

Star Wars: Edge of the Empire – Reference Sheets

Character Creation

Step 1: Determine Concept and Background

Step 2: Determine Starting Obligation

D%	Obligation Type
01-08	Addiction
09-16	Betrayal
17-24	Blackmail
25-32	Bounty
33-40	Criminal
41-48	Debt
49-56	Dutybound
57-64	Family
65-72	Favor
73-80	Oath
81-88	Obsession
89-96	Responsibility
97-00	Roll twice on this chart *

- Determine type either with a random roll or choose one (with GM approval).
- (Optional) increase starting obligation to obtain additional starting XP or credits.

Number of PCs	Starting Player Obligation
2	25
3	20
4	15
5	10
6+	5

Obligation Bonus

Obligation Bonus Type	Default	+5 Obligation	+10 Obligation
Character Generation	Species default XP	+5 XP	+10 XP
Gear	500 credits	+1000 credits	+2500 credits

* The Characters starting obligation is split evenly between two different types.

Step 3: Select Species

- Decide which species you wish to play and apply all starting statistics.
- Record species special abilities and make adjustments to characteristics (where necessary).

Species	Brawn	Agility	Intellect	Cunning	Willpower	Presence	Wounds *	Strain **	XP
Bothan	1	2	2	3	2	2	10	11	100
Droid	1	1	1	1	1	1	10	10	175
Gand	2	2	1	2	3	2	10	10	100
Human	2	2	2	2	2	2	10	10	110
Rodian	2	3	2	2	1	1	10	10	100
Trandoshan	3	1	2	2	2	2	12	9	90
Twi'lek	1	2	2	2	2	3	11	11	100
Wookiee	3	2	2	2	1	2	14	8	90

* Add Brawn to this value to determine starting Wound Threshold

** Add Willpower to this value to determine starting Strain Threshold

Step 4 & 5: Select Career and Specialization

- Decide one career path and starting specialization to follow. Record career skills from career and specialization.
- Choose four career skills and add one free rank to each. Choose two specialization skills and add one free rank to each. Additional ranks may be granted based on species to a maximum of 2 ranks per skill at character creation.

Career	Career Skills	Specializations and Skills		
Bounty Hunter	Athletics, Perception, Pilot (Planet), Pilot (Space), Streetwise, Surveillance, Vigilance, Ranged (Heavy)	Assassin Coordination, Skulduggery, Stealth, Melee	Gadeteer Computers, Mechanics, Surveillance, Ranged (Light)	Survivalist Resilience, Survival, Knowledge (Lore), Knowledge (Xenology)
Colonist	Charm, Deceit, Leadership, Negotiation, Streetwise, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore)	Doctor Cool, Medicine, Resilience, Knowledge (Education)	Politico Charm, Coerce, Deceit, Negotiation	Scholar Perception, Knowledge (Outer Rim), Knowledge (Underworld), Knowledge (Xenology)
Explorer	Astrogation, Charm, Cool, Perception, Pilot (Space), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology)	Fringer Astrogation, Coordination, Negotiation, Streetwise	Scout Athletics, Pilot (Planet), Survival, Surveillance	Trader Deceit, Negotiation, Knowledge (Core Worlds), Knowledge (Negotiation)
Hired Gun	Athletics, Discipline, Pilot (Planet), Resilience, Vigilance, Brawl, Melee, Ranged (Light)	Bodyguard Perception, Pilot (Planet), Gunnery, Ranged (Heavy)	Marauder Coerce, Resilience, Survival, Melee	Mercenary Gunnery, Ranged (Heavy), Discipline, Leadership

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Smuggler	Coordination, Deceit, Perception, Pilot (Space), Skulduggery, Streetwise, Vigilance, Knowledge (Underworld)	Pilot Astrogation, Pilot (Planet), Pilot (Space), Gunnery	Scoundrel Charm, Cool, Brawl, Ranged (Light)	Thief Skulduggery, Vigilance, Knowledge (Underworld), Stealth
Technician	Astrogation, Computers, Coordination, Discipline, Mechanics, Perception, Pilot (Planet), Surveillance	Mechanic Mechanics, Pilot (Space), Skulduggery, Brawl	Outlaw Tech Mechanics, Streetwise, Knowledge (Education), Knowledge (Underworld)	Slicer Computers, Surveillance, Knowledge (Education), Knowledge (Underworld)

Step 6: Invest Experience Points

1. Spend XP to improve characteristics, increase skill ranks, learn talents, or purchase new specializations.

Options	Cost	Limit
Improve Characteristic	10 x purchased rating in XP. Must be purchased sequentially.	May not purchase above 5 during character creation.
Add Career Skill Rank	5 x purchased rating in XP. Must be purchased sequentially.	May not purchase above 2 during character creation.
Add Non-career Skill Rank	5 x purchased rating in XP, plus additional 5 XP. Must be purchased sequentially.	May not purchase above 2 during character creation.
Learn Talent	Talent level cost	No limit.
Learn Specialization	Career: 10 XP, Non-career: 20 XP	Maximum of 3 specializations.

Step 7: Determine Derived Stats

1. **Wound Threshold:** based on character species. *Does not* improve with additional levels of Brawn later.
2. **Strain Threshold:** based on character species. *Does not* improve with additional levels of Willpower later.
3. **Defense (Ranged/Melee):** default is 0. Improve with talents and/or armor.
4. **Soak Value:** equal to Brawn rating. *Does* improve with additional levels of Brawn later.

