

Fantasy Flight Games

Star Wars RPG Game Master Holocron

From the Library of Darth Plagueis



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OBLIGATION

(Edge of the Empire Core 38, 307)

USING THE OBLIGATION CHECK

Before each session, the GM rolls a percentile dice and compares the results to the group's current outstanding Obligation number. If the roll is greater than the party's total Obligation, then their Obligation is low enough that their collective tangible or intangible debts and duties are not pressing enough to affect them – for now.

However, if the roll is equal to or less than the party's total Obligation, something related to their Obligation may introduce complications during the upcoming session. First, rolling equal to or lower than the group's Obligation means that all characters reduce their strain thresholds by 1 for the remainder of the session. In addition, the GM determines exactly whose Obligation was triggered by comparing the results of his roll to the group's Obligation chart. This PC reduces his strain threshold by 2 (instead of 1) for the remainder of the session. Finally, if the GM triggered an Obligation and the roll was doubles, the effects of triggering that Obligation also double. All characters reduce their strain thresholds by 2 for the remainder of the session, and the PC whose Obligation triggered reduces his strain threshold by 4.

USING THE OBLIGATION THRESHOLD

The Obligation threshold indicates the group's social standing and notoriety. Where the Obligation number falls dictates how difficult it might be for the PCs to talk to certain individuals, work with certain groups, and obtain legal or illegal equipment. The GM has the option to use the PC's individual or combined Obligation values as a measurement of their ties to the criminal underworld of the galaxy. Even if the Obligation itself seems innocuous, the favors may be owed to someone with far more criminal links.

Generally, the lower the number, the easier it is to deal with legitimate entities, such as governments, security forces, reputable shipyards, and individuals who are highly regarded. The higher the threshold, the greater the degree to which dealing with legitimate entities becomes difficult, expensive, and often impossible. However, it may open up new opportunities when dealing with the underworld, black market, criminal groups, crime lords, and others who might not trust a more reputable group or individual.

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

The effect of Obligation threshold varies by region. Having a higher Obligation should hinder the characters more in Core Worlds or Imperial space than the Outer Rim territories or Hutt Space, for instance. The GM should feel free to alter this to match the PC's specific Obligations, their circumstances, and the NPCs involved. The **Group Obligation Threshold Guidelines Table** below lists ideas for threshold interpretation and its influence while in Imperial space.

The GM also has the option to remove certain Obligations from the group total when determining if the group's total Obligation meets a certain threshold if he decides that a specific Obligation would not apply to a certain situation.

GROUP OBLIGATION THRESHOLD GUIDELINES

Group Obligation	Reputable Deals	Disreputable Deals
5-19	No difficulties when contacting high level government and corporate individuals. May purchase licensed and military equipment through normal channels with regular procedures.	Difficult to locate and negotiate the previously unknown black markets. May be suspected of working with law enforcement or similar entity.
20-39	No difficulties dealing with moderate and lower level government and corporate officials. High level officials may limit exposure. May purchase licensed and military equipment through legitimate channels, subject to delays and background checks.	May deal regularly with specific black markets, if characters are known to them. May be known to specific criminal enterprises, but not widely recognized.
40-59	Difficult to deal with all levels of government, except for personal connections. Officials may demand secret meetings.	Easier to make illicit deals with underworld figures, as well as corrupt officials.
60-79	Too hot for most politicians to deal with publicly. Few are willing to risk doing so privately.	Easier to access underworld connections and 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 government deals.	The group may locate black markets and informants with ease. The PCs are well known to some underworld groups.
100+	May not buy most weapons, vehicles and related equipment from legitimate sources. Government agencies will often attempt to arrest on sight.	Legendary in underworld circles or regions. 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, and may increase cost.

MANAGING OBLIGATION RESOURCES

Obligation is a powerful resource that may be spent and bargained during the course of play. It gives players an option beyond credits to obtain equipment or services they might otherwise be unable to acquire. However, unless they frequently ignore opportunities to reduce their Obligation, the GM cannot normally force the players to take on additional Obligation beyond the start. The choice must be theirs, as an exercise in risk vs. reward.

The flow of Obligation during a campaign is determined by 3 factors. The first is how much Obligation the characters start with. The more they start with, the more often it can come into play. The second is how often the players settle or take on new Obligation during the course of the game. If the PCs use it like credits, their Obligation will fluctuate regularly. The third factor is how often the GM offers Obligation as an option during the session. The more opportunities the party has to gain and settle Obligation, they more they might utilize it.

The GM must decide how often to insert Obligation offers into the game. Not every shopping trip should include an opportunity to gain Obligation. However, when the PCs need something important to the adventure, or they greatly desire something to improve their ship or personal situation, Obligation should be an obvious solution. Gaining items or connections through Obligation should not be as simple as picking something off a menu. Typically, the PCs must seek out alternative sources and make deals with them, which the GM can exploit in future adventures with the Obligation check.

The GM must also determine the value of the Obligation. There is no direct correlation between Obligation and the value of credits or specific services. It is subjective and highly dependent on the current situation. Typically, the more dangerous the situation for the contact granting the party an item or connection, the higher the Obligation required, usually assigned in amounts between 5 and 15.

The type of Obligation should also be a factor. Most of the time, a GM should simply add on to a PC's existing Obligation type, however some situations warrant the addition of a new Obligation. The GM should be careful not to overload a character with too many types of Obligation, usually maintaining a maximum of 3.

OBLIGATION CAP

Obligation cannot be reduced lower than 5. While 100 is the top practical range when rolling percentiles, Obligation can exceed 100. Exceeding 100 means Obligation triggers every session and has an additional detrimental effect on characters.

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

MANAGING OBLIGATION SETTLEMENT

The PCs should have the opportunity to settle some Obligation at regular intervals, preferably given to a minimum of 1 PC once per adventure. Settlement may occur during an adventure, similarly to the way Obligation may be increased during the game. It may also occur at the end of or between adventures.

The GM must determine how much Obligation may be settled in a given fashion. Like the assignment of Obligation, it will vary due to circumstance; however, the GM should explain the reasoning behind each Obligation settlement, so that the players understand the process.

Obligation must be settled by a character's actions. When their Obligation is activated, they should respond to it in the same game session. Trying to address the Obligation is not a guarantee of reducing it, but ignoring one's Obligation often increases the severity of response the next time the Obligation is activated. If a character ignores his Obligation after 3 activations, the character's obligation increases by 5.

MANAGING MINIMAL OBLIGATION

In concept, Obligation never completely goes away, no matter how much a character wants it to do so. This is represented by the minimum 5 Obligation per PC limit. Some types of Obligation fit this situation naturally, such as Family, Obsession, and Responsibility, which may be reduced, but never go away completely. Other types may come to a natural conclusion. A character can completely pay for some debts, beat an addiction, or eliminate a blackmailer.

Preferably, a character should always have some type of Obligation. However, if a character eliminates an Obligation and does not take more, they should be allowed to make that decision. His low level of Obligation makes it less likely that it will be activated during the game. When it is, the GM will not have a specific type to rely on.

In this case the Obligation should come from the consequences or results of an earlier adventure. Since there is no way to eliminate this low level of Obligation, the only thing the characters can do is deal with the immediate circumstances as best they can.

DUTY

(Lead by Example 88, Age of Rebellion Core 46, 325)

USING THE DUTY CHECK

Before each game session the GM rolls a percentile dice and compares the result to the group's current Duty. If the roll is greater than the party's total Duty value, then they have not yet collectively achieved enough to positively affect their situation or outlook.

If the roll is equal to or less than the group's total Duty value, positive effects related to achieving their Duty embolden them in their efforts, giving them the strength to push through any challenges hindering the completion of their mission, even injury. As a result, all characters increase their wound threshold by 1 for the remainder of the session. In addition, the GM determines whose Duty was triggered by comparing the results of the roll to the group's Duty chart. This character's wound threshold is increased by 2 (instead of 1) for the remainder of the session. Finally, if the GM triggered a Duty and the roll was doubles, the effects of triggering that Duty also double. All characters increase their wound threshold by 2 for the remainder of the session, and the PC whose Duty was triggered increases his wound threshold by 4.

DUTY AS A THRESHOLD

Duty can be used as a threshold, a measure of the group's renown and standing within the Alliance based on its recent achievements. Generally, as the characters increase their Duty values, they become better known within the Rebellion. Their accomplishments have made them more trusted and respected among their allies. As such, the GM has the option to use the PC's individual or combined Duty values as a measure of this trust and respect. For instance, the GM might determine that the group's total Duty value must be above or below a set threshold to attempt a certain task.

For example, an Alliance leader could refuse to associate with a group whose Duty is less than 60, but a neutral governor might not be willing to associate with a group whose Duty is higher than 50. In each case, the NPC's reaction is a matter of how the NPC perceives the group's overall reputation.

As the PCs accomplish more on behalf of the Alliance, the party's total Duty value slowly builds up. Once the party's total Duty value exceeds 100, they reach a milestone in the campaign. Their individual accomplishments have combined to create a sizeable, meaningful contribution to the Rebellion. When a meaningful contribution like this is achieved, 3 things happen: the party's Contribution rank increases by 1, the Alliance rewards the party for its achievements, and the PC's Duty values are all set back down to 0.

GROUP CONTRIBUTION RANK GUIDELINES

Contribution Rank	Reputation Among Alliance	Reputation Among Empire
0-1	New recruit or untested collaborator, still under suspicion. Gets access to basic equipment and vehicles. Recruit to corporal rank.	Faceless Rebel scum. Little intelligence value if captured. Re-education possible, otherwise imprisonment. Not worth the effort to hunt down individuals.
2-4	Tested soldier or trusted collaborator. Respected and trusted by the Alliance. Gets access to better tactical-level equipment and vehicles. Sergeant to warrant officer rank.	Minor notoriety. Limited but useful tactical intelligence value if captured. Re-education possible, but unlikely. Execution after interrogation. Use of bounty hunters to capture/eliminate is rare, but possible.
5-8	Veteran soldier or important collaborator. Very respected by the Alliance. Gets access to corvette/gunship-level starships and minor strategic intelligence. Lieutenant to captain rank.	Moderate notoriety. Possible useful tactical intelligence value. Re-education not possible. Imprisonment (and lifelong interrogation) standard practice. Use of bounty hunters to capture is an option.
9-13	Top brass or vital collaborator. Highly respected by the Alliance. Minor, but notable, political power. Gets access to corvette/gunship-level starships and sensitive info. Major to colonel rank.	Major notoriety. Extremely high intelligence value if captured. Use of bounty hunters and Imperial assassins authorized for capture/elimination. No chance of re-education. Imprisonment (and lifelong interrogation) standard practice. Failure to report this character's whereabouts is considered a severe crime.
14+	Member of the Alliance High Command. Immense political power. Extremely revered and respected by allies. Access to capital-grade starships. Commander, general, or admiral ranking.	The Empire's Most Wanted. Entire fleets used to locate and eliminate. Capture or death key to destruction of the Rebellion. Immense intelligence value. Failure to report this character's whereabouts is considered treason.

CONTRIBUTION RANK

The group's Contribution rank indicates the group's dedication and value to the Rebel Alliance. It represents the number of times the group has made large, meaningful contributions to the Rebellion. Where the Contribution rank number falls dictates how much authority and influence the PCs have when dealing with other members of the Rebel Alliance, as well as how much of a threat the PCs pose to the Empire. As a group's Contribution rank goes up, the more sway that group has in choosing missions and getting access to more and better resources, including equipment, vehicles, starships, and other assets it may need.

As PCs rise in respect and power within the Rebel Alliance, so too does their notoriety rise within the Empire. At low Contribution ranks, the PCs barely register on the Empire's sensors beyond "Rebel scum that must be destroyed." As the PCs grow in reputation and power, however, the Empire brings more resources to bear to capture or kill them, including bounty hunters and even the dreaded Imperial Assassins.

This fame and/or notoriety makes traveling to some planets more complicated. PCs with a high Contribution rank find themselves thronged and well-respected on Alliance-held planets. However, if the PCs go to Empire-held or neutral planets, they could find themselves the subject of scorn, snubbing, or worse; opportunistic individuals may contact the Empire to pass along the PC's location, whether in the hopes of a reward or as their nationalistic duty.

DUTY VALUE RESET

Once the PCs have increased their Contribution rank and chosen their reward from the Alliance, all of their Duty values are reset to 0.

The fact that Duty resets at each Contribution rank achieved complicates the usage of Duty as a threshold. The PCs Duty within its current Contribution rank serves as a measure of the unit's influence within a particular scope. Because Duty resets to 0 each time a new Contribution rank is achieved, it becomes a measure of the characters' credibility and experience as they begin to interact with individuals who have influence on a greater scale. The **Duty Threshold by Contribution Rank Table** on the next page provides examples for GMs to use to better understand breakpoints. Note that an NPC with a Duty threshold in a higher Contribution range would not be accessible to the PCs under normal circumstances, while an NPC in a lower Contribution rank range would almost always be available.

MANAGING ALLIANCE REWARDS

When the group's combined Duty value exceeds 100, the Alliance rewards them for their contribution by supplying them with resources in the form of equipment. The players can choose to receive individual pieces of equipment, a party-owned vehicle or a different strategic asset up to the GM's discretion.

EQUIPMENT

If the party opts for individual pieces of equipment for its reward, each PC can choose 1 piece of equipment (weapon, armor, gear, etc.) to receive from the Alliance for free. These pieces of gear cannot have a rarity greater than 3 plus the party's current Contribution rank. At the GM's discretion, the gear acquired this way can be restricted.

VEHICLE

If the party selects a party-owned vehicle as its reward, they can choose 1 vehicle or starship to receive from the alliance for free. This vehicle or starship cannot have a rarity greater than 3 plus the party's current Contribution rank. The price and size of the vehicle the Alliance is willing to part with is up to the GM. Additionally, at the GM's discretion, the vehicle or starship acquired this way can be restricted.

STRATEGIC ASSET

If the party doesn't need or want any gear or vehicles from the Alliance, the PCs can instead ask for a strategic asset. This might be a safe house in a specific system, temporary use of a powerful Alliance ship, a smaller cell of Alliance operatives to aid the party in their missions, or anything else the party can imagine. The players should work with the GM to come up with a narrative reward that is something the Alliance could provide and is appropriate for the party's current Contribution rank.

DUTY BOOST

Instead of acquiring new gear, the characters can receive a boost to their Duty equal to 3 plus the party's current Contribution rank. This has the consequence of bumping their party Duty value so that it does not begin at 0 for the new Contribution Rank. In this way, it remains possible to trigger each PC's personal Duty when making a check at the start of the next adventure.

DUTY THRESHOLD BY CONTRIBUTION RANK

Contribution Rank	Characters With a Threshold in This Range
0	Neighborhood Scale: At this scale, the characters have influence within a particular neighborhood of a city. Local gang leaders, local union representatives, and even Alliance recruiters are hesitant to meet with them.
1	City Scale: The characters' experience has given them some credibility within the scope of a single small city, probably a minor planet. Its rulers, local business leaders, and local Alliance leaders may become willing to enter discussions.
2	Minor Planetary Influence: Previous successes mean that the characters are expected to follow through on their word, at least on a lesser-known planet. The world's corporate and criminal leaders, as well as lesser politicians, leading scientists, celebrities, and scholars may agree to meetings.
3	Minor Planetary Leadership: The characters have proven that they can have a major influence on the Galactic Civil War within the scope of this minor planet. The planetary governor, as well as commanders for the planetary militia or Alliance forces, become willing to listen to their input.
4	Minor System Command: Having heard of the character's, those with influence throughout a minor system recognize the value of the characters' input. Commanders of a minor system's Alliance fleet or ground forces, and even some interplanetary traders, are willing to meet to discuss available assets.
5	Key Planetary Influence: The characters have a reputation that becomes credible in the eyes of a planetary system of significance, either in the Mid Rim or the Core. Leaders of major crime syndicates and corporations - whose influence extends far beyond this important world - will negotiate with the characters.
6	Key Planetary Leadership: Due to their past successes, it seems probable that the characters could have a substantial effect on the course of the war in a key system. That planet's governor and the governor's key aides, as well as the world's civil and military leaders, become willing to listen to input from the PCs.
7	Multiple System Command: The characters have demonstrated their competency at a high level. Their credibility is without question, and it is assumed that they would only ask for a meeting if it were a matter of utmost importance. Commanders of major fleets, partners in large trade conglomerates, and even leaders of huge criminal organizations agree to meet with the characters to address matters of importance.
8	Regional Leadership: Major news outlets as well as military intelligence networks have reported the characters' actions across the galaxy. The Empire has placed substantial bounties on them, and their reputations now precede them. Individuals become willing to meet with them just to have had contact with such infamous Rebels. Such individuals may control organizations whose power extends across a major portion of the galaxy.
9	Galactic Experts: The characters have consistently proven themselves. Even people who have only a peripheral involvement with the Galactic Civil War recognize their names. When the characters attempt to make contact with celebrities, scholars, or scientists who are renowned at the galactic level, those individuals agree to meetings out of curiosity or to preserve their own reputations.
10+	Key Galactic Figures: The characters have a reputation for changing the path of the war. Galactic leaders are forced to acknowledge their existences and cannot easily ignore their reputations. At this point, the characters can reasonably ask to meet with members of Alliance High Command as well as leaders of preeminent trader and criminal organizations that have major influence throughout the galaxy.

MORALITY

(Force and Destiny Core 48, 322)

TRIGGERED MORALITY

Triggering morality is an optional rule the GM can use adopt to make the players' moral choices take front and center in a game. If the GM wants to use this rule, he should make a list of everyone's current Morality value. Before each session, the GM should roll a percentile dice, then determine which PC's Morality score is closest to the result.

When a character's Morality triggers, the GM and player should make an effort to engage that character's emotional strength or weakness (or both) in a crucial encounter or decision during that session. If the GM and player agree that the player's character made at least one important decision or based an important action on the character's emotional strength or weakness, then the character successfully engaged his triggered morality. If he did not, then nothing happens.

When a character's Morality is triggered, he gains a chance to do something particularly good or devastatingly evil, linked to his specific Morality. This may occur spontaneously during the game, or the GM can map out different possibilities for use at the right moment. The GM should work this into the ongoing story, but if the triggered narrative is too disruptive for the events in the adventure, the narrative portion can be skipped. At a minimum, triggering doubles the Morality increase or decrease at the end of the game session.

MORALITY THRESHOLDS

DARK SIDE THRESHOLD

If a character's Morality score drops below 30, he has crossed the dark side threshold and becomes a dark side user. Being a dark side Force user adds significant narrative effects to a character's ongoing story. These effects are usually determined by the GM or by the GM and player working together. Becoming a dark side Force user also has several mechanical effects:

- The character generates Force points (●) using Dark side results (●).
- The character's presence in the group alters the starting Destiny Point pool.
- The character's strain threshold may decrease and wound threshold may increase.

Instead of using Light Side results (○) from the Force dice (○) to generate Force points (●), the character must use Dark Side results (●). This works following the same rules governing a regular Force user's generation of Force points (●) from Light Side results (○). It also means that if the dark side Force user wants to generate Force points (●) from Light Side results (○), they must flip a Destiny Point and suffer strain equal to the number of Force points (●) generated.

In addition, as long as the character remains a dark side Force user, his presence influence's the party's Destiny pool. At the beginning of each session, after the entire group rolls for Destiny Points, the player flips 1 light side Destiny Point to the dark side. If there are no light side Destiny Points to flip, this has no effect.

Allegiance to the Dark Side also reduces the Force user's strain threshold. This reflects the character's dependence on Conflict. At the same time, his wound threshold increases as he becomes inured to pain.

- When the character's Morality score falls below 20, the dark side Force user's strain threshold is decreased by 1 and his wound threshold is increased by 1
- If the character's Morality score falls below 10, the dark side Force user's strain threshold is decreased by another 1 and his wound threshold is increased by another 1, for a total increase and decrease of 2

REDEMPTION

There is only one way a PC who has become a dark side Force user can become a light side Force user again and redeem himself. He must increase his Morality above 70. When his Morality increases above 70, the character is redeemed and mechanically, he functions as a light side Force user again. This applies even if his Morality later drops below 70 (although if it drops below 30 again, he falls to the dark side once more).

Although these are the mechanical steps for returning to the light, there should always be a strong narrative component to redemption as well. The GM and player should always work together to craft the story of the PC's penance and restoration.

A character remains a dark side Force user even if his Morality later climbs above 30. A PC may seek redemption and try to become a light side Force user again by increasing his Morality above 70, at which point he is redeemed and mechanically functions as a light side Force user again.

LIGHT SIDE PARAGON THRESHOLD

If a character's Morality score increases above 70, he becomes a true champion of goodness and a paragon of the Force. Unlike becoming a dark side Force user, this does not change how the character functions mechanically, but does confer certain benefits.

As long as the character's Morality score remains above 70, at the beginning of every session, when generating the Destiny pool (but before any players roll to determine starting Destiny Points), the character adds 1 light side Destiny Point to the pool. In addition, as the character's Morality score continues to rise above certain thresholds, he gains additional benefits.

- As long as his Morality score is above 80, the light side Force user's strain threshold is increased by 1
- As long as his Morality score is above 90, the light side Force user's strain threshold is increased by 1 additional point (2 total)

CONFLICT AND COMBAT CHARACTERS

(Knights of Fate 75)

To avoid having warriors amass Conflict due to their nature of their careers, the GM should keep in mind how practiced the PC is at combat. Fighting and even killing are things the PC has likely deliberated before, if not experienced as part of the background the player selected or designed. Considering that warriors often have more battle training than their companions and are more used to channeling their anger and keeping their emotions under control in a fight, the GM may decide to go easy on the character when applying Conflict points in combat situations. By doing so, the GM allows the combat-focused character to shine.

To keep things fair, however, and avoid making a character's life too easy, the GM can instead offer more Conflict points when training and past experience have not prepared the character for a situation, when a fight obviously could have been avoided, or when an experienced fighter really should have known better. Scenarios that test the character's emotional weakness may well be such situations, so the character still has sufficient opportunities to gain Conflict points when appropriate.

CONFLICT

(Force and Destiny Core 324)

COMMON CONFLICT POINT PENALTIES

Conflict Received	Action
1	Knowing Inaction: The PC knows that an NPC or other PC will do something particularly bad (an action that would earn 5+ Conflict points) and chooses not to intervene. Lying for Personal Gain: The PC tells a lie for selfish reasons or to benefit himself. Some lies can be told without penalty to benefit others, such as avoiding a combat situation or protecting innocents. Resorting to Violence as the First Solution: When confronted with a problem, the PC defaults to violent acts to solve it, without exploring any other options. This penalty can be mitigated if the PC is the one being attacked.
2	Coercion or Threatening with Violence: The PC threatens someone with violence or coerces the person to do his bidding against the person's will. Inflicting Emotional Abuse: The PC says something cruel or petty just to upset or cause mental torment in a person.
2-3	Theft: The PC steals something that does not belong to him. The Conflict point penalty can be mitigated in this case if the PC is stealing from a corrupt and/or wealthy authority (such as the Empire), and does so to give back to those who need it. The Conflict point penalty can be increased if the PC steals something from those who can particularly ill afford to lose it.
3-4	Unnecessary Destruction: The PC destroys objects, property, or other items willfully and without good cause.
4-5	Unnecessary Violence or Assault: The PC assaults, beats, or otherwise attacks an NPC for no reason.
6-7	Unnecessary Cruelty to Non-Sentient Creatures: The PC maliciously tortures or torments animals or droids with animal-level intelligence
10	Torture: The PCs torture a character
10+	Murder: The PCs murder a character. In this case, murder is killing someone who is helpless or no threat to the PCs

BESTOWING CONFLICT

The GM bestows Conflict through game mechanics and narrative action. When Conflict is given to PCs, it is tracked as a discrete amount, such as 4 Conflict or 12 Conflict. Players track Conflict bestowed mechanically, since it results from specific, defined actions.

- A PC receives 1 Conflict per ● result used to generate ○ during a Force power check.
- The GM bestows 1 to 10 (and sometimes even more) conflict for narrative actions, depending on the severity of the PC's deeds. The GM can and should adjust the penalties to account for unusual actions or situations.
- On a failed fear check, the GM may bestow an amount of Conflict equal to the difficulty of the check

Character intent should influence the amount of Conflict awarded, as some actions may be considered good in one situation and evil in another. Obviously evil or overly selfish acts combined with the main transgression can add from 1 to 5 additional Conflict points. Gray areas, such as using ● results to generate ○ for a selfish, but not a truly evil action, receives a minimum of +1 Conflict, but possible 2 to 5 more Conflict. The GM's determination and ruling is final.

SITH HOLOCRONS (Unlimited Power 77)

Opening a Sith holocron requires embracing a darker state of mind and is worth Conflict. Depending on how much interaction a character engages in with the holocron's gatekeeper, the exact amount may vary, but should involve at least 3 Conflict to open it initially, and then at least 1 further Conflict for each subsequent use.

SESSION TALLY

At the end of each session, each player totals the amount of Conflict his character receives and rolls a 1d10. If the result is less than the number of Conflict points earned, he *decreases* his Morality by the difference between the number of points earned and his roll. If the roll is greater than the number of Conflict points, he *increases* his Morality by the difference between his roll and his Conflict points earned. (if the roll and Conflict earned are the same, Morality neither increases nor decreases). If the game session is unusually short, the GM might require the roll after the following session instead.

WHEN MORALITY SHOULD NOT INCREASE

If a player was not present for a session, his character's Morality should not have a chance to increase. Similarly, if a character had no chance to do anything in a session or spent an entire session incapacitated, then his Morality should not increase.

TALENTS WITH CONFLICT COST

Certain talents give the PC who possesses them Conflict at the beginning of each session. The knowledge associated with these talents is dark enough that simply understanding it can tempt a PC to the dark side. The player should always ensure that the GM is aware of any such talents that their character possesses.

