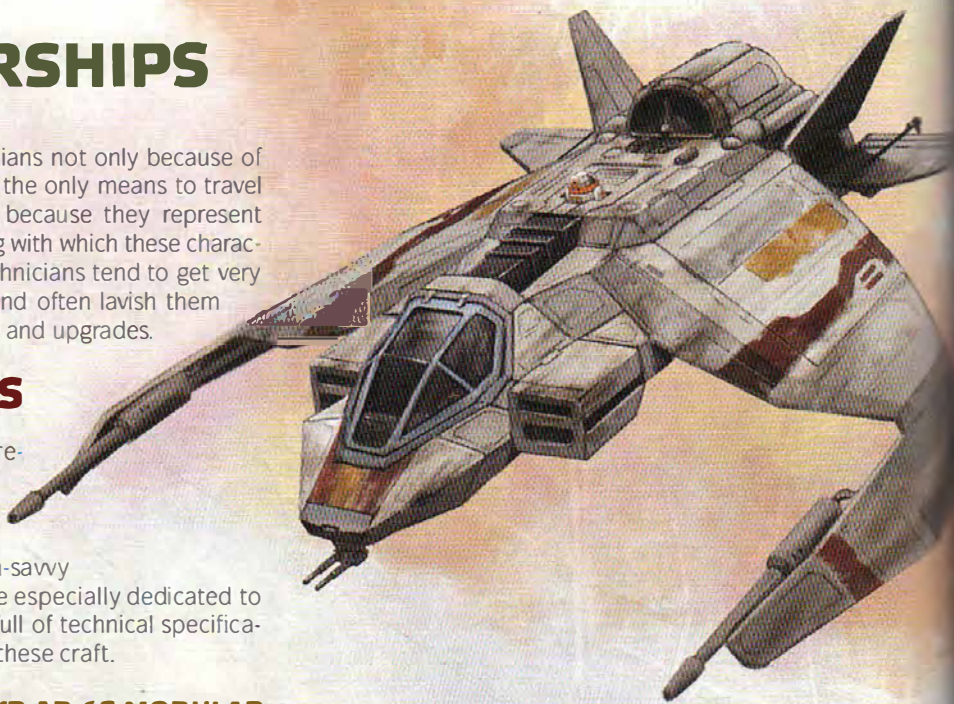
STARFIGHTERS

Though most Technicians prefer to work on larger vessels, certain starfighters and other small craft stand out as perennial favorites of tech-savvy buyers. Some enthusiasts are especially dedicated to fighters, and own datapads full of technical specifications and other trivia about these craft.

KOENSAYR AD-1S MODULAR MULTI-ROLE STARFIGHTER

As one of the galaxy's major starship parts suppliers, Koensayr seeks to maximize profits through the combination of parts expertise and supply distribution system. One result of this union of skills is the AD-1S Modular Multi-Role Starfighter. It was designed around a standard selection of modules users can employ to adapt the fighter as needed for different missions. Corporate designers believed that governments and militaries would like the economics of purchasing of one central chassis to build around, rather than paying for multiple classes of specialized ships for each task that might not always be needed. Thus, they developed the magnetic modular rail system that came to define the AD-1S, which lets users rapidly equip new attachments.

Unfortunately, the cost to actually equip the fighter with components that meet military standards and Koensayr's noncompetitive lock on its proprietary parts and maintenance supplies diminished interest in the ship. However, the AD-1S found some success as a defender on board corporate and exploration starships with limited hangar space, where its multi-mission capability became an asset. A starfighter of otherwise average capabilities, the AD-1S has always been more popular with Technicians than pilots. Its adaptable nature makes it very easy to swap in and out custom-made modules, many of which are scratch-built by enterprising owners. Despite Koensayr's attempted monopoly on the parts, many Technicians have found and modified similar products that work just as well with the ship's magnetic modular rails, if not better.



3	3	0	0	-	-	0	2
SILHOUETTE	SPEED	HANDLING	DEP. FORE/PORT/STARBOARD/AFT				ARMOR
			HIT THRESHOLD				SS THRESHOLD
			5				8

Hull Type/Class: Starfighter/AD-1S.
Manufacturer: Koensayr Manufacturing.
Hyperdrive: Primary: None, Backup: None.
Navicomputer: No.
Sensor Range: None.
Ship's Complement: 1 pilot.
Encumbrance Capacity: 10.
Passenger Capacity: 2 passengers.
Consumables: One week.
Price/Rarity: 25,000 credits/7 (central chassis).
Customization Hard Points: 8.
Weapons: None.

SPECIAL RULE

Magnetic Module Rails: Adding or removing a vehicle attachment from a Koensayr AD-1S Modular Multi-Role Starfighter takes ten minutes and requires a successful **Average (◆◆) Mechanics check**. Each ✨ on the check reduces the time required by 1 minute (to a minimum of 1 minute), and each ☹️ inflicts 1 system strain on the vehicle.

CUSTOM ATTACHMENT

Cargo Pod: The cargo pods for this craft are large, cylindrical affairs, designed for efficiency, not aesthetics. These pods can even be retrofitted to carry passengers, though they do not make for comfortable quarters.
Base Modifiers: Increase encumbrance capacity by 50.
Modification Options: 3 Increase passenger capacity by 2 Mods.



Hard Points Required: 2.
Price/Rarity: 1,400/2.

CUSTOM ATTACHMENT

Fine-tuned Microthrusters: The AD-1S is already a relatively maneuverable craft, but installing and personalizing an array of small vector adjustment thrusters allows it to compete with many of the galaxy's nimblest starfighters.

Base Modifiers: Increase vehicle's handling by 1.

Modification Options: 1 Increase handling by 1 Mod.

Hard Points Required: 2.

Price/Rarity: 3,000/6.

CUSTOM ATTACHMENT

Hyperdrive Module: Installing a hyperdrive, even a relatively low-grade one, in an AD-1S takes up a good deal of space inside of the craft, but also allows it to operate independently. For many mercenaries, bounty hunters, and other frequent travelers, such an upgrade is well worth the cost.

Base Modifiers: Add astromech droid socket and hyperdrive (Class 8 or Class 4, see costs below).

Modification Options: 4 Reduce hyperspace rating by 1 (to a minimum of .5) Mods.

Hard Points Required: 4.

Price/Rarity: 3,000/6 (Class 8), 5,000/9 (Class 4).

CUSTOM ATTACHMENT

Shield Generator Module: Many fightercraft lack shields, including most of the Galactic Empire's TIE series. Of course, many pilots view going into battle without shields as a sure sign of a death wish. Soldiers of fortune and others who fight for credits rather than ideology tend to prefer the thought of living to get paid to the prospect of dying gloriously for some intangible ideal, and so the highly customizable AD-1S can be fitted with shield generators to improve its durability.

Base Modifiers: 1 additional point of defense to one defense zone of choice.

Modification Options: 2 One additional point of defense to one defense zone of choice Mods.

Hard Points Required: 3.

Price/Rarity: 8,000/6.

CUSTOM ATTACHMENT

Sublight Boost Thrusters: The craft's engines can be equipped with sublight boosters, which considerably increase their output. Flying at higher speeds also makes the vehicle harder to handle in rough conditions such as asteroid fields, but when outrunning a patrol boat or pirate vessel, it can be the difference between life and death.

Base Modifiers: Increase vehicle's speed by 1. Decrease vehicle's handling by 1.

Modification Options: 1 Increase speed by 1 Mod.

Hard Points Required: 2.

Price/Rarity: 9,000/7.

FREIGHTERS

Technicians usually favor starships large enough to house a workshop, and many freighters fit this role perfectly. Some Technicians simply use bulk freighters, setting up operations in the vessels' vast cargo hulls. However, certain corporations do produce dedicated manufacturing craft that are designed to provide an ideal workspace for a wandering Technician.

CYBERSHOP SHIP

Cybershop ships are mobile cybernetics showroom, installation, and maintenance facilities. While some are deployed with emergency services and hospital ships, most are run by freelance cybernetics doctors and technicians. Ships with legal cybernetics masters are well known in their areas of service. Their services run from basic cybernetic prosthetics to advanced post-injury reconstruction and enhancement. Legitimate operations tend to avoid installing cybernetics with blatantly criminal utility, such as concealed weapons or built-in lock-picking tools—or at the very least, they do not advertise such services.

For those seeking illegal modifications or illicit, cutting-edge cybernetics, unscrupulous crafters of prosthetics offer the means, provided that the Player Characters can locate them. While such outfits might operate relatively openly on the fringes of the galaxy, they are forced to keep a low profile in most civilized systems. Sometimes, these illegal operations provide cheaper installations or maintenance, at a higher risk of malfunction. Those running the operation are sometimes just as skilled as their legal counterparts, but poorly trained or incompetent operators can quickly botch an operation. A poorly run or indebted organization might provide the cheapest services, but its vessel workshop is often a dirty and unwelcoming house of horrors.

Cybershop ships usually originate from one of three types of vessels. The first is a hospital or emergency response ship—the conversion to its new function is relatively easy, but the ship might lack the defenses that outlaw cyberneticists may require. The second type of conversion begins with a maintenance support starship and adds medical bays and surgical suites as needed. This sort of operation caters to the cutting-edge providers who need a wider array of devices and technical resources to build and experiment with. Finally, the third type of conversion uses a ship that doesn't specialize in either field as a basis, but this route is much more costly and labor-intensive. On the plus side, the owner can select a ship for its performance attributes and then modify it for the cybernetics business.

5	3	-2	DEF: 2	FIRE: 1	POINT: 1	STARBOARD: 2	AF1	ARMOR: 5
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD: 50			ST THRESHOLD: 25		

Hull Type/Class: Corvette/Modified CR90.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 2, Backup: Class 15.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 135 officers and enlisted crew, including medical staff.
Encumbrance Capacity: 1,000.
Passenger Capacity: 100 passengers, 80 patients, 40 medical droids.
Consumables: One year.
Price/Rarity: 1,300,000 credits/7.
Customization Hard Points: 6.
Weapons: One dorsal and one ventral turret-mounted twin medium turbolaser battery (Fire Arc All; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-Firing 1).

CORELLIAN ENGINEERING CORPORATION DEEP SPACE RECOVERY VESSEL L-2783

Starships of all types and sizes can encounter trouble anywhere in the galaxy. Much like a planetside recovery service craft, the L-2783 can travel to a remote site to repair, or recover a damaged starship, sometimes as salvage. Based on a bulk cargo capital ship, the cavernous cargo hold of the L-2783 is capable of containing and carrying ships and debris up to the size of an old-style cruiser. Powerful tractor beams pull in ships or wreckage as needed, and the hold can be partitioned off by enormous force fields. The tractor beam can tow smaller craft at sublight speeds.

A small fleet of twin-seated scavenger pods operate from an aft-facing hangar bay. The pods are armed with plasma cutters and clamps, enabling them to retrieve smaller objects and deposit them into the L-2783's pair of

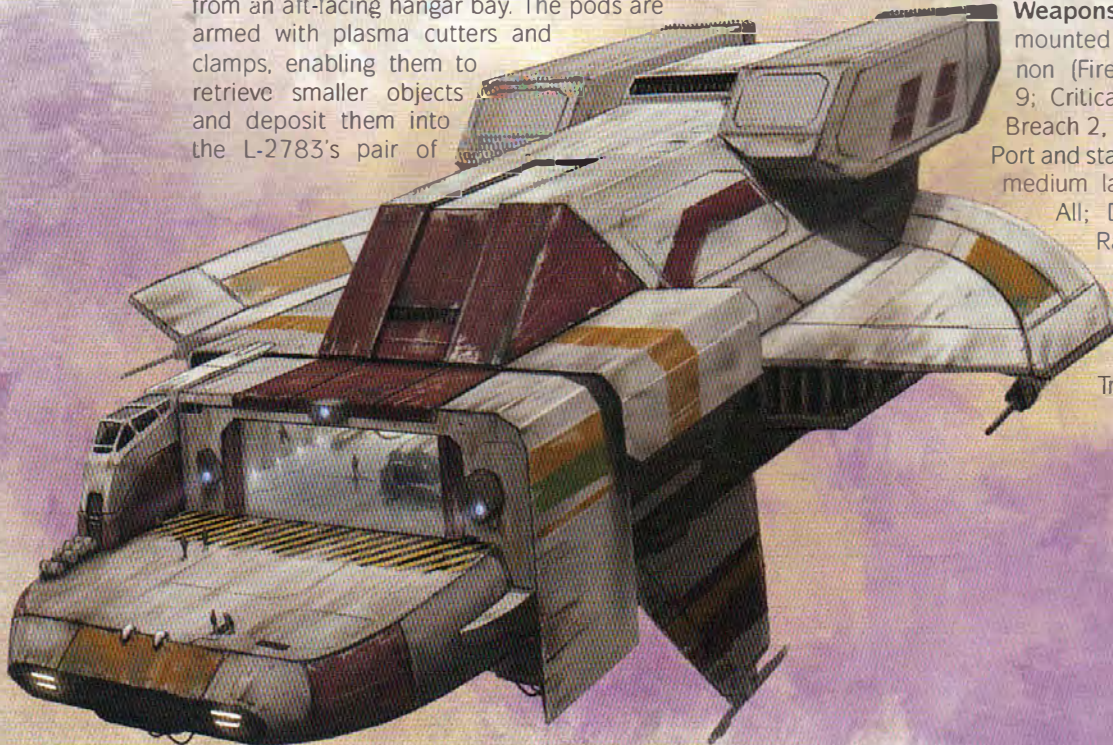
large dorsal holds. An array of repair shops and supply vaults allow the ship to make repairs to other craft vessel when needed. The L-2783 comes standard with minimal weaponry, but its strong shields protect it from pirates and aggressive scavengers. A regular crew can reach into the hundreds, though it can operate with a skeleton crew of twenty-five.

Over the years, many scavengers have converted the L-2783 to be full-time salvage craft, making their living by harvesting materials from wrecks new and old. A few Outer Rim crime lords and mercenary groups have refitted these vessels as small carriers, which also requires substantial upgrades to weaponry and shielding. Pirates occasionally use ships of this model to waylay and abscond with entire freighters, using the pods as makeshift assault craft, though they are easy targets for any serious military vessel. A few true entrepreneurs use L-2783s as massive mobile repair centers, regularly servicing orbital space stations and deep space outposts, and even carrying out in-flight repairs.

5	2	-4	DEF: 2	FIRE: 1	POINT: 1	STARBOARD: 1	AF1	ARMOR: 4
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD: 55			ST THRESHOLD: 35		

Hull Type/Class: Bulk Cruiser/L-2783.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 4, Backup: Class 15.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 100 officers and enlisted crew.
Vehicle Complement: 50 maintenance/scavenger pods, 4 cargo shuttles.
Encumbrance Capacity: 5,000.
Passenger Capacity: 100.
Consumables: One year.
Price/Rarity: 6,500,000 credits/6.
Customization Hard Points: 7.

Weapons: Dorsal turret-mounted light turbolaser cannon (Fire Arc Dorsal; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-firing 1).
 Port and starboard turret-mounted medium laser cannons (Fire Arc All; Damage 6; Critical 3; Range [Close]; Breach 2, Slow-firing 1).
 Ventral heavy tractor beam (Fire Arc Forward; Range [Short]; Tractor 6).



NEW VEHICLE ATTACHMENTS

Many crews, especially those who engage in less-than-lawful activities, customize their ships, and this is particularly true for groups that include a Technician. Mechanics and Modders are known for constantly tinkering with their vessels, adding upgrades and customization until they have completely unique vessels.

ALL-TERRAIN LEGS

Although ion drives and repulsorlifts dominate the galaxy, the continued use of walkers by the Empire and certain planetary militias is testament to the advantages of such craft. Walkers are stable, implacable, and usually intimidating. For those who want true versatility from their craft, speeders and even starships can be modified with the addition of a number, depending on the size and shape of the vehicle, of sturdy mechanical legs. In some cases, these might be mistaken for simple landing gear—until the vehicle begins to stomp forward. This attachment can be applied to any air-speeder or starship that can land on a planet.

Models Include: Kuat Drive Yards KR-2 “Crab” Auxiliary Locomotion Unit, Alto Industries Variable Combat Kit.

Base Modifiers: As a maneuver, the pilot may shift the vehicle into or out of walker mode. While in walker mode, the vehicle operates as a walker (and thus uses the Piloting [Planetary] skill if it did not already), and the vehicle’s maximum speed is reduced to 2 if it was higher. Walker mode can only be employed in appropriate terrain, as determined by the GM.

Modification Options: 2 Remove ■ from Pilot (Planetary) checks due to difficult terrain Mods, 2 Remove ■ from Gunnery checks due to cover or terrain Mods.

Hard Points Required: 2.

Price: 3,000 credits per point of starship or vehicle silhouette.

AMPHIBIOUS MODIFICATION

Most starships, speeders, and other vehicles not specifically designed for it are unfit for usage underwater. Starships are typically not hydrodynamic, and hulls designed for zero gravity and atmospheric use can suffer damage from deep-sea pressure. However, with the addition of turbines, modifications to the engines, and reinforcement of the structure, almost any vehicle can be made seaworthy. This attachment can be applied to any vehicle or starship that can enter an atmosphere.