Step 8: Determine Starting Motivations

1. Motivation is used to assist the player is roleplaying his character. This attribute determines what makes the character “tick.” You can choose your motivation (with GM approval) or roll against the following tables:

D10	Motivation Result
1-3	Ambition
4-6	Cause
7-9	Relationship
10	Roll once on each of two categories

D%	Ambition
01-10	Friendship
11-20	Love
21-30	Freedom
31-40	Fame
41-50	Greed
51-60	Status
61-70	Expertise
71-80	Wanderlust/Novelty
81-90	Power
91-00	Religion/Spirituality

D%	Cause
01-10	Religion/Spirituality
11-20	The Weak / Charity
21-30	Non-Human Rights
31-40	Local Politics
41-50	Overthrow the Empire
51-60	Crime
61-70	Emancipation
71-80	Droid Rights
81-90	Capitalism
91-00	Support the Empire

D%	Relationship
01-10	Place of Origin
11-20	Pet
21-30	Childhood Friend
31-40	Comrades
41-50	Sibling(s)
51-60	Mentor
61-70	Parents
71-80	Extended Family/Clan
81-90	Droid Companion
91-00	Former Nemesis

Step 9: Starting Gear and Finishing Touches

1. Spend starting budget of credits to purchase gear. May not purchase Restricted (R) items without GM approval.
2. Begin play with unspent + d100 credits “pocket money”.
3. Complete your character by creating an appearance and personality.

Step 10: Group Selects Ship

1. Choose either: Ghtroc 720 Light Freighter; YT-1300 Light Freighter or Firespray System Patrol Craft.

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Dice Type	Symbol	1	2	3	4	5	6	7	8	9	10	11	12
Boost	□	Blank	Blank	☺☺	☺	☺☺	☺						
Ability	◇	Blank	✱	✱	✱✱	☺	☺	☺☺	☺☺				
Proficiency	◐	Blank	✱	✱	✱✱	☺☺	☺	☺☺	☺☺	☺☺	☺☺	☺☺	☺☺
Setback	■	Blank	Blank	▼	▼	☹	☹						
Difficulty	◆	Blank	▼	▼▼	☹	☹	☹	☹☹	▼☹				
Challenge	⬢	Blank	▼	▼	▼▼	▼▼	☹	☹	▼☹	▼☹	☹☹	☹☹	☹☹
Force	○	Blank	●	●	●	●	●	●●	○	○	○○	○○	○○

Building a Dice Pool

- Determine Characteristic and Skill to be used.
- Start with a number of ◇ equal to the highest value.
- Upgrade a number of ◇ to ◐ equal to the lower value.
- Add ◆ and ⬢ to the pool based on the challenge or opposing attribute of a character.
- Add □ or ■ dice to the pool based on circumstances.

Icons

Success	✱
Failure	▼
Advantage	☺
Threat	☹
Triumph	☺☺
Despair	☹☹

Difficulty Dice

Simple	None
Easy	◆
Average	◆◆
Hard	◆◆◆
Daunting	◆◆◆◆
Formidable	◆◆◆◆◆

Assisting

Skilled: Dice pool can use one characters characteristic and the others skill rating.

Unskilled: If a Characteristic or Skill is not higher than the person being assisted, add □ to the check.

Spending Destiny Points

A Helping Hand: Upgrade one ◇ to ◐.

Raising the Stakes: Upgrade one ◆ to ⬢.

Special Abilities: Some Special Abilities and Talents use Destiny Points.

Luck or Deus Ex Machina: Introduce “facts” and/or context into the narrative.

Ongoing Effects

Staggered	Cannot take actions.
Immobilized	Cannot take maneuvers, even those bought by ☺.
Disoriented	Add ■ to each check made.
Incapacitated	Unconscious and unable to act.

Medical Check Difficulty

State of Health	Difficulty
Current wounds <= half wound threshold	◆
Current wounds > half wound threshold	◆◆
Wounds exceed wound threshold	◆◆◆
Critical Injury	Severity

Social Skill Interactions

Acting Skill	Opposing Skill
Coerce, Deceit and Leadership	Discipline
Charm and Negotiation	Cool

Group Obligation Threshold Guidelines

Threshold	Reputable Deals	Disreputable Deals
5-19	No difficulties contacting high level government and corporate individuals. May purchase licensed and military equipment through normal channels.	Difficult to locate and negotiate with previously unknown black markets. May be suspected of working with law enforcement or similar entity.
20-39	No difficulties dealing with mid-level government and corporate officials. May purchase licensed and military equipment through legitimate channels.	May deal regularly with specific black markets, if known to them. May be known to specific criminal enterprises, but not widely recognised.
40-59	Difficult to deal with all levels of government, except for personal connections. High level officials may demand secret meetings.	Easier to make illicit deals with underworld figures, as well as corrupt officials.
60-79	Too dangerous for most politicians to deal with publicly. Few will risk doing so privately.	Easier to access underworld connections and moderately influential figures. Easier to make close ties to personally known underworld figures.
80-99	Unable to buy licensed and military equipment from legitimate sources. Too infamous for legitimate deals.	May locate black market and informants with ease; are well known to some underworld groups.
100+ (Obligation cap)	May not buy most weapons, vehicles, and related equipment from legitimate sources. Government agencies will often attempt to arrest on sight.	Legendary in underworld circles or regions. Reputation precedes group. Illegal sources of equipment, vehicles and weapons are available, but suppliers are wary of the risk of angering a rival faction or alerting the authorities.