FEAR

(Age of Rebellion Core 314, Edge of the Empire Core 298, Force and Destiny Core 328)

FEAR GUIDELINES

State of Fear	Fear Check	Example
Minimally Afraid	Easy (◆)	Somewhat overmatched in combat, a minimally dangerous creature, a minor threat to one's safety.
Moderately Afraid	Average (◆◆)	Obviously overmatched in combat, a dangerously aggressive creature, a credible threat to one's safety and minimal threat to one's life.
Very Afraid	Hard (◆◆◆)	Battlefield combat, a pack of aggressive creatures, a major threat to one's safety and moderate fear for one's life.
Mortally Afraid	Daunting (◆◆◆◆)	Terrifyingly intense combat, confronting a large and dangerous creature such as a krayt dragon, overwhelming fear for one's life.
Utterly Terrified	Formidable (◆◆◆◆◆)	A hopeless and utterly terrifying situation, combat against things incomprehensible to one's mind, being attack by a group of wampas, fear so crippling that sanity cracks.
Confronting something reputed to be dangerous	1 difficulty upgrade	Escaping a disintegrating starship, negotiating under direct threat of violence.
Confronting something known to be dangerous and very rare.	2 difficulty upgrades	Confronting a Sith warrior or Inquisitor.
Confronting something known to be extremely dangerous and unique.	3 difficulty upgrades	Fighting Darth Vader

Within the game, fear is typically countered by the **Discipline** skill. If the character has had time to prepare for the encounter, he may occasionally use the **Cool** skill instead. The check represents the character's ability to act in the face of fear, not necessarily the level of fear a character may feel.

Not every frightening situation requires a fear check. It should be restricted to unusual circumstances or the first time a character experiences a particularly frightening situation. Typically, once a check is rolled, the GM should not require another check for the same source of fear during the encounter, unless the circumstances change significantly. Stories highlighting fearful situations may require more checks.

DETERMINING FEAR DIFFICULTY

The difficulty of a fear check is determined by taking into account both the circumstance and the individual experiencing the fear. No two people respond the same way to a frightening situation. Where an untrained civilian might freeze in terror when a fight breaks out, a trained soldier may act with confidence and effectiveness.

Example circumstances and difficulties are shown on the table above. The list difficulties reflect the fear levels of a person without prior experience to a given event. The difficulty of the check can be upgraded. Upgrades usually depend on the circumstances of the check, including details about the creature or character that causes the check.

FOR CHARACTERS WITH MORALITY

Fear may affect characters with a Morality score in another way. Instead of the suggested failure or negative effects, the GM may bestow an amount of Conflict equal to the difficulty of the check for a failed check. When a PC suffers a ☹️ result on the check, this happens automatically and in addition to the normal effects of the ☹️. The Conflict points cannot be negated by a 🔄 on a later fear check.

FEAR CHECK

1. Make a **Discipline or Cool check** with difficulty determined by the state of fear (see table above). The check represents the character's ability to act in the face of fear, not necessarily the level of fear a character may feel.
2. Add ■ to represent other aspects of the situation, such as surprise, or ■ if resolve is supported by powerful allies or other beneficial aids.

NEGATIVE RESULTS

▼: The character adds ■ to each action he takes during the encounter

☹️: The character suffers a number of strain equal to the number of ☹️. If the check generates ☹️☹️☹️ or more, the character can be staggered for their first turn, instead.

☹️: The character is incredibly frightened and increases the difficulty of all checks by ◆ until the end of the encounter.

POSITIVE RESULTS

★ or ★★+ : The character avoids any fear effects, except those triggered by ☹️.

🔄: Add ■ to the next character's fear check. If spending multiple 🔄, grant ■ to an additional player's first check.

⊖: Can be spent to cancel all previous penalties from fear checks or to ensure the character need not make any additional fear checks during the encounter, no matter the source.

FORCE-SENSITIVE RULES

(Force and Destiny Core 280)

FORCE POWER CHECKS

Characters generate **1** by making a Force power check, rolling one or more Force dice **6** and generating **1** based on the results. When a Force-sensitive character attempts to activate a power or use certain Force talents, they create a dice pool that – usually – consists solely of a number of Force dice. The ability sometimes specifies how many Force dice they use; **however the number of Force dice they add to the pool can never exceed their current Force rating.** They then roll the dice. Every Light Side result **1** generates one Force point **1** the character may spend to fuel the power's abilities. Every Dark Side result **6** generates no Force points **1** and is disregarded.

A Force-sensitive character may use one or more **6** to generate one additional **1** each – in addition to those generated by the **1**. If a character does this, they must flip one Destiny Point from light to dark (if there are no light side Destiny Points to flip, they may not use **6** at all). They then suffer strain equal to the number of **6** results they use to generate **1**, and suffer Conflict equal to the number of **6** results they use to generate **1**.

Once the character determines how many **1** they have generated, they determine how they may spend those **1**. Most powers and talents require one or more **1** to activate. Each **1** can be spent only once. The character may spend as many or as few **1** as they wish; however, once they are finished spending **1**, any unspent **1** are lost.

COMBINED FORCE POWER CHECKS

Some Force powers and Force talents require the character to make a Force power check that is combined with a skill check. When a character combines a Force power check with a standard skill check, they combine the **6** they would roll to make the Force power check with the dice they would roll to make the skill check. Relevant powers and talents specifically state when a combined check should take place. Such a check may also occur when a PC is dealing with particularly powerful characters (see Resisting Force Power checks). Unless specifically stated otherwise, the character must generate enough **1** to activate the Force talent or Force power's basic power (or appropriate control upgrades) *and* must generate at least one net **☆** for the check to succeed.

COMMITTING FORCE DICE OVER MULTIPLE ENCOUNTERS

There are no hard limits as to how long a Force die can remain committed to a Force power or Force talent. Some talents and powers impose penalties for every round the Force die remains committed, but other powers do not. Generally this is not a problem, but some players may choose to leave Force dice committed to powers for multiple encounters or sessions.

If players are abusing this, the GM can implement the following rule: if a player leaves a Force die committed to his character's Force power or talents for multiple encounters, the GM can stop his character from recovering strain at the end of each encounter. This limiter remains in play until the character uncommits all Force dice and leaves them uncommitted until the next encounter begins.

DISTURBANCES IN THE FORCE

Any form of rapid or violent change in the galaxy creates disturbance a disturbance in the Force. While death causes the greatest ripples, anything from the birth of a child to galactic cataclysms can trigger these tremors to ripple through the force like a shockwave. Force users feel these disturbances as a sense of uneasiness or discomfort that suddenly takes hold of them. Though this feeling varies in intensity, no disturbance should be dismissed lightly. They are each a sign of transformation occurring in the galaxy. It is through sensing these disturbances that a Force user is capable of detecting when he is in the presence of other Force-sensitive objects and beings.

COMMITTING FORCE DICE

To activate and fuel an ongoing effect, the Force-sensitive character **commits** a number of Force dice **6**. The number of **6** that need to be committed is listed in the effect; however, a character cannot commit more **6** than their current Force rating.

When a character has committed one or more **6**, they count their current Force rating as lower than their actual Force rating, temporarily decreasing by an amount equal to the number of **6** committed. When they end the effect, the character no longer counts their Force rating as lower than usual. However, a Force-sensitive character still counts as a Force-sensitive character even if committing **6** has dropped their current Force rating to 0.

A character may end an ongoing effect at the end of any of their subsequent turns as an incidental. While an ongoing effect is active, the character may not activate that specific ongoing effect again (cannot benefit from two "copies" of the same ongoing effect).

RESISTING FORCE POWER CHECKS

To make the Force power an opposed check, the GM and player determine the skill that the attacking character will use. The character then assembles a dice pool combining the Force power check with the Ability and Proficiency dice from the relevant skill.

The skills used in the check are up to the GM and the players involved, and they depend on the circumstances of the check. Generally, the attacking character can default to using the Discipline skill, although in some cases, other skills may make sense. An opposed check involved the Seek power, for example, might have the attacking character use Vigilance, whereas a check involving the use of Influence in a social setting could use Deception or Charm.

Likewise, the skills used to oppose the check also depend on the situation. The defending character often can use Discipline to oppose a Force power check. However, in an opposed check where the attacking character is trying to pull the weapon from the defending character's hand, the defender might use Athletics. Likewise, an attempt to use Move to throw a character around a battlefield could be opposed by Resilience as the defending character resists with his raw physical strength.

MINDFUL ASSESSMENT

(Knights of Fate 84)

When facing a singular, skilled foe, practiced characters who take a few moments to study their opponent can visualize in advance all the various twists and turns a battle might take. Rank-and-file enemies, on the other hand, tend to fight as they were trained, en masse. Characters who have studied such enemies carefully know of weaknesses in armor designs and tactical flaws they can exploit in combat to lethal effect.

The optional rules for Mindful Assessment represent this preparation and ability to adapt to the foe. Although narratively Mindful Assessment might represent any number of factors and approaches, it is resolved with a single skill check, which grants the character various advantages in the battle, depending on the outcome.

USING MINDFUL ASSESSMENT

When combat begins a character may, with the GM's permission, attempt a Mindful Assessment check during **Step 1: Determine Initiative** (see page 204 of the *Force and Destiny* Core Rulebook). The PC makes a skill check for Mindful Assessment instead of one for Initiative and contributes a PC Initiative slot as if having made a roll that generated no ✨ or 🌀.

MAKING THE CHECK

Before making a Mindful Assessment check, the character chooses either a particular individual involved in combat (a nemesis or named rival) or a type of adversary (a minion type, or at GM discretion, a type of rival such as "acklay" or "Imperial officer"). The character then makes an **Average** (◆◆) **Perception or Knowledge check**.

The exact skill used depends on the situation. If the chosen foe is a type of minion group the character has had occasion to study in the past, or even if the foe is a particularly famous individual whose deeds and fighting style are recorded in holo-logs and data archives, the check uses an appropriate Knowledge skill. If the foe is a variety of adversary the character has not had the opportunity to learn about in the past, as is usually the case with named individual rival and nemesis adversaries, the character must rely only on what they observe in the moment, using Perception. As always, a GM might add ■ or ■ to the check to reflect the particulars of the situation. If the character is caught in an ambush and has less time to size up the foe, the check might suffer ■, while a character facing a particular nemesis for the second time could add ■ to reflect additional understanding gained in the previous duel.

If the skill check succeeds, the character adds ■ to their combat checks targeting the chosen foe during the encounter. In addition, the character may spend 🌀 and 🌀 for additional benefits, as shown on the **Mindful Assessment Table**. If the character chose a particular individual as the target for the check, the results apply only to that specific NPC; if the PC instead chose a type of minion or rival, the benefits apply to all adversaries of that type.


Although the check is made during an encounter, Mindful Assessment also represents the character drawing from previous training. GMs are encouraged to add ■ or ■ to Mindful Assessment checks to reflect the quantity and quality of the character's training during recent downtime. Specialized equipment or tranquil scenery might add ■. while distractions or a lack of space or sufficient time could add ■.

SPENDING 🌀 OR 🌀 ON MINDFUL ASSESSMENT



















Cost	Result Options
🌀 or 🌀	Remove ■ from the character's combat checks targeting the chosen adversary during this encounter (including ■ added by defense).
🌀🌀 or 🌀	Add ■ to combat checks the chosen adversary makes targeting the character during this encounter. Add ■■ to combat checks the chosen adversary makes targeting the character's allies during this encounter.
🌀🌀🌀 or 🌀	Add an additional ■ to the character's combat checks targeting the chosen adversary during this encounter.
🌀	The character adds +2 damage to 1 hit from each successful attack they make against the adversary during this encounter.
🌀🌀	Add automatic 🌀🌀 to all combat checks made by the character or their allies against the chosen adversary during this encounter.

ITEM QUALITIES

(Age of Rebellion Core 168, Edge of the Empire Core 154, Force and Destiny Core 161)

Passive qualities are always on and require no activation on the part of the user. Active qualities require  to activate unless otherwise stated in their description. Active item qualities can only trigger on a successful attack, unless specified otherwise.

ITEM QUALITIES

Name	Activation	Description
Accurate	Passive	Attacker adds a number of  equal to Accurate rating to attack dice pool.
Auto-Fire	Active	Increase combat check difficulty by  . Deal an additional hit to target or another target within range. If attacking multiple targets, initial target must be the one with the highest difficulty and defense. May be activated multiple times. May activate Critical Hits multiple times, up to the number of hits scored. May choose not to use Auto-Fire quality before assembling dice pool and not take penalty.
Blast	Active	If the attack successful, spend  to deal damage equal to Blast rating to each character engaged with target (plus an additional wound per ). If the attack misses, user may also trigger Blast by spending  to deal damage equal to Blast rating to target and each character engaged with target. Starship blast weapons hit their primary target and every additional target within short range.
Breach	Passive	Ignore 1 point of armor for every rating of Breach (meaning they also ignore 10 points of soak for every rating of Breach).
Burn	Active	The 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).
Concussive	Active	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	Passive	Increase melee defense by Defensive rating.
Deflection	Passive	Increase ranged defense by Deflection rating.
Disorient	Active	Target is disoriented for a number of rounds equal to Disorient rating.
Ensnare	Active	Target is immobilized for a number of rounds equal to Ensnare rating. Target may attempt a Hard (  ) Athletics check as an action to break free.
Guided	Active	Requires  to activate. If attack misses, may make a check at the end of round with a number of  equal to Guided rating and difficulty calculated by comparing 0 silhouette to silhouette of target (see FAD Core, page 242). If successful, weapon hits target.
Knockdown	Active	Requires additional  per silhouette of target beyond 1. Target is knocked prone.
Inaccurate	Passive	Attacker adds a number of  equal to Inaccurate rating to attack dice pool.
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. Only effects electronics.
Limited Ammo	Passive	Expend ammo which must be purchased or obtained separately and requires a maneuver to reload after Limited Ammo rating number of attacks.
Linked	Active	Deal an additional hit to target. May be activated multiple times, to a maximum of Linked Rating.
Pierce	Passive	Ignore 1 point of soak for every rating of Pierce.
Prepare	Passive	User must perform a number of preparation maneuvers equal to Prepare rating before making attacks.
Slow-Firing	Passive	Must wait Slow-Firing rating number of rounds after firing weapon before it can be fired again.
Stun	Active	Inflict strain equal to Stun rating.
Stun Damage	Passive	Damage dealt as strain, after reducing by soak. When used, range of weapon changes to short and cannot be increased.
Sunder	Active	Requires  to activate. Item openly wielded by target is damaged one step. 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 a successful piloting check, with a number of  equal to Tractor rating, as an action to break free.
Unwieldy	Passive	For each point of Agility less than the Unwieldy rating, increase check difficulty by  .
Vicious	Passive	On a critical hit, add x10 Vicious rating to critical hit roll.

PERSONAL COMBAT

(Age of Rebellion Core 209, Edge of the Empire Core 197, Force and Destiny Core 203)

COMBAT OVERVIEW

- Determine initiative with a **Simple (-) Cool or Vigilance check** (Cool if prepared, Vigilance if unprepared)
 - Order is determined by whoever rolled the highest number of ✨ (⚡ count as ✨), with ⚡ being used to break ties
 - If a ⚡ is rolled for a character, that character then gets a free maneuver on their turn in the first round of combat.
- Assign initiative slots
- Take turns. During each turn a character may perform; an unlimited number of incidentals (within reason), one action, and one free maneuver, with the option to perform a second maneuver by suffering 2 strain
 - Incidentals are minor activities that can be undertaken with extremely little time or effort (dropping something being held or speaking to another character).
 - If initiative slot is an NPC initiative slot, the GM chooses one NPC who has not yet acted in that round. That NPC then takes its turn.
- Round Ends
- Encounter Ends

MANEUVERS

Type	Effect
Aim	Add ■ to next combat check, or ■ ■ if character spends 2 consecutive maneuvers aiming. Target a specific part of target or item carried, add ■ ■ to next check, ■ if character spends 2 consecutive maneuvers aiming.
Assist	Add ■ to an engaged ally's next check.
Guarded Stance	Add ■ to any combat check the character makes until the end of his next turn, but gain +1 melee defense.
Interact with Environment	Moving a large item, opening or closing a door, or taking cover in order to gain a ranged defense of 1 (some cover may grant a ranged defense higher than 1 if particularly sturdy).
Manage Gear	Draw, holster, ready, or load a weapon, or draw something from storage or put it away.
Mount / Dismount	Mounting a vehicle or gunnery station, or mounting a domesticated creature (successfully mounting an animal requires an Average ◆ ◆ Survival check).
Move	Change range increment Engage or Disengage with an opponent Move within Short range
Move to/from Prone	Dropping prone allows a character to add ■ to all ranged attacks made against him, although he must also add ■ to all melee attacks made against him.
Preparation	Some actions require additional preparation to be used. This maneuver is used to confer a bonus, offset a penalty, or fulfill a requirement.

ACTIONS

Type	Effect
Exchange Action for a Maneuver	A character can exchange his action for an additional maneuver during his turn, but still may not perform more than 2 maneuvers during his turn, no matter how he gained access to them.
Activate Ability	Certain abilities or talents require an action to activate.
Activate Force Power	Most Force powers require an action to activate
Make Skill Check	Perform a skill check within the structured time of combat. The GM may determine that certain skill checks require multiple actions or cannot be performed while the encounter continues.
Make Combat Check	Use a combat skill in order to attack a target.

RANGE BANDS

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

IMPROVISED WEAPONS *(See combat modifiers table for additional effects)*

Size	Dam	Crit	Range	Enc	Special	Examples
Small	+1	5	Engaged	1	-	Bottle, fist-sized rock, hydrospanner
Medium	+2	5	Engaged	3	Cumbersome 2	Two-handed rock, chair, holoivid screen
Large	+3	5	Engaged	4	Cumbersome 4	Shovel, table, crate, large tree branch

RANGED ATTACK DIFFICULTY

Range	Difficulty
Engaged	◆
- with Ranged (Light)	Add ◆
- with Ranged (Heavy)	Add ◆ ◆
- with Gunnery	Cannot make Gunnery check
Short	◆
Medium	◆ ◆
Long	◆ ◆ ◆
Extreme	◆ ◆ ◆ ◆

GRAPPLING

This game, being a more narrative one, does not possess specific rules for grappling. The unarmed combat rules have been designed to narratively cover multiple unarmed fighting techniques, including grappling. For this reason the basic brawl attack allows characters to deal damage to the target's strain threshold, and to knock the target prone and disorient him. This allows for the narrative of a grapple without additional rules.

COMBAT MODIFIERS

Situation	Modifiers
Attacker Aims	Add 1 to next combat check, or 2 if character spends 2 consecutive maneuvers aiming. If targeting a specific part of target or item carried, add 2 to next check, 1 if character spends 2 consecutive maneuvers aiming.
Attacker Assisted	Add b to next check per engaged ally that used the Assist maneuver
Target's Defense	Add 1 per point of target's defense.
Prone Target	Add b to ranged combat checks, 1 to melee attack checks.
Prone Attacker	Add 1 to melee combat checks.
Attack with 2 Weapons	Make a combined check using the difficulty of whichever weapon has a higher basic difficulty, and add 1 to the check, or 2 if the two weapons use different skills. On a successful hit, spend 2 or 1 to hit with secondary weapon as well.
Attack with Improvised Weapon	Generates automatic 1 . Any attack roll that results in 1 or 2 means the weapon breaks and is unusable in further rounds. Large improvised weapons requires two hands if the user is silhouette 1.
Silhouette Difference	When a character attacks a target 2 silhouette sizes larger than he is, remove 1 . When a character attacks a target 2 silhouette sizes smaller than he is, add 1 .
Engaged with Ranged Attacker	Add 1 to next melee check against ranged attacker, while remaining engaged.
Attacker in Guarded Stance	Add 1 to combat checks.
Target in Guarded Stance	Add 1 to melee checks.
Attack into Engaged with Ally	Upgrade the difficulty of the check by 1. If the attack succeeds but generates 1 , that 1 is automatically spent to make the attack hit an individual engaged with target instead.
Unarmed Combat check	Base damage of attacker's Brawn rating, a range of engaged, a Critical Rating of 5, and the Disorient 1 and knockdown qualities. Can choose to deal strain damage instead of wounds, still reduced by target's soak.

ENVIRONMENTAL EFFECTS

Situation	Modifiers
Cover	Character with cover increases ranged defense by 1 (or more at the GM's discretion).
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 moves through.
Water	Counts as Difficult or Impassable Terrain at GM discretion. Must hold breath or suffocate if submerged.
Concealment	Add a number of 1 to ranged combat and Perception checks and 1 to Stealth checks, or other checks if appropriate (table below).
Heavy Gravity	Add up to 3 to any Brawn based skill checks (except Resilience) and Coordination checks.
Light Gravity	Add up to 1 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.
Dangerous Atmosphere	Suffer a number of wounds at the beginning of each turn equal to rating (see table below). May be able to hold breath to avoid exposure at GM discretion.
Extinguish Fire	Coordination check, Average (2) Difficulty on hard surfaces, Easy (1) on soft surfaces, automatic if immersed in water. May work on other hazards (e.g. neutralize acid) at GM discretion.
Vacuum	Suffer 3 wounds, or Incapacitated and Critical Injury if wound threshold exceeded, at the 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 wound 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 (2) Athletics or Coordination check , each 1 reduces damage by 1, each 2 reduces strain by 1, 1 reduces distance fallen by one range band, at GM discretion.

CONCEALMENT

Dice	Example
+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.

See environmental effects table above for how concealment affects skills differently.

DANGEROUS ATMOSPHERES






















Rating	Examples
1-2	Camp fires, industrial cleaners, air filled with ash and fumes
3-5	Flammable liquids, flame projectors, industrial acids, air contaminated by chemical leaks
6-9	Welding torches, weaponised acids, atmospheres with substantial parts dangerous gasses
10+	Lava furnaces, atmospheres made of dangerous gasses

FALLING DAMAGE

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

See environmental effects table above for how to reduce damage taken from falling.

SPENDING , , , AND IN PERSONAL COMBAT

Cost	Result Options
 or 	<p>Recover 1 strain (may be selected more than once).</p> <p>Add  to the next active allied character's check.</p> <p>Notice a single important point in the ongoing conflict, such as the location of a blaster door's control panel or a weak point on an attack speeder.</p> <p>Inflict a Critical Injury with a successful attack that deals damage past soak ( cost may vary).</p> <p>Activate a weapon quality (a cost may vary).</p>
 or 	<p>Perform an immediate free maneuver that does not exceed the 2 maneuver per turn limit.</p> <p>Add  to the targeted character's next check.</p> <p>Add  to any allied character's next check, including the active character.</p>
 or 	<p>Negate the targeted enemy's defensive bonuses (such as the defense gained from cover, equipment, or assuming a Guarded Stance) until the end of the current round.</p> <p>Ignore penalizing environmental conditions such as inclement weather, zero gravity, or similar effects until the end of the active character's next turn.</p> <p>When dealing damage to a target, have the attack disable the opponent or one piece of gear rather than dealing wounds or strain. This could include hobbling him temporarily with a shot to the leg, or disabling his comlink. The effects should be temporary, and not too excessive.</p> <p>Gain +1 melee or ranged defense until the end of the active character's next turn.</p> <p>Force the target to drop a melee or ranged weapon it is wielding.</p>
	<p>Upgrade the difficulty of the targeted character's next check.</p> <p>Upgrade any allied character's next check, including the current active character.</p> <p>Do something vital, such as shooting the controls to the nearby blast doors to seal them shut.</p>
 or 	<p>When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as blowing up his blaster or destroying a personal shield generator.</p>
 or 	<p>The active character suffers 1 strain (may be selected more than once).</p> <p>The active character loses the benefit of a prior maneuver (such as taking cover or assuming a Guarded Stance) until he performs the maneuver again.</p>
 or 	<p>An opponent may immediately perform 1 free maneuver in response to the active character's check.</p> <p>Add  to the targeted character's next check.</p> <p>The active character or allied character suffers b on his next action.</p>
 or 	<p>The active character falls prone.</p> <p>The active character grants the enemy a significant advantage in the ongoing conflict, such as accidentally blasting the controls to a bridge he was planning to use for his escape.</p>
	<p>The character's ranged weapon immediately runs out of ammunition, and may not be used for the remainder of the encounter.</p> <p>Upgrade the difficulty of an allied character's next check, including the current active character.</p> <p>The tool or melee weapon the character is using becomes damaged one step.</p>

FLYING

Some creatures or individuals can fly, but not at the same speed as vehicles or mechanical devices like jet packs. In these cases, these creatures or individuals simply move from one place to the other by flying, but still use the rules for

Creatures that can **hover** move in the same manner as other creatures, with the following exceptions. Hovering creatures ignore difficult or impassable terrain as long as they can reasonably stay above it, and ignore the penalties for moving through water. They generally have to stay relatively close to the ground (within Medium range) unless otherwise noted.

Creatures that can **fly** follow all the same rules about terrain as creatures that can hover. However, they have to maintain at least some speed to stay aloft, and thus while flying must spend one maneuver every turn to move (they can actually change position or just circle in place, remaining where they are). Most flying creatures can move faster than hovering or ground creatures, and can move from long range to short using a single maneuver.

USING JETPACKS (*Collapse of the Republic 60*)

A character using a jetpack operates as a vehicle, which means they need some special considerations. As describes in the Vehicle Combat section, all personal-scale range bands fall within the close range band of planetary scale.

A character using a jetpack may perform the fly-drive maneuver to move any number of personal-scale range bands and avoid most obstacles and terrain while doing so. It is more important to track the character's location in personal scale

If a character using a jetpack does not perform any maneuvers, that does not mean they are standing still. They may be hovering, flying in a circle, or otherwise maintaining their relative distance. A character using a jetpack must perform a maneuver to accelerate or decelerate in order to take off or land safely.