Models Include: Various custom models.

Base Modifiers: Vehicle can operate underwater without penalty.

Modification Options: None.

Hard Points Required: 1.

Price: 1,000 credits per point of starship or vehicle silhouette.

DECOY BUOY

A favorite of scoundrels and pirates, decoy buoys are often devices cobbled together from salvaged parts, including transponders and comm systems. Although it might visually resemble nothing so much as a cylinder—or amalgamation of scrap parts—a meter or so across, a well-constructed decoy buoy is capable of fooling sensors at a distance. The buoy transmits a transponder signal, emits ion streams, and outputs other data and signals associated with starships. This attachment can be applied to any starship.

Models Include: Numerous custom variants

Base Modifiers: A decoy buoy can be jettisoned as an action. The buoy appears to sensors to be a ship, and it can be programmed with a specific transponder signal with a **Hard (◆◆◆) Computers check**. In addition, the buoy can be set to transmit a distress signal or other data. A character operating a ship’s sensors can make a **Hard (◆◆◆) Computers check** to identify that the buoy is not an actual ship. After the buoy is jettisoned, it no longer counts as being attached to the ship until reattached.

Modification Options: 2 Add ■ to Computers checks to identify the buoy Mods.

Hard Points Required: 0.

Price: (R) 5,000 credits.

ENCRYPTED COMPUTER

A skilled Slicer knows how to protect a computer system from others skilled in electronic skulduggery, and is likely to take steps to do just that. Whether consisting of modifications and programming by a crew member or of specialized software purchased on the black market, encrypted systems can protect a ship against slicing attacks at port and during battle. In addition to preventing catastrophes during skirmishes, the extra security is of great use to any group that wants to keep its data private. This attachment can be applied to any vehicle or starship.

Models Include: Numerous custom variants.

Base Modifiers: Upgrade the difficulty of all Computers checks made to slice the ship’s computer systems once.

Modification Options: 2 Add ■ to Computers checks made to slice the ship’s computer systems Mods.

Hard Points Required: 0.

Price: 1,000 credits.

ENHANCED REPULSORLIFT

As one might well guess from their name, speeders are swift craft by nature. For some pilots, however, there is no such thing as enough speed. Enhancements and modifications to repulsorlift systems can often coax extra acceleration out of factory-standard models, despite the fact that manufacturers caution against making such dangerous customizations to

their vehicles. This attachment can be applied to any airspeeder or landspeeder

Models Include: Ubrikkian Transports Ultralift 2000.

Base Modifiers: Increase vehicle's speed by 1. Decrease vehicle's handling by 1.

Modification Options: 1 Innate Talent (Defensive Driving) Mod.

Hard Points Required: 1.

Price: 1,000 credits per point of vehicle silhouette.

ENHANCED HYPERSPACE SHIELDS

Few things are more dangerous to a ship than colliding with a mass shadow in hyperspace. Although all ships are equipped with sensors intended to detect a mass shadow and automatically drop the ship out of hyperspace, such systems are not infallible. As an added level of protection, some engineers modify a vessel with enhanced particle shields designed to potentially save a ship from complete destruction in case of a hyperspace collision. Many captains consider the drain on ship resources and the cost to be too great for additional protection against such a rare event, but these systems save lives. This attachment can be applied to any starship with a hyperdrive.

Models Include: Kuat Drive Yards PR-2 Enhanced Particle Shielding, numerous custom variants.

Base Modifiers: Downgrade the difficulty of Astrogation checks to navigate this ship through hyperspace once.

Modification Options: 2 Remove ■ from Astrogation checks to navigate this ship through hyperspace Mods.

Hard Points Required: 1.

Price: 4,000 credits.

GUNNER DROID BRAIN

Much more than a simple targeting computer, a specialized droid brain can be installed on a ship to operate its weapons independently or assist a sentient gunner. Although GoCorp's CD-14c model continues to prove popular with Technicians who want their ship to defend itself when necessary, some users complain of the droid's overly hostile and antagonistic behavior. GoCorp continues to deny rumors of so-called "unanticipated activations." This attachment can be applied to any vehicle or starship.

Models Include: GoCorp CD-14c.

Base Modifiers: Droid brain can perform Gunnery checks for vehicle with a Gunnery skill of 2 and an Agility of 0 (if unassisted, it rolls ♦♦ for Gunnery checks). Although a droid brain can be connected to more than one weapon system, it is still limited to one action per turn.

Modification Options: 2 Increase the droid brain's Gunnery skill by 1 Mods.

Hard Points Required: 0.

Price: 7,000 credits.

LASER FOCUSING ARRAY

Laser cannons are the mainstay weapons of many ships, and manufacturers constantly compete to outdo each other in their products' power, accuracy, and rate of fire. As well as consistently bringing new models to market, some manufacturers produce after-market upgrades to improve performance. Of course, many Technicians find their own ways to improve weapons systems through—often dangerous—tinkering. This attachment can be applied to any starship.

Models Include: Taim & Bak G-1 Enhanced Laser Focusing Array, Loronar Corporation Mk. III Optimized Galven Coils.

Base Modifiers: Add automatic ☺ to combat checks made with the ship's laser cannons and turbolasers.

Modification Options: None.

Hard Points Required: 2.

Price: 3,000 credits per laser weapon enhanced.

OVERCHARGED ION ENGINES

People living on the fringes of galactic society—and those involved in criminal pursuits, in particular—often need to move quickly when things turn bad. Overcharged ion engines allow a ship to accelerate more quickly, but tend to be damaging to ship systems over time. Many shipwrights view the use of such modifications as mistreatment of their works, but some pilots swear by the edge it gives them. This attachment can be applied to any starship of silhouette 3 or smaller.

Models Include: Gallofree Yards Option-3 Acceleration Optimizer, Various Custom Models.

Base Modifiers: Increase vehicle's speed by 1. Decrease vehicle's handling by 1.

Modification Options: 1 Innate Talent (Short Cut) Mod, 1 Innate Talent (Tricky Target) Mod.

Hard Points Required: 3.

Price: 9,500 credits.

PSEUDO-CLOAKING DEVICE

While true cloaking devices are all but unheard of and limited to capital ships, so-called "pseudo-cloaks" incorporate an array of electronic masking devices and countermeasures to render a ship almost invisible to sensors. However, such devices have no visual effect, limiting their usefulness in close-range engagements. This attachment can be applied to any vehicle or starship.

Models Include: Fabritech Gx-3 Sensor Screen, Sienar Intelligence Systems Electronic Masking System.

Base Modifiers: Increase the difficulty of checks to detect the ship with sensors by two. Upgrade the difficulty of all combat checks against the ship at Short range or further away once.

Modification Options: 2 Add ■ to combat checks targeting ship at Short range or further away Mods.

Hard Points Required: 1.

Price: (R) 12,000 credits.

SECONDARY TRANSPONDER

Although it is possible to modify a ship's transponder signal, doing so is either easily detected or risks damaging the engines, depending on the method used. Mounting a secondary transponder to the engine is a one-time modification that allows the ship's crew to thereafter switch between two identities. When activated, the secondary transponder overrides the data signal from the ship's primary transponder, while also generating an energy signature that disguises the activity of the ship's engine (these are the two parts of a transponder signal). The cost of this attachment includes a false or stolen identity in Bureau of Ships and Services (BoSS) records. This attachment can be applied to any starship.

Models Include: Various illicit models.

Base Modifiers: The ship's crew can switch over to the secondary transponder with an action and an **Average (◆◆) Computers check**. At the time of installation, the players and GM should determine the name and other details of the false identity. Because the ship's engine signature is part of the identifying information, the false identity must be of the same class of ship and preferably of a similar model. An observer who scans the ship can detect discrepancies indicating the presence of a secondary transponder with a **Daunting (◆◆◆◆) Computers check**.

Modification Options: 1 Activate secondary transponder as a maneuver Mod, 3 Add one additional ship identity Mods.

Hard Points Required: 1.

Price: (R) 20,000 credits.

SECURITY MEASURES

There are few things to befall a ship owner more dreaded than to have a craft disappear from an unsecured landing pad. Even aside from the threat of theft, there are many reasons why a crew might want to keep uninvited guests off their ship while it's unattended—especially for any crew engaged in less-than-legal pursuits. Upgraded mag-locks, decoy control panels, reinforced hatches, and enhanced security protocols can ensure that a ship goes undisturbed while at port. This attachment can be applied to any vehicle or starship.

Models Include: Corellian Engineering Corporation SecurePro, Kuat Drive Yards LockDown Plus.

Base Modifiers: Upgrade the difficulty of Computers and Skulduggery checks made to gain unauthorized access to the ship twice.

Modification Options: 2 Add ■ to Computers and Skulduggery checks made to gain unauthorized access to the ship Mods.

Hard Points Required: 0.

Price: 500 credits per point of starship or vehicle silhouette.

TABLE 2-11: VEHICLE ATTACHMENTS

Attachment	Price	Rarity	HP
All-Terrain Legs	3,000 x Silhouette	5	2
Amphibious Modification	1,000 x Silhouette	5	1
Decoy Buoy	(R) 5,000	5	0
Encrypted Computer	1,000	6	0
Enhanced Repulsorlift	1,000 x Silhouette	3	1
Enhanced Hyperspace Shields	4,000	5	1
Cunner Droid Brain	7,000	6	0
Laser Focusing Array	5,000	6	2
Overcharged Ion Engines	9,500	4	3
Cloaking Device	(R) 12,000	8	1
Secondary Transponder	(R) 20,000	7	1
Security Measures	500 x Silhouette	4	0
Slicing Computer	5,000	6	1

SLICING COMPUTER

Although most starships include sophisticated computers and comm equipment capable of slicing into the systems of enemy vessels, such electronic warfare tactics are usually overlooked in favor of more conventional attacks. However, some crews undertake efforts to upgrade their on-board systems for precisely this kind of work. With the right equipment and software, a skilled computer expert can become one of the most valuable crew members in a space battle. Many Technicians continue to tinker with and add to the ship's computer systems over time, sometimes to the confusion and frustration of other crew. This attachment can be applied to any starship.

Models Include: Various custom models.

Base Modifiers: Counts as slicer gear that can be used by one passenger. Add automatic ⚙ to Computers checks made to slice enemy ships' systems (see page 237 of the **EDGE OF THE EMPIRE** Core Rulebook).

Modification Options: 2 Innate Talent (Codebreaker) Mods, 1 Innate Talent (Defensive Slicing) Mod.

Hard Points Required: 1.

Price: 5,000 credits.





INGENIOUS CREATIONS

"Well, if droids could think, there'd be none of us here, would there?"

—Obi Wan Kenobi

Technician characters use, modify, and create the technology of the galaxy. The Technician career also offers players an interesting opportunity to engage with aspects of the rules surrounding equipment, droids, vehicles, and starships, tinkering with the attachment rules like their characters tinker with their equipment. Of course, a player who wants to build a Technician certainly does not need to engage with these rules, but they can be exciting to use, and can allow a Technician to make unique wonders otherwise impossible to acquire.

This chapter expands and introduces even more ways for Technician characters to pursue perfect—or at least entertaining and useful—gadgets. Characters can advance from modifying items to crafting entirely new versions. Whether they want to create their own weapons, design their own droids, or invent new devices and gadgets, this chapter includes ways for them to accomplish these goals.

Of course, it's uncommon for a character adept in crafting to need large quantities of a particular item. In addition, crafting requires substantial resources,

parts, and equipment. Therefore, also included in this chapter are suggestions for selling a Technician's wares and technical services. Every character needs credits, after all.

Players of Technicians adept at slicing are likely to want to be able to play out electronic skirmishes against other skilled operators. This chapter expands the slicing rules, enabling the Game Master to run more detailed computer intrusion and defense encounters when the story calls for them. Specific examples and advice for running slicing encounters are also included in this section, to help the GM weave them into the narrative.

Finally, Technician characters need to be rewarded for their creativity and drive to perfect their technical skills. Preferably, such rewards should be useful to the individual character's area of technical expertise, whether that is mechanical engineering, slicing, cybernetics, or another field. This chapter discusses how to create and advance the Technician's workshop as an a reward. It also includes suggestions for other rewards useful both in and outside the shop.

INTEGRATING TECHNICIANS

As with characters from all highly specialized careers, Technician characters can present the GM with unique challenges and opportunities when designing encounters. Much like when pilots have nothing to fly, Technicians might feel that their best abilities don't come into play or don't meaningfully contribute in other types of encounters. In combat, they tend to defer to the better fighters, and in social situations they often let others do the talking. When creating encounters and planning sessions, the GM should remember to provide challenges suited to the Technician's particular skills and thematic focus.

Everyone plays differently, and so some players will jump to use their Technicians in non-standard ways, finding means to contribute by leveraging their skills even during encounters in which it might not be obvious how they can help. For instance, a Slicer might bolt to a terminal during a fire-fight to gather information about incoming enemies, or a Mechanic might cobble together a makeshift explosive from available parts just in case an ongoing social encounter ends in betrayal.

However, the GM should also try to add elements for the Technician to handle in all types of encounters, in case the player isn't feeling creative or can't think of a way to use the character's skills in a given circumstance. The GM might offer a Technician character the chance to repair battle damage or angle the deflector shields during a starship chase. Is poor planning or unlucky dice rolling keeping the PCs locked out of a ship? The GM can mention that perhaps slicing the ship's or starport's computer systems will provide the solution. Are stormtroopers attacking in overwhelming numbers? Telling the player that there is a broken-down turret nearby might get the character to run over and attempt to fix it, thus helping to even the odds as the more combat-focused characters hold off the attackers. Creative solutions, especially those that support other PCs but don't outshine them during their own spotlight scenes, should be encouraged.

This section provides ideas for bringing Technician characters into the current storyline, encounter, or group. It

covers each Technician specialization from the **EDGE OF THE EMPIRE** Core Rulebook and **Chapter I: Expert Artificers** in this volume.

WHY LEAVE THE WORKSHOP?

Most Technician characters do their best work in a technical shop or at a workbench. This can raise the question of why such characters would forgo likely safe, steady work and regular pay to participate in dangerous and unpredictable adventures with the other PCs? Obviously, the player's answer is simple: it's fun. But the Technician might not see getting shot at as "exciting" even if the player does, so the player should think about why this character leaves the comfort of the workshop to stay with the group, preferably before any dissonance about this matter becomes an issue. It's important to remember, though, that a character's decisions don't always need to be driven by logic alone, even if that character is a gear-head machinist who lives and breathes droids (or, indeed, is a droid).

Obligation is an obvious way for a player to justify a tech deciding to carry out dangerous deeds—if the risks of not attempting something reckless are actually greater than those of trying it, the PC has little to lose. Building on a **Technician Motivation** (see page 36) can also provide good storytelling hooks with which to pry a Technician out of the workshop. For instance, a Technician with a Motivation of Technician Rival might desire not to be outdone by the aforementioned competitor, even if pursuing that goal means running into dangerous situations. The **Technician Backgrounds** (see page 12) provide additional ideas. An Antiquarian might not want to pass up any chance to see ancient technologies at work firsthand, while an Underworld Tech Expert might just enjoy the thrill of risking life and limb in battle.

Additionally, if the player feels strongly about the Technician working a traditional job on top of adventuring, it is entirely possible for the Game Master to set up a campaign where the Technician retains a job and works there between game sessions. In that sort of game, workshop-related rewards can provide motive for the character to join the other PCs in



their schemes and mishaps. If nothing else, the party could actually pay for the Technician's services while on a mission or adventure, or the Technician could be paying down an Obligation to another party member by offering services. There are a host of reasons why a Technician might become temporarily caught up in any story, and the GM and players should collaborate to come up with an idea everyone likes.

CYBER TECH: MOBILE AID

To perform at peak ability, a Cyber Tech requires a great deal of equipment and a hospital environment for successful implantation and maintenance of most cybernetic gear. However, on the fringes of society, a Cyber Tech could easily be the most competent medic within any given group. Even if the character can't perform surgeries in the field, being able to stabilize a patient for later is often enough. Further, many Cyber Techs work first and foremost on themselves. Cybernetically enhanced beings often outperform natural ones in physical and even mental contests, and so a Cyber Tech might well venture out of the lab to field test new equipment.

DROID TECH: ON-SITE PROBLEM SOLVER

With a galaxy full of droids, it is much easier for a Droid Tech to operate in a variety of environments. A Droid Tech might join the crew just to tend to its droids, especially on larger vessels. The PCs might hire the character to work on their own droids, whether they are PC droids or not. Con artists might hire the Droid Tech to program droids to carry out specific criminal tasks, such as break-ins or surveillance. Mercenaries could employ the Droid Tech to maintain and repair combat droids, especially in the field. Since droids can operate in almost any environment, the Droid Tech could be sent to any distant location to maintain specific types of droids, from the very small to building-sized behemoths. Some techs might tag along with PCs in order to escape criminal bosses or corporate indentured servitude. When droids aren't around or don't need attention, the Droid Tech usually makes a fine makeshift starship mechanic, though the character might lack the expertise to delve too much into specialized systems, such as weapons, navicomputers, or hyperdrives.