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Environmental Effects

Situation	Modifiers
Cover	Add ■ (or more at GM discretion) to combat and certain skill checks targeting opponent with Cover.
Difficult Terrain	Perform twice as many maneuvers as required to enter or move through.
Impassable Terrain	Must succeed on appropriate skill check (requires action), as well as perform required maneuvers, to enter or move through.
Water	Counts as Difficult or Impassable Terrain at GM discretion. Must hold breath or suffocate if submerged.
Concealment	Add a number of ■ to ranged combat and Perception checks and □ to Stealth checks, or other checks if appropriate (see table below).
Heavy Gravity	Add up to ■■■ to any Brawn based skill checks (except Resilience) and Coordination checks.
Light Gravity	Add up to □□□ to any Brawn based skill checks (except Resilience) and Coordination checks.
Zero Gravity	May move in three dimensions, but count all movement as through Difficult Terrain.
Hazards	Suffer a number of wounds at beginning of each turn (see table below). May be able to hold breath to avoid exposure at GM discretion.
Extinguish Fire	Coordination check, Average (◆◆) difficulty on hard surfaces, Easy (◆) difficulty on soft surfaces, automatic if immersed in water. May work on other hazards (e.g. neutralise acid) at GM discretion.
Vacuum	Suffer 3 wounds, or Incapacitated and Critical Injury if wound threshold exceeded, at beginning of each turn. Must hold breath or suffocate.
Holding Breath	Hold breath for a number of rounds equal to Brawn, then begin to suffocate.
Suffocation	Suffer 3 strain, or Incapacitated and Critical Injury if strain threshold exceeded, at beginning of each turn.
Falling	Suffer damage (reduced by soak) and strain (see table below). Reduce damage and strain with an Average (◆◆) Athletics or Coordination check, each ✨ reduces damage by 1, each 🌀 reduces strain by 1, 🌀 reduces distance fallen by one range band, at GM discretion.

Concealment

Dice	Examples
+1	Mist, shadow, waist high grass.
+2	Fog, twilight, shoulder high thick grass.
+3	Heavy fog, thick and choking smoke, night, dense, head high underbrush and grass

Hazards

Wounds	Opposing Skill
1-2	Camp fires, industrial cleaners, air filled with ash and fumes.
3-5	Flammable liquids, flame projectors, industrial acids, air contaminated by chemical leak.
6-9	Welding torches, weaponized acids, atmospheres with substantial parts dangerous gasses
10+	Lava furnaces, atmospheres made of dangerous gasses.

Falling Damage

Range	Damage	Strain
Close	10	10
Medium	30	20
Long	Incapacitated, Critical Injury +50	30
Extreme	Incapacitated, Critical Injury +75 (or death at GM discretion)	40

Fear Guidelines

1. Make Discipline or Cool check with difficulty determined by the state of fear (see table below).
2. Add ■ to represent other aspects of the situation, such as surprise, or □ if resolve is supported by powerful allies or other beneficial aids.
3. On failure, the character adds ■ to actions taken during the encounter. The character also suffers a number of strain equal to the number of 🌀. If the check generates 🌀🌀🌀 or more the character can be staggered for first turn instead. On 🌀, increase the difficulty of all checks by 1 for the rest of the encounter.
4. On success, the character can spend 🌀 to gain □ on first check, plus □ to an additional player's first check for each 🌀 after the first. On 🌀, cancel all penalties from fear effects or ignore any additional fear checks during the encounter.

State of Fear	Example	Check Difficulty
Minimally afraid	Minorly overmatched in combat; a minimally dangerous creature.	◆
Moderately afraid	Overmatched in combat; a dangerously aggressive creature.	◆◆
Very afraid	Battlefield combat; a pack of aggressive creatures; a major threat to safety and a moderate fear for life.	◆◆◆
Mortally afraid	Terrifyingly intense combat; confronting a large and dangerous creature such as a rancor; overwhelming fear for life.	◆◆◆◆
Utterly terrified	A hopeless situation; combat against incomprehensible things; fear so crippling that sanity cracks.	◆◆◆◆◆
Something reputed to be dangerous	Confronting a Sith warrior; negotiating with Jabba the Hutt.	1 difficulty upgrade
Something known to be dangerous	Being trapped in the gullet of a Sarlacc.	2 difficulty upgrades
Something known to be extremely dangerous and unique	Fighting Darth Vader.	3 difficulty upgrades

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Personal Combat Reference

Combat Overview

1. Determine Initiative
 - a. Simple Cool (if prepared) or Vigilance (if unexpected) check
2. Assign Initiative Slots
3. Participants Take Turns
 - a. Unlimited Incidentals
 - b. One Maneuver for free, suffer 2 strain to gain a second
 - c. One Action
4. Round Ends
5. Encounter Ends

Range Bands

Band	Maneuver Cost
Engaged	1 to Close (Disengage)
Close Range	1 to Engaged/Medium
Medium Range	1 to Close / 2 to Long
Long Range	2 to Medium/Extreme
Extreme Range	2 to Long

Actions in Combat

Incidentals: Speak, Drop an Item, Release held person, Minor movement.

Maneuvers: Aim, Assist, Guarded Stance, Interact with Environment, Manage Gear, Mount or Dismount, Move, Engage/Disengage, Drop Prone / Stand from Prone, Preparation.

Actions: Perform Skill Check, Perform Combat Check, Activate Ability, Activate Force Power, Exchange for Maneuver.