WOUNDS, STRAIN, AND STATES OF HEALTH

EXCEEDING WOUND THRESHOLD

When a PC suffers wounds greater than his wound threshold, he is knocked out and incapacitated until his wounds are reduced so that they no longer exceed his wound threshold. **He also immediately suffers one Critical Injury.** When wounds exceed a character's wound threshold, the character should track how many wounds he's exceeded the threshold by, to a maximum of twice the wound threshold. He must heal wounds until his wounds are below his wound threshold before he is no longer incapacitated.

EXCEEDING STRAIN THRESHOLD

When a character has suffered strain greater than his strain threshold, he becomes incapacitated until his strain is reduced so that it no longer exceeds his strain threshold. He is likely unconscious, or may just be so dazed and staggered that he's completely unaware of his surroundings and unable to interact with them.

CRITICAL INJURIES

A Critical Injury is the result of a critical hit from an attack during combat, from a character exceeding their wound threshold, or through other means. Each time a character suffers a Critical Injury, the player rolls d100 on the Critical Injury Result table to determine the extent of the injury. The short term effects of some injuries are temporary, and may only disorient or afflict the character for a brief amount of time. Other injuries are more serious and represent long-term debilitation or impairment. A Critical Injury remains with a character until properly healed; even if the short term effect of the Critical Injury has passed, the status of having a Critical Injury remains. Each Critical Injury a character suffers adds +10 to any subsequent Critical Injury check.

ONGOING STATUS EFFECTS

A **staggered** character cannot perform actions (including downgrading actions to maneuvers).

An **immobilized** character cannot perform maneuvers (including maneuvers purchased via strain or spending ☹️).

A **disoriented** character adds ■ to all checks he makes. If he is disoriented multiple times, each instance increases the duration of the effect.

STRAIN DAMAGE AND CRITICAL INJURIES

Some attacks that deal strain damage can also trigger Critical Injuries. If a PC or Nemesis suffers a Critical Injury from a stun weapon, the outcome can be anything from adverse long-term effects to tangential injuries from being stunned (for example, the character could be knocked off balance and take a nasty crack on the skull when he hits the ground). Since these Critical Injuries would have to be triggered by the players or GM, both parties can always decide that a Critical Injury would not make sense in that narrative, and choose not to trigger them.

OPTIONAL RULE: PHALANXES (*Rise of the Separatists* 133)

Battle Droids and other NPCs often deploy in long columns to march across battlefield or against entrenched enemies, overwhelming the opposition through sheer numbers. Phalanxes can provide a change of pace for combat encounters. They are best used when the PCs need to hold a single location or protect an objective for a brief time.

To use a phalanx in a game, the GM should select a minion NPC and decide how wide the column is. For determining skill ranks, treat the phalanx as a minion group of a size equal to this column width. However, when the PCs defeat a member of the phalanx, the skill ranks do not change as normal; the phalanx remains at full effectiveness as another minion steps forward to take the casualty's place. A phalanx can never perform more than one maneuver in a round to move. If a number of minions in a phalanx equal to its width were defeated since its last turn, that phalanx loses its only maneuver. If the PCs defeat twice that number before its next turn, or spend ☹️ for the purpose, the phalanx is pushed back as if it had performed one maneuver to move away. When the phalanx is attacked with a weapon with the Blast quality, minions equal to the phalanx's width are considered Engaged.

If a phalanx uses a maneuver to engage a PC, the PC is **overrun**. On its turn, a phalanx can perform an additional attack as an incidental against each overrun PC (in addition to its normal action). While a PC is overrun, treat them as moving through difficult terrain (which means the PC must perform twice as many maneuvers to disengage). If a PC uses a maneuver to engage a phalanx on their own terms, they are not overrun, and the phalanx does not get any free attacks. At the GM's discretion, the character may subsequently become overrun if they fail to destroy the entire front rank, or if the battle otherwise turns against them.

RECOVERY AND HEALING

NATURAL REST

- A full night's rest recovers 1 wound and generally recovers all strain that a character has suffered.
- After an encounter, a character can perform a **Simple (-) Discipline or Cool** check to recover 1 strain per ✨.
- Resting for a full week allows a Resilience check from a Critical Injury (difficulty determined by the severity). On failure, recover 1 wound but retain the Critical Injury. On ☹️ recover from 1 additional Critical Injury.

BACTA / OIL BATHS

- Using a Bacta tank, a non-droid character recovers 1 wound per 2 hours. If Incapacitated, the character recovers 1 wound per 6 hours.
- After each 24 hour period, the character may attempt a Resilience check to recover from the Critical Injury as if they had been resting naturally for a week.
- Using an oil bath a droid recovers 1 wound per hour. Oil baths do not restore Critical Injuries, which are instead repaired with Mechanics checks.

STIMPACKS / EMERGENCY REPAIR PATCHES

- Use a Stimpack or Emergency Repair Kit to recover wounds up to 5 times in a 24 hour period. The first use restores 5 wounds, each subsequent use restores 1 less wound.

MEDICAL CARE

- Once per encounter, a character may make a Medicine/Mechanics check to help a character heal wounds, each ✨ heals 1 wound, each ☹️ recovers 1 strain.
- A Medicine or Mechanics (for droids) to heal a Critical Injury may be attempted once per week
 - Even if the effect of a Critical Injury has expired, the injury lasts until it is treated, making subsequent Critical Injuries worse.

MEDICINE / MECHANICS CHECK DIFFICULTY

State of Health	Difficulty
Current wounds ≤ ½ wound threshold	◆
Current wounds > ½ wound threshold	◆◆
Wounds exceed wound threshold	◆◆◆
Critical Injury	Critical Injury severity
Attempt to heal self	Add ◆◆ (Only add ◆ if using Mechanics)
Lacking proper equipment	Add ◆

CRITICAL INJURY RESULT

d100	Severity	Result
01 - 05	Easy (◆)	Minor Nick: The target suffers 1 strain.
06 - 10	Easy (◆)	Slowed Down: The target can only act during the last allied Initiative slot on his next turn.
11 - 15	Easy (◆)	Sudden Jolt: The target drops whatever is in hand.
16 - 20	Easy (◆)	Distracted: The target cannot perform a free maneuver during his next turn.
21 - 25	Easy (◆)	Off-Balance: Add ■ to target's next skill check.
26 - 30	Easy (◆)	Discouraging Wound: Flip one light side Destiny Point to a dark side Destiny Point (reverse if NPC).
31 - 35	Easy (◆)	Stunned: The target is staggered until the end of his next turn.
36 - 40	Easy (◆)	Stinger: Increase the difficulty of target's next check by one.
41 - 45	Average (◆◆)	Bowled Over: The target is knocked prone and suffers 1 strain.
46 - 50	Average (◆◆)	Head Ringer: The target increases the difficulty of all Intellect and Cunning checks by one until the end of the encounter.
51 - 55	Average (◆◆)	Fearsome Wound: The target increases the difficulty of all Presence and Willpower checks by one until the end of the encounter.
56 - 60	Average (◆◆)	Agonizing Wound: The target increases the difficulty of all Brawn and Agility checks by one until the end of the encounter.
61 - 65	Average (◆◆)	Slightly Dazed: The target is disoriented until the end of the encounter.
66 - 70	Average (◆◆)	Scattered Senses: The target removes all ■ from skill checks until the end of the encounter.
71 - 75	Average (◆◆)	Hamstrung: The target loses his free maneuver until the end of the encounter.
76 - 80	Average (◆◆)	Overpowered: The target leaves himself open, and the attacker may immediately attempt another free attack against him, using the exact same pool as the original attack.
81 - 85	Average (◆◆)	Winded: Until the end of the encounter, the target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers.
86 - 90	Average (◆◆)	Compromised: Increase the difficulty of all skill checks by one until the end of the encounter.
91 - 95	Hard (◆◆◆)	At the Brink: The target suffers 1 strain each time he performs an action.
96 - 100	Hard (◆◆◆)	Crippled: One of the target's limbs (selected by the GM) is crippled until healed or replaced. Increase the difficulty of all checks that require the use of that limb by one.
101 - 105	Hard (◆◆◆)	Maimed: One of the target's limbs (selected by the GM) is permanently lost. Unless the target has a cybernetic replacement, the target cannot perform actions that would require the use of that limb. All other actions suffer ■.
106 - 110	Hard (◆◆◆)	Horrific Injury: Randomly roll 1d10 to determine one of the target's characteristics – 1-3 for Brawn, 4-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. Until this Critical Injury is healed, treat that characteristic as one point lower.
111 - 115	Hard (◆◆◆)	Temporarily Lame: Until this Critical Injury is healed, the target cannot perform more than one maneuver during his turn.
116 - 120	Hard (◆◆◆)	Blinded: The target can no longer see. Upgrade the difficulty of all checks twice. Upgrade the difficulty of Perception and Vigilance checks three times.
121 - 125	Hard (◆◆◆)	Knocked Senseless: The target is staggered for the remainder of the encounter.
126 - 130	Daunting (◆◆◆◆)	Gruesome Injury: Randomly roll 1d10 to determine one of the target's characteristics – 1-3 for Brawn, 4-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. That characteristic is permanently reduced by one to a minimum of one.
131 - 140	Daunting (◆◆◆◆)	Bleeding Out: Every round, the target suffers 1 wound and 1 strain at the beginning of his turn. For every 5 wounds he suffers beyond his wound threshold, he suffers an additional Critical Injury. Roll on the chart, suffering the injury (if he suffers this result a second time due to this roll, roll again).
141 - 150	Daunting (◆◆◆◆)	The End is Nigh: The target will die after the last Initiative slot during the next round.
151 +	-	Dead: Complete, obliterated death.

COMBAT ENVIRONMENTS

(Forged in Battle 86)

USING ENVIRONMENTS

























When planning an encounter, it is helpful to think about the various ways the environment might factor in. In some cases, the environment might form the bases for an encounter, or even an entire mission. Many missions revolve around taking and holding, or fortifying, a certain location of strategic importance. In other cases, the environment might be the defining feature of a particular combat encounter, such as a squad fighting its way across a bridge over a rushing river, or sneaking through a forest area.

In addition to the general possibilities and complications offered by a particular environment, GMs can introduce other dangers to threaten both sides. While it isn't a staple of wilderness combat, the PCs might find themselves along the banks of an acidic river near the lair of a dangerous predator, or on a world with a toxic atmosphere. Such details not only set a particular environment apart from others of its type, but make for uniquely challenging combats.


















Often, the bulk of a mission takes place in a similar environment. In such cases, it's a good idea for the GM to focus on different aspects of the environment in each encounter to help ensure that they don't feel repetitive. For instance, in a battle or series of skirmishes taking place in a forested area, the PCs might face an ambush from the canopy in one encounter, dangerous wildlife in another, and concealed heavy weapon emplacements in a third.

In keeping with the narrative nature of the game, GMs should not be afraid to let players have some input on the environment. If a player asks about the presence of a certain kind of plant, rock formation, control panel, or building, it's usually best to say "yes," or let the results of an appropriate skill check decide the answer. Chances are, the player has an interesting and entertaining plan in mind, and allowing a creative plan that revolves around the environment can make for a memorable and satisfying encounter.

















SPENDING , , , AND IN BOARDING ACTIONS

Cost	Result Options
 or 	The attack strikes a terminal or power cable, showering the target character in sparks. The next attack against the target character gains the Disorient 2 quality
  or 	A nearby power conduit discharges into the target character, who must succeed at an Average (◆◆) Resilience check or be staggered for 1 round; the character is disoriented for 1 round for each  generated The attack hits a control panel and causes a bulkhead door (chosen by the player) to open
   or 	A computer terminal or control panel near the target explodes, dealing 10 damage (or more at GM discretion) to all engaged characters
	The attack knocks the target into an exposed power cabling or smashes him into a computer terminal, inflicting strain equal to the damage caused by the attack
 or 	A ricocheting blaster bolt startles the active character, add  to the next combat check targeting him
  or 	A fluctuation in the ship's artificial gravity knocks the active player prone and disorients him for 1 round The attack shorts out the lighting system for the corridor or room, plunging it into darkness
   or 	The ongoing combat damages the ship's artificial gravity generator or the gravity conduits in the area, placing all combatants in zero gravity
	The attack (or cumulate effects of many attacks) damages life support systems for this part of the ship or the entire ship, depending on its size. Characters without space suits or oxygen supplies face suffocation
 	The attack cracks a transparisteel viewport, causes a massive explosive chain reaction, or otherwise breaches the hull, exposing the combatants to a vacuum. In addition, all characters exposed must succeed on an Average (◆◆) Athletics or Coordination check to avoid being pulled through the breach due to decompression

SPENDING , , , AND IN URBAN COMBAT

Cost	Result Options
 or 	The attack ruptures a pipe carrying water or another liquid, creating an area of difficult terrain around the target
 or 	Shattered transparisteel, shrapnel, or debris strikes the targeted character, inflicting 1 strain Power to the area is cut off or light sources destroyed, possibly resulting in darkness
 or 	The attack dislodges a large amount of rubble or durasteel plating onto the targeted character, staggering him for 1 round A vehicle, power supply, ammunition store, or fuel container near the target explodes, inflicting 10 damage (or more based on GM discretion based on the environment) to all engaged characters The attack seriously damages the target's cover, reducing the  it adds by 1
	The attack collapses the street or floor beneath the targeted character, he suffers a fall from short or medium range and is immobilized for 1 round The attack collapses a wall or other considerable section of a building near the targeted character, staggering the target and anyone engaged with him for 1 round
 or 	The sight or sound of a door closing or window shattering distracts the active character, adding  to the next combat check targeting him
 or 	Debris falls in front of the targeted character, providing cover or improving existing cover The floor or street gives out and traps the active character's foot, immobilizing him until he spends a maneuver to free himself
 or 	The attack injures or endangers a civilian The active character's cover is damaged or collapses, reducing the  it adds to incoming attacks by 1
	A section of ceiling, a bridge, or even vehicle wreckage falls toward the active character, inflicting 12 damage and knocking him prone unless he avoids it with a Hard (◆◆◆) Vigilance check

























SPENDING , , , AND IN WILDERNESS COMBAT

Cost	Result Options
 or 	The attack exposes or draws attention to a concealed enemy, adding  to the next check to detect him The attack drops an insect hive, ignites swamp gas, or otherwise badly startles the target, inflicting 1 strain on the target and each other character within short range
 or 	The attack ignites dry foliage or other flammable material near the target, starting a fire with a rating of 2
 or 	The attack damages an important piece of survival gear carried by the targeted character The attack kicks up a cloud of sand, frightens a flock of birds, or otherwise distracts the target, causing him and each other character within short range to lose his free maneuver his next turn
	The attack collapses a tree, rocks, snow bank, or other large mass onto the targeted character, who is knocked prone and immobilized until he passes a Hard (◆◆◆) Athletics or Coordination check , requiring an action
 or 	Insects, leaves, or snow obscures the active character's sight, add 1 automatic  to his next check.
 or 	The active character steps in quicksand or gets caught by a root or vine, immobilizing him until he passes an Average (◆◆) Athletics or Coordination check
 or 	The active character draws the attention of a predator or frightens wildlife with dangerous consequences (potentially for both sides) The active character receives a bite or sting from a small but venomous creature and suffers 1 wound each round for 5 rounds or until treated with an Average (◆◆) Medicine check
	A severe weather event occurs without warning, such as a sandstorm, twister, or blizzard; for the duration of the encounter, upgrade the difficulty of all checks once for all characters



SQUAD & SQUADRON RULES


(Age of Rebellion Game Master Kit 28, Rise of the Separatists 136)

SPENDING , , , AND DURING SQUAD AND SQUADRON COMBAT


Cost	Result Options
 	On a successful Leadership check to enter a formation, may enter the formation as an incidental action instead of a maneuver.
  	If targeting a squad or squadron, force 1 minion in it out of position. The leader loses the benefit of that minion until the minion returns to formation.
   or 	On any check while leading a squad or squadron, order it into a new formation as an incidental without an additional check. The targeted character cannot redirect this attack to their squad or squadron.
	If targeting a squad or squadron, may eliminate 1 minion in it. If leading a squad or squadron, the minion allies may make a free, immediate attack. Calculate this attack as if all the minions in the squad or squadron are an independent minion group. No minion group can have more than 5 ranks in a skill for the purposes of this attack, even if there are more than 5 minions.
 	Force the targeted squad or squadron to disband.
 or 	If leading a squad or squadron, 1 minion is separated from it and placed at close range.
  or 	If leading a squad or squadron, it breaks its current formation.
   or 	If leading a squad or squadron, cannot redirect the next successful attack to a minion
	If leading a squadron, a minor collision between squad mates occurs. In addition, the 2 affected minions are separated from the squadron and moved to close range. Note that because minions are immediately incapacitated by Critical Hits, this means that both minions are lost unless their roll for a Critical Hit is 0.
 	If leading a squad or squadron, consider it disbanded.



To create a squad or squadron, the character who wants to lead makes an **Easy (◆) Leadership** check. If successful, the character may lead up to 11 allied minions already within engaged range. These minions are now members of the squad and no longer receive a turn in combat and do not roll for initiative. A squad or squadron's silhouette is 1 higher than that of its largest member.


While leading a squad, a leader may redirect any hit he or his vessel suffers to a minion in his squad or squadron instead. Once a squad is formed, it remains in operation until it is disbanded by the leader as an incidental, until the leader or all minions have been destroyed, as a result of , , or a failed fear check. Upon disbanding, any remaining minions are formed into minion groups and take their turns directly after their former leader. Minions can rejoin a squad by spending 2 maneuvers during their turn.

A leader can order his squad into a formation by making an **Average (◆◆) Leadership** check as a maneuver. If the targeted minions possess Discipline as a group skill, add  to the check


SQUAD FORMATIONS


Dug In: Add  to any attack targeting the squad or its leader while in this formation. This effect can stack with other defensive bonuses, such as cover.


Skirmish: Add  to any Vigilance checks made by the squad or its leader to determine initiative or to any Perception checks to detect an enemy while in this formation. Also requires enemies to spend 1 additional  to activate the Auto-Fire or Blast weapon qualities when making attacks targeting this squad.

Close: Add  to any attack made by the squad while in this formation.


Mission Specialist: While in this formation, the squad leader can use Leadership to perform a single Computers, Mechanics, Medicine, Skulduggery, Survival, or any Knowledge check. The squad must remain in this formation for the duration of the check. The leader can only do this a number of times equal to his ranks in the Leadership skill per session.




Comm Silence: Add  to Stealth checks in this formation. Immediately ends of the leader or squad member uses a comlink or similar device.

Search Party: Add  to any Survival checks to track a target and to all Perception checks, at GM discretion, while in this formation.


Support Fire: Add  to attacks made by the squad or its leader.

SQUADRON FORMATIONS

Attack Formation: Add  to any attack made by the squadron while in this formation.

Evasive Maneuvers: Add  to all attempts to gain the advantage and add  to enemy attempts to gain the advantage on this squadron. Enemies also must also spend an 1 additional  to activate the Auto-Fire or Blast weapon qualities against this squadron.

Running Dark: Downgrade difficulty of Stealth checks made by the unit by 1 and upgrade the difficulty of all Leadership checks while in this formation.

Sensor Sweep: Add  to any Vigilance checks made by the squadron to determine initiative and to Computers and Perception checks to detect targets while in this formation.

Skilled Navigator: While in this formation, the squadron leader can substitute a Leadership check for a single Astrogation, Computers, Mechanics, or any Knowledge check. The squadron must remain in this formation for the duration of the check. The leader can only do this a number of times equal to his ranks in the Leadership skill per session.

Screen Formation: While in this formation, add 1 to ship defense in all zones. If the squadron entering this maneuver does not have shields or has lost them for any reason, upgrade the difficulty of this check by 1.

MASS COMBAT

(Lead by Example 70, Collapse of the Republic 132, Friends Like These 10, Onslaught at Arda I 30)

To run a large-scale battle, the GM makes a series of checks across the course of the scene. These checks (called Mass Combat checks) follow the rules laid out for checks in the *Age of Rebellion* Core Rulebook; however, the number of dice and upgrades in the dice pool are determined by the details of the battle instead of the stats of individual characters. The outcomes of these checks will inform how the battle unfolds, from who is currently winning or losing to determining specific events on the battlefield. At its core, a Mass Combat check represents the climax of a portion of a battle between an active force and the enemy force. Success on a Mass Combat check means that the active force has achieved their objective during that portion of the battle, while failure indicates temporary defeat.

PHASES

To determine when to roll a Mass Combat check during a battle, the GM should first break the battle's timeline into phases (similar to rounds of combat), a phase is a period of time during which a meaningful change could occur in the battle. Unlike a round of combat, however, a phase represents a length of time that differs from battle to battle based on the individual circumstances and the sizes of the forces involved. There are two main ways to break a battle into phases:

- **Time:** The GM chooses an amount of time (10 minutes for smaller battles to an hour or longer for larger battles) for each phase to last. After this amount of time elapses in the game world, the GM rolls a Mass Combat check to determine how the battle phase resolved.
- **Events:** A GM who already has a more structured idea of how the battle should develop can instead break it into a series of notable events. Each of these events should mark a change in the battle (For example, at the Battle of Hoth, phases delineated by event might include the landing of the Empire, the approach of the AT-ATs, the breaching of the base, and the escape to space). When using event-based phases, the GM rolls a Mass Combat check at the transition between each phase and the next to determine how the battle has unfolded and may affect the phases to come.

When planning a mass combat, the GM should determine what constitutes a victory or defeat for the active force during each phase. As success or failure on the Mass Combat check will narrate the outcome of that phase, what those outcomes are should be determined beforehand. The GM should also consider what the PCs can do in each phase to facilitate a victory for their own side of the battle and prepare encounters for them accordingly.

FORCE STRENGTH

Force Strength	Planetary Force	Starship Force
Trivial	<ul style="list-style-type: none"> - Hundreds of civilian militia - A platoon of Imperial Army troopers - A squadron of speeders or recon walkers 	<ul style="list-style-type: none"> - A single starfighter squadron - A pair of combat-modified transports, freighters, or patrol boats
Significant	<ul style="list-style-type: none"> - Dozens of Ewoks or Tuskan raiders - Thousands of civilian militia or a tribe of Ewoks - A company of Imperial Army troopers - A wing of speeders or platoon of scout walkers 	<ul style="list-style-type: none"> - A wing of starfighters - A squadron of combat-modified transports, freighters, or patrol boats - A single gunship
Imposing	<ul style="list-style-type: none"> - An army of several dozen Gungans or Talz - A platoon of Rebel marines or Imperial Stormtroopers - A dozen Wookiee warriors - A squadron of hovertanks or heavy walkers 	<ul style="list-style-type: none"> - Multiple wings of starfighters - Numerous combat-modified transports, freighters, or patrol boats - A small fleet of gunships - A single cruiser
Staggering	<ul style="list-style-type: none"> - A company of Rebel marines or Imperial stormtroopers - A platoon of Alliance SpecForce or Imperial storm commandos - A battalion of Imperial Army troopers - A platoon of hovertanks or heavy walkers 	<ul style="list-style-type: none"> - A large fleet of gunships - A small fleet of frigates - A pair of cruisers - A single battleship
Vast	<ul style="list-style-type: none"> - A battalion of Rebel marines or Imperial stormtroopers - A company of Alliance SpecForce or Imperial storm commandos - A regiment of Imperial Army troopers - A company of hovertanks or heavy walkers 	<ul style="list-style-type: none"> - A large fleet of cruisers - A fleet of battleships - A star dreadnought such as the <i>Executor</i>
Overwhelming	Any force larger and more skilled than listed above	Any force larger and more skilled than listed above

BUILDING THE POOL

1. ADD ABILITY & DIFFICULTY DICE

- The addition of and to the pool represents the physical realities of the opposing forces: how well-trained they are, whether or not they have any vehicles, and what kinds of gear they have.
- are added to the pool based on the makeup of the acting force, which comprises all of the infantry, vehicles, and starfighters working together on the acting side of the conflict. The stronger, larger, and better trained the acting force is, the more get added to the pool. This only counts the forces that are actively participating in the battle during this phase; it doesn't include forces currently in bases or hangars or on other fronts.
- The rules for adding for the acting force also apply to adding for the enemy force, with the same restrictions.
- See the **Force Strength Table** for examples of forces of varying size and quality. Once the force strength of the acting force and the enemy force are established, look at the **Active and Enemy Forces Table** to determine the number of and to add to the pool.
- When forces include more than one element, it is recommended that the GM calculate the greatest force strength of any single element of the force, and increase the force strength by one step to represent the aid of the other troops. In rare instances, a force may be so numerous and varied that the force strength could be increased by two steps.

Force Strength	Acting Force	Enemy Force
Trivial		
Significant		
Imposing		
Staggering		
Vast		
Overwhelming		

2. UPGRADE ABILITY & DIFFICULTY DICE

- The ability of the dice pool is upgraded a number of times equal to the acting force's commander's ranks in the Leadership skill. The leader must be able to command the forces during that phase of the battle to gain this upgrade. If a leader's communications are knocked down, he is separated from his forces, or his command ship is disabled, he is unable to lead and thus does not grant the upgrade.
- Sometimes, when a leader is cut off from his forces but has left commands that the force can continue to act on, that force may continue to upgrade a number of dice equal to half the commander's Leadership skill rounded down. However, this only lasts as long as the commander's orders are applicable to the current situation.
- Each phase, a new character may take the role of leader if the situation calls for it. If someone else takes over command in a situation, the fighting force can begin to use the new character's ranks in Leadership

- The difficulty of the pool is upgraded a number of times equal to the enemy commander's ranks in Leadership. The same restrictions outlined above regarding authority and new commanders apply to these upgrades as well.

3. ADD BOOST & SETBACK DICE

- Once the ability and difficulty of the pool has been decided based, ■ and ■ are added to the dice pool, based on other elements that may be affecting the battle. Elements that benefit the acting force add ■ to the pool, while elements that benefit the enemy force add ■ to the pool. These can include the morale of the forces, circumstances on the battlefield, actions of the PCs, and anything else the GM and players can come up with.
- See the ■ and ■ in **Mass Combat Table** for a list of suggested reasons for adding ■ and ■ to the Mass Combat check.