MECHANIC: UNIVERSAL HELP

The Mechanic is the easiest and most flexible of all the specializations to integrate into a typical party of **EDGE OF THE EMPIRE** characters. Any group with a vehicle, ship, weapons, or other technical gear is always in need of someone with the ability to repair and sometimes upgrade the party's equipment. Mechanics may not have the most specialized knowledge, but when facing unpredictable circumstances and unforeseeable challenges, generalists are frequently more

useful than specialists, as they can apply their broad base of experience to figuring out how to solve problems that nobody predicted.

MODDER: TECHNICAL ADVANTAGE

Modders can also be tied solidly to their shops. Many become extremely skilled at making specific, frequently requested alterations to a common model of some sort, thus providing a steady stream of work anywhere that machine is used. For instance, certain starships have particular safety features that almost all smugglers want overridden, and many outlaws like to have their weapons altered to look more menacing and impressive. Modder characters might be hired by other PCs to upgrade their ships, vehicles, weapons, and equipment as they travel from place to place. It could be an extended operation, requiring more time than the PCs can spare having their equipment out of action, thus forcing them to make a deal to get what they ultimately need. Modders also make decent general mechanics, though some find it difficult to focus on just repairing items when there are so many improvements they could be making.

OUTLAW TECH: ON THE RUN

Outlaw Techs, by their nature, are frequently on the move. Even if they have established workshops, they must still relocate when the authorities get too close to their operations. Outlaw Techs can also be more outlaw than tech, using their skills to help them advance in criminal enterprises or improve their own illegal operations. Outlaw Techs might also have the most reason to relocate quickly or seek the aid of the PCs when trying to avoid a displeased boss or Imperial agent. Even when integrated into groups, Outlaw Techs aren't necessarily safe. Rivals might be after Outlaw Techs for aiding an enemy faction, or seek to hire or kidnap such characters to carry out their own plans.

SLICER: GO WHERE THE ACTION IS

Slicers often operate in the field by necessity. While most planetary or settlement computer networks are quite extensive, it is very common for any given target system to be inaccessible due to location, security, or other impediment. Additionally, there are always systems isolated from the regional network on purpose or by circumstance. The best Slicers must be able to infiltrate a facility and access its computer systems directly. Many of them rely on intrusion specialists to get them past or protect them from physical security systems, including security teams and droids. Outlaws have a great need for competent Slicers to take down security systems, modify incriminating recordings, and disseminate information without anyone but the recipient knowing.

MAKING TECHNICAL ENCOUNTERS EXCITING

Most encounters feature tech-related skill checks in some way. A vehicle might require emergency repairs while underway, the party might have to circumvent unexpected security systems, or someone might need to jury-rig a weapon when a gun fails in combat (possibly as the result of ☹). While such skill checks are important and keep the players of Technician PCs engaged, Technicians also need their own encounters.

Of course, lengthy slicing or starship upgrade encounters risk becoming dull for the rest of the party. For scenes resolved in a few quick rolls, this is usually not a problem, but it can become an issue if the other players are sitting around without anything to do while the Technician is attempting an extended task that requires many rolls or protracted interactions with NPCs. Giving the other PCs ways to directly contribute to a technical encounter using their own areas of expertise can make it much more engaging.

PLANNING TECHNICAL ENCOUNTERS

When the GM has a particular scene in mind in which the characters need to accomplish a complex technical goal, it helps to plan ahead. The GM should write down which skills are required to accomplish the task, each difficulty, and potential bonuses and penalties. The GM should also think about the cost of failure. Can a PC try it again? Did the character ruin the part or machine? Is there another solution?

Ideally, multiple types of technical skills should come into play. The Mechanics skill covers a wide range of technical tasks, so there is a natural tendency for the GM to default to Mechanics whenever something tech-oriented arises in the game. Given the advanced technology involved, it is easy to imagine situations where the Computers skill is required to adjust or reload programming for devices and their electronics. Likewise, the Perception, Knowledge (Lore), and Knowledge (Education) skills are good for noticing or fully understanding related issues when carrying out complex repairs.

ACTION IN TECHNICAL ENCOUNTERS

One easy way to include PCs of other careers is to add action to the technical encounter. Large-scale sabotage or complex repairs are rarely accomplished while standing in one spot. Even if the PCs can succeed at a single location, an enemy can try to drive the Technician away. Forcing the Technician to move around or having the party come under fire while in the middle of a crucial operation gives other PCs a chance to contribute to the encounter by fighting, talking, or otherwise stalling until the Technician gets the job done.

USING OTHER SKILLS

The GM can call for Technicians (and their comrades) to use many skills beyond just Computers and Mechanics during technical encounters. This section includes guidance and examples of how GMs might integrate other skills into technical encounters.



ATHLETICS

The character might have to climb, jump, or swim from location to location, or use strength to hold on and stay in place in the face of external force. Failure might mean that the character cannot reach an important location or object, making the Technician's next check more difficult, while ☹ might cause the character to lose an important tool at a crucial moment.

CHARM, COERCION, OR DECEPTION

The character may have to carry on a conversation while trying to complete a technical task. This could include distracting a supervisor or nearby enemy to get the job done. Alternatively, a PC might have to deceive a droid to work on it, threaten an unwilling assistant to secure continued help, or keep a nearby aggressor at bay. Failure might add automatic ☹ to technical checks, as the character becomes distracted.

COOL

Combat and other dangers can induce a great deal of stress, making it more difficult for the character to focus on the task at hand. Based on the results, a Cool check might help or hinder the character by adding one or more  or  to the next technical skill check.

COORDINATION

Repairs must often be carried out in precarious locations. Coordination checks might be required to remain standing on an unstable platform, or to dodge showers of sparks, pressurized gas jets, flailing energy cables or hoses, or similar hazards. ☹ might cause the character to suffer damage from a gout of steam or sparks.

DISCIPLINE

Tasks that require extraordinary concentration might require Discipline checks to keep the character from becoming distracted by surrounding events or significant injuries. Failure might mean that the character loses focus, upgrading the difficulty of the check to reflect the added risk.

KNOWLEDGE

Knowledge checks can reveal specific details on the device or task at hand. For example, the character might recognize that a particular model of power coupling has a fault that can be exploited when jury-rigging a repair. Success might decrease or downgrade the difficulty of the check, to indicate that the character knows the challenges and risks ahead.



LEADERSHIP OR NEGOTIATION

Leadership and Negotiation checks are useful when the character must lead a team of Technicians and keep them on task when the going gets tough. Such checks might also be needed to communicate technical know-how to others; if the character fails, it might mean that allies trying to help suffer on their checks.

PERCEPTION

A Perception check allows a character to notice additional details, giving the PC the chance to be proactive. Success on a Perception check might allow a character to avoid ill effects or warn someone else about them. A successful Perception check while repairing an engine might reveal a damaged circuit; a character who succeeds could warn others to stay clear of the dangerous energy buildup.

PILOTING (PLANETARY) OR PILOTING (SPACE)

The character might have to keep a vehicle under control while carrying out repairs or reprogramming a computer to route control or power around a damaged system. One or more on a Piloting (Planetary) or Piloting (Space) check might upgrade the difficulty of a check to repair a machine on board the vessel as the craft shudders and rocks unexpectedly.

RESILIENCE

Repairing systems can be dangerous. A character who makes a mistake or doesn't foresee a risk might have to make a Resilience check to withstand an electrical shock, searing heat, sudden cold, or other environmental hazard. Failure might mean that the character suffers damage, strain, or the disoriented condition.

SKULDUGGERY

The character may discover a factory sealed component while working on a system, or might need to open a locked toolbox in a hurry. Failure might mean that the character has to find alternate means to remove the obstacle (such as Athletics to rip it apart or Perception to find a way around), while might mean that the character encounters an alarm system as part of the obstacle and must make a Stealth check to avoid it.

STEALTH

When the task is carried out across multiple locations, a character might have to sneak around to avoid enemy blaster fire or cameras. Failure might mean that the character is discovered, while might mean that the risk of discovery is still present, and a further or might trigger automated surveillance.

VIGILANCE

The character might make Vigilance checks while working in order to notice a nearby overloading system, leaking acid, or some other danger. Additional skill checks may be needed to actually address the problem.



CRAFTING

Technicians do more than just maintain and improve their equipment; such skilled artisans frequently build their own devices. Whether their creations are made from refined materials procured at great cost or thrown together in desperation from whatever scraps happen to be on hand at the time, the machines that Technicians cobble together are often incredible works of ingenuity.

The rules in this section provide GMs and players with options for crafting their own weapons, armor, droids, gadgets, and even cybernetics. When a player wishes to have a character craft an item, the player should consult with the GM, and then the two should collaborate to go through the steps listed below to create the device. As with all such matters, anything that the player wants to craft is subject to the GM's approval.

Crafting follows three steps: **Step 1: Select Template**, in which the PC chooses what kind of item to make; **Step 2: Acquire Materials**, in which the PC acquires the supplies to build it; and **Step 3: Construction**, in which the PC actually assembles the item.

STEP 1: SELECT TEMPLATE

When a craftsperson sets about creating an item, the player first chooses a template from one of the tables in this section (see pages 76–85). The template dictates the materials required (Material Price/Rarity), the challenge of building it (Check), an estimate of how long construction takes (Time), and the results should the character succeed on the check (the item that shares a name with the template).

Each template can encompass an incredibly vast number of specific types of item. Two Technicians might approach the same engineering problem in completely different ways and come up with completely different solutions. A template describes what a crafted item does, but not necessarily how it accomplishes it or what embellishments it might possess; those are the mark of the crafter. Thus, players and GMs should feel free to be creative in coming up with their own unique types of item that a given template can represent. Inspired GMs are encouraged to create their own unique templates—all a template needs is a Name, Material Price/Rarity, Check, Time, and profile for the result, which GMs can provide to their players as they see fit.

Step 1: Select Template takes as much or as little time as the character spends planning before launching into hands-on work. After selecting a template, a character moves on to **Step 2: Acquire Materials**.

ACQUIRING TEMPLATES

From a narrative standpoint, there are countless ways that a character might come to know how to build a particular item. For many simple items, the knowledge needed to build them might be available in any technical manual, mechanic's shop, or droid memory core. Many Technicians have simply memorized such information, thanks to years of practice, or can at least improvise if push comes to shove.

For other items, especially more complicated ones, common knowledge and common sense might not be enough. A character might need to seek out an experienced mentor, do long hours of research, or find ancient repositories of knowledge to design an advanced model of droid or craft a device to perform an unprecedented task.

It is always up to the GM whether a given template is available to a PC. As a general rule of thumb, most templates should be available to the PCs a majority of the time—the difficulty of turning abstract knowledge into a practical device is reflected by the difficulty of the checks to acquire materials and construct the device. However, if it makes for a more interesting story, the GM (or the player) can require the character to spend time on research or even go on a short adventure to complete **Step 1: Select Template** for a particularly special item. Alternatively, a character's past successes (or failures) might open the door to crafting a brand-new item.

STEP 2: ACQUIRE MATERIALS

To attempt to build an item based on the chosen template, the PC must acquire appropriate materials for that template. These are listed under "Material Price/Rarity" on the relevant table (see pages 76–85). For all mechanical purposes, materials count as a single item with the listed cost and rarity. As always, at the GM's discretion, certain supplies might not always be available for the listed price at any given market (see page 150 of the **EDGE OF THE EMPIRE** Core Rulebook).

Because Material Price/Rarity for a template is defined only in terms of cost in credits and abstracted rarity, the particular nature of the materials that a character uses can vary wildly, and depend on the specifics of the item the character is crafting. At the GM's discretion, PCs can acquire some or all of the materials for a template via means other than paying for them (such as salvaging them, stealing them, or being gifted with them).

YOU BUILT IT OUT OF WHAT?!

Templates intentionally leave the materials used for a project vague. This is because a template does not represent a particular way of building any one model. Instead, it reflects a set of broadly comparable results that a PC might build from any number of different materials.

This doesn't mean that the materials should be left nebulous during actual game sessions, however. Detailing the materials used for a particular project can give it a great deal of character beyond a simple line of stats. Further, it can help show the personal touches that different crafters put into their works. For instance, a Mandalorian smith might work exclusively in beskar (Mandalorian iron), a metal known for its versatility and of great cultural significance to many people of Mandalore. In contrast, a Wookiee whittler might prefer to carve weapons and tools from the wood of the wroshyr trees that dominate the surface

of Kashyyyk. Meanwhile, a galactic sojourner with no home beyond the walls of a ship might specialize in scavenging, working from scrap metal, salvaged wires, and whatever else is available.

While all three might craft mechanically identical items, the stories behind the works will be very different, and this can have major impacts on the narrative. The Mandalorian smith's products might be particularly appealing to other natives of Mandalore, but seem strange to the Wookiee, who is less used to weapons made of metal. Meanwhile, the scavenger's works might not look valuable, and thus not attract attention—which would be bad on a store shelf, but a substantial asset when the ship is boarded by pirates! Each character's preferences not only inform the role-playing that goes into acquiring materials, but also help illuminate an aspect of the character that might not be revealed otherwise.

Step 2: Acquire Materials requires as much time as it takes for the PC to physically obtain the materials. This could be as short as a trip to a scrapyards or market, or as long as an epic quest to find a rare ore or crystal, depending on the situation. After successfully acquiring materials, a character moves on to **Step 3: Construction**.

For certain, particularly complex machines, such as droids, **Step 3: Construction** might require more than a single check to complete. See **Droid Crafting**, on page 80, for more details.

STEP 3: CONSTRUCTION

After acquiring the materials to make the item, the character must make the associated check, listed under "Check" on the relevant table (see pages 76–85), to actually construct the item. If the character succeeds, the item is fully functional and has the profile listed in its template (see the relevant tables on pages 76–85). If the character fails on the check, the product that comes out of the attempt is unusable, and the materials are lost.

The relevant tables on pages 76–85 include suggestions on how to integrate other results into construction. First, crafters can use 🎲 and 🎲 results to make improvements to the item. Then, the GM can spend 🎲 and 🎲 to add flaws. Unless a limit is specified, an option from these tables may be selected any number of times, and its effects stack.

The amount of time **Step 3: Construction** takes is determined by the estimate of working hours listed in the template under "Time." Every 🎲 the character scores on the check beyond the first reduces this time by 2 hours (to a minimum of 1 hour). Other factors can also affect the time required, at the GM's discretion.



BRAWL AND MELEE WEAPON CRAFTING

Melee weapons might not be the battlefield mainstay that they once were in ancient days, but many species still carry them to war as symbols, as secondary weapons, or for the sheer menace they exude. Smiths have been crafting fine Melee weapons since time immemorial, and many traditionalists still work the craft of the weaponsmiths of old with incredible finesse and artistry.

Other Melee weapons are modern in design, developed based on innovations in material sciences and machinecraft. Vibro-weapons, for instance, use advanced technology to create a rapidly oscillating blade that can shear through almost any substance. Some powered weapons even use heat, tightly focused bursts of energy, or crackling fields of electricity as their primary means of inflicting harm.

Brawl and Melee weapon crafting follows the normal steps for **Crafting**, as detailed on page 74, using the tables provided here.

TABLE 3-1: BRAWL AND MELEE WEAPON TEMPLATES

Name	Material Price/Rarity	Check	Time	Examples
Fist Weapon	10 credits/0	Average (◆◆) Mechanics or Survival check	4 hours	Brass knuckles, punch dagger
Blunt Weapon	5 credits/0	Easy (◆) Mechanics or Survival check	6 hours	Club, staff
Shield	10 credits/0	Average (◆◆) Mechanics or Survival check	8 hours	Buckler, riot shield
Bladed Weapon	10 credits/0	Average (◆◆) Mechanics or Survival check	16 hours	Axe, knife, sword
Vibro-weapon	200 credits/3	Hard (◆◆◆) Mechanics check	1 day [24 hours]	Vibro ax, vibroknife, vibrosword
Powered Melee Weapon	400 credits/4	Daunting (◆◆◆◆) Mechanics check	2 days [48 hours]	Electrostaff, force pike

MAKING TIME FOR CRAFTING

There are many different ways in which a character might undertake a crafting project. Some characters might approach their work slowly, putting in a few hours a day over weeks, months, or years. Others might disappear into a workshop for whole days at a time without rest or regard for their other needs, only to emerge with a finished product (and probably exhausted).

The GM must consider how to allocate time during sessions for crafting. Generally speaking, few groups want to sit around while the GM and one player narrate tinkering with a device for hours. The crafting check is meant to expedite this process, but if a player wants to get deep into the nitty-gritty of building a device, there are a few ways that the GM can handle it without slowing play overmuch for everyone else.





Whenever the group takes "downtime" during the story, the GM can offer players interested in crafting the chance to build a number of items appropriate to the time available. The GM can alternate attention between each of the players,

each of whose character is presumably pursuing some agenda during the downtime. Thus, the GM might tell all would-be crafters to perform **Step 1: Choose Template**, then turn to the group of PCs who have decided to visit a cantina for some rest and relaxation. Once the cantina group has played out a few checks, the GM can return to the crafters and ask which item they have selected, then have them perform **Step 2: Acquire Materials**. The GM can continue in this way, even asking the crafters to make choices about how to spend Ⓜ and Ⓧ in **Step 3: Construction** while running unrelated scenes for other characters who have business of their own to resolve.