Performing a Combat Check

1. Declare Attack and Target
 - a. Melee attack – Melee or Brawn skill
 - b. Ranged attack – Ranged (Light), Ranged (Heavy) or Gunnery skill
2. Assemble Dice Pool
 - a. Melee attack difficulty is Average (◆◆)
 - b. Ranged attack difficulty is determined by range (see table below)
3. Evaluate Success
 - a. Each remaining ✨ adds +1 damage to attack
4. Resolve Advantage and Triumph
 - a. On successful hit, spend number of 🌀 equal to weapon Critical Rating or 🌀 to inflict critical hit on target
 - b. Spend number of 🌀 or 🌀 to activate weapon quality
 - c. Other options (see table below for examples)
5. Resolve Threat and Despair
 - a. Spend number of 🌀 or 🌀 to activate weapon quality
 - b. Other options (see table below for examples)
6. Apply Damage and Critical Hits
 - a. Reduce damage by soak, suffer remaining damage as wounds
 - b. Roll critical hits separately, or make single roll with +10 per critical hit after the first.

Ranged Attack Difficulty

Range	Difficulty
Engaged	◆
- w/Ranged (Light)	Add ◆
- w/Ranged (Heavy)	Add ◆◆
- w/Gunnery	May not make Gunnery checks
Close	◆
Medium	◆◆
Long	◆◆◆
Extreme	◆◆◆◆

Silhouettes and Characters

Silhouette	Example
0	Jawas, Ewoks, astromech droids, smaller creatures.
1	Humans, Wookies, Gand, Rodians, Trandoshans, Twi'leks, humanoid droids, Bothans and most humanoid species.
2	Dewbacks, wampas, taun-tauns, banthas, most riding animals.
3	Rancors, krayt dragons, other large and dangerous creatures.
4	Creatures larger than those listed.

Combat Modifiers

Situation	Modifiers
Attacker Aims	Add 🗡️ to next check, 🗡️ if spent 2 consecutive maneuvers; or add 🗡️ to next check, 🗡️ if spent 2 consecutive maneuvers, and hit specific part of target or item carried.
Attacker Assisted	Add 🗡️ to next check per engaged ally that used the Assist maneuver.
Target's Defense	Add 🛡️ per point of targets defense.
Prone Target	Add 🛡️ to ranged attack checks, 🗡️ to melee attack checks.
Prone Attacker	Add 🛡️ to melee attack checks.
Attack w/Two Weapons	Add ◆ to check. Spend 🌀 or 🌀 to deal additional hit with off-hand weapon.
Attack w/Improvised Weapon	Automatically generate 🌀. If attack results in 🌀 or 🌀 it breaks.
Silhouette Difference	Creature two sizes bigger remove ◆, creature two sizes smaller add ◆.
Engaged with Ranged Attacker	Add 🗡️ to next melee check against ranged attacker, while remaining engaged.
Ranged Attack At Engaged Target	Difficulty upgraded. If check succeeds, 🌀 must be spent to make attack hit individual engaged with target instead.
Walking Fire	Attack highest difficulty target, add ◆ to check. Allocate additional hits to targets.
Attacker in Guarded Stance	Add 🛡️ to combat checks.
Target in Guarded Stance	Add 🛡️ to melee checks.

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Starship and Vehicle Reference

Actions in Starship and Vehicle Combat

Maneuvers: Accelerate/Decelerate (Pilot Only), Fly/Drive (Pilot Only), Move (inside starship or vehicle), Aim, Evasive Maneuvers (Pilot Only, Silhouette 1-4, Speed 3+), Stay On Target (Pilot Only, Silhouette 1-4, Speed 3+), Punch It (Pilot Only, Silhouette 1-4), Angle Deflector Shields.

Starship Actions: Damage Control, Gain the Advantage (Pilot Only, Size 1-4, Speed 4+), Use Complex Equipment, Perform Skill Check, Perform Combat Check, Exchange for Maneuver.

Planetary Scale Range Bands

Band	Maneuver Cost (Speed 1)	Maneuver Cost (Speed 2-4)	Maneuver Cost (Speed 5-6)
Close	1 to Close / 2 to Short	1 to Close/Short	1 to Close/Medium / 2 to Long
Short	2 to Close	1 to Close / 2 to Medium	
Medium		2 to Close	1 to Close
Long			2 to Close

Starship Attack Difficulty

Attacker Silhouette	Difficulty
Equal or 1 larger or smaller than target	◆◆
2 or more smaller than target	◆
2 larger than target	◆◆◆
3 larger than target	◆◆◆◆

Speed Advantage Difficulty

Attacker Speed	Difficulty
Same as target	◆◆
higher than target	◆
1 lower than target	◆◆◆
2 or more lower than target	◆◆◆◆

Damage Control Difficulty

Total Strain	Difficulty
< half threshold	◆
Half threshold	◆◆
> half threshold	◆◆◆
Exceeding threshold	◆◆◆◆

Strain Repair Checks

Ship Condition	Difficulty
No damage	◆
Taken damage, no Critical Hits	◆◆
1-2 Critical Hits	◆◆◆
3+ Critical Hits	◆◆◆◆

Sublight travel Times

Distance	Duration
From planet's orbit to safe hyperspace jump distance.	5-15 mins
From planet's surface to one of its moons.	30-90 mins
From one planet to another in the same star system.	6-12 hours
From center of star system to furthest limits.	12-72 hours

Hyperspace Travel Times

Distance	Duration
Within a sector	10-24 hours
Within a region	10-72 hours
Between regions	3-7 days
Across the galaxy	1-3 weeks

Astrogration Modifiers

Description	Difficulty Increase
Damaged or missing astromech droid or navicomputer.	+ ◆◆◆
Quick calculations or entry into hyperspace under duress.	+ ◆
Ship lightly damaged.	+ ◆
Ship heavily damaged.	+ ◆◆
Outdated, corrupt, or counterfeit navigation charts or navicomputer data.	+ ◆

Piloting Stellar Phenomena and Terrain

- Determine ship or vehicles current speed and half silhouette (round up).
- Add a number of ◆ equal to the highest value.
- Upgrade a number of ◆ to ● equal to the lower value.
- Add a number of ■ based on the navigation hazards (see table below).