■ AND ■ IN MASS COMBAT

Reason to Add ■	Reason to Add ■
The acting force is in a defensible position (a fortress, a natural choke point, a trench system, etc.)	The enemy force is in a defensible position (a weaponized space station, a hardened bunker, a fortified vault, etc.)
The acting force has had ample time to prepare for the engagement (set traps or mines, prepared covered positions, distributed ammunition, etc.)	The acting force is caught off guard, under extreme pressure, or otherwise unprepared for the battle (weapons are locked away, troops are out of position, defense systems are cycled down, etc.)
Weather or stellar phenomena provide the acting force with cover, the element of surprise, or a distraction to the enemy force.	Weather or stellar phenomena disrupt or distract the acting force or provide the enemy with cover or the element of surprise.
The acting force is well supplied with ammunition, tactical data, or equipment that is particularly useful for the task at hand.	The acting force is low on ammunition, lacks reconnaissance data about the environment, or is undersupplied.
The acting force has noncombatant allies who provide useful support (carrying a steady resupply of ammunition or other supplies, acting as scouts or spotters, offering their knowledge of the battle site, etc.)	The acting force is hindered by noncombatant involvement in the battle (noncombatants are aiding the enemy force, present possible civilian casualties to guard against, are taken as hostages by the enemy, etc.)
The acting force is fighting for more than just martial victory or personal gain (higher ideals like the protection of others or freedom, etc.) This is a very subjective category, but in <i>Star Wars</i> , right makes might.	The acting force has particularly un-heroic motives for its actions (conquest, pillage, vengeance, etc.)

RESOLVING THE POOL

On a successful check, the acting force accomplishes its objectives for that phase of the battle or prevents the enemy force from achieving its goals. Such objectives could range from pushing back an enemy advance, maintaining a defensive perimeter against an invading enemy, or buying time for civilians and noncombatants to evacuate the battlefield. Additional ✨ can be spent to achieve further goals or to increase the magnitude of the success in degrees. In some cases, as with the civilian evacuation example, the GM may wish to define success in degrees. In this case, each additional ✨ may mean a set number of civilians escape the conflict ahead of schedule, which could lead to the battle lasting fewer phases than planned.

On a failed check, the enemy force accomplishes its objectives for that phase of the battle, or the acting force is stymied. Enemy objectives could include such activities as breaching the outer defenses of a hidden Rebel base, destroying a shield generator protecting the acting force, or successfully implementing a counter-ambush against an attacking Rebel fleet. 🌀, 🌀, 🌀, and 🌀 results can be spent narratively or by using the suggestions on the **Spending 🌀, 🌀, 🌀, and 🌀 in Mass Combat Table**

Where the PCs Fit in

While planning Mass Combat, it is up to the GM to determine what events the PCs will be able to take part in during each phase. Most importantly, the GM should determine beforehand what the objective of each phase is and what success or failure means for the greater scope of the battle. Only the objective of the final phase should be the final victory or defeat outcome of the entire battle, with each phase preceding it modifying the final check.

Such phase objectives could include holding off an enemy advance long enough for an evacuation to begin or for reinforcements to arrive, taking down the shield generator of an enemy strong point so the final attack can

begin, or even simply pushing the line of advance further forward, driving the enemy back. The GM should also provide ways that the players can influence the outcome of each phase, giving the players smaller objectives of their own or simply interpreting the actions they chose to take during the mass combat and modifying the Mass Combat check dice pool accordingly.

If the players' actions have the potential to significantly affect the quality and numbers of troops fighting on either side, the GM should represent their success or failure by modifying the ability ◆ or difficulty ◆ dice on the next Mass Combat check accordingly. If the PCs successfully raise the active force strength, the ability of the Mass Combat dice pool should be increased once. If the active force strength is lowered as a result of the PC's actions, the ability should be decreased once. Similarly, if the PC's actions increase or decrease the strength of the enemy forces, the difficulty of the Mass Combat check should be modified accordingly; adding or removing ◆ as necessary.

PCs often make the most obvious candidates for leadership in a mass combat, and if a PC takes the role of the active force commander, they upgrade the ability of the Mass Combat dice pool according to the rules in **Step 2: Upgrade Ability**. Conversely, if the PCs choose to affect the leadership of the enemy, and are successful in removing the "head of the snake", the difficulty of the next Mass Combat check is not upgraded, as the enemy force suffers from a lack of leadership or direction.





















Finally, the PCs might perform less defined tasks, turning the environment or circumstances to their advantage or failing in their minor objectives and turning fortune against their cause. In these cases, the GM should add ■ or ■ to appropriately represent the outcomes of the PC's actions. It is also possible that the PCs may seek to remove an existing hindrance from the field of battle, if they succeed in such a goal, remove any ■ that hindrance added to the pool.

TURNING POINTS

Mass Combat is as much about the PCs and their actions as it is about the forces clashing around them. This is the story of their adventures, after all. PCs have an enormous capacity to affect the world around them, in many cases far exceeding their ability, their experience, or their rank.

When the actions of the PCs cause extreme results on the battlefield, the GM can call an end to the current phase, determine the dice pool, and roll the Mass Combat check for the phase immediately, circumventing the predetermined end of the phase. This is called a turning point, and the GM is encouraged to use them sparingly. In this way, truly heroic and epic actions performed by the PCs can shape the course of even a massive battle.

SPENDING , , , AND IN MASS COMBAT

Cost	Result Options
 or 	<p>All characters with the acting force can recover 1 strain.</p> <p>The PCs notice a key feature of the enemy force (an enemy officer, weapon emplacement, support vehicle, etc.) and its position on the battlefield</p>
 or 	<p>An attack by the acting force reveals a weakness in the enemy force's defense. Add  to the next Mass Combat check as the acting force exploits the weakness.</p> <p>The PCs perform a particularly heroic act or do something with minor but lasting consequences for the cause of the Rebel Alliance (acquire enemy material or intel; rescue or otherwise aid a neutral party, thereby swaying that person or group's position on the Rebellion; etc.) When the battle is over, the PCs each increase their Duty by 1.</p>
 or 	<p>A previously unnoticed geographical feature of the battlefield (a stand of trees, a valley, a rock formation, etc.) affords the acting force some cover. The acting force may downgrade the difficulty of the next Mass Combat check once as it utilizes this vital feature.</p> <p>The acting force disables an important piece of enemy hardware, destroying a heavy weapon or item of equipment that provided the enemy force with an advantage in the battle.</p> <p>The leader of the acting force makes a rousing speech to inspire the troops or enacts a cunning plan. The acting force may upgrade the ability dice in its next Mass Combat check once.</p>
	<p>Overwhelmed by the ferocity of the acting force's attack, an enemy unit is close to abandoning its post. On the next Mass Combat check, any  generated causes the enemy force to abandon its post and run.</p> <p>A notable NPC within the acting force performs a particular feat of heroism. This provides the acting force with a tangible benefit and makes a name for the NPC in the Rebel Alliance.</p> <p>Reinforcements arrive to support the acting force. These increase the force strength of the acting force by one step (Significant to Imposing, for example) in future phases.</p>
	<p>Sizeable reinforcements arrive to support the acting force. These increase the force strength of the acting force by two steps (Significant to Staggering, for example) in future phases.</p> <p>A dramatic narrative moment gives the PCs the chance to singlehandedly change the entire course of the battle. This could be anything from a chance encounter with the enemy commander; to a dogfight with the enemy force's top ace; to the infiltration and slicing of the enemy force's comms station, redirecting enemy reinforcements away from the battle. The options here are endless and entirely dependent on the circumstances of the narrative.</p>
 or 	<p>The characters involved with the acting force suffer 1 strain.</p> <p>The fog of war creates confusion on the battlefield. Add  to the next Mass Combat check as the acting force struggles to differentiate allies from enemies.</p>
 or 	<p>The enemy disrupts the acting force's line of battle. Members of the acting force suffer  on their next skill check.</p> <p>One of the PCs involved with the acting force (chosen at random, or determined by GM to fit the narrative) suffers an unfortunate accident on the field of battle (falling debris, a stray round, friendly fire, etc.) The PC suffers 4 wounds.</p>
 or 	<p>The acting force gets bogged down in difficult terrain. As a result, it upgrades the difficulty of its next Mass Combat check once.</p> <p>The enemy force disables an important piece of the acting force's hardware, destroying a heavy weapon or piece of equipment that provided the acting force with an advantage in the battle.</p> <p>The enemy force gains a significant advantage in the battle due to a blow to the command of the acting force (the Commander is wounded, crucial equipment is damaged, etc.) Downgrade the ability dice in the next Mass Combat check once.</p>
	<p>One of the PCs involved with the acting force (chosen at random, or as determined by GM to fit the narrative) is grievously hurt in the fighting and suffers one Critical Injury.</p> <p>A notable NPC within the acting force suffers a grievous Critical Injury. This deprives the acting force of a tangible asset and seriously endangers someone important to the PCs.</p> <p>Communications are disrupted, and orders are garbled. The commander of the acting force cannot clearly communicate orders to the troops. Unless another officer or respected leader who can communicate to the acting force steps in to take the commander's place, the acting force does not upgrade the ability of the dice pool due to its commanders ranks in Leadership the next Mass Combat check.</p> <p>Reinforcements arrive to support the enemy force, increasing its force strength by one step (Significant to Imposing, for example) in future phases.</p>
	<p>Either succumbing to panic or enemy infiltration, a portion of the acting force turns traitor and joins the enemy force. Decrease the force strength of the acting force by one step (Imposing to Significant, for example) and increase the force strength of the enemy force by one step (Significant to Imposing, for example) in future phases.</p> <p>Sizeable reinforcements arrive to support the enemy force, increasing its force strength by two steps (Significant to Staggering, for example) in future phases</p>

SHOWDOWNS & SHOOTOUTS

(Fly Casual 85)

STEP 1: FACE OFF

During the first step of a showdown, the two characters face off, each attempting to either intimidate the other or size him up while patiently waiting for him to draw. Depending on the nerve and experience of the combatants, this standoff might last for seconds or minutes. Veteran duelists might play the entire scenario out in their minds several times before drawing.

During Step 1: Face Off, each character chooses to either Size up or Intimidate his target

SIZE UP

The character attempts to assess his opponent, seeking any clues that might give him the edge when both gunslingers go for their blasters. He might detect a telltale nervous twitch, a custom holster, or that the foe favors one leg over the other. However, if the character misreads the subtle cues, he might act on false information, putting himself at a disadvantage when it comes time to draw and shoot. The character makes an opposed Perception or Streetwise check against his opponent's Cool. If the character succeeds, he upgrades his ability for the Cool check to determine initiative in **Step 2: Draw** once, and once per additional ✨ on the check. The player and GM can also spend dice symbols as normal, or for the additional effects shown in the table below.

INTIMIDATE

Through anything from verbal taunts to twitching his fingers near his blaster, the character attempts to intimidate or fool his opponent into drawing first. Should the character focus too much on this attempt, however, he might lose sight of the bigger picture and overlook his opponent's actions, putting him at a disadvantage. The character makes an opposed Deception or Coercion check against his opponent's Discipline. If the character succeeds, he adds ■ to his opponent's Cool check to determine initiative in **Step 2: Draw**, and ■ per additional ✨ on the check. The player and GM can also spend dice symbols as normal, or for the additional effects shown in the table below.

SPENDING 🌀, 🌀, 🌀, AND 🌀 IN A SHOWDOWN

Cost	Result Options
🌀 or 🌀	Perform a Guarded Stance maneuver as an incidental during Step 2: Draw (or a subsequent turn). Drop prone or stand up from prone as an incidental during Step 2: Draw (or a subsequent turn).
🌀🌀 or 🌀	Perform an Aim maneuver as an incidental during Step 2: Draw (or a subsequent turn). Add +10 to the first Critical Injury the character inflicts before the end of his next turn.
🌀🌀🌀 or 🌀	Draw a weapon as an incidental during Step 2: Draw (or a subsequent turn). Force the target to drop a weapon it is carrying.
🌀	Add +30 to the first Critical Injury the character inflicts before the end of his next turn. If the attack inflicts damage on a rival NPC target, it kills the target immediately. (Can only be activated during the combat check in Step 2: Draw).
🌀🌀	If the attack inflicts damage, it incapacitates the target without killing him. (This can only be activated during the combat check in Step 2: Draw). The character may immediately make another combat check against a different target within range. (This can only be activated during the combat check in Step 2: Draw).
🌀 or 🌀	The character suffers 2 strain.
🌀🌀 or 🌀	The character is disoriented for 2 rounds.
🌀🌀🌀 or 🌀	The character does not benefit from his ranged or melee defense until the end of his next turn. The character is immobilized for 2 rounds.
🌀	After he attacks, the character's weapon malfunctions. Treat this as though it had run out of ammunition if applicable.
🌀🌀	The character's attack hits a bystander within range (of his opponent's choice) instead of his target. (This can only be activated during the combat check in Step 2: Draw and if there is a target in range). The character cannot voluntarily suffer strain to activate any abilities or gain extra maneuvers until the end of his next turn.

STEP 2: DRAW

Eventually, one of the duelists' nerve breaks, and he goes for his blaster. With this sign of aggression, the other character can draw his own blaster without fear of legal reprisal. Observers must watch carefully, because the gunfighters move with incredible speed.

Both characters make a competitive Cool check with a difficulty of **Simple (-)** to determine initiative, modified based on the results of the checks in Step 1: Face Off. The character with the lower initiative result blinks first and tries to attack, while the character with the higher result keeps his nerve, drawing and attacking in a seamless motion.

The character with the higher result takes the first turn, but he must draw his weapon (if he wishes to use it) and attack. He can use any remaining maneuvers after drawing his weapon to Aim, take cover, or perform other relevant activities.

A successful combat check inflicts damage as normal, and the player and GM may wish to spend 🌀, 🌀, 🌀, and 🌀 in the usual ways and also in the ways listed below. At the GM's discretion, can also use the options below for any other checks that occur during **Step 1: Face Off**, **Step 2: Draw**, or the ensuing combat encounter

The GM can spend 🌀 for the winning character to indicate that he acts prematurely, both drawing and shooting first. This does not apply to any penalties to skill checks during the combat, but it can have legal and social consequences afterward.

Assuming he survives the other character's attack, the character who goes first takes his first turn following the same rules as the first character.

STEP 3: COMBAT CONTINUES

Quick-draw duels are often near-instantaneous and decisive. However, if both characters survive after Step 2: Draw, combat proceeds as normal, except that combatants can still make sure of applicable options below as the GM deems appropriate. Any characters who enter the fight at this point make Cool checks to determine initiative.

STARSHIP & VEHICLE COMBAT

(Age of Rebellion Core 243, Edge of the Empire Core 230, Force and Destiny Core 236)

Starship and Vehicle combat follows the same basic order and rules as those in personal combat (page 11). However, unlike personal combat, starship and vehicle combat have some additional considerations and options.

SMALL CRAFT COMBAT

Combat between small, one-person ships is relatively straightforward. The pilot, as the sole crew aboard, has 1 starship maneuver and 1 starship action (or 2 starship maneuvers) during his turn. As the vehicles are constantly moving and striving against one another for the upper hand, it would be nearly impossible to map out every move a starfighter makes. Instead, the GM and player describe the actions the characters and NPCs take, and then make their skill checks to resolve the actions.

CAPITAL SHIP COMBAT

Combat in larger, capital-class vessels of silhouette 5 or higher is, by necessity, even more abstract due to the complexity of the vessels and number of crew involved. Similar to combat in small craft, capital ships can only perform 1 starship maneuver and 1 starship action (or 2 starship maneuvers) during their pilot's turn. This is not an inherent quality of the ship; however, it's based on the pilot or captain's actions and starship maneuvers. Along with the pilot, each additional crew member aboard can use his actions and starship maneuvers to handle weapons, operate sensors, move about the ship, and generally engage in combat. This all happens in the same round, and is subject to Initiative order just like personal combat. Vehicles of this immense size are likely to have hundreds or thousands of crew, GMs and players should not track all of their Initiative slots and actions during combat. Instead, only focus on those individuals who are actually doing things pertinent to the ongoing encounter, and feel free to ignore the rest.

MANEUVERS

Beyond all maneuvers in personal combat, there are some maneuvers that apply specifically to starships and vehicles. These additional maneuvers follow the usual rules governing maneuvers. In addition, characters are assumed to be able to perform personal maneuvers such as dropping prone, managing gear, or interacting with the environment (within common sense). This also includes maneuvers such as aiming, since a character can aim with a vehicle's weapons just as he can aim with his own. In general, all of the maneuvers listed for personal combat apply in vehicle combat (within common sense)

A starship or vehicle with a silhouette between 1 and 4 can benefit from 1 Pilot Only maneuver per round, and can benefit from a second Pilot Only maneuver if it suffers 2 system strain. If the starship has a single pilot, the pilot must also suffer 2 strain (or downgrade his action to a maneuver) to perform two maneuvers, as per combat rules. Some ships have multiple pilots, in which case each can perform a Pilot Only maneuver, and only the ship suffers the strain. However, these ships are rare.

A starship or vehicle with silhouette 5 or higher can only benefit from one Pilot Only maneuver in a round.

ACTIONS

There are some additional actions that characters can perform that specifically apply to the ship or vehicle they are operating. Some of these actions are labeled as Pilot Only actions. A starship or vehicle may only benefit from one Pilot Only action per round, no matter how many crew members are aboard it. (Pilot Only actions are actions that affect the movement of the ship itself, and ships can only move so fast and so far). Remember, any of the actions listed for personal combat can also be applied in vehicle combat, within the bounds of common sense.

Starship and Vehicle combat follows the same rules as personal combat, with the addition of extra maneuvers and advantages, and a separate range band, called Planetary Scale. As with personal combat, a vehicle may benefit from a second Pilot Only maneuver per round by suffering 2 system strain. If the vehicle only has 1 pilot, the pilot must also suffer 2 strain to do so. Vehicles silhouette 5 and larger can only benefit from 1 Pilot Only maneuver per turn. Any of the actions listed in the personal combat section may also be used in vehicle combat, within common sense.

When attacking a vehicle of silhouette 4 or lower, the defender chooses which defense zone the attack hits. When attacking a ship of silhouette 5 or higher, the defense zone affected by the attack is determined by the positions of the ships in combat. The relative positions of ships in combat is determined both by the GM and the PC's actions.

COMBAT CHECKS WITH VEHICLE WEAPONS

The difficulty of firing combat checks when firing from vehicles is based on comparing silhouettes of the firing ship and the target (even if the target is not a vehicle). This is outlined in the **Starship Attack Difficulty** table on page 26. Thanks to advanced targeting computers installed on most starships, the range of a shot has no bearing on the attack's difficulty; if the target is in range, a starship can hit it.

When attacking a ship of silhouette 4 or lower, the defender chooses which defense zone the attack hits. When attacking a ship of silhouette 5 or higher, the defense zone affected by the attack is determined by the position of the ships in combat.

STARSHIPS AND PERSONAL SCALE

Two vehicles that are within close range of each other on planetary scale can also be at medium range in personal scale, or even engaged with each other (two speeders pulled up next to each other). The important thing to remember is that all of the personal range bands exist within the close range band for planetary scale. This can also be one of the rare cases where it makes narrative sense for a starship weapon with Blast to hit multiple vehicles at once.

VEHICLES AND MINIONS

When using starships and vehicles in combat, a GM can still use the rules for minions to speed up encounters. The process for using minion rules with single-pilot vehicles is very similar to the process for using minion rules with NPC minion groups. Simply combine 2 to 5 of the same vehicles (piloted by the same minion NPC profile) into a single minion group. This group operates as a single entity, which can narratively be described as flying in formation or a loosely clustered mob. Just as with minion groups of NPCs, starship or vehicle minion groups attack once as a group (upgrading the skill check if the NPC profile's "group only" skill allow this) and take damage as a group. They all select the same maneuvers and move to roughly the same locations as well.

Larger capital ships or heavy vehicles are generally never treated as minions, however they still have minion groups operating within them. A capital ship with multiple weapons should have its weapons operated by minion gunners. Such a ship generally has multiple weapons of the same type firing in the same arc. A GM can group multiple weapons of the same type and with the same firing arc on the same vehicle or ship and have them fire as a single minion group. This means all the weapons fire as one at the same target, upgrading the check if the minion gunners have Gunnery as a group skill. This speeds up the turns of capital ships and represents the ability of capital ships to hit other vessels through sheer volume of fire. However, when using minion groups on a single capital ship or vehicle, the vehicle is still what takes damage, not the minion group.

STARSHIPS MANEUVERS

Name	Pilot	Sil	Speed	Description
Accelerate/ Decelerate	Yes	Any	Any	Increase or decrease vehicle's speed by 1 (to a minimum of 0, and maximum of the vehicle maximum speed).
Angle Deflector Shields	No	Any	Any	Reassign 1 point of Defense from one defense zone to another.
Evasive Maneuvers	Yes	1-4	3+	Upgrade the difficulty of any incoming and outgoing attacks once until the pilot's next turn.
Fly/Drive	Yes	Any	Any	Change range bands based on speed of vehicle. (See Planetary Range Bands Table next page).
Punch It	Yes	1-4	Any	Immediately accelerate to maximum speed, suffering 1 point of system strain per each point increased.
Stay on Target	Yes	1-4	3+	Upgrade the ability of any incoming and outgoing attacks once until the pilot's next turn.























STARSHIP AND VEHICLE ACTIONS

Name	Pilot	Sil	Speed	Description
Blanket Barrage	No	5+	0-3	Average (◆◆) Gunnery check , selecting all weapons of a single type within one or more of ship's firing arcs. Those weapons count as firing that round. Until the end of the character's next turn, all vehicles with Silhouette 4 or smaller upgrade the difficulty of any combat checks made against the ship once, plus one extra time per ☹☹ scored on the check. If their combat check generates ☹☹, they suffer one automatic hit, dealing half base damage (round up) of the type of weapon used in the Blanket Barrage. If they generate ☹, they suffer an automatic hit dealing base damage instead.
Concentrated Barrage	No	5+	0-3	Fires all weapons of a single type within a single firing arc. Requires at least 2 weapons of the same type in a chosen firing arc to use. Make a single combat check as normal. On success, may spend ☹ once to add damage equal to the number of weapons involved in the attack to one hit of the attack.
Gain the Advantage	Yes	1-4	4+	Perform Piloting check, difficulty based on the Speed Advantage Difficulty Table (next page). On success, pilot ignores all penalties imposed by his own and his opponent's use of the Evasive Maneuvers starship maneuver until the end of the following round. Also, the pilot chooses which defense zone he hits with his attacks. Once the advantage has been gained, on the following turn the opponent may attempt to cancel out the advantage by using Gain the Advantage as well. If so, the difficulty is increased by one for each time he or his opponent has successfully Gained the Advantage against the other
Overwhelming Barrage	No	5+	0-3	Fires all weapons of a single type within a single firing arc. Requires at least 2 weapons of the same type in a chosen firing arc to use. Make a single combat check as normal. On success, may spend ☹ once to deal an extra hit to one vehicle in short range from original target, plus an extra vehicle for every 10 weapons involved in the attack. Vehicles hit in this way must have a silhouette equal to or higher than that of the original target. Extras hit can be triggered multiple times, but only on ships not already hit by this action. Hit deals base damage, +1 damage per ✨ on check.

ADDITIONAL STARSHIP AND VEHICLE ACTIONS

Action	Skills & Difficulty	Results
Plot Course	Average (◆◆) Astrogation or Hard (◆◆◆) Perception check	Each ✨ reduces the ■ suffered for difficult terrain by 1.
Copilot	Average (◆◆) Piloting check	Each ✨ downgrades the difficulty of the pilot's next piloting check by 1.
Jamming	Average (◆◆) Computers check	The enemy must make an Average (◆◆) Computers check to use their communications systems. The difficulty increases by 1 for each additional ss, and the jamming affects an additional target for each a spent.
Boost Shields	Hard (◆◆◆) Computers check	The vehicle suffers 1 system strain, and increases the defense of 1 defense zone by 1 until the beginning of his next turn. Additional ✨ increase the duration by 1 round per ✨.
Manual Repairs	Hard (◆◆◆) Athletics check	At GM discretion, a PC can attempt to use the Damage Control action with Athletics rather than Mechanics. If successful, they may remove 1 point of hull trauma from the ship, plus 1 additional point for each additional ✨. This follows the limitations to Damage Control, and may be only attempted once per encounter
Fire Discipline	Hard (◆◆◆) Leadership or Discipline check	The next crewmember firing a weapon aboard the ship can add ■ to his check. Each additional ✨ grants this to an additional crewmember. In addition, the crewmember may spend ☹☹☹ to allow every hit from shipboard weapons to inflict 1 system strain on their target as well as regular damage until the beginning of his next turn.
Scan the Enemy	Hard (◆◆◆) Perception check	Learn what weapons the ship has, any modifications, and their system strain and hull trauma thresholds. ☹☹ can be spent to also learn their current system strain and hull trauma levels.
Slice Enemy's Systems	Hard (◆◆◆) Computers check	Reduce the defense of 1 zone on the target vehicle for 1 round per ✨. A ☹ may be spent to disable a weapon system for 1 round, and ☹☹ may be spent to inflict 1 system strain on the target.
Spoofing Missiles	Average (◆◆) Computers or Hard (◆◆◆) Vigilance check	Any attacks against the crewmember's ship or vehicle using weapons with the Guided quality upgrade their difficulty by 1 (plus an additional upgrade for every additional ☹☹) until the start of the crewmember's next turn.
Damage Control	Mechanics check	Can be performed repeatedly to repair system strain, but can only be performed to repair hull trauma once per encounter. On success, vehicle recovers 1 system strain or hull trauma per ✨. Can also be used to repair Critical Hits. Difficulty is based on the Damage Control Difficulty Table on page 25.