Alternatively, the GM could ask the player interested in crafting to arrive early to the session (or stay a bit late) to take care of the mechanical side of the crafting, so that everyone else at the table doesn't have to wait around while that player agonizes over which quality to add to an item. The best option is the one that works best for the particular group in question.

TABLE 3-2: BRAWL AND MELEE WEAPON TEMPLATE PROFILES

Name	Skill	Dam	Crit	Range	Encum	HP	Special	Hands Required
Fist Weapon	Brawl	+1	4	Engaged	1	0	Disorient 3	One-handed
Blunt Weapon	Melee	+2	5	Engaged	3	1	Disorient 2	One-handed
Shield	Melee	+0	5	Engaged	1	4	Defensive 1	One-handed
Bladed Weapon	Melee	+1	3	Engaged	2	1		One-handed
Vibro weapon	Melee	+1	2	Engaged	2	3	Pierce 2, Vicious 1	One-handed
Powered Melee Weapon	Melee	+2	3	Engaged	3	5	Stun 3	One-handed

TABLE 3-3: SPENDING , , , AND  ON BRAWL AND MELEE WEAPON CRAFTING

Symbols	Effect
 or 	<p>Practice Makes Perfect: The character learns something valuable, and gains  on the next check he makes with the same skill before the end of the session.</p> <p>Two-Handed: Increase the weapon's damage by 1 and encumbrance by 2; it becomes a weapon that requires two hands to wield (this can only be selected once).</p> <p>Lightweight: Reduce the weapon's encumbrance by 1 (to a minimum of 1).</p> <p>Knockdown Quality: The weapon gains the Knockdown quality (this can only be selected once).</p>
  or 	<p>Lessons Learned: Reduce the difficulty of the character's next crafting check by 1.</p> <p>Defensive Quality: The weapon gains the Defensive 1 quality (or increase its Defensive quality by 1, to a maximum of 3).</p> <p>Customizable: Increase the weapon's hard points by 1 (this can only be selected once).</p> <p>Pierce Quality: The weapon gains the Pierce 1 quality (or increase its Pierce quality by 1).</p> <p>Vicious Quality: The weapon gains the Vicious 1 quality (or increase its Vicious quality by 1, to a maximum of 5).</p> <p>Stun Quality: This weapon gains the Stun 1 quality (or increase the value of its Stun quality by 1).</p>
   or 	<p>Efficient Construction: A sizeable portion of the material is unused or can be reclaimed from the process; the character retains supplies worth 50% of the Material Price needed to craft the item (this can only be selected once).</p> <p>Ensnare Quality: The weapon gains the Ensnare 1 quality (or increase its Ensnare quality by 1).</p> <p>Deflection Quality: The weapon gains the Deflection 1 quality (or increase its Deflection quality by 1, to a maximum of 3).</p> <p>Destructive: Increase the weapon's damage by 1 (this can only be selected once).</p>
    or 	<p>Accurate Quality: The weapon gains the Accurate 1 quality (or increase its Accurate quality by 1, to a maximum of 3).</p> <p>Lethal: Reduce the weapon's critical rating by 1, to a minimum of 1 (this can only be selected once).</p> <p>Sunder Quality: The weapon gains the Sunder quality (this can only be selected once).</p> <p>Schematic: Create a schematic that permanently reduces the difficulty of creating weapons of this template by 1 (to a minimum of Simple [-]).</p>
 	<p>Concussive Quality: The weapon gains the Concussive 1 quality (this can only be selected once).</p> <p>Integral Attachment: Add +1 hard point to the weapon, then install one applicable weapon attachment that requires 1 or fewer hard points. No check is required to obtain this attachment, and it costs 0 credits.</p>
 or 	<p>Exhausting Effort: Upon completing Step 3: Construction, the character suffers 3 strain.</p> <p>Heavy: Increase the weapon's encumbrance by 1.</p>
  or 	<p>Cumbersome Quality: The weapon gains the Cumbersome 1 quality (or increase its Cumbersome quality by 1).</p> <p>Hard to Modify: Increase the difficulty of checks to modify attachments to this weapon by 1.</p>
  or 	<p>Wear and Tear: The tools the character was using to craft the weapon are worn down or destroyed, and are damaged one step (minor damage if undamaged, from minor to moderate, or moderate to major).</p> <p>Difficult to Repair: Increase the difficulty of checks to repair this weapon by 1.</p> <p>Inaccurate Quality: The weapon gains the Inaccurate 1 quality (or increase its Inaccurate quality by 1).</p>
   or 	<p>Brittle: On a result of  from a combat check using the weapon, it becomes damaged one level (see page 159 of the EDGE OF THE EMPIRE Core Rulebook).</p>
 	<p>Hidden Flaw: At some point in the future, the GM may flip a Destiny Point to have the weapon fracture or break. When the GM does so, the weapon counts as suffering major damage and thus becomes unusable (see page 159 of the EDGE OF THE EMPIRE Core Rulebook). Once the weapon has been repaired, this flaw is removed and cannot be exploited again.</p>

RANGED WEAPON CRAFTING

Most citizens of the Outer Rim know the value of a good blaster and a steady hand, for even the act of carrying a firearm has considerable power on the outskirts of civilization. Major corporations and individual gunsmiths alike turn a profit crafting and selling blasters and other ranged armaments.

Ranged weapon crafting follows the normal steps for **Crafting**, as detailed on page 74, using the tables provided here. Any weapon with the Limited Ammo quality is crafted with a number of rounds equal to its Limited Ammo quality (so, a weapon with Limited Ammo 1 could only be fired once before the wielder would need to go about either crafting or acquiring reloads for the weapon).


TABLE 3-4: RANGED WEAPON TEMPLATES

Name	Material Price/Rarity	Check	Time	Examples
Simple Projectile Weapon	10 credits/0	Average (◆◆) Mechanics or Survival check	4 hours	Bow, sling, blowgun, javelin
Solid Projectile Pistol	50 credits/2	Average (◆◆) Mechanics check	8 hours	Slugthrower pistol, flechette pistol
Solid Projectile Rifle	125 credits/2	Hard (◆◆◆) Mechanics check	8 hours	Slugthrower rifle, rail gun
Energy Pistol	200 credits/3	Hard (◆◆◆) Mechanics check	12 hours	Blaster pistol
Energy Rifle	450/4	Hard (◆◆◆) Mechanics check	16 hours	Blaster rifle
Heavy Energy Rifle	(R) 1,000/6	Daunting (◆◆◆◆) Mechanics check	1 day (24 hours)	Heavy blaster rifle, disruptor rifle
Missile Launcher	(R) 4,000/7	Daunting (◆◆◆◆) Mechanics check	16 hours	Missile launcher, torpedo launcher
Missile	(R) 100/3	Hard (◆◆◆) Mechanics check	4 hours	Missile, micro-torpedo
Grenade	55/4	Hard (◆◆◆) Mechanics check	2 hours	Frag grenade, stun grenade
Mine	(R) 425/5	Hard (◆◆◆) Mechanics check	4 hours	Anti-personnel mine, ion mine

TABLE 3-5: RANGED WEAPON TEMPLATE PROFILES

Name	Skill	Dam	Crit	Range	Encum	HP	Special
Simple Projectile Weapon	Ranged (Light)	4	5	Short	3	0	Limited Ammo 1
Solid Projectile Pistol	Ranged (Light)	4	5	Short	1	0	-
Solid Projectile Rifle	Ranged (Heavy)	7	5	Medium	5	1	Cumbersome 2
Energy Pistol	Ranged (Light)	6	3	Medium	1	3	-
Energy Rifle	Ranged (Heavy)	9	3	Long	4	4	-
Heavy Energy Rifle	Gunnery	10	3	Long	6	4	Cumbersome 3
Missile Launcher	Gunnery	-	-	-	-	-	Uses profile of loaded missile.
Missile	Gunnery	20	2	Extreme	7	4	Blast 10, Breach 1, Cumbersome 3, Guided 3, Prepare 1, Limited Ammo 1
Grenade	Ranged (Light)	8	4	Short	1	0	Blast 6, Limited Ammo 1
Mine	Mechanics	12	3	Engaged	3	0	Blast 4, Limited Ammo 1

TABLE 3-6: SPENDING , , , AND  ON RANGED WEAPON CRAFTING

Symbols	Effect
 or 	<p>Practice Makes Perfect: The character learns something valuable, and gains  on the next check he makes with the same skill before the end of the session.</p> <p>Ion Quality: The weapon gains the Ion quality (this can only be selected once).</p> <p>Lightweight: Reduce the weapon's encumbrance by 1 (to a minimum of 1).</p> <p>Disorient Quality: The weapon gains the Disorient quality (or increase its Disorient quality by 1).</p> <p>Expanded Magazine: If the weapon has the Limited Ammo quality, increase its Limited Ammo quality by 1.</p>
  or 	<p>Lessons Learned: Reduce the difficulty of the character's next crafting check by 1.</p> <p>Customizable: Increase the weapon's hard points by 1 (this can only be selected once).</p> <p>Increased Range: Increase the weapon's range by 1 range band, to a maximum of extreme (this can only be selected once).</p> <p>Knockdown Quality: The weapon gains the Knockdown quality (this can only be selected once).</p> <p>Vicious Quality: The weapon gains the Vicious 1 quality (or increase its Vicious quality by 1, to a maximum of 5).</p> <p>Stun Setting: This weapon gains the Stun setting quality (this can only be selected once).</p>
   or 	<p>Efficient Construction: A sizeable portion of the material is unused or can be reclaimed from the process; the character retains supplies worth 50% of the Material Price needed to craft the item (this can only be selected once).</p> <p>Destructive: Increase the weapon's damage by 1 (this can only be selected once).</p> <p>Ensnare Quality: The weapon gains the Ensnare 1 quality (or increase its Ensnare quality by 1).</p> <p>Stun Quality: This weapon gains the Stun 3 quality (or increase its Stun quality by 1).</p> <p>Pierce Quality: The weapon gains the Pierce 1 quality (or increase its Pierce quality by 1).</p>
    or 	<p>Auto-Fire Quality: The weapon gains the Auto-fire quality (this can only be selected once).</p> <p>Burn Quality: The weapon gains the Burn 1 quality (or increase its Burn quality by 1).</p> <p>Lethal: Reduce the weapon's critical rating by 1, to a minimum of 1 (this can only be selected once).</p> <p>Accurate Quality: The weapon gains the Accurate 1 quality (or increase its Accurate quality by 1, to a maximum of 3).</p> <p>Schematic: Create a schematic that permanently reduces the difficulty of creating weapons of this template by 1 (to a minimum of Simple [-]).</p>
 	<p>Blast Quality: The weapon gains the Blast 5 quality (or increase its Blast quality by 2).</p> <p>Concussive Quality: The weapon gains the Concussive 1 quality (this can only be selected once).</p> <p>Integral Attachment: Add +1 hard point to the weapon, then install one applicable weapon attachment that requires 1 or fewer hard points. No check is required to obtain this attachment, and it costs 0 credits.</p>
 or 	<p>Exhausting Effort: Upon completing Step 3: Construction, the character suffers 3 strain.</p> <p>Heavy: Increase the weapon's encumbrance by 1.</p> <p>Cumbersome Quality: The weapon gains the Cumbersome 1 quality (or increase its Cumbersome quality by 1).</p>
  or 	<p>Expensive: The weapon has intricate mechanisms that can only be replaced at substantial cost. Whenever it becomes damaged, the cost to repair the weapon is doubled (see page 159 of the EDGE OF THE EMPIRE Core Rulebook). (This can only be selected once).</p> <p>Hard to Modify: Increase the difficulty of checks to modify attachments to this weapon by 1.</p> <p>Difficult to Repair: Increase the difficulty of checks to repair this weapon by 1.</p>
   or 	<p>Wear and Tear: The tools the character was using to craft the weapon are worn down or destroyed, and are damaged one step (minor damage if undamaged, from minor to moderate, or moderate to major).</p> <p>Prepare Quality: The weapon gains the Prepare 1 quality (or increase its Prepare quality by 1).</p> <p>Ammunition-Inefficient: During combat, the Game Master may make this weapon run out of ammunition by spending   ; this is in addition to the standard spending of  as discussed on page 159 of the EDGE OF THE EMPIRE Core Rulebook (this can only be selected once).</p> <p>Inaccurate Quality: The weapon gains the Inaccurate 1 quality (or increase its Inaccurate quality by 1).</p>
    or 	<p>Limited Ammo Quality: The weapon gains the Limited Ammo 5 quality (or decrease its Limited Ammo quality by 1, to a minimum of 1).</p> <p>Slow-Firing Quality: The weapon gains the Slow-Firing 1 quality (or increase its Slow-Firing quality by 1).</p>
 	<p>Dangerously Volatile: The GM may spend  from any combat check made with this weapon to have it explode. The weapon is destroyed, and the character holding it and each engaged character suffers 10 damage (this can only be selected once).</p>

DROID CRAFTING

Droids are a fixture of galactic civilization, and have been for millennia. Though not all sentient species independently develop droids before joining the greater galactic community, many do, and most others rapidly appropriate the technology once exposed to it. Thus, droids display an incredible variety of chassis, personalities, and functions. Some droids even construct other droids, leading these mechanical beings to evolve in fascinating and unprecedented ways.

Building a sentient mechanical being is somewhat more involved a task than simply creating a blaster pistol. To get a functional droid, a Technician needs to invest a substantial quantity of time and credits not just into building the body, but also into shaping the droid's mind. Because each of these tasks is significant, the crafter must perform an extra step, **Step 4: Program Directives**, before the droid is fully operational.

When building a droid, the crafter first performs Steps 1–3 as normal, choosing a droid chassis template (see **Table 3–7: Droid Chassis Templates**), acquiring the materials, and performing the listed check over the amount of time specified.

Once the crafter completes **Step 3: Construction** successfully (by spending the requisite hours and succeeding on the listed check, as usual), the character finishes the droid's chassis, but it is just a lifeless shell until it is imbued with an animating spark of intelligence. At this point, the mechanic can go on to perform **Step 4: Program Directives**, by choosing one of the droid directive templates (see **Table 3–9: Droid Directive Templates**) and making the listed check over the amount of time required.



If the character fails, the only thing lost is the crafter's time. The character can attempt **Step 4: Program Directives** at the next available opportunity. If the character succeeds, the droid is brought online after the number of working hours listed in the template under "Time." Every ✨ the character scores on the check beyond the first reduces this time by 2 hours (to a minimum of 1 hour). Other factors can also affect the time required at the GM's discretion.

Once online, the droid is an NPC that possesses the characteristics and other attributes determined in **Step 3: Construction** and the skills, talents, and other abilities determined in **Step 4: Program Directives**.

See **Table 3–10: Spending ☺, ☹, ☹, and ☹ on Droid Programming** (see page 83) for ideas on how to integrate other results into the droid's programming. First, crafters can use ☺ and ☹ results to make improvements to the droid's mind and personality. Then, the GM can spend ☹ and ☹ to add flaws to its programming.

CHASSIS OPTIONS

In the manner described for all crafting in **Step 1: Select Template** (see page 74), the crafter may choose from the chassis options listed in **Table 3–7: Droid Chassis Templates** when attempting to build a droid. The characteristics and abilities of droids of these chassis types are listed in the section below.

MONOTASK CHASSIS [MINION]



Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater; immune to poisons or toxins), Silhouette 0.

TABLE 3–7: DROID CHASSIS TEMPLATES

Name	Material Price/Rarity	Check	Time
Monotask Chassis	600 credits/2	Average (◆◆) Mechanics check	1 day (24 hours)
Labor Chassis	3,500 credits/3	Average (◆◆) Mechanics check	2 days (48 hours)
Combat Chassis	(R) 3,250 credits/4	Hard (◆◆◆) Mechanics check	2 days (48 hours)
Specialist Chassis	4,500 credits/3	Daunting (◆◆◆◆) Mechanics check	3 days (56 hours)
Advanced Combat Chassis	(R) 32,500 credits/7	Formidable (◆◆◆◆◆) Mechanics check	10 days (240 hours)

WHAT ABOUT BUILDING DROID PCS?

The rules in this section only cover the creation of NPC droids. From a narrative standpoint, though, one PC can build another as long as both players agree. The two players should discuss the materials the droid is built from, its features, and whether its personality was intended or is a quirk of its unique fate. They should also decide if the droid takes pride in its creator's work, blames that being for its failings, or perhaps has a more complicated relationship with its maker.

From a rules standpoint, such a PC should still be built using the normal Character Creation rules.

LABOR CHASSIS [MINION]

Skills: BRAWN 3, AGILITY 1, INTELLECT 2, CUNNING 1, WILLPOWER 1, PRESENCE 1
 SOAK VALUE 4, W THRESHOLD 7, M/R DEFENSE 0/0

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater; immune to poisons or toxins), Silhouette 1.

COMBAT CHASSIS [MINION]

Skills: BRAWN 2, AGILITY 2, INTELLECT 1, CUNNING 1, WILLPOWER 1, PRESENCE 1
 SOAK VALUE 4, W THRESHOLD 4, M/R DEFENSE 0/0

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater; immune to poisons or toxins), Silhouette 1.