Navigation Hazard Setback Dice

Ground Description	Space Description	Setback Dice
Flat clear terrain. Roads, firm fields, grassy plains, or (if flying) clear skies and good weather.	A broad, loosely packed asteroid field or a thin calm nebula.	None
Somewhat trickier terrain. Scattered trees, dense undergrowth, rolling hills, sand dunes, or windy weather.	Flying over high mountains on a moon, an asteroid field or nebula.	■
Dangerous Terrain. Thick forest, steep, rock-covered hills, or flying during a violent storm.	Flying around or through a fracturing comet, or navigating through a particularly dense and turbulent asteroid field.	■■
Very risky terrain. Sheer cliff faces, deep swamps, lava with only a thin crust, or speeding through a canyon just wide enough to fit through.	Navigating the Maw, flying close to a deadly pulsar, flying through asteroid tunnels, or other dangerous and foolhardy pursuits.	■■■

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Ranged and Gunnery Weapons

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Rarity	Special
Blasters and Energy Weapons									
Holdout Blaster	Ranged (Light)	5	☹☹	Close	1	0	300	4	Stun Setting, <i>Special</i>
Light Blaster Pistol	Ranged (Light)	5	☹☹☹☹	Medium	1	2	400	4	Stun Setting
Blaster Pistol	Ranged (Light)	6	☹☹☹☹	Medium	1	3	500	4	Stun Setting
Heavy Blaster Pistol	Ranged (Light)	8	☹☹☹	Medium	2	3	750	6	Stun Setting, <i>Special</i>
Blaster Carbine	Ranged (Heavy)	10	☹☹☹	Medium	3	4	850	5	Stun Setting
Blaster Rifle	Ranged (Heavy)	10	☹☹☹	Long	4	4	900	5	Stun Setting
Heavy Blaster Rifle	Ranged (Heavy)	11	☹☹☹	Long	6	4	2000	6	Auto-fire, Cumbersome 3, Pierce 1
Light Repeating Blaster	Ranged (Heavy)	12	☹☹☹	Long	7	4	1200	7 (R)	Auto-fire, Cumbersome 4, Pierce 2
Heavy Repeating Blaster	Gunnery	15	☹☹	Long	9	4	8000	8 (R)	Auto-fire, Cumbersome 5, Pierce 2, Vicious 1, <i>Special</i>
Bowcaster	Ranged (Heavy)	12	☹☹☹	Medium	5	2	1500	7	Cumbersome 3, Knockdown 3, <i>Special</i>
Ionization Blaster	Ranged (Light)	10	☹☹☹☹☹	Close	3	3	250	3	Disorient 5, Stun Damage (Droid only)
Disruptor Pistol	Ranged (Light)	10	☹☹	Close	2	2	1000	6 (R)	Vicious 4, <i>Special</i>
Disruptor Rifle	Ranged (Heavy)	12	☹☹	Long	5	4	2000	6 (R)	Cumbersome 2, Vicious 5, <i>Special</i>
Slugthrowers									
Slugthrower Pistol	Ranged (Light)	4	☹☹☹☹☹	Close	1	0	50	3	
Slugthrower Rifle	Ranged (Light)	7	☹☹☹☹☹	Medium	5	1	100	3	Cumbersome 2
Thrown Weapons									
Bola / Net	Ranged (Light)	2	-	Close	1 / 3	2	20	2	Ensnare 3, Knockdown 3, Limited Ammo 1, <i>Special</i>
Explosives and Flame Projectors									
Flame Projector	Ranged (Heavy)	10	☹☹	Close	6	2	1000	6	Burn 3, Blast 10, <i>Special</i>
Missile Tube	Gunnery	20	☹☹	Extreme	7	4	4000	8 (R)	Blast 10, Breach 1, Cumbersome 3, Guided 3, Limited Ammo 6
Frag Grenade	Ranged (Light)	8	☹☹☹☹	Close	1	0	50	5	Blast 6, Limited Ammo 1
Stun Grenade	Ranged (Light)	8	-	Close	1	0	75	4	Blast 8, Disorient 3, Limited Ammo 1, Stun Damage
Thermal Detonator	Ranged (Light)	20	☹☹	Close	1	0	2000	8 (R)	Blast 15, Breach 1, Limited Ammo 1, Vicious 4, <i>Special</i>