SPENDING , , , AND IN STARSHIP AND VEHICLE COMBAT

Cost	Result Options
 or 	<p>Add  to the next active allied character's check.</p> <p>Notice a single important point in the ongoing conflict, such as a fatal flaw in an enemy ship's course or a weak point on an attack speeder</p> <p>Infllict a Critical Hit with a successful attack that deals damage past armor (a cost may vary).</p> <p>Activate a weapon quality ( cost may vary).</p>
 or 	<p>Perform an immediate free maneuver that does not exceed the 2 maneuver per turn limit.</p> <p>Add  to the targeted character's next Piloting or Gunnery check.</p> <p>Add  to any allied character's next Piloting, Gunnery, Computers, or Mechanics check, including the active character.</p>
 or 	<p>Ignore penalizing terrain or stellar effects until the end of the active character's next turn.</p> <p>When dealing damage to an opposing vehicle or ship, have the shot temporarily damage a component of the attacker's choice rather than deal hull damage or system strain. The effects of this are up to the attacker and the GM and should make logical sense. For example, damaging a ship's shield generator should drop its defense to 0 until the generator is repaired (ideally with a Mechanics check). However, it should not be too crippling. See the Small and Large Ship Components Tables on page 27 for some possible components to disable.</p> <p>If piloting the ship, perform 1 free Pilot Only maneuver (provided it does not break the limit of maximum number of Pilot Only maneuvers in a turn).</p> <p>Force the target ship or vehicle to veer off, breaking any Aim or Stay on Target maneuvers.</p>
	<p>Upgrade the difficulty of the targeted character's next Piloting or Gunnery check.</p> <p>Upgrade any allied character's next Piloting, Gunnery, Computers, or Mechanics check.</p> <p>Do something vital to turning the tide of battle, such as destroying a capital ship's shield generator or losing a pursuing ship in an asteroid field.</p>
	<p>When dealing damage to an opposing vehicle or ship, have the shot destroy some important component of the attacker's choice rather than deal hull damage or system strain, leaving it completely inoperable until fully repaired. As with the option for disabling a component, this should be agreed upon by the GM and player, but could include destroying the engines of a fleeing ship, taking out their hyperdrive, or blowing off weapons. See the Small and Large Ship Components Tables on page 27 for some possible components to destroy.</p>
 or 	<p>If piloting a vehicle, sudden maneuvers force the vehicle to slow down by 1 point of speed.</p> <p>The active character loses the benefits of a prior maneuver (such as executing Evasive Maneuvers or Aim) until they perform the maneuver again.</p> <p>The active character's vehicle suffers 1 system strain (this option may be selected more than once).</p>
 or 	<p>An opponent may immediately perform one free maneuver in response to the active character's check.</p> <p>Add  to the targeted character's next Piloting or Gunnery check.</p> <p>The active character or an allied character suffers  on their next check.</p>
 or 	<p>The initiative slot being used by the active player drops to last in the initiative order</p> <p>The active character grants the enemy a significant advantage in the ongoing encounter, such as drifting straight into their line of fire, thereby decreasing the difficulty of any checks made against the active character's vehicle by one until the beginning of that character's next turn.</p>
	<p>The primary weapon system of the active character's vehicle (or particular weapon system they are manning if they are acting as a gunner) suffers the effects of the Component Hit Critical Hit. This does not count toward the vehicle's accumulated Critical Hits.</p> <p>Upgrade the difficulty of an allied character's next Gunnery, Piloting, Computers, or Mechanics check, including that of the active character.</p> <p>The active character suffers a minor collision, either with one of their opponents within close range or with the stellar phenomena/terrain they are flying or driving through.</p>
 (failed check)	<p>The active character suffers a major collision, either with one of their opponents within close range or with the stellar phenomena/terrain they are flying or driving through.</p>
















PLANETARY SCALE RANGE BANDS

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







SPEED ADVANTAGE DIFFICULTY

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

STARSHIP ATTACK DIFFICULTY

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

DAMAGE CONTROL DIFFICULTY

Condition	Difficulty
Current hull trauma or system strain \leq ½ threshold	
Current hull trauma or system strain $>$ ½ threshold	 
Exceed hull trauma or system strain threshold	  
Critical Hit	Critical Hit severity

STARSHIPS, VEHICLES, AND SCALE

Starships & vehicles follow the same basic rules for interaction and operation as outlined previously. However, they operate on a different scale, referred to as planetary scale.

When dealing with a vessel's weapons, armor, and hull trauma threshold, every point is equal to 10 points of the equivalent characteristic in personal scale. For example, a laser cannon with a base damage of 3 would deal 30 damage when fired at a human. Conversely, a human-sized blaster rifle would need to deal 10 points of damage to a starship to inflict every 1 point of damage on it.

Planetary scale weapons deal massive amounts of damage to individuals. Most hits automatically deal enough damage to far exceed a character's wound threshold, meaning the target will be automatically incapacitated for the remainder of the encounter.





However, some GMs may feel this is insufficient to represent the fearsome power of a starship weapon when turned on an individual. In these cases, the GM should feel free to add +50 to the resulting Critical Injury roll.


To avoid having weapons such as blaster pistols dealing Critical Hits to vehicles, their damage must exceed a vehicle's armor before inflicting a Critical Hit.

Planetary scale weapons that have the **Blast** quality are particularly effective at decimating ground targets, even if their explosive radius does not allow them to hit multiple targets in space. Against ground targets, starship Blast weapons hit their primary target and every additional target within short range (at personal scale), instead of every target engaged with the original target.







PILOTING CHECKS THROUGH STELLAR PHENOMENA AND TERRAIN

When a vehicle passes through obstacles, whether in space or on the ground, the GM may call for the pilot of a vehicle to make an appropriate Piloting check, even if the character is performing a vehicle maneuver that typically wouldn't require one. The difficulty of the check is based on the ship's speed and silhouette.

1. Determine vehicle's current speed and half silhouette (round up).
2. Add number of  equal to the higher value of the two.
3. Upgrade a number of  to  equal to the lower value of the two.
4. Add number of  to pool based on the navigation hazards

Failure does not necessarily mean the vehicle crashes (although failing and generating  may result in a crash). Instead, it means that the pilot has been unsuccessful in navigating through the situation. They drop their speed by one, and do not reach wherever they were attempting to go (if they were trying to reach a specific location at medium range from their vehicle, for example, they remain at medium range from the location).

NAVIGATION HAZARD SETBACK DICE

Dice	Ground Description	Space Description
None	Flat, clear terrain. Roads, firm fields, grassy plains, or (if flying) clear skies and good weather	An easy, relatively unchallenging navigational situation. A broad, loosely packed asteroid field or a thin, calm nebula
	Somewhat riskier terrain. Scattered trees, dense undergrowth, rolling hills, sand dunes, or windy weather	A tricky, but not seriously daunting set of obstacles. Flying over high mountains on a moon, an asteroid field, or a nebula
 	Dangerous terrain. Thick forests, steep, rock-covered hills, or flying during a violent storm	A dangerous astronomical feature. 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.	An extremely dangerous situation calling on every ounce of a pilot's skill and coolness. Flying close to a deadly pulsar, flying through asteroid tunnels, or other dangerous pursuits

PLANETARY VEHICLES AND TERRAIN




Landspeeders ignore hazards and effects of terrain lower than their operating altitudes.

Tracked Vehicles treat any terrain as if it were one step lower in difficulty.

Wheeled Vehicles suffer normal effects of terrain discussed above.

Walkers ignore penalties from light terrain and from difficult terrain composed of any hazard lower than half the vehicle's height.

GROUND VEHICLE NAVIGATION HAZARDS

Dice	Terrain
None	Light terrain. Rough gravel roadways, clear, dry fields, low hills, and light urban ground or air traffic.
	Medium terrain. Deep mud or standing water less than fifty centimeters deep. Also soft, drifting sand, dense undergrowth, ancient ruins, heavy urban ground or air traffic.
 	Heavy terrain. Fast-flowing water over a meter deep, rocky, unstable terrain, thick forests, narrow, winding streets, ruined cities, urban ground or air traffic so heavy that it has totally stopped. Wheeled vehicles typically cannot pass through this type of terrain, but tracked vehicles and walkers can.

THE CHASE

A great deal of the action is going to be narrative in nature. Skill checks can and will resolve the outcome, but it is up to the GM and players to describe. These rules can also be used to represent a chase on foot instead, with the speeds of all participants equal.

Determine how far away the vehicles chasing and being chased start from each other. If the chase consists of two ground vehicles, the GM may want to use personal scale range bands. If the chase involves two airspeeders or starfighters, planetary scale would be more appropriate.

The chased and pursuer make competitive Piloting (or Athletics if on foot) checks with difficulty set by terrain factors, or with a **Simple (-) difficulty** in the case of clear space with no terrain.

Compare total successes. If the pursuer wins, they close the distance with their target by one range band. If the chased wins, they open the distance between themselves and their pursuer by one range band. In addition, if the winner is traveling faster than the loser, they open or close the distance by an additional number of range bands equal to the difference in relative speeds.

If the pursuer is able to close the gap with their target to engaged range, or the chased is able to open the distance to beyond extreme range, generally the chase should end.

A great deal of the action is going to be narrative in nature. Skill checks can and will resolve the outcome, but it is up to the GM and players to describe. These rules can also be used to represent a chase on foot instead, with the speeds of all participants equal.

If the chase is taking place as part of a larger encounter, the GM should have the parties involved in the chase make their competitive check at the beginning of the round, before anyone else takes their turn. Then all characters take their turns as normal, with those involved in the chase having a turn to boost their speed, attack the person they're pursuing, or even try to make emergency repairs while they continue their pursuit (however they cannot use their turn to take maneuvers that would move their position relative to the other members of the chase until the chase is over). Remember that the chase rules represent how far away the participants are from each other, not how far they travel or where they actually go.

TAKING DAMAGE

HULL TRAUMA

When hull trauma exceeds a ship or vehicle's hull trauma threshold, one of two things happens. For vehicles silhouette 3 or smaller and of no particular importance (a common TIE fighter or a landspeeder full of thugs for example), it simply explodes, killing the pilot and any passengers. Alternatively, at the GM's discretion, the vehicle could simply be disabled. For larger vehicles, stock light freighters or anything silhouette 4 or larger (or a smaller ship with a player PC inside it), **the vehicle immediately suffers a Critical Hit**. Additionally, the ship's systems shut down, it reverts to emergency power, its sublight drives sputter out, and the ship is adrift.

The pilot or crew of a crippled ship with hull trauma that exceeds its hull trauma threshold may attempt some temporary repairs to either escape or rejoin the fray. By scavenging parts from ruined systems, raiding the hold for any spares, and bypassing damaged components, along with a **Hard (◆◆◆)** **Mechanics check**, the crew can bring the back to some semblance of life. The ship reduces its hull trauma to one below its hull trauma threshold but suffers the following penalties: speed is reduced to 1, Handling is reduced to -3, and all weapon systems are inoperable until fully repairs. If the ship re-enters combat in this state, any attack that inflicts hull trauma immediately generates a Critical Hit with +30 added to the roll. All of these effects persist until the ship can be dry-docked and repaired.

SYSTEM STRAIN

When a ship or vehicle exceeds its system strain threshold, the ship's speed drops to 0 during the following round. The majority of its systems cease operations as well. This means it cannot move, its weapons cannot shoot, and its defense drops to 0.

CRITICAL HITS

Once a ship or vehicle suffers a Critical Hit, it counts as suffering that Critical Hit until it is repaired. This status counts even if the effects of the Critical Hit only last a single round. While a ship or vehicle is suffering the effects of a Critical Hit, any additional Critical Hits generated against it add +10 to the roll for a new Critical Hit per existing Critical Hit.

COMPONENT CRITICALS

Component Hit Criticals functionally disable, either temporarily or permanently, critical systems on a target vessel and can lead to a number of complications. There are two charges for Component Hit Criticals, one for small ships of silhouette 4 or lower, and one for large ships of silhouette 5 or higher. The effects of these Critical Hits stack, and a ship can suffer more than one Component Hit Critical.

RAMMING SPEED (*Stay on Target 65*)

If a character wants to intentionally ram the vehicle he is piloting into another at close range, it requires the character to spend an action and succeed at a Piloting check, the difficulty of which is determined in the same way as the difficulty of a Gain the Advantage action. If successful, he resolves a collision against the target as outlined on page 256 of the Age of Rebellion Core Rulebook.

SMALL SHIP OR VEHICLE COMPONENTS

Component	Description
Support Droid	Typically an astromech, the droid is knocked out of commission until it is repaired. If this droid is a PC, it immediately suffers 10 strain.
Ejection System	The pilot and/or crew are unable to escape the ship in an emergency until this system resets or is repaired, depending on the severity of the Critical Hit.
Weapons System	One weapon system of the attacker's choice is knocked offline
Sensors	Sensor range is reduced by one range band. If the ship's sensors are already close range, they are knocked offline completely and the ship is effectively blind until the sensors are rebooted or repaired, depending on the severity of the Critical Hit.
Comms	The comms are knocked offline and the ship can neither send nor receive any electronic signals or data.
Sublight Engines	The engines are slightly damaged and the ship's speed is reduced by one point.
Hyperdrive	Either the hyperdrive or navicomputer are damaged, and the ship cannot make the jump to hyperspace.
Shields	The ship's defense is reduced by one point in all defense zones.

LARGE SHIP OR VEHICLE COMPONENTS

Component	Description
Landing Gear	The ship's landing gear is stuck. Any attempt to land a ship that cannot deploy its landing gear results in 2 points of hull trauma and 2 points of system strain. This only applies to ships of silhouette 5; anything larger is unable to enter a planet's atmosphere.
Weapons System	One weapon system of the attacker's choice is knocked offline
Sensors	Sensor range is reduced by one range band.
Comms	The comms are knocked offline and the ship can neither send nor receive any electronic signals or data.
Sublight Engines	The engines are slightly damaged and the ship's speed is reduced by one point.
Hyperdrive	The hyperdrive is damaged, and the ship cannot make the jump to hyperspace.
Shields	The ship's defense is reduced by one point in all defense zones.
Landing Bay	One of the vessel's landing bays is knocked out of commission. The severity of the damage is up to the GM, and could result in anything from a temporary inability to launch or recover ships from this bay, to a failure of the docking bay shield and a total decompression of the entire compartment.
Cargo Hold	The ship is hulled and one of the holds is exposed to vacuum. Cargo may be damaged or lost, and anyone in the cargo hold takes damage according to the GM's discretion.
Bridge	The bridge is damaged. No starship maneuvers or starship actions may be executed aboard the ship until the damage is repaired. In addition, the ship continues on its course at its current speed and cannot be stopped or its course changed until the damage is fixed.

RECOVERY AND REPAIR

SYSTEM STRAIN

- Unlike strain, system strain cannot be recovered using 🔄.
- Any crew member can aid the ship in recovering strain by performing repairs and damage control such as rebooting systems, bypassing fried circuits, and putting out electrical fires. This is accomplished through the Damage Control action.
- For every full day a ship or vehicle spends without taking more system strain, it reduces its total system strain by 1.

HULL TRAUMA

- Once per encounter, a character may perform the Damage Control action to repair hull trauma on a ship or vehicle
 - With GM discretion, this may be attempted multiple times if the vehicle takes damage from multiple sources
- Repairing hull trauma requires 3 things – proper facilities, credits, and time.
- Once a ship is in a slip or dry dock for repairs, each point of hull trauma restored costs roughly 500 credits. This cost is highly variable, however, and can fluctuate dramatically based on the PC's reputation, the overall damage to the ship, the scarcity of parts, or countless other factors
- The time required is up to the GM's discretion. A good rule of thumb is that light damage (up to a quarter of a ship's total hull trauma threshold) should take an amount of time measured in days, while any damage over that takes weeks or even months to repair depending on the severity of the damage. Each additional ✨ on the Mechanics check can reduce the time required by 10 to 20%
- The GM may choose to allow the PCs to repair their vehicle using scavenged parts and their own ingenuity if it proves impossible or imprudent to get to a proper maintenance facility. However, these repairs should be somewhat inferior to the real thing, and hard to perform (requiring several **Hard** or **Daunting Mechanics checks**) and time consuming. In short, they should be an arduous plot point for the PCs to overcome, not a cheapskate way to avoid getting work done at proper facilities.

CRITICAL HITS

- Critical Hits are divided into four color-coded severity levels, which dictate the difficulty of the check required to repair the Critical Hit, as listed in the table.

COLLISIONS

There are occasions when vehicles or starships run into the terrain around them, or into another nearby vehicle or starship. In these cases, there are two possible types of collision: glancing blows (minor collisions) and head-on hits (major collisions). Collisions can be mitigated by a ship's defenses; particle shields in particular are specifically designed to absorb impacts.

In the event of a minor collision, all vehicles or starships involved suffer a single Critical Hit. Subtract the ship's defense times ten from the roll; if the result is zero, the ship's shields or other defenses have nullified the collision entirely and the Critical Hit is cancelled. In the case of a major collision, all vehicles or starships involved suffer a single Critical Hit as well. However, only subtract the ship's defense multiplied by five from the roll. If there are multiple defense values on multiple facings of the ship, the GM chooses which facing is hit, based on what the ship or vehicle was doing at that time.

At the GM's discretion, some particularly large vehicles and vessels might be able to ignore collisions with very small vehicles or vessels. However, larger ships and vehicles have a harder time avoiding collisions with larger asteroids or terrain features.

OPTIONAL RULE:

EXPANDED VEHICLE RULES

Page 109 has optional expanded vehicle rules based on the *Genesys RPG* system which provide GMs and players more options for vehicle combat.

VEHICLE CRITICAL HITS

d100	Severity	Result
01 - 09	Easy (◆)	Mechanical Stress: The ship or vehicle suffers 1 point of system strain.
10 - 18	Easy (◆)	Jostled: A small explosion or impact rocks the vehicle. All crew members suffer 1 strain and are disoriented for 1 round.
19 - 27	Easy (◆)	Losing Power to Shields: Decrease defense in affected defense zone by one until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer 1 point of system strain.
28 - 36	Easy (◆)	Knocked off Course: A particularly strong blast or impact sends the ship or vehicle careening off in a new direction. On his next turn, the pilot cannot execute any maneuvers and must make a Piloting check to regain control. The difficulty of this check depends on the current speed.
37 - 45	Easy (◆)	Tailspin: All firing from the ship suffers ■■ until the end of the pilot's next turn. All crew members are immobilized until the end of the pilot's next turn.
46 - 54	Easy (◆)	Component Hit: One component of the attacker's choice is knocked offline, and is rendered inoperable until the end of the following round. For a list of ship components, see the Small Ship or Vehicle Components or Large ship or Vehicle Components tables depending on the target ship silhouette.
55 - 63	Average (◆◆)	Shields Failing: Reduce defense in all defense zones by one point until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer 2 points of system strain.
64 - 72	Average (◆◆)	Navicomputer Failure: The navicomputer (or its astromech unit) fails and the ship cannot make the jump to hyperspace until the Critical Hit is repaired. If the vehicle is without a hyperdrive, the vehicle or ship's navigation systems fail, leaving it flying or driving blind, unable to tell where it is or where it is going.
73 - 81	Average (◆◆)	Power Fluctuations: The ship or vehicle is beset by random power surges and outages. The pilot cannot voluntarily inflict system strain on the ship until this Critical Hit is repaired.
82 - 90	Hard (◆◆◆)	Shields Down: Decrease defense in affected defense zone to zero, and decrease defense in all other defense zones by one until this Critical Hit is repaired. While the defense of the affected defense zone cannot be restored until the Critical Hit is repaired, defense can be assigned to protect that defense zone from other zones as usual. If the ship or vehicle is without defense, suffer 4 points of system strain.
91 - 99	Hard (◆◆◆)	Engine Damaged: The ship or vehicle's maximum speed is reduced by one point, to a minimum of one, until the Critical Hit is repaired.
100 - 108	Hard (◆◆◆)	Shield Overload: The ship's shields completely fail. Decrease the defense of all defense zones to zero. This Critical Hit cannot be repaired until the end of the encounter, and the ship suffers 2 points of system strain. If the ship or vehicle is without defense, reduce armor by 1 until the Critical Hit is repaired.
109 - 117	Hard (◆◆◆)	Engines Down: The ship or vehicle's maximum speed is reduced to zero until the Critical Hit is repaired, although it continues on its present course thanks to momentum. In addition, the ship cannot execute any maneuvers until the Critical Hit is repaired.
118 - 126	Hard (◆◆◆)	Major Systems Failure: One component of the attacker's choice is heavily damaged, and is inoperable until the Critical Hit is repaired. For a list of ship components, see the Small Ship or Vehicle Components or Large ship or Vehicle Components tables depending on the target ship silhouette.
127 - 133	Daunting (◆◆◆◆)	Major Hull Breach: A huge, gaping tear is torn in the ship's hull and it depressurizes. For ships and vehicles of silhouette 4 and smaller, the entire ship depressurizes in a number of rounds equal to the ship's silhouette. Ships and vehicles of silhouette 5 and larger tend to be highly compartmentalized and have many safeguards against depressurization. These ships don't completely depressurize, but parts do (the specific parts that depressurize are up to the GM, however each section of the ship or vehicle that does lose air does so in a number of rounds equal to the vehicle's silhouette). Vehicles and ships operating in atmosphere can better handle this Critical Hit. However, the huge tear still inflicts penalties, causing the vehicle to suffer the Destabilized Critical Hit instead.
134 - 138	Daunting (◆◆◆◆)	Destabilized: The ship or vehicle's structural integrity is seriously damaged. Reduce ship or vehicle's hull trauma threshold and system strain threshold to half their original values until repaired.
139 - 144	Daunting (◆◆◆◆)	Fire!: Fire rages through the ship. The ship or vehicle immediately takes 2 points of system strain, and anyone caught in the fire takes damage as discussed on <i>Edge of the Empire</i> Core Rulebook page 214. A fire can be put out with some quick thinking and appropriate skill, Vigilance and/or Cool checks at GM discretion. Once going, a fire takes 1 round per every 2 of the ship's silhouette points to put out.
145 - 153	Daunting (◆◆◆◆)	Breaking Up: The vehicle or ship has suffered so much damage that it begins to come apart at its seams, breaking up and disintegrating around the crew. At the end of the following round, the ship is completely destroyed and the surrounding environment is littered with debris. Anyone aboard the ship or vehicle has 1 round to get to an escape pod, bail out, or dive for the nearest hatch before they are lost!
154 +	-	Vaporized: The ship or vehicle is completely destroyed, consumed in a particularly large and dramatic fireball. Nothing survives.

INCLUDING ASTROMECHS

(Stay on Target 72)

ASTROGATION

Depending on the model, an astromech may have up to 15 preset destinations stored in its astrogation buffers. Although the droid still needs to make the appropriate calculations based on the ship's current location within a given system, stored routes make it significantly easier. When plotting a pre-programmed route, either the pilot or astromech performs a **Simple (-) Astrogation check** with appropriate modifiers, rather than the standard difficulty.

Complications arise when the pilot needs the astromech to calculate a route that is not in the droid's astrogation buffer. Calculating a route outside of the droid's astrogation buffer requires a **Hard (◆◆◆) Astrogation check** before any additional modifiers are applied.

INITIATIVE

In starship combat, a PC astromech rolls initiative as normal, taking his turn at the appropriate point in the initiative order. Since pilot and astromech are working closely together in the same craft, they may choose to coordinate their actions, taking PC initiative slots that are close together.

ASTROMECH MANEUVERS

An astromech is capable of piloting the craft, and therefore may take any pilot-only maneuvers if the occupant of the cockpit is otherwise incapacitated or occupied, as detailed on page 245 of the *Age of Rebellion Core Rulebook*. Normally, the droid assists the pilot, and as such the only maneuvers that an astromech can perform while socketed are "Angle Deflector Shields" and the "Assist" personal maneuver. In addition, astromechs may perform the following new maneuver.

INCREASE POWER

Pilot Only: No

Silhouette: 3 or less

Speed: Any

When an astromech performs Increase Power, the ship takes 2 system strain, and increases the ship's top speed by 1 for a number of rounds equal to the astromech's Intellect. The drawback is that this reduces the craft's handling by 2, and the astromech may not perform a Boost Shields action in the same turn. Pilots should note that this maneuver can be combined with the Full Throttle talent, and that multiple uses of Increase Power on the same ship not stack.

ASTROMECH ACTIONS

As with maneuvers, an astromech can perform any piloting action if no one else is at the controls, or is ordered to do so. Of the actions described in the *Starship Combat* section, a PC astromech in a starfighter's socket may perform the following actions:

- *Damage Control*
- *Plot Course*
- *Copilot*
- *Boost Shields*
- *Scan the Enemy*
- *Spoof Missiles*

In addition, PC astromechs are allowed to make Gunnery checks if a weapon system is available. The following actions are exclusive to astromechs:

WATCH YOUR BACK!

Unlike the pilot, the astromech is capable of looking in all directions at once and can warn the pilot of an immediate threat. The astromech performs an **Average (◆◆) Computers check** to identify and prioritize incoming threats. Each ✨ provides the craft with +1 defense to a single defense zone until the astromech's next turn. 1 or more ■ may be added to the check depending on the size and chaos of the dogfight. A single fighter-on-fighter dogfight would not add any, while the sheer number of threats in a fleet-on-fleet engagement could add as much as ■■■.

TARGET LOCK

To perform this action, the astromech declares a target, making a Computers check with a difficulty determined by comparing the silhouettes of the astromech's ship and the opponent's ship. As with "Watch Your Back!" add appropriate ■ to the situation, representing the difficulty of prioritizing multiple targets. A successful Target Lock action provides ■ on the pilot's Gunnery checks against the declared target as well as 1 additional ■ per ✨ ✨ beyond the first. The target lock remains in place for 1 round, plus 1 additional round per 🌀 generated on the check. Any 🌀 generated indicates the number of turns an astromech must wait before another attempt at Target Lock may be made.