SPECIALIST CHASSIS [RIVAL]

Skills: BRAWN 1, AGILITY 1, INTELLECT 2, CUNNING 2, WILLPOWER 2, PRESENCE 2
 SOAK VALUE 3, W THRESHOLD 11, M/R DEFENSE 0/0

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater; immune to poisons or toxins), Silhouette 1.

ADVANCED COMBAT CHASSIS [NEMESIS]

Skills: BRAWN 4, AGILITY 3, INTELLECT 3, CUNNING 3, WILLPOWER 1, PRESENCE 1
 SOAK VALUE 7, W THRESHOLD 19, M/R DEFENSE 0/1

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater; immune to poisons or toxins), Silhouette 1.

TABLE 3-8: SPENDING ☹️, ⚙️, 🛠️, AND 🛡️ ON DROID CHASSIS CRAFTING

Symbols	Effect
☹️ or ⚙️	<p>Practice Makes Perfect: The character learns something valuable, and gains on the next check he makes with the same skill before the end of the session.</p> <p>Reinforced Chassis: Increase the droid's wound threshold by 1.</p> <p>Unobtrusive: The droid gains 1 rank of the Indistinguishable talent (see page 137 of the <i>EDGE OF THE EMPIRE</i> Core Rulebook) (this option can only be selected once).</p>
☹️☹️ or ⚙️	<p>Lessons Learned: Reduce the difficulty of the character's next crafting check by 1.</p> <p>Deflective Carapace: Increase droid's melee defense by 1 (to a maximum of 2).</p> <p>Narrow Profile: Increase droid's ranged defense by 1 (to a maximum of 2).</p>
☹️☹️☹️ or ⚙️	<p>Armor Plating: Increase the droid's soak by 1 (this option can only be selected once).</p> <p>Unusual Size: Increase or decrease the droid's silhouette by 1, to a minimum of 0 (this option can only be selected once).</p> <p>Modular Hardware: Choose one cybernetic implant. The droid is already installed with this cybernetic implant at no additional cost (this can only be selected once).</p>
☹️☹️☹️☹️ or ⚙️	<p>Chassis Schematic: Create a schematic that permanently reduces the difficulty of creating droid chassis of this template by 1 (to a minimum of Simple [-]).</p> <p>Superior Hardware: Increase any 1 of the droid's characteristics by 1 (to a maximum of 6).</p>
⚙️⚙️	<p>Doppelganger: Build 1 additional identical droid as part of the construction process.</p>
🛠️ or 🛡️	<p>Exhausting Effort: Upon completing Step 3: Construction, the character suffers 3 strain.</p> <p>Specialized Hardware: The droid suffers on skill checks for which it has no ranks in the applicable skill.</p>
🛠️🛠️ or 🛡️	<p>Difficult to Customize: Increase the difficulty of checks to install cybernetics in this droid by 1.</p>
🛠️🛠️🛠️ or 🛡️	<p>Wear and Tear: The tools the character was using to craft the droid are worn down or destroyed, and are damaged one step (minor damage if undamaged, from minor to moderate, or moderate to major).</p>
🛠️🛠️🛠️🛠️ or 🛡️	<p>Delicate Mechanisms: Increase the difficulty of checks to repair this droid by 1.</p> <p>Erratic Power Core: Once per session, the GM may spend from any check the droid makes to have it shut down until the end of the encounter (this can only be selected once).</p>
🛡️🛡️	<p>Volatile Power Core: Whenever this droid suffers a Critical Injury, add +50 to the result. If the Critical Injury Effect kills the droid, it explodes, and each engaged character suffers 10 damage (this can only be selected once).</p>

DIRECTIVE OPTIONS

In the manner described in **Step 1: Select Template** (see page 74), once the crafter has a finished droid chassis, a character can attempt to program one of the following directive sets to dictate the droid's expertise.

LABOR DIRECTIVES

Many droids are programmed to perform a single task, with just enough interaction protocols to get by in other circumstances. Such droids tend to be poor conversationalists, as they are typically obsessed with their single area of expertise.

Skills: 2 ranks in any one General skill (see page 103 of the **EDGE OF THE EMPIRE** Core Rulebook). If the droid is a minion, add this skill to its group skills instead.

COMBAT DIRECTIVES

True battledroids are outlawed under the rule of the Empire, but many Technicians still construct droids for security purposes, to fend off pirates or other marauders. Some corporations also peddle such droids, and in sufficient quantities to be considered small armies.

Skills: 1 rank in three different Combat skills (see page 103 of the **EDGE OF THE EMPIRE** Core Rulebook). If the droid is a minion, add these skills to its group skills instead.

Talents: Body Guard 1 (once per round, may perform the Body Guard maneuver: suffer 1 strain to upgrade the difficulty of all combat checks against one engaged ally once until the start of the droid's next turn).

TRANSLATION DIRECTIVES

Droid translators, especially those specializing in etiquette and protocol, are very valuable on the fringes of the galaxy. Due to their unique anatomies, many species cannot speak Basic without mechanical assistance of some sort, and on backwater worlds inhabitants frequently speak some local tongue or dialect rather than the more common language of the galaxy.

Skills: 1 rank in three different Knowledge skills (see page 103 of the **EDGE OF THE EMPIRE** Core Rulebook), Charm 1. If the droid is a minion, add these skills to its group skills instead.

Talents: Convincing Demeanor 1 (remove ■ from Deception and Skulduggery checks), Kill with Kindness 1 (remove ■ from Charm and Leadership checks).

REPAIR DIRECTIVES

Having a droid that can repair machines is a luxury that many Outer Rim machinists cannot afford. Such a droid is a boon to any garage, handling tasks with precision and patience most organic beings lack.

Skills: Computers 1, Mechanics 2. If the droid is a minion, add these skills to its group skills instead.

Talents: Gearhead 1 (remove ■ from Mechanics checks), Solid Repairs 1 (when repairing hull trauma with a Mechanics check, repair 1 additional hull trauma).

TABLE 3-9: DROID DIRECTIVE TEMPLATES

Name	Check	Time
Labor Directives	Easy (◆) Computers check	8 hours
Combat Directives	Average (◆◆) Computers check	16 hours
Translation Directives	Hard (◆◆◆) Computers check	1 day (24 hours)
Repair Directives	Hard (◆◆◆) Computers check	1 day (24 hours)
Navigation Directives	Hard (◆◆◆) Computers check	3 days (72 hours)
Healing Directives	Daunting (◆◆◆◆) Computers check	3 days (72 hours)
Elimination Directives	Formidable (◆◆◆◆◆) Computers check	7 days (168 hours)

NAVIGATION DIRECTIVES

Astronavigation is difficult and tedious to most, and the risks of failure are staggering. Many pilots prefer to hand over the reins to a trusty machine.

Skills: Astrogation 2, Computers 1, Piloting (Space) 1. If the droid is a minion, add these skills to its group skills instead.

Talents: Galaxy Mapper 1 (remove ■ from Astrogation checks; Astrogation checks take 50% less time), Technical Aptitude 1 (computer-related tasks take 25% less time).

HEALING DIRECTIVES

State-of-the-art medical droids are ubiquitous in the Core Worlds, performing surgeries with preternatural skill. The ones found on the fringes are often home-built, but can still be very useful to a colony or ship.

Skills: Knowledge (Xenology) 1, Medicine 2. If the droid is a minion, add these skills to its group skills instead.

Talents: Bacta Specialist 1 (patients under the droid's supervision heal one additional wound each time they heal a wound), Surgeon 1 (when healing wounds with a Medicine check, heal 1 additional wound).

ELIMINATION DIRECTIVES

Unlike most battledroids, which rely on weight of numbers, assassin droids are precision instruments, as capable at their brutal art as any organic creature.

Nemesis: If its chassis does not already make it a nemesis NPC, a droid programmed with elimination Directives becomes a nemesis; it gains a strain threshold equal to its wound threshold.

Skills: 4 ranks in each of three different Combat skills, Cool 2, Knowledge (Xenology) 1, Mechanics 2, Stealth 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Lethal Blows 3 (+30 to any Critical Injury rolls made against opponents).

TABLE 3-10: SPENDING , , , AND  ON DROID PROGRAMMING























Symbols	Effect
 or 	Random Positive Quirk: Add one positive personality trait randomly selected from Table 3-11: Droid Personality Traits to the droid (this can only be selected once). Archival Functions: Add one new Knowledge skill to the droid's list of skills at rank 1; if the droid is a minion, add this skill to its group skills instead (this option can only be selected once).
  or 	Adaptive Programming: Add 1 rank to any skill the droid possesses. This cannot be applied to minion droids. Broad Utility: Add one new General skill to the droid's list of skills at rank 1; if the droid is a minion, add this skill to its group skills instead (this option can only be selected once). Positive Quirk: Add one positive personality trait of the crafter's invention or choice from Table 3-11: Droid Personality Traits to the droid (this can only be selected once).
   or 	Defense Programming: Add one new Combat skill to the droid's list of skills at rank 1; if the droid is a minion, add this skill to its group skills instead (this can only be selected once). Behavioral Optimization: Add 1 rank to any ranked talent the droid possesses (this can only be selected once).
 	Program Pattern: Create a program that permanently reduces the difficulty of programming droids with this directive by 1 (to a minimum of Simple [-]).
 or 	"Eccentric:" Add one negative personality trait randomly selected from Table 3-11: Droid Personality Traits to the droid (this can only be selected once).
  or 	Poor Listening Skills: Add ■■ to checks to give this droid orders (this can only be selected once).
   or 	Negative Quirk: Add one negative personality trait of the GM's invention or choice from Table 3-11: Droid Personality Traits for the droid (this can only be selected once). Limited Programming: The droid upgrades the difficulty of skill checks for which it has no ranks in the skill once.
 	Unknown Flaw: Add one secret negative personality trait of the GM's invention or choice from Table 3-11: Droid Personality Traits to the droid. The GM is responsible for how—if ever—this personality trait comes into play.

TABLE 3-11: DROID PERSONALITY TRAITS

d100	Positive Trait	Negative Trait
01-10	Loyal: The droid puts its creator's needs above its own, and always looks for ways to help—whether asked or not.	Cowardly: This droid sets survival as a top priority, and shies away from any potential danger.
11-20	Resourceful: Some droids can adapt to problems quickly, and do not get trapped in their own overly narrow programming.	Overly Literal: Many droids (and some organic sentients) fail to grasp the nuances of language beyond its direct meaning. This is one of those droids.
21-30	Patient: Unlike organic beings, droids are theoretically immortal as long as they receive proper maintenance. Thus, a droid can have a capacity for patience that even the most long-lived organic beings lack.	Arrogant: Whether it believes itself to have been built better than other droids or it believes that droids are intrinsically superior to more temporary life forms, this droid has a high opinion of its own abilities.
31-40	Enthusiastic: This droid has a boundless capacity to see opportunities, and it frequently points them out.	Impulsive: This droid has a boundless capacity to see opportunities, and it usually acts on them without warning.
41-50	Compassionate: Some droids are very caring, and seek to nurture the best in those around them.	Ruthless: It might be spiteful, or it might just see emotion as inefficient, but this droid destroys anything that gets in its way.
51-60	Efficient: This droid abhors waste, and does everything in the most timely and precise manner it can muster.	Lazy: Droids are built to fulfill certain purposes, but this droid isn't particularly interested in doing so if it can avoid it.
61-70	Well-Mannered: This droid always maintains perfect etiquette, even when dealing with individuals it does not particularly like.	Abrasive: Dealing with this droid is extraordinarily frustrating. Whether it answers with sarcasm or not at all, its words and actions are always barbed.
71-80	Cheerful: A good attitude is the first step to success (or so says this droid, anyway).	Pessimistic: Apparent doom lurks around every corner for this droid, and it expresses this belief at every opportunity.
81-90	Reliable: This droid always comes through for its creator or friends.	Unhinged: The only certainty with this droid is that its decisions can't be predicted.
91-95	The GM invents or chooses one positive personality trait.	The player invents or chooses one negative personality trait.
96-100	The player invents or chooses one positive personality trait and then rolls again on this table.	The GM invents or chooses one negative personality trait and then rolls again on this table.

GADGET CRAFTING

Crafting one's own tools takes a special level of dedication, even for skilled machinists. After all, any time spent creating the perfect hydrosprayer is time not spent tinkering with a more complex and volatile device. Still, there are those Technicians who set out to build everything from scratch. Further, many Technicians find that they need devices that they cannot simply purchase—and indeed, often devices that do not exist—and thus delve into the world of inventing new gadgets for their own use. Gadget crafting follows the normal steps for **Crafting**, as detailed on page 74, using the tables provided here.

TABLE 3-12: GADGET TEMPLATES

Name	Material Price/Rarity	Check	Time
Simple Tool	50 credits/1	Easy (◆) Mechanics check	2 hours
Specialist Tool	400 credits/4	Average (◆◆) Mechanics check	10 hours
Precision Instrument	150 credits/3	Hard (◆◆◆) Mechanics check	16 hours

TABLE 3-13: GADGET TEMPLATE PROFILES

Name	Encumbrance	Effect	Examples
Simple Tool	4	Choose a General skill; the tool allows a character to make checks with the skill. At the GM's discretion, this tool counts as the right tool for the job.	Climbing gear, datapad, hand scanner, emergency medpac, toolkit, slicer gear
Specialist Tool	8	Choose a General skill. Add automatic ✨ to checks with that skill.	Bacta tank, scanner dish, table saw, welding gear
Precision Instrument	5	Choose a General skill. Remove ■■ from checks with that skill.	Microscope, thermal cloak, scanner goggles

TABLE 3-14: SPENDING ☹, ☺, ☹☹, AND ☹☹☹ WHEN CRAFTING GADGETS

Symbols	Effect
☹ or ☺	Lightweight: Reduce the encumbrance of the gadget by 1 (to a minimum of 1). Practice Makes Perfect: The character learns something valuable, and gains ☐ on the next check he makes with the same skill before the end of the session.
☹☹ or ☺	Compact: If the gadget is of encumbrance 3 or smaller, add ■ to checks other characters make to find it on the wearer's person (to a maximum of ■■■). Lessons Learned: Reduce the difficulty of the character's next crafting check by 1.
☹☹☹ or ☺	Efficient Construction: A sizeable portion of the material is unused or can be reclaimed from the process; the character retains supplies worth 50% of the Material Price needed to craft the item (this can only be selected once). Safety Features: Add automatic ☹ to checks with the General skill chosen for this tool (this can only be selected once).
☹☹☹☹ or ☺	Inbuilt Weapon: Choose a weapon of encumbrance 2 or lower that the character possesses to build into the gadget; add ■ to checks to determine that the gadget contains a weapon (this can only be selected once).
☺☺	Supreme Craftsmanship: Choose a General skill; upgrade checks with that skill made with this tool once.
☹☹ or ☹	Exhausting Effort: Upon completing Step 3: Construction , the character suffers 3 strain. Heavy: Increase the encumbrance of the gadget by 1.
☹☹☹ or ☹	Difficult to Repair: Increase the difficulty of checks to repair this gadget by 1. Delicate: The GM may spend ☹☹☹ or ☹ from any check to have it become damaged one step (undamaged to Minor, Minor to Moderate, Moderate to Major, etc) (see page 159 of the EDGE OF THE EMPIRE Core Rulebook). (This can only be selected once).
☹☹☹☹ or ☹	Unpresentable: Decrease the base price others are willing to pay for this item by 50% (this can only be selected once).
☹☹☹☹☹ or ☹	Fragile: Whenever this item would be damaged one step, it is damaged two steps instead (see page 159 of the EDGE OF THE EMPIRE Core Rulebook). (This can only be selected once).
☹☹	Faulty: Whenever a character uses this tool for a check, upgrade the difficulty of the check once.

CYBERNETIC CRAFTING

Reliable replacement limbs are a medical miracle to many people across the stars, from victims of industrial accidents to unfortunate warriors who get in over their heads against superior opponents on the galaxy's countless battlefields. Some people even choose to replace functional limbs with constructs of circuits and steel to gain extra strength, dexterity, or other, more esoteric abilities. Cybernetic augmentation of the brain is even common in some places. Slicers and other tech experts might augment their already powerful intellects with additional processing power from miniaturized computers, allowing them to interface directly with machines or store and access vast amounts of data.

Cybernetic crafting follows the normal steps for **Crafting**, as detailed on page 74, using the tables provided here. Cybernetics must be installed to provide benefits.

INSTALLING CYBERNETICS

While a full medical facility can usually install cybernetics without a check, a PC might need to make a check when working in less than ideal circumstances.

Installing a cybernetic requires at least basic med supplies (such as an emergency medpac). The character must dedicate six hours and make a **Hard** (◆◆◆) **Medicine** check. Increase the difficulty twice if the character is operating on himself. If the character succeeds, the cybernetic is now attached and functional. If the character fails, the cybernetic does not take and suffers minor damage from the failed integration. The GM may spend ☉ to inflict 3 strain or 1 wound on the patient, and may spend ☉ to have the patient suffer a Critical Injury from the botched surgery.