Brawl and Melee Weapons

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Rarity	Special
Brawling Weapons									
Brass Knuckles	Brawl	+1	☹☹☹☹	Engaged	1	0	25	0	Disorient 3
Shock Gloves	Brawl	+0	☹☹☹☹☹	Engaged	0	1	300	2	Stun 3
Melee Weapons									
Combat Knife	Melee	+2	☹☹☹	Engaged	1	0	25	1	
Gaffi Stick	Melee	+3	☹☹☹	Engaged	3	0	100	2	Defensive 1, Disorient 3
Force Pike	Melee	+4	☹☹☹	Engaged	3	3	500	4	Pierce 2
Lightsaber	Lightsaber	10	☹	Engaged	1	0	10000	10 (R)	Defensive 2, Deflection 1, Breach 1, Sunder, Vicious 2
Truncheon	Melee	+2	☹☹☹☹☹	Engaged	2	0	15	1	Disorient 2
Vibro-knife	Melee	+3	☹☹☹	Engaged	1	2	250	3	Pierce 1, Vicious 1
Vibro-axe	Melee	+6	☹☹☹	Engaged	4	3	750	5	Pierce 2, Sunder, Vicious 3
Vibrosword	Melee	+5	☹☹	Engaged	3	3	750	5	Pierce 2, Vicious 1, Defensive 1

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Rarity

Rarity	Difficulty	Example
0	-	Glow Rod
1		Long-range Comlink
2	◆	Medpac
3		Scanner Goggles
4	◆◆	Blaster Pistol
5		Blaster Rifle
6	◆◆◆	Cybernetic Limb
7		Bowcaster
8	◆◆◆◆	Thermal Detonator
9		Personal Stealth Field
10	◆◆◆◆◆	Lesai

Rarity Modifiers

Modifier	Circumstances
-2	Primary Core World
-1	Other Core World
	World on primary trade lane
0	Colony or Inner-Rim world
	Civilized world
+1	Mid-Rim world
	Recently settled or out of the way world
+2	Outer Rim world
	Frontier planet
+3	Wild Space world
+4	Uncivilized planet

Black Market Goods

Rarity	Difficulty	Cost
0-2	◆	100%
3-4	◆◆	200%
5	◆◆◆	300%
6-7	◆◆◆◆	500%
8-10	◆◆◆◆◆	1000%
11+	Upgrade per level over 10	(Rarity x 100)%

Repairing Gear

Repair Req.	Difficulty	Penalty for Use
Minor	◆	Add ■
Moderate	◆◆	Add ◆
Major	◆◆◆	Unusable

Weapon Qualities

Name	Activation	Description
Accurate	Passive	Attacker adds a number of □ equal to Accurate rating to attack die pools.
Auto-fire	🔥	Increase combat check difficulty by ◆. Deal an additional hit to target or another target engaged with the first target. May be activated multiple times. May activate Critical Hits multiple times, up to the number of hits scored.
Breach	Passive	Ignore 1 point of ship Armor (10 points of soak) for every rating of Breach.
Burn	🔥🔥	Target suffers weapon's base damage for a number of rounds equal to Burn rating at the start of turn. May be extinguished (see extinguish fire under environmental modifiers).
Blast	🔥🔥	If attack successful and activated, each character engaged with target suffers damage equal to Blast rating (plus additional ✨).
Concussive	🔥🔥	Target is staggered for a number of rounds equal to Concussive rating.
Cortosis	Passive	Weapon ignores the Sunder quality. Armor ignores the Breach and Pierce qualities.
Cumbersome	Passive	For each point of Brawn less than the Cumbersome rating, increase check difficulty by ◆.
Defensive	Maneuver	Increase ranged and melee defense by Defensive rating until start of next turn.
Deflection	Passive	Increase ranged defense by Deflection rating.
Disorient	🔥🔥	Target is disoriented for a number of rounds equal to Disorient rating.
Ensnare	🔥🔥	Target is immobilised for a number of rounds equal to Ensnare rating. Target may attempt Hard (◆◆◆) Athletics check as an action to break free.
Guided	🔥🔥🔥	If attack misses, may make check at end of round with a number of ◆ equal to Guided rating and difficulty calculated by comparing 0 silhouette to silhouette of target. If successful, weapon hits target.
Knockdown	🔥🔥	Requires additional 🔥 per silhouette of target beyond 1. Target is knocked prone.
Inferior	Passive	Weapon automatically generates 🌀 on all checks and base damage decreased by 1. Armor has encumbrance increased by 1 and soak value decreased by 1.
Ion	Passive	Damage dealt to target's strain threshold, after reducing by armor and soak.
Limited Ammo	Passive	Expend ammo which must be purchased or obtained separately and requires maneuver to reload after Limited Ammo rating number of attacks.
Linked	🔥	Deal an additional hit to target. May be activated multiple times.
Pierce	Passive	Ignore one point of soak for every rating of Pierce.
Slow-firing	Passive	Must wait Slow-firing rating number of rounds after firing weapon before it can fire again.
Snapshot	🔥🔥	Deal an additional hit to target. May be activated multiple times. May activate Critical Hits multiple times, up to the number of hits scored.
Stun	🔥🔥	Inflict strain equal to Stun rating.
Stun Damage	Passive	Damage dealt as strain, after reducing by soak.
Sunder	🔥	Item openly wielded by target is damaged one step: Minor, Moderate, Major, Destroyed. May be activated multiple times.
Superior	Passive	Weapon automatically generates 🌀 on all checks and base damage increased by 1. Armor has encumbrance decreased by 1 and soak value increased by 1.
Tractor	Passive	If attack successful, target may not use Starship Maneuvers unless pilot makes successful Piloting check, with a number of ◆ equal to Tractor rating, as an action to break free.
Vicious	Passive	On a critical hit, add 10x Vicious rating to critical hit roll.