NPC ASTROMECHS

NPC astromechs are handled differently than PC astromechs. Instead of having its own initiative slot, an NPC astromech's maneuvers and actions are integrated into the pilot's turn and is always considered to be performing the Assist maneuver, adding ■ to 1 skill check that the pilot makes each turn.

The pilot may spend 🌀🌀🌀 or 🌀 to gain the benefit of 1 successful astromech maneuver or action from the included list. If this action requires a check, the astromech counts as having succeeded with ✨ and no 🌀 or 🌀.

DOGFIGHT TERRAIN

(Stay on Target 78)

The following expands on the **Stellar Phenomena and Terrain** section on page 254-255 in the *Age of Rebellion* Core Rulebook. While the settings below may be specific to space or planetary, many of the hazards work in both. GMs should feel free to combine any of these features, as terrain can change quickly. Each section has special features which describe terrain-based restrictions and bonuses on maneuvers and actions. In addition to the rules here, GMs should keep in mind and be familiar with the collision rules on Page 256 of the *Age of Rebellion* Core Rulebook.

THE NEBULA

Low visibility situations are a reality for any pilot and occur in both atmospheric and stellar environments. Whether on the ground, in the clouds of a gas giant, or in a star-forming nebula, this setting represents an area where matter, but it dust, gas, or suspended liquid, creates a fog that makes it difficult to see.

Special Features

- **Low Visibility** (increase difficulty of all **Gain the Advantage** checks by 1)
- **Where Are We?** (add ■■■ to all **Astrogration** checks)

LARGE SPACE BATTLES

Large space battles cover everything from the execution of modest raids to massive capital ships engaged with hundreds, if not thousands, of support ships and fighters. These fighters occur in environments thick with turbolaser fire, debris, flak, and numerous fighters flitting in every direction.

Special Features

- **Like Insects** (ships larger than silhouette 4 may be treated as terrain. Any ship being treated this way is merely an obstacle on the battlefield, too busy with the chaos of the battle to directly respond to the actions of the PCs)
- **Too Small for Turbolasers** (for ships being treated as terrain, the effects of their weapon fire on the combat are simulated through the effects on the table **Spending** ☹, ☹, ☹, and ☹ in **Large Space Battles** rather than through combat checks).

ASTEROID AND DEBRIS FIELDS

Debris fields are very common and can be made up of almost any material, from rocky asteroids to chunks of ice in a primordial comet nursery, to the clouds of junk that can be found orbiting almost every inhabited world in the galaxy.





















Special Features

- **Erratic Flight Path** (maneuvering through a debris field automatically grants the benefits of **Evasive Maneuvers**. Pilots may not make a **Stay on Target** maneuver).






















SPENDING ☹, ☹, ☹, AND ☹ IN A NEBULA

Cost	Result Options
☹ or ☹	Clear Scopes: The sight limitations of the nebula lift briefly, granting ■ to the active character or an allied character's next Piloting check.
☹☹ or ☹	One With the Fog: Upgrade difficulty of all Gunnery checks targeting this craft until the pilot's next turn.
☹☹☹ or ☹	We Lost Him: 1 enemy craft is removed from the encounter but remains intact. A future ☹ result may be used to return this combatant to the fight
☹	Clouds are My Allies: Active character's ship gains the benefits of Gain the Advantage on a target of choice after skillfully maneuvering around the surrounding terrain.
☹☹	Sparks Fly!: Gain the benefits of Clouds are My Allies . Additionally, active craft triggers a discharge that hits 1 enemy craft of the pilot's choice at close range, inflicting the equivalent of a minor collision.
☹ or ☹	Unresponsive: Light energy discharge from the cloud disrupts the ship's controls. Add ■ to the craft's next Gunnery or Piloting check, and the ship takes 1 system strain that ignores armor. Dazzled: A flash of lightning from the cloud, too far away to harm the ship, is still bright enough to disorient the active character. Upgrade the difficulty of this ship's next Piloting check by 1.
☹☹ or ☹	Out of Nowhere: A sudden and unexpected cloud of debris appears in the flight path of the active ship. The ship's next Piloting check difficulty is determined using the Stellar Phenomena rules. Too Close: The fog clears briefly to reveal an enemy ship or debris at point blank range. The active character must make an immediate Piloting check at Stellar Phenomena difficulty. Failure results in a minor collision. Light Blast: An energy discharge from the nebula cloud rocks the active ship and inflicts system strain equal to the ☹ generated
☹ (successful check)	Heavy Blast: A heavy energy discharge from the nebula cloud rakes across the active ship, inflicting system strain equal to twice the ☹ generated
☹ (failed check)	Systems Damaged: Suffer the effects of Heavy Blast . Additionally, the energy blast temporarily shorts out all power in the ship. The craft immediately suffers the "Engines Damaged" Critical Hit (see page 258 of the <i>Age of Rebellion</i> Core Rulebook)

SPENDING , , , AND IN A LARGE SPACE BATTLES

Cost	Result Options
 or 	<p>Elusive: Active ship expertly jinks around other craft or debris in the fight, providing some cover. Add  to all Gunnery checks targeting this craft until the pilot's next turn.</p> <p>Moment of Clarity: Pilot positions himself to get a brief glimpse of the larger battle, granting  to active (or an allied) character's next Piloting check.</p>
 or 	Tuck and Roll: Upgrade difficulty of all Gunnery checks targeting this craft until the pilot's next turn.
 or 	Where'd They Go?: In the fury of the fight, 1 enemy craft is removed from the encounter but remains intact. A future  result may be used to return this combatant to the fight.
	<p>Look Out!: Force 1 enemy craft in the encounter to suffer a minor collision with an obstacle the active character just dodged.</p> <p>I Have You Now: Active character's ship gains the benefits of Gain the Advantage on a target of choice after skillfully maneuvering around a smaller capital ship or part of a bigger ship.</p>
	Eat This!: Force 1 enemy craft at close range to suffer a major collision with the superstructure of a nearby capital ship or large piece of loose debris.
 or 	<p>Light Flak: Add  to craft's next Gunnery or Piloting checks, and ship takes 1 system strain that ignores armor.</p> <p>Light Blind: A flash from an explosion within the pilot's field of view disorients the active character. Upgrade the difficulty of the ship's next Piloting check by 1.</p>
 or 	<p>Structural Failure: A sudden cloud of debris from an exploding ship or superstructure appears in the flight path of the active ship, The ship's next Piloting check difficulty is determined using the Stellar Phenomena rules.</p> <p>Heavy Flak: Upgrade craft's next Gunnery or Piloting check by 1, and ship takes 1 hull trauma that ignores armor.</p> <p>Light Blast: A nearby loose fuel cell detonates, rocking the active ship and inflicting system strain equal to the  generated.</p>
 (successful check)	<p>Ouch!: Vehicle clips a piece of superstructure or debris, suffering a minor collision and reducing speed by 1.</p> <p>Light Blast: A large shockwave from a nearby explosion shakes the active ship, inflicting system strain equal to twice the  generated.</p>
 (failed check)	Strap In!: Vehicle collides with the side of a capital ship's superstructure or another fighter in a passing dogfight, suffering a major collision, and begins to tumble. The craft immediately suffers the "Knocked Off Course" Critical Hit (see page 258 of the <i>Age of Rebellion</i> Core Rulebook)

SPENDING , , , AND IN ASTEROID/DEBRIS FIELDS

Cost	Result Options
 or 	Screen: Swerve around a chunk of debris, granting  to active character or an allied character's next Piloting check.
 or 	<p>Weave: Upgrade difficulty of all Gunnery checks targeting this craft until the pilot's next turn.</p> <p>Clear Patch: The difficulty of all skill checks is downgraded once until the active character's next turn.</p>
 or 	Variable Density: Find a path through the rubble; active character's next Piloting check is Average ( ) difficulty
	<p>Look Out!: Force 1 enemy craft in the encounter to suffer a minor collision with an obstacle the active character just dodged.</p> <p>Got You!: Active character's ship gains the benefits of Gain the Advantage on a target of choice after skillfully maneuvering around the surrounding terrain.</p>
	Blinders: Active craft deftly swerves around a large chunk of incoming debris that an opposing ship doesn't see. Force 1 enemy craft at close range to suffer a major collision.
 or 	<p>Narrow Margin: Path through the debris field suddenly gets much smaller. Add  to the craft's next Gunnery or Piloting check.</p> <p>Gravel Pile: Craft passes through a hail of small debris. Add  to the craft's next Gunnery or Piloting check, and ship takes 1 system strain that ignores armor.</p>
 or 	<p>Hazard!: Large hunks of rubble or wreckage collide in close proximity to the active ship, sending a dense cloud of debris into its path. Upgrade the difficulty of the ship's next Piloting check by 1.</p> <p>Light Blast: An unstable asteroid or energy cell explodes nearby, rocking the active ship and inflicting system strain equal to the  generated.</p>
 (successful check)	<p>Oops!: Active vehicle clips a piece of debris, suffering a minor collision and reducing speed by 1.</p> <p>Blast!: A high-energy impact in the field or drifting energy canister detonates, sending a powerful shockwave into the path of the active vehicle, inflicting system strain equal to twice the  generated</p>
 (failed check)	Hold On!: Vehicle smashes into the side of an asteroid or large piece of debris, suffers a major collision, and careens out of control. The craft immediately suffers the "Knocked Off Course" Critical Hit (see page 258 of the <i>Age of Rebellion</i> Core Rulebook)

BEAST RIDING RULES

(Stay on Target 80, Savage Spirits 71)

TRAINING A NEW MOUNT

Normally, training a creature for riding takes approximately 4 weeks of working with the animal. In the context of the game, this usually happens during downtime. The PC acting as the trainer makes a **Hard (◆◆◆) Survival check** for the process, upgrade the difficulty of this check a number of times equal to the beast's Willpower.

A successful check indicates that the animal is ready to accept a saddle and rider by the end of the downtime, and adds **Trained Mount 1** to the mount's abilities (see the Handling section below). Every 🐾🐾 generated reduces the time by a week, while every 🐾🐾 generated extends the time by the same amount. In addition, 🐾 indicates particularly successful training, with the mount considered to be **Trained Mount 2**. On the other hand, 🚑 may indicate that the trainer sustains a Critical Injury during the process, and if the check is unsuccessful, the mount in question is simply not trainable.

A mount may be trained further to improve its **Trained Mount** ability. This process is the same as above, but the trainer must invest twice as much downtime as the previous training effort.

Riding an Untrained Animal – Simply attempting to mount an untrained animal is an **Average (◆◆) Survival check**. Beyond this, trying to ride an untrained animal upgrades the difficulty of any check a number of times equal to the beast's Cunning, in addition to the 🐾 that are added to the pool for the beast's Willpower. Failure results in the rider falling off the mount, with a combined 🚑 resulting in the beast making a free attack on the dismounted rider. A successful check that includes 🚑 could mean that the rider successfully stayed on the beast's back, but that the creature charges off in a random direction.

FLYING MOUNTS

A creature capable of flight might reach astonishing speeds in the air, but often it is physiologically ill-adapted for walking on the ground. To reflect this, any mount with the Flying ability has a maximum flight speed equal to its Agility, but a speed of 1 when on the ground. In addition, unless stated otherwise, a flying mount is not able to hover, and therefore must land if its speed is reduced to 0.

USING BEASTS AS VEHICLES

A beast is an organic creature and is represented in the game using a standard personal profile. However, when used as a mount, a creature needs to be treated more like a vehicle. Accordingly, creatures used as mounts are given several stats normally reserved for vehicles, and they can be controlled much like a vehicle is outlined in the Core Rulebooks. Even so, riding a beast is not the same as piloting a vehicle as each beast is a living, breathing animal with its own mind and instincts that a rider must constantly work with to succeed. To represent this, a character riding a beast uses the Survival skill in place of either Piloting skill.

SILHOUETTE

A mount's silhouette is on the same scale as vehicles and starships, and is used in exactly the same manner. If not specified otherwise in its riding mount profile, the silhouette is 2. Note that a creature with a silhouette of 1 or less cannot be used as a riding mount unless otherwise stated.

SPEED

One of the primary reasons for using a mount is the speed advantage it gives a rider over variable terrain. A steed is often capable of traveling in locations and environments which unassisted sentients and unprepared machines cannot. A mount's maximum speed is equal to half its Agility score, rounded up.

HANDLING

As mentioned earlier, riding a beast is not like flying an airspeeder or driving a walker. While many pilots often talk about their ships having a particular temperament, a riding beast really does. In addition, a beast's Agility and size also play a significant role in how maneuverable it is as a mount. To determine the handling characteristic of a given mount, start with the beast's Agility, subtracting both silhouette and Willpower. The final result is the handling value.

A beast that has been specifically trained to accept and work with a rider provides a bonus to all Survival skill checks used for riding actions. In the beast's entry, the **Trained Mount** ability is followed by a number, which indicates the number of 🐾 added to the dice pool. These are in addition to 🐾 or 🚑 indicated by the handling characteristic, if any.

THE REST OF THE PROFILE

While a beast is treated as a vehicle for the purposes of moving around the battlefield and being controlled by a character, the remainder of its profile stays the same. The beast keeps its wound and strain thresholds, its melee and ranged defenses, and its soak value. It does not, however, gain a hull trauma threshold or a system strain threshold. Attack against the beast are resolved as usual in personal-scale combat. If ever called to suffer system strain for any reason, the mount suffers that amount of strain.

RIDING MANEUVERS AND ACTIONS

Riding a beast and piloting a vehicle are functionally the same, but with a few important differences. The first is that the Survival skill is used in place of Piloting for all relevant skill checks. All checks that the rider makes assume that the beast is equipped with the minimum appropriate tack needed to ride. If not, it is considered bareback riding and all the difficulty of skill checks made while riding are upgraded once, unless the creature or rider have special rules that state otherwise.

Unless it is capable of flying or swimming, a mount operates like a walker and is capable of traversing terrain with similar restrictions (see the *Force and Destiny Core Rulebook* page 246, Navigation Hazard Setback Dice Table for details). Like a vehicle, a riding mount does not have its own initiative slot, unless during the course of action it is rendered riderless, in which case it reverts back to its personal profile and functions as an NPC.

When it comes to maneuvers and actions, a rider may perform any maneuver or action listed normally for vehicles as if that character were a pilot, with the exception of :

- *Angle Deflector Shields*
- *Additional Ship & Vehicle Actions*

These are vehicle-specific maneuvers and actions that do not apply to riding a beast. Further, *Damage Control* is handled differently, with the Medicine or Survival skill used in place of Mechanics to simulate the application of stimpacks.

A rider may employ *Perform a Combat Check with Vehicle Weapons* action, using the natural weaponry of the mount that character is riding by performing a Survival check. Alternatively, the rider may perform a combat check using personal ranged or melee weapons.

In addition to the above maneuvers and actions, rider and beast may also perform the following actions:

CLIMB OR JUMP

Rider Only: Yes

Silhouette: 3 or less

Speed: 2+

A riding beast that has the Climb or Jump special ability in its profile can be used to climb or leap over obstacles. To guide the beast in successfully navigating the obstacle, and to stay mounted for the entire process, the rider must succeed at a **Hard (◆◆◆) Athletics check**, modified based on the circumstances at the GM's discretion. Success on the check allows the beast to cross the obstacle (or start to cross it in the case of long climbs); failure means the beast didn't manage to complete the climb or jump.

Any ☹ on the check can be used to cause the rider to fall from the mount, regardless of success or failure.

PUSH

Rider Only: Yes

Silhouette: 2+

Speed: 0 - 1

A rider on a beast that has the Trample attack in its profile may convince the animal to push through solid objects or vehicles, knocking them out of the way. The base difficulty for a Push action is a **Hard (◆◆◆) Survival check** for the rider if the target has the same silhouette as the beast. The difficulty is reduced by 1 for every silhouette smaller the target is when compared to the beast. A beast may attempt to move an object only 1 silhouette larger at **Daunting (◆◆◆◆) difficulty**. A successful check means that the rider has convinced the beast to shove an object in such a way that it is no longer an obstacle.

FEAR AND MOUNTS

Animals can become spooked by loud noises or scary situations, and one of the most dangerous situations a rider can face is a startled mount. These rules assume that a rider is well aware of the dangers, and is trained to work with the mount to anticipate situations that might spook it. Even so, there may be circumstances where a mount might be surprised or frightened, and the rider must make a skill check to keep the best under control.

Use the fear guidelines in the Core Rulebooks, but instead of using a Discipline or Cool check on the part of the beast, the rider must make a **Survival check** depending on the severity of fear to maintain control. A successful check indicates that the rider has managed to calm the beast, and may spend ☹ to reduce the rider's own strain. Any ☹ generated indicates a number of ■ to be added to the next Survival check the rider needs to make. Failure indicates that the animal flees, and the rider needs to make further Survival checks to bring the steed under control. A ☹ might indicate that the mount throws the rider, whether or not the animal flees.

RIDING BEASTS AND ENCUMBRANCE

Any animal that can be a mount may also be a pack animal. As they are considerably larger than most humanoids, they are also capable of carrying more. As a guide, a beast's encumbrance threshold is 5 plus its Brawn score, which is then multiplied by its silhouette. For example, a dewback that is Brawn 4 and Silhouette 2 would have an encumbrance threshold of 18. This allows the dewback to carry a rider and gear, or a rider and a passenger without over-burdening the best. A rider's own encumbrance value is typically 5 plus the rider's Brawn rating, as detailed on page 159 of the *Force and Destiny Core Rulebook*.

ANIMAL COMPANION NPCS

(*Savage Spirits* 69)

SURVIVAL AND HUNTING

Characters gain when making Survival checks in the native environment of their animal companion. At the GM's discretion, this bonus could be increased if the task is particularly suited to the variety of animal in question, such as burrowers helping create shelter from inclement weather. Animal companions are also assumed to be able to feed themselves without issue in their native environment, and grant to checks for friendly characters to gather supplies. However, while animals are quite capable in their native habitats, they typically have difficulty adapting to radically different ones. At the GM's discretion, accommodating animal companions in particularly inappropriate habitats might impose b to Survival checks due to its specific needs. These might include finding warmth for cold-blooded creatures in the icy tundra and keeping amphibians well watered in the desert.

USING ANIMAL COMPANIONS IN STRUCTURED ENCOUNTERS

As described on page 138 of the *Force and Destiny* Core Rulebook, characters using the Animal Bond talent can spend a maneuver to direct their animal companions during structured encounters. In most situations, this effectively grants owning PCs a second action and maneuver. Beyond simply having another attack action at their direction, this allows for new strategies such as using companions to tie up a minor minion group and leave the PCs free to focus on a more dangerous threat.

Animal companions don't contribute toward an encounter in rounds in which they are undirected, observing the action but otherwise not hampering anyone. Depending on the nature of the combat situation and the animals though, some might act on their own. Most animals don't react well to blaster fire, flaring lightsaber duels, or massive bloodshed, for example, and these can provoke them into spontaneous action. As such, animal companions without direction in especially violent combat situations could possibly flee or hide if they are not predators, or attempt to intimidate what they see as intruders and challengers otherwise. For these reasons, at the GM's discretion, animal companions might be able to move or take cover during this process, but this offers no other mechanical benefits.

JUVENILE ANIMALS (*Force and Destiny* Core 415)

To represent a juvenile creature, the GM should apply the following changes to the creature's profile:

- Decrease creature's silhouette by 1, to a minimum of 0
- Decrease creature's wound and strain threshold (if applicable) to half normal (rounding up)
- Decrease the damage of any weapons or attacks the creature possesses to half normal (rounding up)

ANIMAL COMPANION MANEUVERS

Animal companions can perform most of the maneuvers listed for normal PC and NPC characters, however they cannot manage gear or dismount other animals, and they typically do not drop prone. Animals bonded to a character can perform the Assist maneuver to grant to their master's next check instead of the normal boons from the check, as long as they are within short range of each other. In addition, characters can have animal companions of a frightening or alarming nature perform the Menace maneuver as described on *Savage Spirits* 31.

ANIMAL COMPANION ACTIONS

Animal companions can perform combat checks, or any action pertaining to a skill they possess (including skills listed as "Group only" if the companion is a minion). Otherwise, their actions are limited at the GM's discretion. In addition, characters may use the new Harass and Menace talents (see page 30 and 31 of *Savage Spirits*) to have their animal companions threaten foes. This is primarily applicable to animals used to fighting in packs, including aggressive herd animals and certain predators, to harry rather than harm enemies.

ANIMAL COMPANION NPCS IN THE PARTY

If PCs are not properly appreciative of the loyalty displayed by their animal companions, it should be noted that while the strength of the Force bond is considerable, it is not absolute. Mistreated or neglected animal companions could begin to resist or resent their masters, and any bad behaviors they previously exhibited are likely to increase. This could be the case even if the mistreatment is unintentional, although the GM should give the PCs a chance to make it right. If animal companions are mistreated knowingly, thus abusing the Force bond, then the bonded PCs should suffer Conflict for their actions appropriate to the severity of their transgressions.

RAISING JUVENILE ANIMALS (*Savage Spirits* 70)

The rules detailing options for raising animal companions from a juvenile stage of life offer mechanical benefits by allowing characters to bond with larger and potentially more powerful animals than they would otherwise be able to early on, investing in the bond early in preparation for a higher Force rating. However, this also presents a significant narrative consideration. Juvenile creatures tend to be very demanding, requiring a great deal of attention and training in order to keep them under control. It can be appropriate for the GM to make a juvenile creature more difficult to handle than an adult member of its species, although the creature should still not be more of a burden than a boom.

Additionally, the GM should consider the rate of the creature's growth over the course of the campaign. It might seem implausible if a PC's animal companion suddenly doubles in size just because the character purchased a Force rating upgrade, so the GM should work the maturation of the companion into descriptions over time. Ideally, the GM should coordinate with the PC who controls the animal to develop a plan for increasing the animal's silhouette for a round the time the PC's Force rating will increase, or possibly even later - after all, just because the PC could now control an adult member of the species, there is no reason for the creature to suddenly reach adulthood. The GM should strive to find an acceptable balance between offering a reward for investment in talents and keeping the narrative consistent.

ASTROGATION

(Fly Casual 76, Age of Rebellion Core 260, Edge of the Empire Core 247, Force and Destiny Core 251)

HYPERSPACE TRAVEL

Navigating even the most well documented hyperspace route entails a raft of incredibly complex calculations, which are largely handled by a ship's navicomputer. Although the navicomputer does the bulk of the work, a ship's captain or astrogator still needs to enter coordinates and double-check the computer's final calculations. Under ideal conditions, this requires an **Easy** (◆) **Astrogation** check. Conditions are rarely ideal for those living on the fringes of the galaxy.

SPENDING ☹️, ⚡️, 🗑️, AND 🛸 DURING ASTROGATION CHECKS

Cost	Result Options
☹️	The character adds ■ to his next Astrogation check when traveling on this route.
☹️☹️	The trip is particularly smooth. Each character on the vessel recovers 2 strain
☹️☹️☹️ or ⚡️	The ship reaches its destination 25% faster (this option can only be selected once per check).
⚡️	The discovery of a new shortcut grants ■ on all future Astrogation checks to use this hyperspace route. Additionally, many organizations would be willing to pay for such a shortcut, especially if it is on a busy hyperlane.
🗑️	An energy surge from the hyperdrive inflicts 1 system strain on the ship. The character adds ■ to his next Astrogation check when traveling on this route.
🗑️🗑️	The trip is particularly rough. Each character aboard the vessel suffers 2 strain. A piece of debris strikes the ship upon reentry and inflicts 1 hull trauma on the ship. Mynocks attached themselves to the ship before the jump or during a realspace stopover. The ship suffers 3 system strain. Additionally, the PCs might need to remove the mynocks themselves (see page 413 of the <i>Edge of the Empire</i> Core Rulebook)
🗑️🗑️🗑️ or 🛸	On a failed check, miscalculations send the ship wildly off course, and it emerges from hyperspace in a system of the GM's choosing or in deep space. On a successful check, the presence of a gravity shadow forces the ship out of hyperspace prematurely. The vessel drops out of hyperspace somewhere along the way, and the characters must attempt another Astrogation check to reach their final destination. The ship reaches its destination 25% slower (this option can only be selected once per check).
🛸	The hyperdrive cuts out to avoid a gravity shadow, but it is damaged in the process. Once the vessel exits hyperspace, the hyperdrive is rendered inoperable until repaired.
🛸🛸	The ship collides with a planet's gravity shadow or similar phenomenon. This forces the ship out of hyperspace (probably at a very inconvenient location). Further, the ship immediately suffers a single Critical Hit with a +30 to the result on Table 7-9: Critical Hit Result (see page 244 of the <i>Edge of the Empire</i> Core Rulebook).

ASTROGATION MODIFIERS

+ ◆	Description
+ ◆◆◆	Damaged or missing astromech droid or navicomputer.
+ ◆	Quick calculations or entry into hyperspace under duress, typically while escaping from pursuit.
+ ◆	Ship is lightly damaged.
+ ◆◆	Ship is heavily damaged.
+ ◆	Outdated, corrupt, or counterfeit navigation charts or navicomputers data.

EXPANDED ASTROGATION MODIFIERS

Modifier	Example
Add automatic ☹️ to the check	The astrogator has done extra research on charts of that route.
Add automatic ☹️☹️ to the check	The astrogator has personally run the route recently.
Add automatic 🗑️ to the check	Real space debris is casting uncharted mass shadows in the route.
Add automatic 🗑️🗑️ to the check	A major celestial event impacted the route since the last charting.
Upgrade the difficulty of the check once	The vessel has a faulty hyperdrive or entered hyperspace while too close to a planet.

MAKING A MICROJUMP (*Suns of Fortune* 141)

Plotting a micro-jump in an encounter takes two combat rounds and requires a **Hard** (◆◆◆) **Astrogation** check, with ■. Pilots often use their slower back-up hyperdrive when making a micro-jump because it allows more accuracy, and should the jump damage the hyperdrive, it is cheaper to replace. Using a hyperdrive faster than Class 5 to perform a micro-jump adds an additional ■ to any attempt.