TABLE 3-15: CYBERNETIC TEMPLATE PROFILES

Name	Encumbrance	Effect	Examples
Prosthetic Replacement	—	Replace functionality of lost limb or organ.	Prosthetic limb or organ
Cybernetic Appendage	—	Replaces arm or leg. Increase Brawn or Agility by 1; a character can only benefit from 1 arm cybernetic and 1 leg cybernetic this way.	Enhanced arm, leg, or other limb
Cybernetic Implant	—	Choose one General skill. The cybernetic provides one rank in that skill.	Brain implant, enhanced senses

TABLE 3-16: CYBERNETIC TEMPLATES

Name	Material Price/Rarity	Check	Time
Prosthetic Appendage	1,000 credits/3	Hard (◆◆◆) Mechanics check	12 hours
Cybernetic Appendage	5,000 credits/5	Daunting (◆◆◆◆) Mechanics check	2 days (48 hours)
Cybernetic Implant	1,500 credits/6	Daunting (◆◆◆◆) Mechanics check	2 days (48 hours)

TABLE 3-17: SPENDING ☉, ☉, ☉, AND ☉ WHEN CRAFTING CYBERNETICS

Symbols	Effect
☉ or ☉	Practice Makes Perfect: The character learns something valuable, and gains ☐ on the next check he makes with the same skill before the end of the session.
☉☉ or ☉	Integrated Tool: Choose a General skill; this cybernetic allows a character to make checks with the skill. At the GM's discretion, this tool counts as the right tool for the job. Unobtrusive: Add ■ to checks to determine that the character has the cybernetic installed.
☉☉☉ or ☉	Tailored: If built for a specific being, this cybernetic does not require a check to be installed in that being.
☉☉☉☉ or ☉	Inbuilt Weapon: Choose a weapon of encumbrance 2 or lower that the character possesses to build into the cybernetic; add ■ to checks to determine that the cybernetic contains a weapon (this can only be selected once).
☉☉	Ion-Shielded: This cybernetic does not shut down as normal when affected by weapons with the Ion quality.
☉ or ☉	Exhausting Effort: Upon completing Step 3: Construction , the character suffers 3 strain.
☉☉ or ☉	Difficult to Install: Increase the difficulty of any check to install this cybernetic by 1.
☉☉☉ or ☉	Wear and Tear: The tools the character was using to craft the cybernetic are worn down or destroyed, and are damaged one step (minor damage if undamaged, from minor to moderate, or moderate to major).
☉☉	Severe Feedback: When making a check using the cybernetic, the character implanted with it suffers 1 strain.

SLICING ENCOUNTERS

Dramatized electronic warfare is often presented as a sort of duel between two master technologists. In many instances, a single Computers check is sufficient to resolve a character's attempt to slice a data-processing system or device. However, when a character attempts to break into an especially well-guarded (and dramatically significant) system, or must defend against a skilled enemy slicer, the GM can use the following rules to create a full slicing encounter.

ENCOUNTER STRUCTURE

A full slicing encounter should be conducted in structured time (see page 197 of the **EDGE OF THE EMPIRE** Core Rulebook), with participants taking actions in turn to try to establish control over the system using Slicing Actions. As with a combat encounter, the GM can use the rules for Initiative (see page 198 of the **EDGE OF THE EMPIRE** Core Rulebook) to determine the order in which the characters act.

During a slicing encounter, any character attempting to break into or subvert the system is considered an "intruder." Any character actively working to protect the system from unintended influence is considered a "defender." Some actions and uses of symbols are only available to an intruder or defender.

The most common configuration for the encounter includes one intruder and one defender. At the GM's discretion, however, an encounter might feature multiple intruders, no defender, or other configurations of intruders and defenders as appropriate. Whether any defenders are aware of the intrusion at the start of the encounter depends on the circumstances and GM's discretion.

ACCESS

Generally, characters need direct access to a computer system to slice it. In some cases, certain systems might be accessible via regional HoloNet hubs or other local networks with multiple access points.

Whether an intruder or defender, a character must have access to a system to be able to perform any other Slicing Actions and participate in a Slicing Encounter. A character can gain access by using the Access System action, and can lose access in various ways, including being on the receiving end of the Expel User action. A character who loses access must take the Access System action to participate in the encounter again.

SECURITY PROGRAMS

Security programs are static defenses that keep users from running amok on a computer system. A computer

can have any number of security programs, as determined by the GM, but only the most secure system would have more than a few such programs active at any given time due to the load they put on the system.

While one or more security programs are active on a system, the intruder cannot perform several of the most useful Slicing Actions. An intruder can disable a security program with a Computers check, the difficulty for which can be determined using the guidelines set forth in **Table 3-18: System Security**.

SLICING ACTIONS

Characters in a slicing encounter can use the following special actions (in addition to normal actions, at the GM's discretion).

ACCESS SYSTEM

Difficulty: Simple (–) Computers Check

Available To: Defender, Intruder

Description: For a character to interact with a computer system, that individual must be able to get it to recognize basic commands. For most computers, some sort of identity verification is required—a code, a key, or takes some other, more esoteric access token.

As an action, if the system has no verification system, or the character possesses legitimate means of access (such as a code cylinder or passcode), a character may make a **Simple (–) Computers Check** to gain access to it. If the system's security is more advanced, see **Table 3-18: System Security** for suggestions on the difficulty of breaking its verification protocols.

TABLE 3-18: SYSTEM SECURITY

Example Systems	Difficulty
Unsecured Passcode Known	Simple (–)
Cantina Terminal, Datapad	Easy (◆)
Common Shipboard Computer	Average (◆◆)
Local HoloNet Hub, Military Base Starship Network	Hard (◆◆◆)
Imperial Datavault, Regional HoloNet Hub	Daunting (◆◆◆◆)
Ancient Archive	Formidable (◆◆◆◆◆)
System Administrator has Defensive Slicing talent	Add ■ equal to ranks in Defensive Slicing.
System Administrator has Improved Defensive Slicing talent	Upgrade difficulty a number of times equal to ranks in Defensive Slicing.

ACTIVATE SECURITY PROGRAM

Difficulty: Average (◆◆) Computers Check

Available To: Defender, Intruder

Description: Security programs are the main impediment to interlopers in a computer system. As such, anyone trying to subvert a system's intended purpose wants to disable such programs, while anyone protecting the system endeavors to keep them operational.

As an action, a slicer may activate a security program with an **Average (◆◆) Computers check**. While one or more security programs are active on a computer, intruders cannot take certain Slicing Actions.

DISABLE SECURITY PROGRAM

Difficulty: Computers Check (Difficulty Varies)

Available To: Defender, Intruder

Description: Typically, bringing down the security programs protecting a system is an intruding slicer's first job. If there is an administrator aware of the slicer and actively managing the system, however, keeping the system security suppressed is likely to be an ongoing task.

As an action, a slicer may attempt to shut down a security program with a Computers check. The difficulty of this check is based on the quality of the security program, for which the GM can consult the guidelines in **Table 3-18: System Security**.

ENACT COMMAND

Difficulty: Computers Check (Difficulty Varies)

Available To: Defender, Intruder (if no security programs are active)

Description: The slicer issues a single command to the system he has sliced. Commands are single-purpose requests that fall within the scope of the system. "Loop the past ten seconds of footage on the cameras in this facility that are facing the alley to the north," or "Access all information in this system on Boss Jerod's slave trading," would be valid commands, assuming the system included control of those routines.

The difficulty of the Computers checks is up to the GM's discretion, and depends how similar the slicer's command is to the intended use of the system. Unlocking a door controlled by a computer system might require an **Easy (◆) Computers check**, while getting door's locking mechanism to physically jam might instead require a **Daunting (◆◆◆◆) Computers check** instead, as the system is designed to open and close the door, but not to break it.

EXPEL USER

Difficulty: Opposed Computers vs Computers Check

Available To: Defender, Intruder (if no security programs are active)

Description: Once a slicer is aware of another user on the system, the slicer can cause that user to lose access and even impede future access.

As an action, a slicer may make an Opposed Computers vs Computers check to cause another user to lose access to the system. If the slicer has identified that user's signature, increase the difficulty of the user's Computers checks for the Access System action by two for this computer until the end of the encounter.

LOCKDOWN

Difficulty: Hard (◆◆◆) Computers Check

Available To: Defender, Intruder (if no security programs are active)

Description: A user with control of a system can usually shut it down with relative ease. For a slicer attacking a system, this is often the goal, leaving the enemy unable to act until they are able to reset the system. For a slicer on the defensive, it is an option of last resort.

As an action, a slicer may make a **Hard (◆◆◆) Computers check** to shut down the system, blocking access to all users. Any character with physical access to the system can restart it with an **Average (◆◆) Computers check** that takes one hour to complete.

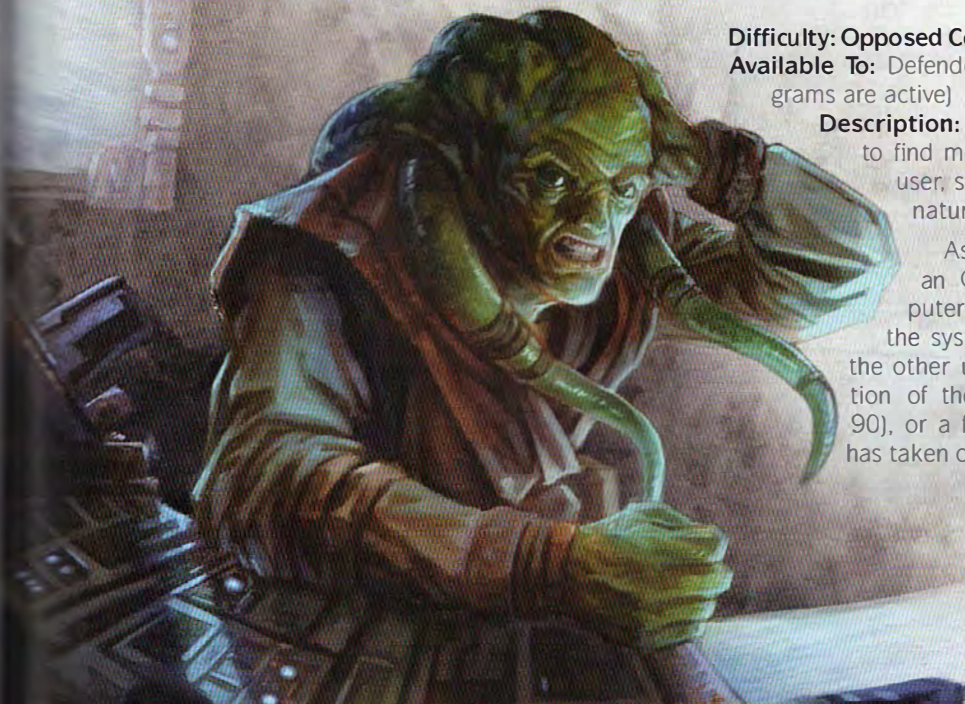
TRACE USER

Difficulty: Opposed Computers vs Computers Check





Available To: Defender, Intruder (if no security programs are active)

Description: A slicer in a system can attempt to find more information about another user, such as that person's slicing signature or location.

As an action, a slicer may make an Opposed Computers vs. Computers check against another user in the system. If he succeeds, he learns the other user's physical location, a portion of the slicer's signature (see page 90), or a full list of the actions the user has taken on the system this encounter.








































SPENDING AND

When a slicer's check results in , , , or , these symbols may be spent narratively as usual, or use the suggested results described in the **EDGE OF THE EMPIRE** Core Rulebook. Additionally, the table below offers further suggestions.

Options labelled "Intruder Only" are available only to an intruder in the system, while "Defender Only" options can only be used by a defender. If both slicers are intruders in the system, the GM should decide if one or both are the attacking or defending slicer on a case-by-case basis, as dictated by logic and the flow of the story.

TABLE 3-19: NARRATIVE DICE RESULTS AND SLICING

Symbols	Result Options
 or 	<p>Opportunity Identified (Intruder Only): The slicer finds gaps in the structure of the system that can assist in the execution of another task. Add  to the slicer's next Computers check in this system.</p> <p>Valuable Data (Intruder Only): While searching for vulnerabilities in the system, the slicer encounters unrelated data that could prove useful or valuable. The nature of the data is up to the GM, and an additional  may be spent on this result to indicate a particularly interesting find.</p>
  or 	<p>Temporary Bypass (Intruder Only): The slicer creates a temporary bypass into the system that helps avoid a specific element of the security. The slicer may add   to a single future check to slice this system. This bonus may be saved for any future check.</p> <p>Cover the Tracks (Intruder Only): A weakness in the system's defenses allows the slicer to leave minimal evidence, adding  to any checks by defensive slicers to uncover his slicing signature in this system.</p> <p>Signature Spotted (Defender Only): A portion of the intruder's slicing signature is discovered in the system, with the advantages that this entails (see page 90).</p>
   or 	<p>Spread Decoys: The slicer obscures uses false data to misdirect foes. Add   to the next check to use the Expel User or Trace User action against the slicer. If the slicer attempting the check fails with  or , it can be spent to cause that slicer to acquire a piece of false data (such as an erroneous location or a fake name for the target) slicer).</p> <p>Permanent Backdoor (Intruder Only): The slicer sets up a permanent means of accessing the system without needing to deal with its verification protocols. The PC may perform the Access System action on this system as a maneuver and without performing a check, so long as the character has access to a hard line or a connected network.</p> <p>Telltale Sign (Defender Only): The defender looks for a known user hidden amongst junk data. Downgrade the difficulty of the character's next check to use the Expel User or Trace User action once for each portion of the target's slicing signature the defender possesses.</p>
 	<p>Scripted Command (Intruder Only): The next time that the intruder successfully performs the Enact Command action this encounter, the character may resolve two commands instead of one.</p> <p>Custom Encryption (Defender Only): The defender chooses an action that the intruder has already attempted. Increase the difficulty of the intruder's Computers checks for that action by two until the end of the encounter.</p>
 or 	<p>Evidence of Presence: Careless access results in a trace of the slicer's signature being left in the system. Add  to checks to acquire the slicer's signature.</p> <p>Authorized Access Only (Intruder Only): The slicer stumbles into a particularly secure subsystem and must take care to avoid triggering alarms. Add  to the intruder's next Computers check in this system.</p> <p>Dummy Signatures (Defender Only): A false trail or leftover signature confuses efforts to identify the attacker. Add  to the next Computers check made against the intruder.</p>
  or 	<p>Limited Access (Intruder Only): The Defender chooses one Slicing Action; the intruder cannot perform that action during the next round this encounter.</p> <p>Accidental Backdoor (Defender Only): Moving quickly through the system to respond to the threat causes the slicer to unknowingly leave important access routes into the system. The intruder may add   to a single future check to slice this system. This bonus may be saved for any future check.</p>
   or 	<p>Major Alert (Intruder Only): All users with full access to the system becomes aware of the presence of an intruder, potentially alerting defensive slicers or dispatching security teams to deal with the intruder.</p> <p>Encryption (Defender Only): A muddle of encryption ruins any elements of the attacker's signature that have been gathered. The defending slicer loses all fragments of the intruder's slicing signature (see page 90), along with all  from possessing them.</p>
 	<p>Automatic Lockdown (Intruder Only): Emergency security measures are triggered across the whole system. The entire system shuts down as if a slicer successfully performed the Lockdown action.</p> <p>Key Vulnerability (Defender Only): Efforts to defend one area of the system leave another critically vulnerable. The intruder may immediately resolve a command as if he had successfully performed the Enact Command action (even if the system has active security programs).</p>

RUNNING SLICING ENCOUNTERS

The following section provides tools and tips the GM can use to get the most out of slicing encounters. It ranges from details on how to prepare opposition for Slicer characters to how to get the rest of the group involved in a slicing job.

WHEN TO USE SLICING ENCOUNTERS

The slicing rules provided in this chapter provide a detailed look at how to represent breaking into secured computer systems in your game. However, this level of detail is not always necessary, or even appropriate. Sometimes the group is better served with a single, quick Computers check, or even a purely narrative resolution without rolling dice. Generally speaking, the full slicing rules should be used when specific criteria are met: there should be an appropriate narrative focus, active opposition, and real risk.

Of these criteria, the first is the most important. A slicing encounter should follow the same guidelines as any other sort of encounter in terms of how much game time and attention is devoted to it. Minor or uninteresting details can be resolved quickly or glossed over as the GM sees fit, while important developments in the story should be placed front and center. Similarly, a slicing encounter should involve just as much interaction as any other sort of encounter. If the PCs face no risk of discovery or meaningful opposition (such as security patrols, defending slicers, or even just the crotchety owner of the starship from which they are stealing nav coordinates), it's probably better to handle everything with a single roll. On the other hand, if the PCs need to acquire something important to the narrative from a highly secured and well-patrolled facility, then using the full slicing rules for the encounter is likely the right call.

The GM should also ensure that all the PCs have something to do during a slicing encounter, so as not to focus the game solely on a single player's actions. This could involve keeping a lookout or even engaging in patrols of their own, or a tense firefight with security forces should the slicer be discovered. Ideally, each of the PCs should have equal opportunities to act. Consider having the other characters act in structured time along with the Slicer, with each PC taking an action for each action the slicer performs in the system.

If the situation should turn into a combat encounter while the slicer is still in the system, the roles are reversed, and the trick becomes keeping the slicer engaged while the faster-paced battle blazes all around. Due to the relatively loose constraints of structured time, it is possible that only a round or two

of combat might pass for each action by the Slicer. Alternatively, the GM could simply have the Slicer act in structured time along with everyone else for the sake of simplicity, and to allow the Slicer to participate in the combat directly if desired.