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Critical Injury Results

Dice Roll	Severity	Result	Details
01-05	◆	Minor Knick	Suffer 1 strain.
06-10	◆	Slowed Down	May only act during last hero Initiative slot on next turn.
11-15	◆	Sudden Jolt	Drop whatever is in hand.
16-20	◆	Distracted	Cannot perform free maneuver on next turn.
21-25	◆	Off-Balance	Add ■ to next skill check.
26-30	◆	Discouraging Wound	Flip one light destiny to dark.
31-35	◆	Stunned	Cannot perform action on next turn.
36-40	◆	Stinger	Increase difficulty of next check by ◆.
41-45	◆◆	Bowled Over	Knocked prone and suffer 1 strain.
46-50	◆◆	Head Ringer	Increase difficulty of all Intellect and Cunning checks by ◆ until end of encounter.
51-55	◆◆	Fearsome Wound	Increase difficulty of all Presence and Willpower checks by ◆ until end of encounter.
56-60	◆◆	Agonizing Wound	Increase difficulty of all Brawn and Agility checks by ◆ until end of encounter.
61-65	◆◆	Slightly Dazed	Add ■ to all skill checks until end of encounter.
66-70	◆◆	Scattered Senses	Remove all □ from all skill checks until end of encounter.
71-75	◆◆	Hamstrung	Lose free maneuver until end of encounter.
76-80	◆◆	Staggered	Attacker may immediately attempt another free attack against you using same pool as original attack.
81-85	◆◆	Winded	Cannot voluntarily suffer strain to activate abilities or gain additional maneuvers until end of encounter.
86-90	◆◆	Compromised	Increase difficulty of all skill checks by ◆ until end of encounter.
91-95	◆◆◆	At the Brink	Until healed, suffer 1 strain each time you perform an action.
96-100	◆◆◆	Crippled	Limb crippled until healed or replaced. Increase difficulty of all checks that use that limb by ◆.
101-105	◆◆◆	Maimed	Limb permanently lost. Unless you have a cybernetic replacement, cannot perform actions that use that limb. Add ■ to all other actions.
106-110	◆◆◆	Horrific Injury	Roll Critical Injury Characteristic (see table below). Until healed, treat that characteristic as one point lower.
111-115	◆◆◆	Temporarily Lame	Until healed, may not perform more than one maneuver each turn.
116-120	◆◆◆	Blinded	Can no longer see. Upgrade the difficulty of Perception and Vigilance checks three times, and all other checks twice.
121-125	◆◆◆	Knocked Senseless	You can no longer upgrade ◆ for checks.
126-130	◆◆◆◆	Gruesome Injury	Roll Critical Injury Characteristic (see table below). Characteristic permanently reduced by 1, to minimum of 1.
131-140	◆◆◆◆	Bleeding Out	Suffer 1 wound and 1 strain every round at the beginning of turn. For every 5 wounds suffered beyond wound threshold, suffer one additional Critical Injury (ignore the details for any result below this result).
141-150	◆◆◆◆	The End is Nigh	Die after the last Initiative slot during the next round.
151+	◆◆◆◆	Dead	Complete, absolute death.

Critical Injury Characteristic

D%	Characteristic
01-30	Brawn
31-60	Agility
61-70	Intellect
71-80	Cunning
81-90	Presence
91-00	Willpower

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Vehicle Critical Hits





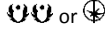





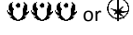


Dice Roll	Result	Details
01-09	Mechanical Stress	Ship or vehicle suffers 1 system strain.
10-18	Jostled	All crew members suffer 1 strain.
19-27	Losing Power to Shields	Decrease defense in affected defense zone by 1 until repaired. If ship or vehicle has no defense, suffer 1 system strain.
28-36	Knocked Off Course	On next turn, pilot cannot execute any maneuvers. Instead, must make a Piloting check to regain bearings and resume course. Difficulty depends on current speed.
37-45	Tailspin	All firing from ship or vehicle suffers ■■ until end of pilot's next turn.
46-54	Component Hit	Component from Small Ship Components or Large Ship Components (see tables below) is rendered inoperable until end of next round.
55-63	Shields Failing	Decrease defense in all defense zones by 1 until repaired. If ship or vehicle has no defense, suffer 2 system strain.
64-72	Hyperdrive or Navicomputer Failure	Cannot make any jump to hyperspace until repaired. If ship or vehicle has no hyperdrive, navigation systems fail leaving it unable to tell where it is or is going.
73-81	Power Fluctuations	Pilot cannot voluntarily inflict system strain on the ship until repaired.
82-90	Shields Down	Decrease defense in affected defense zone to 0 and all other defense zones by 1 point until repaired. If ship or vehicle has no defense, suffer 4 system strain.
91-99	Engine Damaged	Ship or vehicle's maximum speed reduced by 1, to a minimum of 1, until repaired.
100-108	Shield Overload	Decrease defense in all defense zones to 0 until repaired. In addition, suffer 2 system strain. Cannot be repaired until end of encounter. If ship or vehicle has no defense, reduce armor by 1 until repaired.
109-117	Engines Down	Ship or vehicle's maximum speed reduced to 0. In addition, ship or vehicle cannot execute maneuvers until repaired. Ship continues on course at current speed and cannot be stopped or course changed until repaired.
118-126	Major System Failure	Component from Small Ship Components or Large Ship Components (see tables below) is rendered inoperable until repaired.
127-135	Major Hull Breach	Ships and vehicles of silhouette 4 and smaller depressurize in a number of rounds equal to silhouette. Ships of silhouette 5 and larger don't completely depressurize, but parts do (specifics at GM discretion). Ships and vehicles operating in atmosphere instead suffer a Destabilized Critical.
136-144	Destabilized	Reduce ship or vehicle's hull integrity threshold and system strain threshold to half original values until repaired.
145-153	Fire!	Fire rages through ship or vehicle and it immediately takes 2 system strain. Fire can be extinguished with appropriate skill, Vigilance or Cool checks at GM's discretion. Takes one round per two silhouette to put out.
154+	Breaking Up	At the end of next round, ship is completely destroyed. Anyone aboard has one round to reach escape pod or bail out before they are lost.