A successful micro-jump brings the character within medium range of their specific destination. Additional ✨ can reduce the time to calculate by one round. Each ☹️ reduces the range band to the destination, while each 🗑️ increases it. ⚡️ allows the PCs to make the micro-jump in zero rounds. 🛸 can add ■ to future checks or cause strain to the hyperdrive or other ship systems (or more catastrophic results, at GM discretion).

TRAVEL IN THE GALAXY

(Fly Casual 77)

HYPERLANES, TRADE ROUTES, AND SMUGGLING RUNS

The listed travel time is based on the average for a class 1 hyperdrive. To find the actual travel time for any hyperspace journey, multiply the base time by the ship's hyperdrive class and modify according to the results of the Astrogation check to set the course.

Although these travel times have some basis in the physical distance between planets, numerous other factors, such as gravitational and hyperspace anomalies, requisite stopovers in realspace, and indirect routes to avoid gravity wells and other phenomena greatly influence the average travel duration.

Another important factor is the frequency of use of a given hyperroute. The Imperial Space Ministry collects sensor data from ships' navicomputers as part of standard docking procedures. This information goes toward future astrogation chart updates, so the more ships that travel a given route, the more accurate and up-to-date the charts. These factors and others can contribute to a discrepancy in travel times between 2 given planets depending on which departure world and which is the arrival.

MAJOR GALACTIC ROUTES (IN DAYS USING A CLASS 1 HYPERDRIVE)

Destination Planet		Departure Planet														
		Perlemian Trade Route			Corellian Run			Corellian Trade Spine			Rimma Route			Hydian Way		
		Ossus	Roche	Taanab	Coruscant	Corellia	Tatooine	Duro	Bestine	Bespin	Thyferra	Sullust	Kal' sebool	Bonadon	Brentaal	Eriadu
Perlemian Trade Route	Ossus	-	1	2.5	4.5	5.5	9	6	6.5	9	6	9	10.5	7.5	4	9
	Roche	1	-	1.5	3.5	4.5	8.5	5	5.5	8	5.5	8	9.5	6.5	3	8
	Taanab	2	1	-	2	3.5	7.5	3.5	5	7.5	4.5	7.5	8	6	2	7
Corellian Run	Coruscant	4	3	2	-	1.5	5.5	2	2.5	5.5	2.5	5	6	5	0.5	4.5
	Corellia	5.5	4.5	3.5	1.5	-	4	0.5	1	4	1.5	4	5	6.5	2	3.5
	Tatooine	9	8	7	5	4	-	4	6	8	6	6.5	7.5	11	5.5	6
Corellian Trade Spine	Duro	5.5	4.5	3.5	1.5	0.5	4	-	3	4	2	4	5.5	6.5	2	3.5
	Bestine	6	5.5	4.5	2.5	1.5	5.5	1.5	-	3	1	2	4	8	3.5	2.5
	Bespin	8.5	8	7	5	4	8	4	2.5	-	3	3.5	5	11	6.5	3.5
Rimma Route	Thyferra	6.5	6	5	3	2	6	2	0.5	2.5	-	2	3.5	8.5	3.5	2.5
	Sullust	9	8	7	5	3.5	6	4	2	3.5	2	-	2	11	5.5	0.5
	Kal'sebbol	10	9	8	6	5	7.5	5	4	4.5	3.5	2	-	11	6.5	1.5
Hydian Way	Bonadon	8	7	6	5.5	6.5	11	7	7.5	10.5	8	10.5	11.5	-	4.5	9.5
	Brentaal	3.5	2.5	1.5	1	2	5	2.5	3	6	3.5	5.5	6	5	-	5
	Eriadu	8.5	7.5	6.5	4.5	3.5	6	3.5	2.5	3	2	0.5	1.5	9.5	4.5	-

SUBLIGHT TRAVEL TIMES

Trip Time	Example
5-15 minutes	Time needed to fly from a planet's orbit to a safe hyperspace jump distance
30-90 minutes	Time needed to fly from a planet's surface to one of its moons
6-12 hours	Time needed to fly from one planet to another within the same star system. This time varies a great deal depending on the relative position of the planets in question, and any stellar phenomena between them
12-72 hours	Time needed to fly from the center of a star system to its furthest limits. Again, this time varies greatly depending on the size of the system and any obstacles or stellar phenomena encountered along the way

HYPERSPACE TRAVEL TIMES

Distance Traveled	Average Duration
Within a sector	10 to 24 hours
Within a region	10 to 72 hours
Between regions	3 days to 1 week
Across the galaxy	1 to 3 weeks

LESSER ROUTES AND SMUGGLING RUNS

Route Name	Travel Time	Notable Locations
Kessel Run	0.75 hours	Kessel, Oba Diah
Kessel Trade Corridor	1.5 hours	Kessel, Zerm
Llanic Space Run	4.25 hours	Jermac, Llanic, Mon Gazza
Ootmian Pabol	1.5 hours	Nal Hutta, Nar Bol Sholla, Keldooine
Pabol Hutta	2 hours	Nal Hutta, Sleheyron

CONCEALING AND DISGUIISING WEAPONS

(Cyphers and Masks 80)

CONCEALMENT ALTERATION

PCs wishing to make a concealment alteration need to make an **Average (◆◆) Skulduggery** check and spend one hour per point of the item's encumbrance (with a minimum duration of one hour) in applying the changes. A successful check reduces the item's encumbrance by 1 (to a minimum of 1) and adds ■ to any Perception checks to notice or search for the item; ⚡ can be spent to make this ■■ instead. Items with an encumbrance of 3 or higher are more difficult to modify, however, and so the difficulty to perform a concealment alteration increased by one for each point of encumbrance over 2. This means that making a concealment alteration to an encumbrance 3 item would require a **Hard (◆◆◆) Skulduggery** check, while an item of encumbrance 5 would require a **Formidable (◆◆◆◆) Skulduggery** check. Items with encumbrance 6 or higher cannot receive a concealment alteration.

A character can only attempt a concealment alteration once on a given item, and doing so permanently reduces the item's available hard points by 1. Items that have no hard points may still be altered in this fashion.

COMPONENT ALTERATION

Characters wishing to break a weapon or other item down into multiple parts in this fashion need to spend time dismantling the device into smaller components. This requires a **Hard (◆◆◆) Mechanics** check and takes a number of hours equal to the item's encumbrance, or a minimum of one hour. If the check is successful, the device is broken down into a number of components equal to its encumbrance plus 1.

This is not the same as the componentization weapon attachment (Cyphers and Masks page 56), which requires no check for use once installed and is designed to allow the user to openly carry a weapon, rather than consisting of simple mechanical disassembly. Characters can try though, to use the component alteration to physically disguise these individual parts to look like mundane objects. While this allows a part to take on the rough appearance of the desired object, it does not gain the functionality of that object. This is generally a taxing and tricky process, and so upgrades the difficulty of the Mechanics check once or more at the GM's discretion.

Each ✨ or ⚡ on the initial Mechanics check lets a character carrying the components from an alteration add ■ to **opposed Stealth vs Perception checks** when an observer attempts to notice the true nature of the disassembled device. If the component alteration was designed to make the items appear mundane, he gains ■■ instead.

Assembling a weapon or item with a component alteration requires 2 maneuvers or 2 minutes of narrative time per component, and the character must make an **Average (◆◆) Mechanics** check. Failure means the components are damaged and the device requires a major repair (page 172 of the *Age of Rebellion* Core Rulebook) to be properly reassembled again and returned to function. The GM may spend ⚡⚡⚡ as ⚡ when a character makes a skill check while using an item with this alteration.

A character can only attempt a component alteration once on a given item, and doing so permanently reduces the item's available hard points by 1. Items that have no hard points may still be altered in this fashion.

SPOOFING SCANNERS

Character's attempting such an alteration must make a **Hard (◆◆◆) Mechanics** check. This adds ■ to Perception checks that operators using a scanning device make to detect the item. They may spend ⚡ from the Mechanics check to have the difficulty of such detection checks upgraded once. Each ✨ from the check for reducing a weapon's energy output also reduces its damage by 1, to a minimum of 1. Characters may spend ⚡ from the Mechanics check to halve this reduction in damage, rounding up.

Only weapons that use energy-based attacks or other advanced devices can have their energy output reduced or signature concealed. In addition, items that require extensive power (such as repeating blasters) cannot have their energy signature reduced. Note that this differs from the scanner-proof hardware attachment (Cyphers and Masks 57), which requires no check for use and is more a customization of the weapon than a mechanical alteration.

HIDDEN COMPARTMENTS IN ARMOR

To make this change, he must spend a number of hours equal to the armor's encumbrance, pay a number of credits equal to 5% of the armor's price, and make a **Hard (◆◆◆) Mechanics** check. Each ✨ or ⚡ provides one encumbrance point's worth of hidden space in the armor. The armor cannot gain more encumbrance points for hiding objects than the suit's own encumbrance value, and items concealed in this way do not count towards the user's encumbrance threshold. Add ■■ to all Perception checks made to notice items hidden in this manner.

No matter how many ✨ are rolled though, a suit cannot conceal any single item with an encumbrance value greater than 2. Each point of encumbrance value for concealed space gained in this fashion reduces the armor's hard points by 1, to a minimum of 0. Any armor with no hard points can still have enough concealed space for an item with an encumbrance value of 1.

For every 2 encumbrance point's worth of concealed space created, an armor's soak is reduced by 1. However, each net ⚡ on the initial Mechanics check to modify the armor cancels out 1 point of soak reduction.

SLUGTHROWERS

(*Age of Rebellion* Core 164, *Force & Destiny* Core 169)

Despite their shortcomings, slugthrowers are easy to sneak past weapons canners that look for blast gas residue or energy signatures common to modern weapons, and they are rarely looked for in searches. Furthermore, while slugthrowers are often loud and most emit smoke at the point of origin, they are still far more difficult to trace in darkness than the bright blazing bolts of blaster fire. GMs should take these factors into account when scanning or detecting slugthrowers or other antiquated weaponry.


MAINTENANCE & MODIFICATIONS

(Age of Rebellion Core 171/199, Edge of the Empire Core 158/188, Force and Destiny Core 166/191)

EQUIPMENT MAINTENANCE

Low-tech equipment that generally does not rely on energy cells or sophisticated programming can be repaired with the Mechanics skill or the skill used to wield the weapon. More sophisticated weapons that rely on programming, circuitry, or electronics can also be repaired with the Computers skill, or the combat skill used to wield the weapon (although Mechanics can always be used to repair a weapon).

Equipment repairs are classified as minor, moderate, or major. The magnitude of the required repairs indicates two things, the severity of any penalties applied to the user when trying to operate the defective equipment, and the difficulty rating of the necessary repairs. Repairing a weapon requires adequate time and tools, generally one to two hours per difficulty level. If a character attempts repairs in less time, the difficulty increases by one. Likewise, if the character lacks the proper tools, the difficulty increases by one.


The cost of the repairs is equal to a percentage of the equipment's base cost: 25% if it is a minor repair, 50% if it is a moderate repair, and 100% if it requires major work. Reduce the total by 10% for each  received on the repair check if the PC is doing it himself. The cost of repair does not factor in the price of any modifications that have been made.

REPAIRING GEAR

Repair Required	Difficulty	Penalty for Use
Minor	Easy (◆)	+ ■
Moderate	Average (◆◆)	+ ◆
Major	Hard (◆◆◆)	Unusable

MODDING ATTACHMENTS

To install a mod, the user selects an uninstalled modification option from the attachment's available list. The character then spends 100 credits on components and supplies, makes sure he has a tool kit, spends a couple of hours at a workbench, and makes a **Hard (◆◆◆) Mechanics check**.

If successful, the mod is successfully installed and the item now benefits from the bonus provided by it. On failure, the mod is not installed, and the character may not attempt to install that mod again. If it was a failure and at least one  was generated, the attachment is also rendered useless.

Each additional mod installed in an attachment beyond the first increases the difficulty of the Mechanics check by one, and costs an additional 100 credits beyond the base cost.

REMOVING ATTACHMENTS (Special Modifications 93)

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 equipment)

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

STARSHIPS, VEHICLES, AND MODS

Like personal equipment, starships and vehicles can benefit greatly by being modded. Ships and vehicles follow the same rules for attachments and mods as discussed earlier. The only difference is that installing a mod on a ship or vehicle costs ten times as much due to their greater size and complexity.





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, a character integrates 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.

LIGHTSABER CRYSTAL ATTACHMENTS

Lightsaber crystals are a special type of attachment unique to Lightsaber weapons. A lightsaber can have one and only one crystal installed in it. If a lightsaber already has a crystal, the character may replace that crystal with a different one. As noted in a light saber crystal's base modifiers, lightsaber crystals greatly affect the lightsaber's damage, critical rating, and item qualities.

When working with a cyber crystal, a Force sensitive can use their connection to the Force to guide their hands. When modding a lightsaber crystal attachment, a Force user may add a number of  no greater than their Force rating to the check. They may spend  to add  or  to that check's results.

GEAR ATTACHMENTS (Cyphers and Masks 59)






Creating customized gear attachments requires an **Average (◆◆) Skulduggery check** or **Hard (◆◆◆) Mechanics check**, due to the fact that the mods not only must be installed in gear that is not typically easily modified, but also must be well concealed from suspicious eyes.

Small items, like datapads, comlinks, glow rods, chronos, and boots can only have one mod or attachment. Large items like travel cases, fusion lanterns, and cloaks may have two or more, depending on the nature of the mod and the discretion of the GM, but generally the number cannot exceed the item's encumbrance value.

A SLIGHT WEAPONS MALFUNCTION

(Dangerous Covenants 62)

Vehicle and starship modifications are rarely approved or designed by the manufacturer. Systems never designed to work together and non-standard upgrades and modifications can produce unexpected results in actual use.

The GM is encouraged to turn such failures into memorable cinematic moments. A  on a skill check related to a specific weapon, utility attachment, or upgrade could indicate a major malfunction. The item may cease working until repaired, work at a lower level of effectiveness (such as reduced damage, range, or both) or increase the difficulty by one level on all subsequent checks until the item is repaired.  on a related skill check might result in adding  to the next check when using the item. Multiple  or  might cause the malfunction to spread to associated systems or cause 2 or more system strain to the craft itself for each result.

CRAFTING

STEP 1: SELECT TEMPLATE

When a craftsperson sets about creating an item, the player first chooses a template from one of the template tables below, depending on the item he wishes to craft. 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 items, vessels, weapons, or armor. 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. Players and GMs should feel free to be creative in coming up with their own unique types of items that a given template can represent. Inspired GMs are encouraged to create their own unique templates as well.

This step takes as much or as little time as the character spends planning before launching into hands-on work.

STEP 2: ACQUIRE MATERIALS

To attempt to build an item based on a particular template, the PC must acquire appropriate materials for that template. These are listed under Material Price/Rarity on the given template table, and for acquisition purposes count as a single item with the listed price and rarity. At the GM's discretion, certain supplies might not always be available for the listed price at a 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 price in credits and abstracted rarity, the particular nature of the materials a character uses can vary wildly, and depends on the specifics of the item the character is crafting. At the GM's discretion, PCs can acquire materials for a template via means other than paying for them (such as salvaging them, stealing them, or being gifted with them).

This step requires as much time as it takes for the PC to actually obtain the materials. This endeavor could be as short as a trip to a scrap yard or market, or as long as an epic quest to find a rare ore or crystal, depending on the situation.

ACQUIRING MATERIALS

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.

That 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. The stories behind various works can have major impacts on the narrative and not only inform the roleplaying that goes into acquiring materials, but also illuminate an aspect of the character that might not be revealed otherwise.

STEP 3: CONSTRUCTION

After acquiring the materials to make the item, the character must make the associated check listed for the template to actually construct the item. If the character succeeds, the item is fully functional and has the profile listed in its template. If the character fails on the check, the product that comes out of the attempt is unusable, and the materials are lost.

The amount of time **Step 3: Construction** takes is determined by the estimate of working hours listed in the template under Time. Every 5 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. For particularly complex machines, such as droids, **Step 3: Construction** might require more than a single check to complete.

MAKING TIME FOR CRAFTING

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: Select 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.

ACQUIRING TEMPLATES

For some items, common sense and common knowledge 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. Generally, most templates should be available 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, for more interesting stories, 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 Templates** for a particularly special item. Alternatively, a character's past successes (or failures) might open the door to crafting a brand new item.

ARMOR CRAFTING

(Keeping the Peace 90)

ARMOR TEMPLATES

Name	Material Price/Rarity	Check	Time	Profile
Reinforced Clothing	25 credits/0	Average (◆◆) Mechanics or Survival check	6 hours	+ 1 soak, + 0 defense, 1 Enc, 0 HP
Light Armor	250 credits/0	Average (◆◆) Mechanics or Survival check	12 hours	+ 2 soak, + 0 defense, 2 Enc, 0 HP
Customizable Armor	500 credits/4	Average (◆◆) Mechanics check	16 hours	+ 1 soak, + 0 defense, 4 Enc, 4 HP
Deflective Armor	500 credits/5	Average (◆◆) Mechanics check	24 hours	+ 1 soak, + 1 defense, 2 Enc, 1 HP
Combat Armor	1,250 credits/4	Hard (◆◆◆) Mechanics check	48 hours	+ 2 soak, + 0 defense, 4 Enc, 3 HP
Segmented Armor	(R) 2,500 credits/6	Daunting (◆◆◆◆) Mechanics check	72 hours	+ 2 soak, + 1 defense, 6 Enc, 4 HP
Augmentative Armor	(R) 4,500 credits/8	Formidable (◆◆◆◆◆) Mechanics check	120 hours	+ 2 soak, + 2 defense, 6 Enc, 6 HP

SPENDING ☹, ☹, ☹, AND ☹ WHEN CRAFTING ARMOR

Cost	Result Options
☹ 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>Lightweight: Reduce the armor's encumbrance by 1 (to a minimum of 1).</p> <p>Sealable: The armor covers the entire body, and is eligible to have the Vacuum Sealed attachment (see page 57 of <i>Keeping the Peace</i>) applied to it (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>Extra Melee Defense: Add +1 melee defense to the armor (this can only be selected once).</p> <p>Special Embellishment: The wearer of this armor adds automatic ☹ to checks for one of the following skills: Charm, Coercion, Negotiation, Leadership, Resilience, or Stealth (this can only be selected once)</p>
☹☹☹ or ☹	<p>Efficient Construction: A sizable 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>Extra Ranged Defense: Add +1 ranged defense to the armor (this can only be selected once).</p> <p>Extra Hard Point: Add 1 hard point to the armor (to a maximum of 2 additional hard points).</p>
☹☹☹☹ or ☹	<p>Extra Soak: Add +1 soak to the armor (this can only be selected once).</p> <p>Duplicate: Create one additional, identical set of armor (with all of the qualities, improvements, and flaws that the first possesses) at no extra cost.</p> <p>Armor Schematic: Create a schematic that permanently reduces the difficulty of checks to create armor of this template by 1, to a minimum of Simple (-) (this can only be selected once).</p>
☹☹	<p>Integral Attachment: Add +1 hard point to the armor, then install one applicable armor attachment that requires 1 hard point. 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 armor's encumbrance by +1.</p> <p>Poor Fit: Donning and removing this armor requires 1 additional action (this can only be selected once).</p>
☹☹☹ or ☹	<p>Complex: The armor is difficult to maintain. Increase the difficulty of checks to repair this item by 1 (see page 166 of the <i>Force and Destiny</i> Core Rulebook).</p> <p>Difficult to Customize: Increase the difficulty of checks to modify attachments on this armor by 1.</p> <p>Restrictive: The wearer of this armor adds automatic ☹☹ to checks for one of the following skills: Athletics, Coordination, Perception, Skullduggery, or Vigilance (this can only be selected once).</p>
☹☹☹☹ or ☹	<p>Wear and Tear: The tools the character was using to craft the armor are worn down or destroyed, and are damaged one step (minor damaged if undamaged, from minor to moderate, and moderate to major).</p> <p>Fragile: The armor has a substantial vulnerability that can be exploited; whenever the armor becomes damaged, the damage always counts as moderate damage unless it would be worse (see page 166 of the <i>Force and Destiny</i> Core Rulebook) (this can only be selected once).</p>
☹☹☹☹☹ or ☹	<p>Expensive: The armor has intricate mechanisms that can only be replaced at substantial cost. Whenever it becomes damaged, the cost to repair the armor is doubled (see page 166 of the <i>Force and Destiny</i> Core Rulebook) (this can only be selected once).</p> <p>Supply Shortage: The character runs out of equipment midway through constructing the armor. The crafter cannot finish it until he has a chance to acquire more supplies and spends credits equal to 25% of the Material Price on these additional supplies (this can only be selected once).</p>
☹☹	<p>Unexpected Flaw: The armor has a serious problem the crafter does not detect. At some point in the future, the GM may spend a Destiny Point to cause the armor to fail. When he does so, the armor counts as suffering major damage, and thus becomes unusable (see page 166 of the <i>Force and Destiny</i> Core Rulebook). Once the armor has been repaired, this flaw is removed and cannot be exploited this way again (this can only be selected once).</p>

BRAWL AND MELEE WEAPON CRAFTING

(Special Modifications 76)

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 check	8 hours	Buckler, riot shield
Bladed Weapon	10 credits/0	Average (◆◆) Mechanics check	16 hours	Axe, knife, sword
Vibro-weapon	200 credits/3	Hard (◆◆◆) Mechanics check	24 hours	Vibro-ax, vibrokniife, vibrosword
Powered Melee Weapon	200 credits/3	Daunting (◆◆◆◆) Mechanics check	48 hours	Electrostaff, force pike

BRAWL AND MELEE WEAPON TEMPLATE PROFILES

Name	Skill	Dam	Crit	Range	Encum	HP	Special	Hands Required
Fist Weapons	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

RANGED WEAPON CRAFTING

(Special Modifications 78)

Ranged Weapon crafting follows the normal steps for crafting. 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).

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
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 credits/4	Hard (◆◆◆) Mechanics check	16 hours	Blaster Rifle
Heavy Energy Rifle	(R) 1,000 credits/6	Daunting (◆◆◆◆) Mechanics check	24 hours	Heavy blaster rifle, disruptor rifle
Missile Launcher	(R) 4,000 credits/7	Daunting (◆◆◆◆) Mechanics check	16 hours	Missile launcher, torpedo launcher
Missile	(R) 100 credits/3	Hard (◆◆◆) Mechanics check	4 hours	Missile, micro-torpedo
Grenade	35 credits/4	Hard (◆◆◆) Mechanics check	2 hours	Frag grenade, stun grenade
Mine	(R) 425 credits/5	Hard (◆◆◆) Mechanics check	4 hours	Anti-personnel mine, ion mine



































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	-	-	-	-	4	Uses profile of loaded missile
Missile		20	2	Extreme	7	-	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

SPENDING , , , AND ON BRAWL AND MELEE WEAPONS CRAFTING

Cost	Result Options
 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: The weapon gains the Stun 1 quality (or increase its Stun quality by 1).</p>
   or 	<p>Efficient Construction: A sizable 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 5).</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 checks to create 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 increases 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 damaged if undamaged, from minor to moderate, and 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 <i>Edge of the Empire</i> Core Rulebook).</p>
 	<p>Hidden Flaw: The weapon has a serious problem the crafter does not detect. At some point in the future, the GM may spend 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 <i>Edge of the Empire</i> Core Rulebook). Once the weapon has been repaired, this flaw is removed and cannot be exploited this way again.</p>

SPENDING , , , AND ON RANGED WEAPON CRAFTING

Cost	Result Options
 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 weapon's range by 1 range band, to a max of extreme (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 sizable 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: The weapon gains the Stun 1 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: This weapon gains the Auto-fire quality (this can only be selected once).</p> <p>Burn Quality: This weapon gains the Burn 1 quality (or increases its existing 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 checks to create weapons of this template by 1, to a minimum of Simple (-).</p>
 	<p>Blast Quality: This 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 increases 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 this weapon is doubled (see page 159 of the <i>Edge of the Empire</i> 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 damaged if undamaged, from minor to moderate, and 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 GM may make this weapon run out of ammunition by spending ; this is in addition to the standard spending  as discussed on page 159 of the <i>Edge of the Empire</i> 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 3 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 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>

LIGHTSABER HILT CRAFTING

(Endless Vigil 84)

LIGHTSABER TEMPLATES

Name	Material Price/Rarity	Check	Time	Examples
Standard Lightsaber	100 credits/4	Average (◆◆) Mechanics check	6 hours	Lightsaber
Precision Lightsaber	150 credits/5	Average (◆◆) Mechanics check	12 hours	Shoto, dagger lightsaber, lightfoil
Defensive Lightsaber	300 credits/6	Hard (◆◆◆) Mechanics check	12 hours	Guard shoto
Double-Bladed Lightsaber	300 credits/5	Hard (◆◆◆) Mechanics check	12 hours	Double-bladed lightsaber, Temple Guard lightsaber pike
Pole Lightsaber	150 credits/5	Hard (◆◆◆) Mechanics check	12 hours	Lightsaber pike, long-handle lightsaber

LIGHTSABER TEMPLATE PROFILES

Name	Skill	Dam	Crit	Range	Enc	HP	Special	Hands Required	Other
Standard Lightsaber	Lightsaber	6	2	Engaged	1	5	Breach 1, Sunder	One-handed	-
Standard Lightsaber Hilt	Lightsaber	0	-	Engaged	1	5	-	One-handed	-
Precision Lightsaber	Lightsaber	5	2	Engaged	1	3	Accurate 1, Breach 1, Sunder	One-handed	-1 damage to installed crystals
Precision Lightsaber Hilt	Lightsaber	0	-	Engaged	1	3	Accurate 1	One-handed	-1 damage to installed crystals
Defensive Lightsaber	Lightsaber	5	2	Engaged	1	3	Breach 1, Defensive 1, Sunder	One-handed	-1 damage to installed crystals
Defensive Lightsaber Hilt	Lightsaber	0	-	Engaged	1	3	Defensive 1	One-handed	-1 damage to installed crystals
Double-Bladed Lightsaber	Lightsaber	6	2	Engaged	2	4	Breach 1, Linked 1, Sunder, Unwieldy 3	Two-handed	Attachments and crystals cost double
Double-Bladed Lightsaber Hilt	Lightsaber	0	-	Engaged	2	4	Linked 1, Unwieldy 3	Two-handed	Attachments and crystals cost double
Pole Lightsaber	Lightsaber	6	2	Engaged	2	4	Breach 1, Cumbersome 3, Defensive 1, Sunder	Two-handed	-

REFORGING A HILT

During **Step 2: Acquire Materials**, a character may reforge an existing lightsaber hilt rather than acquiring entirely new materials. If the character does so, reduce the Material Price for the template indicated below by half of the existing item's Price (to a minimum of 50%) and reduce its rarity by 1. This process consumes the existing hilt entirely.