PREPARING SLICING OPPOSITION

When setting up a situation in which the PCs might engage in a slicing encounter, the GM should consider what kind of opposition they can expect to face, just as with any other sort of dangerous encounter. Opposition in slicing encounters generally falls into two categories: the security of the system itself and the protection that any associated characters provide to it. The first type of opposition is represented by the difficulty of any Computers checks to break into the system. If the PCs are defending a system of their own instead of breaking into someone else's data, this security becomes an asset on their side instead of opposition. However, defending an unsecured system could be seen as difficulty in its own right. The difficulty to break into a system can run from **Simple (–)** to **Formidable (◆◆◆◆◆)**.

Many systems require only a **Simple (–)** or **Easy (◆) Computers check** to access, but any computer with data worth stealing or functions worth sabotaging is likely to have additional security. A typical secured system probably requires an **Average (◆◆)** or **Hard (◆◆◆) Computers check**, with difficulties of **Daunting (◆◆◆◆)** or more reserved for military installations and the central databanks of crime lords and galactic corporations. Exceptional examples of any type should have a difficulty that has been upgraded one or more times, or with one or more **■** added, representing advanced encryption and security protocols. See **Table 3–18: System Security** on page 90 for a list of suggested difficulties.


Preparing NPC opposition for slicing encounters works in largely the same manner as preparing NPCs for any other purpose. Security teams and patrols should be assigned profiles like any other combatant. However, when preparing an opposing slicer for a system secure enough to warrant one, the GM does not necessarily need a full profile. If the PCs are unlikely to encounter the slicer in person, then the GM only needs to know the characteristics that are relevant for the slicer's role in the encounter. Providing the foe's Intellect characteristic and Computers skill can often be enough, unless the GM expects the PCs to later encounter that character in the flesh. Giving the NPC talents like Defensive Slicing and Master Slicer can help an especially talented enemy stand out.


DEALING WITH THE CONSEQUENCES

The effects of a slicing encounter on the game's narrative don't have to end when the PCs acquire their data or repel an intrusion. In many cases, there are likely to be additional consequences that stem from their actions. Sometimes these new results might not be directly associated with the slicing job itself, such as the reduction in Obligation a PC might receive for delivering valuable data to a crime boss to whom the character owes a debt. At other times, the PCs' work could create a host of new, slicing-related complications or opportunities. The two most common sorts of additional consequence from a slicing encounter are the setup of a backdoor or the acquisition of a slicer's signature (whether this is the signature of a foe or that of one of the PCs).



BACKDOORS



A "backdoor" is a way of referring to a means of accessing vulnerable aspects of a computer system without going through the usual security measures. Slicers sometimes find permanent backdoors into flawed security setups, but they may also be able to create new ones via forged credentials or other tricks of the trade. A slicer with access to a permanent backdoor is able to get onto the system without impediment.


As described in **Table 3–19: Narrative Dice Results and Slicing** (see page 88), a slicer might find a permanent backdoor into a system that allows the character to perform the Access System slicing action without a check and as a maneuver, so long as the slicer can connect to the system. On some systems, this might last forever—on others, however, the GM might rule that the backdoor is found after a set number of months, or as a result of  or similar results on checks within the system. If there are dedicated defensive slicers who work on a system with installed backdoors, then the expected lifespan of the vulnerability decreases drastically. The GM can set a time at which the slicer finds the backdoor based upon skill and familiarity with the system, or the character might have to make a **Hard (◆◆◆) Computers check** at set intervals to find it. A skilled defensive slicer might be able to find a backdoor in a matter of days, rather than weeks or months.

If a backdoor has been placed into a system that the PCs use, they must uncover it as described above. A PC might also be able to find a backdoor with a  on a check to use the relevant system, or the GM might allow a system maintenance check to find and close the back door after an appropriate interval of in-game time. Alternately, if the PCs have an in-character reason to suspect a vulnerability within their system but lack the expertise to close it, they might pay a freelance slicer to address the issue.

SLICING SIGNATURES

Every slicer leaves a unique trail, thanks to the character's signature assemblage of slicing tools and gear, as well as personal habits and tricks. Even slicers working for the same organization or syndicate and acquiring gear from the same source inevitably need to tweak their equipment in subtle ways, and these modifications lead to the creation of slicing signatures. If detected in a system, this signature can be used by other slicers similarly to how detectives might use fingerprints or other biometrics found at a crime scene. Slicers rarely leave more than fragments of their signatures behind, but even these small chunks can assist in tracking their movements and actions. A character who has one or more fragments of another slicer's signature adds  to opposed Computers checks against that slicer for each fragment, up to  for a complete signature.

If a defensive slicer discovers a PC's slicing signature, that PC can expect a great deal of trouble. In addition to the benefits the signature grants an NPC slicer in opposing the character's actions, slicing signatures can be tracked or logged by individuals with the right resources. If a PC's signature makes its way into the hands of local law enforcement, such an organization might be able to detect the character's intrusions anywhere within their jurisdiction. If an organization like the Imperial Security Bureau or Black Sun acquires the PC's slicing signature, it may not be safe to operate throughout much of the galaxy, especially if one of these organizations is able to connect the character's signature with other forms of identification. This level of notoriety can come into play through narrative dice results, such as when  or  are rolled on appropriate checks, the addition of an Obligation for the PC whose signature has been exposed, or custom encounters created by the GM.

Fortunately for slicers who have had their signature discovered, it is possible to change the signature associated with one's work. A slicing signature is heavily tied to the gear that creates it, so a slicer who replaces these tools replaces the signature. Each piece of slicing equipment that the slicer replaces this way causes anyone who has the slicer's signature to lose two fragments of it (and the associated  from those fragments). If none of the fragments of a captured signature (or none of the slicer's old gear) remain after such a change to the slicer's gear, the slicer is no longer associated with the old signature. However, this might not completely eliminate Obligation and other narrative ramifications related to the old signature.

If a slicer acquires the signature of another character, that character gains the normal benefits on opposed Computers checks. At the GM's discretion, the signature might also be worth a great many credits, or even a reduction in Obligation, if the PC can sell it to one or more interested parties.

SELLING WARES AND SERVICES

For Mechanics, Outlaw Techs, Slicers, Droid Techs, Cyber Techs, and Modders, the proof of their skill exists in a tangible product. It doesn't matter how a Mechanic fixes a YT-1300 freighter as long as it gets fixed. A Modder's references aren't based on a glowing review, but on the performance of a physical object.

Technicians in the civilized Core Worlds can earn a steady but meager salary. A good Technician is in higher demand in the Outer Rim Territories, where the lack of Imperial regulations, uneven corporate reach, and market forces enable a much more profitable career. However, the Outer Rim suffers from wide boom and bust cycles, and the chances of some lowlife client shooting a Technician to get out of paying for a job are drastically lower in the Core Worlds.

When a character sells an item that has been modified with a talent like Jury-Rigged or Tinkerer, these talents cease to apply to the item (and do not apply to the sale price).

SELLING CRAFTED WARES

Table 3-20: Crafting Sell Prices lists the lucrative going prices at which a Technician can expect to sell for a newly made item, accounting for whether it is a commission or existing stock. This price can be adjusted with certain results from the initial crafting skill check, a Negotiation check, and appropriate talents such as Gearhead, Master Merchant, and Wheel and Deal. Good roleplaying should also adjust the price, especially if the PC can upsell the item or find a client willing to pay for some unique element the PC offers.

Per **Selling and Trading** on page 150 of **EDGE OF THE EMPIRE**, a character can make an opposed Negotiation check against the buyer to alter a sell price. With ✨, the character gets half the sell price (after the modifiers from **Table 3-20: Crafting Sell Prices**). With ✨ ✨, the character gets the standard sell price. With ✨ ✨ ✨, the character receives an additional 25%.

TABLE 3-20: CRAFTING SELL PRICES

Job	Description	Pay in Credits
Selling a newly crafted item on the open market	The crafter has no specific buyer on the open market.	Material Cost + 10% of Material Cost
Selling a commissioned item to a client	The crafter has been contracted to design and make an item.	Material Cost + 50% of Material Cost
Selling a newly crafted droid	The crafter can charge more due to programming time.	Material Cost + 75% of Material Cost
Price adjustment for each minor improvement	For each 🌀 spent on improving the item during crafting	+5% of Material Cost
Price adjustment for each minor improvement	For each 🌀 spent on improving the item during crafting.	+10% of Material Cost
Price adjustment for each minor flaw	For each 🌀 spent on worsening the item during crafting.	-5% of Material Cost
Price adjustment for each major flaw	For each 🌀 spent on worsening the item during crafting.	-10% of Material Cost
Item is restricted	The crafter is selling something illegal.	+20% of Material Cost
Adding a mod to an item attachment	The crafter is performing a check to modify an attachment that the client has already purchased for a weapon or other item; this takes a day or less.	500 x difficulty of check
Adding a mod to a vehicle or starship attachment	The crafter is performing a check to modify an attachment that the client has already purchased for a vehicle or starship; this takes several days.	1,000 x difficulty of check
Schematic for a piece of personal tech	The crafter sells the full rights to the design of a newly invented piece of gear (weapon, armor, medical, tool, or miscellaneous tech).	5,000-10,000
Schematic for a droid	The crafter sells the full rights to the design of a newly invented droid chassis (this does not include programming).	10,000-20,000

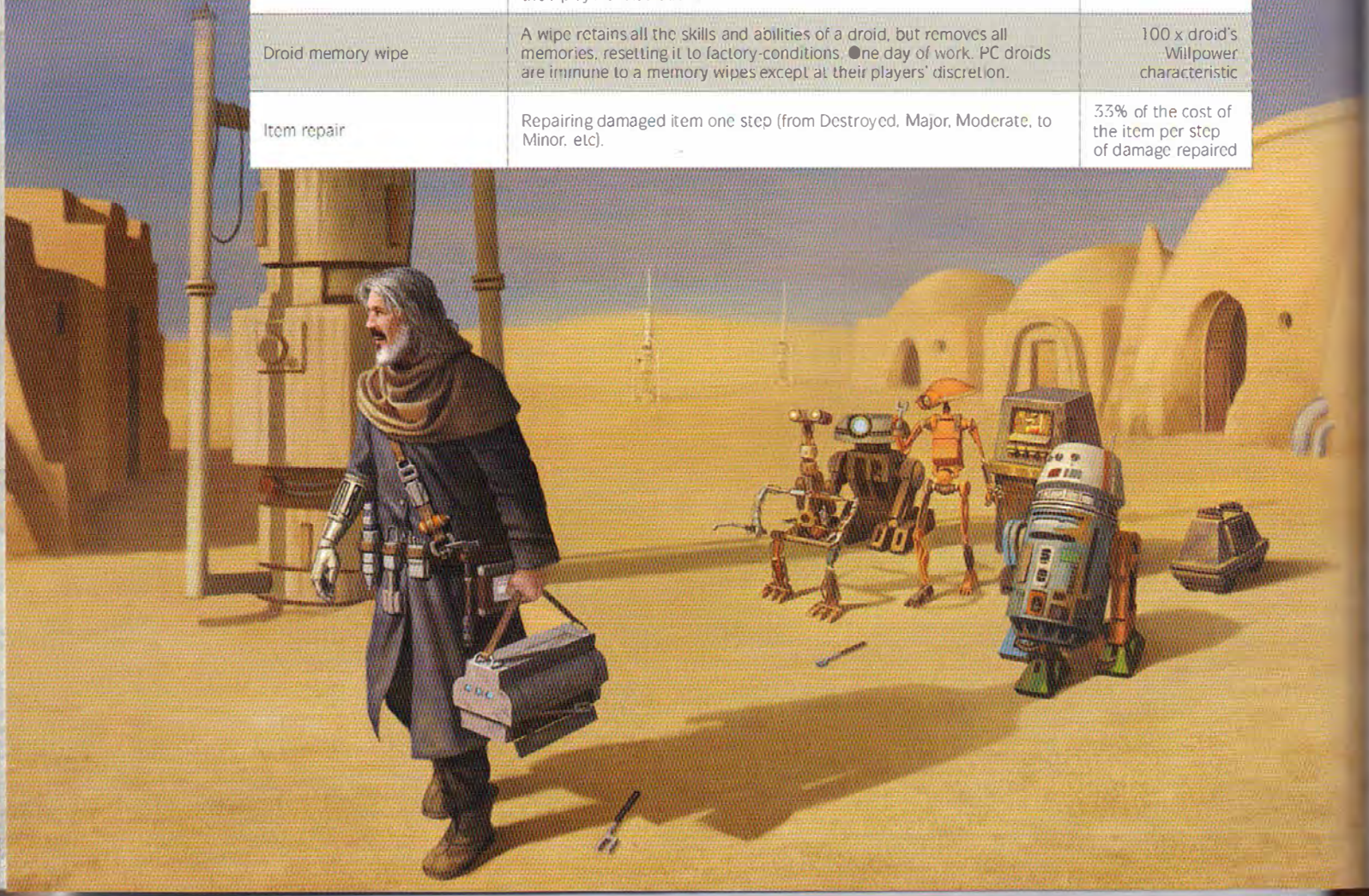
MECHANIC SALARIES

Table 3–21: Mechanic Pay Scale lists the basic service fees that a Technician can generally expect to make from technical work. These examples include simple maintenance (being on retainer), starship repair, droid

repair, droid memory wipes, droid “behavioral repair” (reprogramming), and item repair. Of course, these values are just starting points, and individual PCs might attempt to charge more (or less) for their services. See page 114 of the *EDGE OF THE EMPIRE Core Rulebook* for guidance on uses of the Negotiation skill.

TABLE 3-21: MECHANIC PAY SCALE

Job	Description	Pay in Credits
Basic maintenance and repair work	A maintenance tech's monthly salary at a starport ranging from an industrial Core World to a rich Outer Rim World.	1,000–2,000
Contracted work	A typical contract (lasting one month) ranging from emergency repairs of space station mechanisms to installing machines at a colony, refurbishing shipboard systems, or maintaining key industrial mechanisms.	5,000–10,000
Contracted hazardous work	A one-month contract in dangerous territory ranging from the rescue of a starship to developing weapons in a combat zone.	10,000–30,000
Starship hull repair	Page 245 of the <i>EDGE OF THE EMPIRE Core Rulebook</i> suggests 500 credits per point, but that includes labor, parts, fees, bribes, and a cut to the technician's employer. The remainder is the pay the character actually receives.	250 x hull trauma repaired
Starship critical systems repair	Repairing a Critical Hit (see Table 7–9: Critical Hit Result on page 244 of the <i>EDGE OF THE EMPIRE Core Rulebook</i>).	500 x difficulty of check
Droid wound repair	The cost of oil bath rental.	5 per hour
Droid Critical Injury repair	The character repairs a droid's Critical Injury (see Table 6–10: Critical Injury Result on page 217 of the <i>EDGE OF THE EMPIRE Core Rulebook</i>).	250 x difficulty of check
Droid personality refactor	A Technician can minimize an NPC droid's negative personality quirk but can't completely change its basic personality. This assumes about a week of work, and oftentimes the droid regains the quirk over time. This doesn't affect memory, and PC droids are immune refactors except at their players' discretion.	500 x droid's Willpower characteristic
Droid memory wipe	A wipe retains all the skills and abilities of a droid, but removes all memories, resetting it to factory-conditions. One day of work. PC droids are immune to a memory wipes except at their players' discretion.	100 x droid's Willpower characteristic
Item repair	Repairing damaged item one step (from Destroyed, Major, Moderate, to Minor, etc).	33% of the cost of the item per step of damage repaired



REMOVING ATTACHMENTS

As described on page 187 of the **EDGE OF THE EMPIRE** Core Rulebook, adding an attachment to an item is a rather trivial task—it only requires a few minutes of work, and a character does not generally need to make a check to do it.

In the same vein, removing attachments is relatively simple; under normal circumstances, a character can remove an attachment from a

weapon with a few minutes of uninterrupted work. A removed attachment retains all of its mods (unless it does not make sense for a particular mod to remain on the attachment after it has been removed from the weapon).

As always, the GM is the final arbiter of whether, how, and when particular attachments can be removed from an item, vehicle, or starship.

GETTING A SLICE OF THE ACTION

Table 3–22: Slicing Pay Scale lists the various Slicer pay scales for jobs including information retrieval, data analysis, data manipulation, planting information, planting a tracer or “leaky data” for tracking purposes, or data sabotage. If the target of the slicing

operation is a droid, then Droid Techs can use this chart to determine comparative pay for the sort of Computers work they undertake.

Each job pricing is distinct from the others. A typical slicing job may combine different tasks and thus combine the pricing. Each job assumes about a week of work (unless otherwise stated), but multiple types of jobs can be done concurrently, at the GM’s discretion.