Vehicle Components



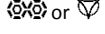









Small Vehicle	Large Vehicle	Details
Support Droid		Knocked out of commission until repaired. If a PC, immediately suffers maximum strain.
Ejection System		Pilot and/or crew unable to escape the ship in emergency until restarted or repaired.
Landing Gear		Roll d100: 01-50 stuck in landing, reduce Handling in atmosphere by 1; 51-00 stuck in retracted, any attempt at landing results in 2 hull integrity damage and 2 system strain.
One Weapon System		One weapon system of attacker's choice knocked offline.
Sensors		Sensor range reduced by one range band. If already close range, knocked offline completely and ship effectively blind until restarted or repaired.
Comms		Ship cannot send or receive electronic signals or data.
Sublight Engines		Ship's maximum speed is reduced by 1.
Hyperdrive or Navicomputer		Ship cannot make any jump to hyperspace.
Shields		Decrease defense in all defense zones by 1.
	Landing Bay	One of the ship's landing bays is knocked out of commission. Could result in temporary inability to launch or recover ships, to failure of shield and total decompression of compartment at GMs discretion.
	Cargo Hold	One of the ship's cargo holds is exposed to vacuum. Could result in cargo damaged or lost, and anyone in cargo hold may take damage at GMs discretion.
	Bridge	No starship maneuvers or starship actions may be executed. Ship continues on course at current speed and cannot be stopped or course changed until restarted or repaired.

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Examples of Spending Advantage and Triumph in Combat

Cost	General	Starship and Vehicle
 or 	<ul style="list-style-type: none"> Recover 1 strain (may be selected more than once). Add  to next active allied characters check. Notice a single important point in the ongoing conflict. 	<ul style="list-style-type: none"> Add  to next active allied characters Pilot, Gunnery, Computers or Mechanics check. Notice a single important point in the ongoing conflict.
 or 	<ul style="list-style-type: none"> Perform an immediate free maneuver, provided you have not already performed two maneuvers that turn. Add  to target's next check. Add  to active or allied characters next check. 	<ul style="list-style-type: none"> Perform an immediate free maneuver, provided you have not already performed two maneuvers that turn. Add  to target's next Pilot or Gunnery check. Add  to active or allied characters next Pilot, Gunnery, Computers or Mechanics check.
 or 	<ul style="list-style-type: none"> Negate enemy's defensive bonus till end of round. Ignore environmental penalties till end of next turn. Gain +1 to melee or ranged defence till end of next turn. Disarm the target. 	<ul style="list-style-type: none"> Reduce the target's defense by half till end of round. Ignore stellar effects till end of next turn. If piloting, perform free Pilot Only maneuver, provided you have not already performed maximum number of Pilot Only maneuvers that turn. Force target to break any Aim or Stay on Target actions.
	<ul style="list-style-type: none"> Upgrade the difficulty of target's next attack. Upgrade active or allied characters next check. Do something vital to turn the tide of battle. 	<ul style="list-style-type: none"> Upgrade the difficulty of target's next Pilot or Gunnery check. Upgrade active or allied characters next Pilot, Gunnery, Computers or Mechanics check. Do something vital to turn the tide of battle.

Examples of Spending Threat and Despair in Combat

Cost	In Combat	General
 or 	<ul style="list-style-type: none"> Active character suffers 1 strain (may be selected more than once). Active character loses the benefit of a prior maneuver. 	<ul style="list-style-type: none"> If piloting, force ship to slow down by one speed. Active character loses the benefit of a prior maneuver.
 or 	<ul style="list-style-type: none"> Opponent may immediately perform one free maneuver in response to active characters check. Add  to target's next check. Add  to active or allied characters next check. 	<ul style="list-style-type: none"> Opponent may immediately perform one free maneuver in response to active characters check. Add  to target's next check. Add  to active or allied characters next check. Active characters vehicle suffers 1 system strain (may be selected more than once).
 or 	<ul style="list-style-type: none"> Active character falls prone. Active character grants the enemy an advantage in the encounter, decreasing the difficulty of checks made against it by one until beginning of his next turn. 	<ul style="list-style-type: none"> Active character loses initiative. Active character grants the enemy an advantage in the encounter, decreasing the difficulty of checks made against it by one until beginning of his next turn.
	<ul style="list-style-type: none"> Active characters weapon immediately runs out of ammo and can't be used for the rest of the encounter. Upgrade the difficulty of active or allied characters next check. Tool or melee weapon the active character is using becomes damaged. 	<ul style="list-style-type: none"> Primary weapon system of active characters ship (or weapon system manned if gunner) suffers Component Hit Critical. Does not count towards ship's accumulated Critical Hits. Upgrade the difficulty of active or allied characters next Pilot, Gunnery, Computers or Mechanics check. The active character suffers a minor collision with opponent at close range or stellar effect.
 (plus failed check)		<ul style="list-style-type: none"> The active character suffers a major collision with opponent at close range or stellar effect.