TABLE 3-22: SLICING PAY SCALE

Job	Description	Pay in Credits
Security analysis	Exploring a system to find security holes. This includes extracting random nonspecific data.	625–1,250
Data retrieval	Slicing into a system and finding specific data.	1,250–2,500
Data analysis	Scouring data to extract information or to come to a conclusion about what the data means and what the client can do with it.	500–1,000
Data manipulation	Forging and counterfeiting data.	1,250–2,500
Planting data	Planting data without leaving evidence that could link the intrusion back to the slicer or to the client.	3,750–7,500
Planting “leaky” data	Planting a cleverly disguised code such that the slicer or client can gather information when the user that utilizes the “leaky” data.	3,750–7,500
Sabotage systems	This includes tasks such as deleting files, scrambling data, and crashing the operating systems either to slow down a system or to wipe data completely.	2,250–4,500
On-call defensive slicing	The monthly salary of a slicer on-call to protect a system.	2,500–5,000
Combat pay	Slicers who need to be onsite (and thus exposed to combat) can ask for a bump on the initial pay. The amount of hazard pay this warrants varies dramatically based on the circumstances—defending the network of a small-time bank on an Outer Rim world would pay far less than performing electronic warfare for a military organization.	+ 1,000–10,000
Rapid turnaround	Slicers can hike up their prices if the client needs something done quickly.	+ 15% of base pay
Slow turnaround	Slicers sometimes charge less if the job has a loose deadline, as they can work on other projects at the same time more easily.	– 15% of base pay

TECHNICIAN REWARDS

Rewards for a Technician character take many forms, including the expected credits and experience points. Technicians can make use of these standard rewards as well as other characters can, of course. However, if the GM wants to provide a personalized reward for a successful Technician character, this section details a number of appropriate options.

THE WORKSHOP

A Technician's workshop is many things. It is at once a place of business and a place of refuge, where the Technician can get away from worldly concerns and dive headlong into the latest project. Many Technicians make do with nothing more than a table, a few power outlets, and some tools, but a proper workshop can provide opportunities and resources that would not otherwise be available. A basic workshop might be little more than a garage with a few machines to keep a moisture farm running, while a vast, industrial workshop might include state-of-the-art diagnostic technology, a research library, and rapid prototyping facilities.

A Technician PC could be granted a workshop or the materials to make one by a wealthy patron, or might be able to purchase the space and materials by taking on Obligation to a supplier. If the PC is particularly flush with credits, the workshop could even be purchased outright, although even a basic workshop costs tens of thousands of credits. Of course, the GM may wish to consider offering an appropriately priced workshop to a Technician PC as a means of divesting the character of credits if the PC has become too rich to be concerned with normal work.

WORKSHOP BENEFITS

The form and capacity of a workshop is decided in large part by its location. A workshop in a cramped cargo bay aboard a tramp freighter does not have the capabilities of one that takes up a sprawling planetside warehouse, but it is mobile and secure in a way that the warehouse cannot match.

All workshops worthy of the name provide the same basic utilities. A Technician's workshop offers storage space, including space to house large or unwieldy equipment, as well as access to the essentials of technical work, such as power, tools, and materials.

BASIC BENEFITS

Upon acquiring a workshop, a character chooses the workshop's focus. This is a particular skill for which it is optimized, and is one of the character's career skills for which a workshop is relevant (generally Computers, Mechanics, or Medicine). When making checks with the workshop's focus skill, the character is always treated as having the right tools for the job (see page 171 of the *EDGE OF THE EMPIRE* Core Rulebook).

Further, a default workshop has space to store tools, equipment, and other helpful accoutrements up to 25 total encumbrance.

ADVANCED BENEFITS

Advanced or expansive workshops can offer additional benefits to appropriate projects, or cover more types of work. Additional benefits include upgrading relevant checks, downgrading their difficulty, or reducing the cost or time spent on a project. Depending on a workshop's location, there are certain limits to the effects of a workshop.







By default, a workshop has the capacity for three advanced benefits. The workshop's owner must acquire and install these in the workshop separately, through narrative efforts or, at the GM's discretion, through time and labor. The following are examples of advanced benefits.

Additional Workspace: The character chooses one additional focus skill for the workshop. This advanced benefit can be selected any number of times, and its effects are cumulative.

Comforts of Home: When the PC suffers strain in the workshop, the character suffers 2 less strain, to a minimum of 1. This does not apply to strain suffered voluntarily. This advanced benefit can be selected any number of times, and its effects are cumulative.

Emergency Containment Measures: Downgrade the difficulty of checks with the workshop's focus skill once. This advanced benefit can only be selected once.

Reclamation Equipment: Whenever the character fails a Crafting check in the workshop, half of the Material Price is automatically reclaimed. With the proper use of  or auxiliary equipment, the character can reclaim a maximum of the full value of the Material Price. This advanced benefit can only be selected once.


Research Records: The character may spend from any check   in the workshop using its focus skill to record data for later use. At the GM's discretion, this grants additional  to similar future checks. This advanced benefit can only be selected once.

Spare Parts Bin: Reduce the rarity of any materials the character wishes to acquire for a crafting project in the workshop by one (to a minimum of 0). If this reduces the rarity of a material to 0, the character does not need to acquire it and is considered to already have it on hand. This advanced benefit can be selected any number of times, and its effects are cumulative.

SHIPBOARD WORKSHOPS

For Technicians without a stable home, a workshop on board a starship or vehicle may be the best option. Such workshops are often cramped and have limited potential for expansion but they are typically quite secure, and offer unparalleled access to new clients and jobs. A Technician can put a shipboard workshop only on a craft of silhouette 4 or larger.

Basic Workshop: A basic shipboard workshop takes up a spare storage compartment or cargo bay. It can only contain tools and supplies up to 20 total encumbrance, and it can accommodate three advanced benefits. At the GM's discretion, the workshop's owner can use one of the ship's unused hard points to increase the number of advanced benefits it can sustain by one. When a PC acquires an advanced benefit for a spacecraft, the character may choose a Low-Grav Workspace as that advanced benefit.

Low-Grav Workspace: With access to a low- or zero-gravity work area as part of a workshop, a Technician can smelt metals and create pharmaceuticals with unique processes difficult to reproduce under the effects of gravity. The character adds automatic  to Mechanics and Medicine checks in the workshop. This advanced benefit can only be selected once.

HOMESTEAD WORKSHOPS

Locating a workshop on a planet can mean it is inaccessible when on the move, but it comes with a lot of room for expansion. Depending on how large a space the workshop is housed in, there might be almost no practical limit beyond expense to the improvements that could be installed. Of course, these improvements are only accessible when working in the workshop in person, and there could be security concerns if the Technician is away too long.



Basic Workshop: A basic homestead workshop might be an attached room, a tool shed, or even a full separate building. It can contain tools and supplies up to 30 total encumbrance. It automatically has one Comforts of Home advanced benefit, and can accommodate up to five additional advanced benefits.

INDUSTRIAL WORKSHOP

While Technicians who operate alone or with a small crew use private workshops out of necessity, those with ties to larger groups, such as corporations or crime syndicates, often have other options. Powerful patrons might have access to their own facilities, which they can share with favored underlings. These workshops are often outfitted as befits the wealth and influence of their owner, but their use usually comes with the expectation that the patron gets a cut of the work done there.

Basic Workshop: A basic Industrial Workshop usually consists of a building with workspaces for several assistants, a manufacturing facility that can handle the creation of prototypes, and organized storage space. It can contain tools and supplies up to 60 total encumbrance. It automatically has one Additional Workspace advanced benefit, one Research Records advanced benefit, and one Spare Parts Bin advanced benefit, and it can accommodate any number of additional advanced benefits.

OTHER REWARDS

In addition to workshops, there are a number of smaller-scale rewards that can be appropriate for Technician characters. In general, a custom reward is best for a Technician if it offers the character a chance to use or showcase unique technical skills, or grants benefits because of those skills. Some examples of these sorts of rewards are listed below.

FIXER UPPERS

While other characters might be rewarded for their efforts with expensive gear, Technicians can get better use out of cheap or damaged gear than most, due to their ability to scrap gear for parts to repair malfunctioning or worn items. This shouldn't be used as an opportunity to give worse rewards to some characters, but as a way for Technicians to demonstrate their value. For example, a crime lord might award a Hired Gun character with a valuable and illegal disruptor rifle—or offer as an alternative a case of broken rifles to the Technician, enough for the whole group, if they can be fixed. Or instead, the crime lord might offer the Technician a rare or esoteric piece of technology of unknown origin and purpose.

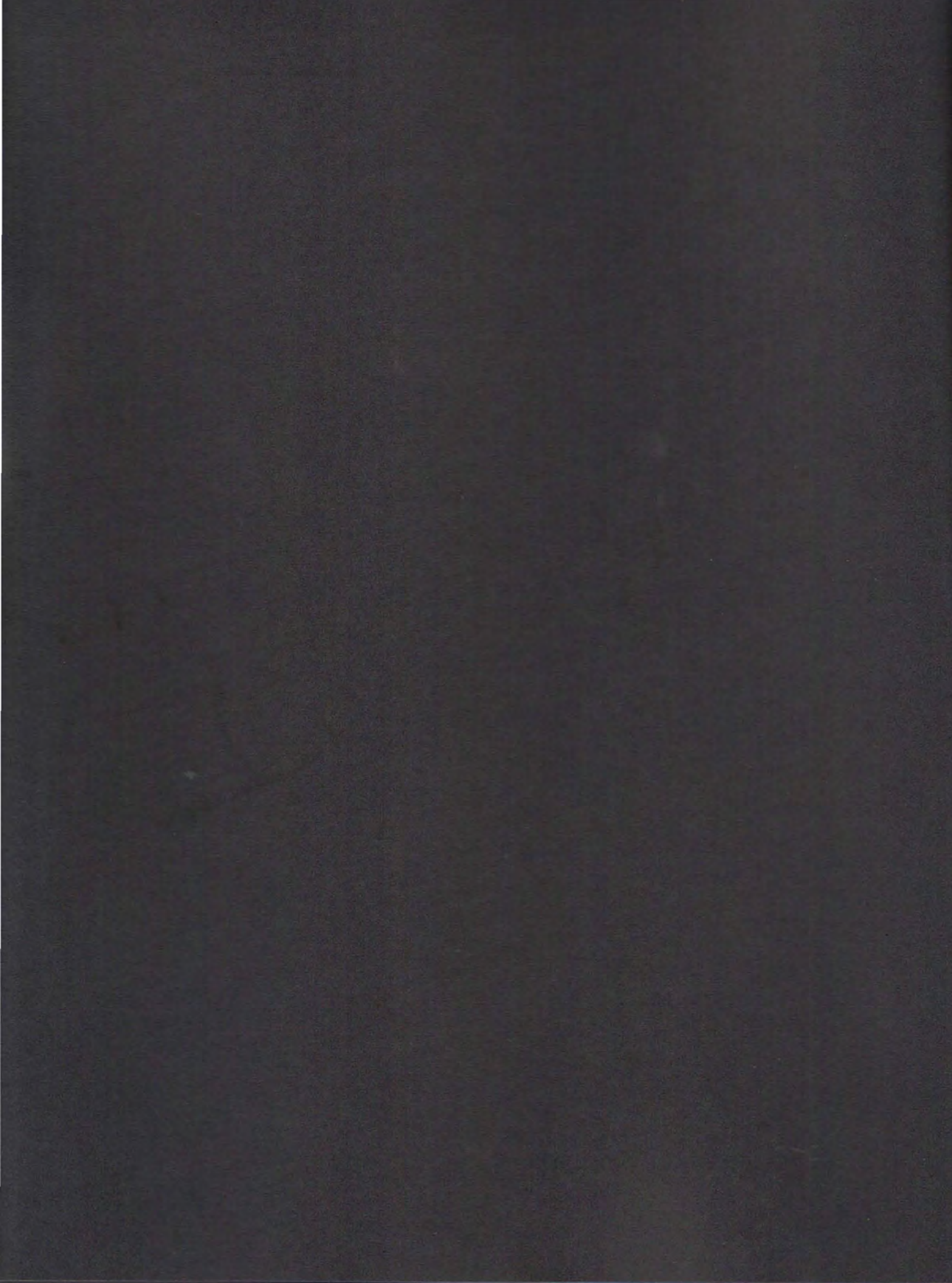
By presenting the rewards as a new kind of challenge, the GM can be generous with rewards at times when it might otherwise stretch the credibility of the narrative. In fact, rewards of this type don't even have to be explicitly offered as such. If the GM wants to allow the players to get new, rare gear, allowing the Technician to discover a broken version of the desired item in a scrap heap is a great way to distribute it. This method also serves as a good way to put the Technician in the spotlight as a valuable member of the party.

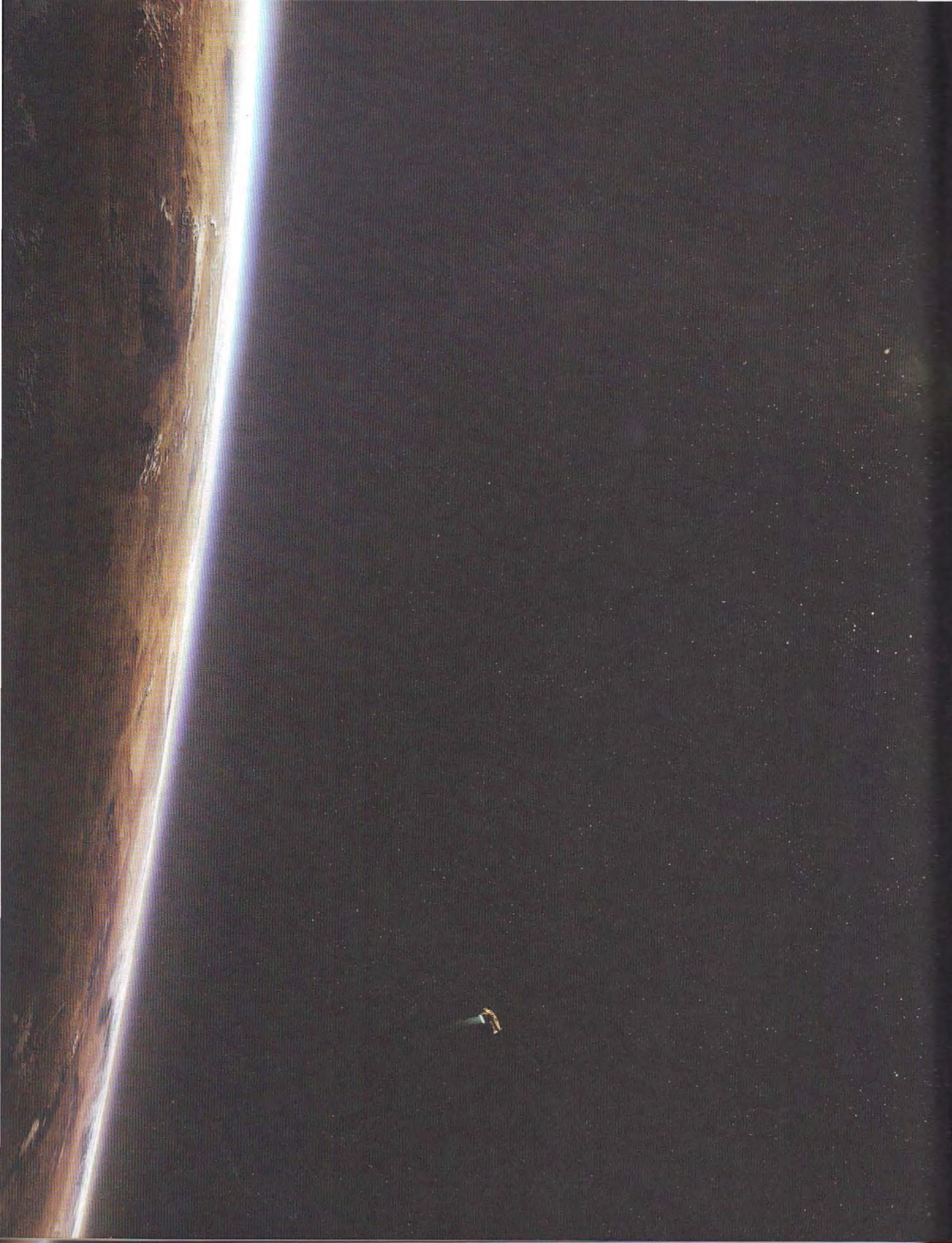
In addition to whole repairable items, spare parts can serve as a Technician-specific reward. Having the right scraps on hand can reduce the expenses of working on a difficult project. Using spare parts as a reward can be an alternative to direct payment in credits. Once used, hundreds of credits' worth of spare parts are just as valuable as the credits themselves, but the limits they naturally impose make it easier to keep the Technician and the rest of the party interested in further adventures and jobs.

SCHEMATICS AND DATA

Rewards for Technicians don't even need to be material goods. With their know-how, Technicians can make great use of information, if it is offered as a reward. Some classic information rewards, like blackmail material or secret Imperial plans, aren't usually Technician specialties, but the schematics for new gear or data logs on information networks can be invaluable. A Technician inclined toward Mechanics might benefit from schematics that allow help in crafting unique items, as described on page 74, while a slicer could get information on network backdoors or slicing signatures that could be useful for future jobs.









STAR WARS EDGE OF THE EMPIRE ROLEPLAYING GAME

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

Technology shapes the future of the galaxy, and Technicians shape technology. On the fringes of colonized space, ingenuity and innovation are crucial, and the efforts of a skilled Technician are often the difference between survival and annihilation.

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