At the GM's discretion, the crafter may spend Ⓢ to transfer one of the positive results of the crafter's choice from the **Spending** Ⓢ, Ⓢ, Ⓢ, and Ⓢ on **Lightsaber Hilt Crafting Table** from the old hilt to the new one, provided that the trait can logically be carried over to the new item. In the same manner, the GM may spend Ⓢ to transfer one of the negative results from the table from the old hilt to the new one.

WHAT ABOUT CRYSTALS?

These crafting rules only provide a lightsaber hilt, which is incapable of producing a blade without a crystal. The lightsaber profiles provided here for the weapons assume that it is installed with an unmodified Illum crystal. If no crystal is installed, use the Hilt profile instead. Once the hilt is crafted and a kyber crystal is acquired, the intended wielder of the lightsaber must become personally attuned to the crystal and install it. For more on acquiring and installing lightsaber crystals, see page 195 of the *Force and Destiny* Core Rulebook.
































CRAFTING TRAINING HILTS

Substantially easier to acquire the parts for and build, crafting a training emitter requires only common electronic parts worth 50 credits and an **Average (◆◆) Mechanics check**.

ALTERNATE LIGHTSABER CRAFTING RULES

An alternative, less comprehensive set of rules for crafting a lightsaber can be found on pages 23 to 24 of the *Force and Destiny* Game Master's Kit. The rules found here are largely an expansion of that set of rules, and therefore they are not reprinted here separately.

SPENDING , , , AND ON LIGHTSABER HILT CRAFTING

Cost	Effect
 or 	<p>Lightweight: Decrease the lightsaber's encumbrance by 1 (to a minimum of 1).</p> <p>Two-Handed: Increase the lightsaber's damage by 1 and encumbrance by 2; it now requires two hands to wield (this can only be selected once and cannot be selected for a two-handed lightsaber).</p>
 or 	<p>Disguised: Add  to other characters' checks to identify the lightsaber hilt while it is not ignited.</p> <p>Counterweight: Increase the lightsaber's encumbrance by 2; it loses the Unwieldy quality and gains the Cumbersome quality with the same value (this can only be selected once).</p>
 or 	<p>Crossguard: The lightsaber hilt gains a crossguard (<i>see page 42 of Endless Vigil</i>). It gains the Defensive 1 quality (or increase the value of its Defensive quality by 1), and the user can spend  or  to hook its opponent's blade and disarm his foe (this can only be selected once).</p> <p>Customizable: Increase the lightsaber's Hard Points by 1 (this can only be selected once).</p> <p>Delicate Balance: The lightsaber loses the Cumbersome quality and gains the Unwieldy quality with the same value (this can only be selected once).</p> <p>Personalized Design: When the crafter makes a successful Lightsaber check with this weapon, add automatic  to the results. Add automatic  to Lightsaber checks other characters make with this lightsaber (this can only be selected once).</p>
 or 	<p>Inbuilt: The hilt is constructed as part of another item, such as a tool or weapon. Choose an appropriate item of encumbrance 1 or higher that the character possesses and increase its encumbrance by that of the lightsaber hilt; the hilt is part of that item. While the lightsaber is ignited, the wielder cannot use the original item for its intended purpose and must spend a maneuver to switch between functions (this can only be selected once).</p> <p>Energy Bleed: The lightsaber gains the Stun 2 quality (or increase the value of the Stun quality by 2).</p>
	<p>Fine-Tuned Emitter: Add automatic  to combat checks made with this lightsaber (this can only be selected once).</p> <p>Personalized Inlay: Reduce the difficulty of checks to modify any lightsaber crystal installed in this weapon by 1 (this can only be selected once).</p>
	<p>Integral Attachment: Add +1 hard point to the weapon, then install 1 applicable weapon attachment that requires 1 or fewer hard points and is not a lightsaber crystal. No check is required to obtain this attachment, and it costs 0 credits.</p>
 or 	<p>Heavy: Increase the lightsaber's encumbrance by 1.</p> <p>Exhausting Effort: Upon completing Step 3: Construction, the character suffers 3 strain.</p>
 or 	<p>Oddly Weighted: The lightsaber gains the Cumbersome 2 quality (or increase the value of its Cumbersome quality by 1).</p> <p>Fragile Casing: Increase the difficulty of checks to repair this lightsaber by 1.</p>
 or 	<p>Awkward Grip: The lightsaber gains the Unwieldy 2 quality (or increase the value of its Unwieldy quality by 1).</p> <p>Misaligned Emitter: The lightsaber requires a maneuver to ignite rather than an incidental; it can still be powered down as an incidental (this can only be selected once).</p>
 or 	<p>Erratic: Once per combat encounter, the GM may spend  from any combat check with the lightsaber to have the energies within ripple out, damaging the hilt and shocking the wielder. The lightsaber becomes damaged one step (minor to moderate, moderate to major, etc.) and the wielder suffers 3 strain (this can only be selected once).</p> <p>Poor Focusing Lens: The lightsaber gains the Inaccurate quality (or increase the value of its Inaccurate quality by 1). If it has the Accurate quality, reduce the value of that quality by 1 instead.</p>
	<p>Faulty Inlay: Increase the difficulty of checks to modify any lightsaber crystal installed in this weapon by 1 (this can only be selected once).</p> <p>Tragic Accident: During the process of crafting the hilt, the character's focus slips at a key moment, and the character suffers a major injury. Upon completing Step 3: Construction, the character suffers a Critical Injury (this can only be selected once).</p>
	<p>Unstable: The GM may spend  from any combat check with the lightsaber to have it sputter and short out. It remains inoperable until it is repaired through an Average (◆◆) Mechanics check.</p>
 (failed check)	<p>Learning Experience: The crafter learns valuable techniques in the attempt; that PC gains  on the next attempt made to craft a hilt and does not need to purchase new materials.</p>
 (failed check)	<p>Horrible Accident: Not only has the crafter failed to fashion a working hilt, but the hilt mechanism has exploded. The crafter suffers a Critical Injury with +20 to the roll and all of the materials are destroyed.</p>

DROID CRAFTING

(Special Modifications 80)

When building a droid, the crafter performs Steps 1-3 as normal, choosing a droid chassis template, acquiring the materials, and performing the list check over the 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 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**.

CHASSIS OPTIONS

The crafter may choose from the chassis options from below when attempting to build a droid. The characteristics and abilities of droids of these chassis types are listed below

MONOTASK DROID CHASSIS (MINION)					
1	1	1	1	1	1
Br	Ag	Int	Cun	Wil	Pr
Soak		W Thresh		Def (M R)	
2		3		0 0	
TALENTS & ABILITIES					
Droid (does not need to breathe, eat, or drink, can survive in vacuum and underwater; immune to poisons and toxins)					
Silhouette 0					

LABOR CHASSIS (MINION)					
3	1	2	1	1	1
Br	Ag	Int	Cun	Wil	Pr
Soak		W Thresh		Def (M R)	
4		7		0 0	
TALENTS & ABILITIES					
Droid (does not need to breathe, eat, or drink, can survive in vacuum and underwater; immune to poisons and toxins)					
Silhouette 1					

COMBAT CHASSIS (MINION)					
2	2	1	1	1	1
Br	Ag	Int	Cun	Wil	Pr
Soak		W Thresh		Def (M R)	
4		4		0 0	
TALENTS & ABILITIES					
Droid (does not need to breathe, eat, or drink, can survive in vacuum and underwater; immune to poisons and toxins)					
Silhouette 0					






















SPECIALIST CHASSIS (RIVAL)					
1	1	2	2	2	2
Br	Ag	Int	Cun	Wil	Pr
Soak		W Thresh		Def (M R)	
3		11		0 0	
TALENTS & ABILITIES					
Droid (does not need to breathe, eat, or drink, can survive in vacuum and underwater; immune to poisons and toxins)					
Silhouette 1					

ADVANCED COMBAT CHASSIS (NEMESIS)							
4	3	3	3	1	1		
Br	Ag	Int	Cun	Wil	Pr		
Soak		W Thresh		S Thresh		Def (M R)	
7		19		10		0 1	
TALENTS & ABILITIES							
Droid (does not need to breathe, eat, or drink, can survive in vacuum and underwater; immune to poisons and toxins)							
Silhouette 1							

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)

SPENDING , , , AND ON DROID CHASSIS CRAFTING

Cost	Result Options
 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 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 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 a 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>
	Doppelganger: Build 1 additional identical droid as part of the construction process
 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 	Difficult to Customize: Increase the difficulty of checks to install cybernetics in this droid by 1.
 or 	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).
 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>
	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).

DIRECTIVE OPTIONS



LABOR DIRECTIVES

- **Skills:** 2 ranks in any 1 General skill. If the droid is a minion, add this skill to its group skills instead.


COMBAT DIRECTIVES

- **Skills:** 1 rank in 3 different Combat skills. 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 1 engaged ally once until the start of the droid's next turn).


TRANSLATION DIRECTIVES

- **Skills:** 1 rank in 3 different Knowledge skills. Charm 1. If the droid is a minion, add this skill to its group skills instead.
- **Talents:** Convincing Demeanor 1 (remove  from Deception and Skulduggery checks), Kill with Kindness (Remove  from Charm and Leadership checks).

REPAIR DIRECTIVES

- **Skills:** Computers 1, Mechanics 2. If the droid is a minion, add this skill 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).

NAVIGATION DIRECTIVES

- **Skills:** Astrogation 2, Computes 1, Piloting (Space) 1. If the droid is a minion, add this skill to its group skills instead.
- **Talents:** Gearhead 1 (remove  from Astrogation checks), Technical Aptitude 1 (computer-related tasks take 25% less time).

HEALING DIRECTIVES

- **Skills:** Knowledge (Xenology), Medicine 2. If the droid is a minion, add this skill to its group skills instead.
- **Talents:** Bacta Specialist 1 (patients under the droid's supervision heal 1 additional wound each time they heal a wound), Surgeon 1 (when healing wounds with a Medicine check, heal 1 additional wound).















ELIMINATION DIRECTIVES

- **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 the difficulty of all combat checks against this target twice), Lethal Blows 3 (+30 to any Critical Injury rolls made against opponents).

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)

SPENDING , , , AND ON DROID PROGRAMMING

Cost	Result Options
 or 	<p>Random Positive Quirk: Adds one positive personality trait randomly selected from the table below to the droid (this can only be selected once).</p> <p>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 can only be selected once).</p>
 or 	<p>Adaptive Programming: Add 1 rank to any skill the droid possesses. This cannot be applied to minion droids.</p> <p>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 can only be selected once).</p> <p>Positive Quirk: Add one positive personality trait of the crafter's invention or choice from the table below to the droid (this can only be selected once).</p>
 or 	<p>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).</p> <p>Behavioral Programming: Add 1 rank to any ranked talent the droid possesses (this can only be selected once).</p>
	<p>Program Pattern: Create a program that permanently reduces the difficulty of programming droids with this directive by 1 (to a minimum of Simple (-)).</p>
 or 	<p>"Eccentric": Add one negative personality trait randomly selected from the table below to the droid (this can only be selected once).</p>
 or 	<p>Poor Listening Skills: Add ■■ to checks to give this droid orders (this can only be selected once).</p>
 or 	<p>Negative Quirk: Add one negative personality trait of the GM's invention or choice from the table below for the droid (this can only be selected once).</p> <p>Limited Programming: The droid upgrades the difficulty of skill checks for which it has no ranks in the skill once.</p>
	<p>Unknown Flaw: Add one secret negative personality trait of the GM's invention or choice from the table below to the droid. The GM is responsible for how – if ever – this personality comes into play.</p>

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 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

(Special Modifications 84)

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

GADGET TEMPLATE PROFILES

Name	Enc	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

SPENDING ☹️, ⚙️, ⚡️, AND 🛡️ WHEN CRAFTING GADGETS

Cost	Result Options
☹️ 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 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 <i>Edge of the Empire</i> 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 <i>Edge of the Empire</i> 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

(Special Modifications 85)

Cybernetics crafting follows the normal steps for **Crafting**, as detailed above. However, cybernetics must be installed to provide benefits.

Installing a cybernetic requires at least basic medical supplies (such as an emergency medpac). The character must dedicate 6 hours and make a **Hard (◆◆◆) Mechanics** check. Increase the difficulty twice if the character is operating on himself. If the character succeeds, the cybernetic is now attached and functional. If he 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.

OPTIONAL RULE:

CUSTOM SKILL: CYBERNETICS (INTELLECT)

At the GM's and player's discretion, Cybernetics can be presented as a custom skill rather than a specific use of Mechanics and Medicine as an optional rule.

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

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)

CYBERNETIC TEMPLATE PROFILES

Name	Enc	Effect	Examples
Prosthetic Appendage	-	Replace functionality of lost limb or organ.	Prosthetic limb or organ
Cybernetic Appendage	-	Replaces arm or leg. Increases 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

SPENDING ☞, ☞, ☞, AND ☞ WHEN CRAFTING CYBERNETICS

Cost	Result Options
☞ 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.

FORTIFICATION CRAFTING

(Forged in Battle 84)

Fortification crafting largely follows the normal rules for crafting. However, special consideration must be made for the tools and material required for each type of fortification, and whether such a structure is possible in the current location. Furthermore, during **Step 1: Select Template**, the PCs should make the necessary decisions on the construction, including placement, size, shape, and any other considerations that the GM feels relevant. At the GM's discretion, these decisions may impact the materials and quantities needed in Step 2. Unless the GM specifies otherwise, a character cannot occupy more than 1 fortification at a time.

FORTIFICATION TEMPLATES

Name	Check	Time
Trench	Average (◆◆) Athletics check	6 hours
Bunker	Hard (◆◆◆) Mechanics check	12 hours
Blind	Average (◆◆) Survival check	16 hours

SPENDING ☹️, 🪄, 🛠️, AND 🛡️ ON FORTIFICATIONS

Cost	Result Options
☹️ or 🪄	Expanded Capacity: Increase the fortification's occupancy by 1
☹️☹️ or 🪄	Additional Cover: Increase the ranged defense that the fortification provides to occupants by 1 (may only be selected once)
☹️☹️☹️ or 🪄	Additional Feature: Add a useful feature to the fortification, such as a weapon turret or camouflage
🪄	Reinforced Armor: Increase the fortification's armor by 1, if applicable (may only be selected once)
🛠️ or 🛡️	Exhausting Effort: Each character participating in the construction suffers 3 strain
🛠️🛠️ or 🛡️	Inferior Protection: Reduce the ranged defense that the fortification provides to occupants by 1 (may only be selected once)
🛠️🛠️🛠️ or 🛡️	Vulnerability: The fortification includes a critical flaw that a cunning enemy could use to easily neutralize it
🛡️	Limited Lifespan: The fortification can protect against only a limited number of attack before it is rendered useless, as determined by the GM

TRENCHES

A trench is a furrow dug in the ground deep enough to completely conceal a soldier, either when crouching or standing on its bottom. A firing step allows an occupant to see and fire his blaster over the defensive embankment of dirt. A trench might, particularly during protracted conflicts, be enlarged and reinforced with extra structures. A trench can vary in length, but is designed to allow multiple soldiers to fight side-by-side while protecting them from oncoming fire.

Tools Needed: Entrenching tool. If the ground is any material other than soil, the GM might require the PCs to have heavier or more specialized tools, increase the difficulty of the check, or require additional time to complete the trench.

Occupancy: 6 characters

Benefits: A character in a trench can stay completely out of sight of characters at medium range or farther away, although if he does so, he cannot see these characters either. A trench grants an occupant cover with ranged defense 3.

BUNKERS

Bunkers are relatively simple defensive buildings, which in some cases are largely or entirely underground. A completed bunker provides a solid structure capable of withstanding blaster fire and fragmentation grenades, while providing the occupants with firing ports. Assailing a bunker is a daunting prospect even to hardened veterans, and can allow outnumbered troops to hold the line against vast enemy forces.

Tools Needed: Toolkit, sheet metal. At the GM's discretion, characters can construct a bunker from raw materials, such as ferrocrete or any natural materials at hand, although this could diminish the benefits that it provides

Occupancy: 4 characters

Benefits: A bunker is treated as an immobile vehicle with an armor of 2, a hull trauma threshold of 8, a silhouette of 3, and a speed of 0 that cannot be increased in any way. Attacks that inflict system strain either inflict hull trauma instead or have no effect, at the GM's discretion based on the source of the attack. Characters inside can attack targets in the forward arc of the bunker with personal ranged weapons.

BLINDS

Blinds are structures used to camouflage a position. They vary greatly in size, design, and construction, from makeshift devices of leaves and vines to conceal a single soldier's firing position to large camouflage nets intended to more substantial groups. More sophisticated devices make use of holographic technology and photo-reactive materials. Unlike other fortifications, blinds do not physically protect troops or material, but make it more difficult for the enemy to detect them. They can generally be used in conjunction with other fortifications.

Tools Needed: Toolkit or knife

Occupancy: 2 characters

Benefits: A blind provides concealment equivalent to dense underbrush (+3) to each character within, as described on page 228 of the *Age of Rebellion* Core Rulebook.

VEHICLE & STARSHIP CRAFTING

(Fully Operational 76)

When building a vessel, the crafter performs Steps 1-3 as normal, choosing frame, engine, and hull templates, acquiring the materials, and performing the list checks over the time specified. Once the crafter completes **Step 3: Construction** successfully for the engine, frame, and hull (by spending the requisite hours and succeeding on the listed check, as usual), the character finishes crafting the vessel's core components. At this point the mechanic can go on to perform **Step 4: Assembly**, by combining these various parts and fashioning them together into the new vessel via a single Mechanics check.

If the character fails, the only thing lost is the crafter's time. The character can attempt **Step 4: Assembly**, at the next available opportunity. If the character succeeds, the vehicle 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 successfully assembled, the vehicle or starship is fully functional, using the statistics provided by its core components. Note that assembly often takes additional resources to complete.

FRAME TEMPLATE PROFILES

Frame Type	Sil	Hull Trauma Threshold	Max Altitude	Sensor Range	Crew	Passenger Capacity	Encumbrance Capacity	Hard Points
Speeder Bike	2	3	15 m	Close	1 pilot	None	1	6
Landspeeder	2	6	20 m	Close	1 pilot	2	5	8
Airspeeder	2	5	100 km	Close	1 pilot	2	5	8
Walker	3	15	-	Close	1 pilot	None	2	9
Starfighter	3	8	-	Close	1 pilot	None	2	7
Freighter	4	35	-	Close	1 pilot, 1 co-pilot	4	100	10
Shuttle	4	25	-	Short	1 pilot, 1 co-pilot	50	10	10
Corvette	5	45	-	Medium	100 officers, pilots, crew	200	500	12
Frigate	6	80	-	Long	500 officers, pilots, crew	250	1,000	15
Heavy Cruiser	7	95	-	Long	2,000 officers, pilots, crew	200	5,000	16
Destroyer	8	125	-	Long	30,000 officers, pilots, crew	5,000	10,000	17
Space Station	8	150	-	Long	60,000 or more	40,000	100,000	50

FRAME TEMPLATES

Name	Material Price/Rarity	Check	Time
Speeder Bike	250 credits/1	Average (◆◆) Mechanics check	12 hours
Landspeeder	500 credits/2	Average (◆◆) Mechanics check	24 hours
Airspeeder	1,000 credits/2	Hard (◆◆◆) Mechanics check	24 hours
Walker	5,000 credits/3	Hard (◆◆◆) Mechanics check	3 days (72 hours)
Starfighter	10,000 credits/4	Hard (◆◆◆) Mechanics check	3 days (72 hours)
Freighter	50,000 credits/3	Hard (◆◆◆) Mechanics check	10 days (240 hours)
Shuttle	75,000 credits/3	Hard (◆◆◆) Mechanics check	10 days (240 hours)
Corvette	500,000 credits/4	Daunting (◆◆◆◆) Mechanics check	20 days (480 hours)
Frigate	(R) 1,000,000 credits/4	Daunting (◆◆◆◆) Mechanics check	20 days (480 hours)
Heavy Cruiser	(R) 2,500,000 credits/5	Daunting (◆◆◆◆) Mechanics check	50 days (1,200 hours)
Destroyer	(R) 10,000,000 credits/6	Formidable (◆◆◆◆◆) Mechanics check	50 days (1,200 hours)
Space Station	50,000,000 credits/5	Formidable (◆◆◆◆◆) Mechanics check	100 days (2,400 hours)



















REPLACING CORE COMPONENTS IN VESSELS

At the GM's discretion, a PC may replace one or more of the core components of an existing craft. In this case, the existing vehicle's profile is used as the frame, and replaces the engine and/or hull with the appropriate attachments, each of which replaces the list elements of the craft as usual. The PC then makes the check from **Step 4: Assembly**, using the difficulty, time, and additional costs dictated by the craft's silhouette.

Many craft lack the customization hard points to have engines or hulls replaced by default. At the GM's discretion, during **Step 4: Assembly**, a character who is replacing the engine may remove the existing engine to add 2 customization hard points to the vehicle, or may remove the existing hull to add 3 hard points to the craft.

Some craft are built too precisely to be customized this way; the GM is always the final arbiter of whether or not a given vessel's core components can be replaced.







SPENDING , , , AND WHEN CRAFTING FRAMES

Cost	Result Options
 or 	<p>Lessons Learned: The character learns something valuable, and gains  on the next check the character makes with the same skill before the end of the session.</p> <p>Larger Scope: Increase the craft's silhouette by 1 (this may only be selected once).</p>
 or 	<p>Extra Hard Point: Add 1 customization hard point to the craft (this may only be selected once).</p> <p>Integrated Improvement: Increase or decrease the crew or passenger capacity by half, rounded up (this may only be selected once).</p> <p>Reinforced Construction: Increase the craft's hull trauma threshold by 1.</p>
 or 	<p>Hard Work Recognized: The frame catches the attention of high-ranking engineers; increase the crafters Duty by 2.</p> <p>Efficient Construction: A sizeable portion of the materials 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 may only be selected once).</p> <p>Elegant Design: Reduce the craft's silhouette by 1 (this may only be selected once).</p>
	<p>Too Big to Hurt: Add the Massive 1 special rule to the craft or increase the value of this rule by 1 (may only be selected once).</p> <p>Schematic: Create a schematic that permanently reduces the difficulty of creating frames of this template by 1, to a minimum of Simple (-).</p> <p>Modifiable: Reduce the difficulty of checks to modify attachments on this vehicle by 1 (to a minimum of Easy ()).</p>
 or 	This is a Tough One: Upon completing Step 4: Assembly , the character suffers 5 strain.
 or 	Difficult to Integrate: When a character attempts Step 4: Assembly using this core component, upgrade the difficulty of the Mechanics check once.
 or 	Difficult to Repair: Increase the difficulty of checks to repair this craft once.
	Faulty Wiring: The GM may spend  or  that a character generates on a Piloting check with this craft to have it suffer the "Major System Failure" Critical Hit result (see page 258 of the <i>Age of Rebellion</i> core rulebook).

ENGINE TEMPLATE PROFILES

Name	Base Modifiers	Modification Options	HP Required
Single Ion Coil	Changes craft's speed to 1, defense to 0/0/0/0, and system strain threshold to 3 x silhouette.	3 Increase speed by one (to a maximum of 6) Mods, 3 Increase system strain threshold by silhouette Mods.	2
Electron Baffled Engine	Changes craft's speed to 2, defense to 0/0/0/2, and system strain threshold to 5 x silhouette.	2 Increase speed by two (to a maximum of 6) Mods, 2 Increase system strain threshold by silhouette Mods, 2 Increase aft defense Mods	4
Ion Turbine Engine	Changes craft's speed to 1, defense to 1/0/0/0, and system strain threshold to 10 x Silhouette.	1 Increase speed by 1 (to a maximum of 6) Mod, 5 Increase system strain threshold by silhouette Mods, 2 Increase fore defense by 1 Mods.	3
Fusial Thrust Engine	Changes craft's speed to 3, defense to 1/0/0/0. And system strain threshold to 4 x silhouette.	2 Increase speed by 1 (to a maximum of 6) Mods, 2 Increase aft defense by 1 Mods.	3
High-Performance Repulsor Cluster	Changes a craft's speed to 4, defense to 1/1/1/1, and system strain threshold to 5 x silhouette.	1 Increase speed by 1 (to a maximum of 6) Mod.	4
Ion Drive Array	Changes craft's speed to 4. defense to 0/0/0/0. And system strain threshold to 2 x silhouette.	2 Increase speed by 1 (to a maximum of 6) Mods. 1 Increase system strain threshold by silhouette Mod. 1 Increase fore defense by 1 Mod, 1 Increase aft defense by 1 Mod.	4

ENGINE TEMPLATES

Name	Material Price/Rarity	Check	Time
Single Ion Coil	500 credits/2	Easy () Mechanics check	24 hours
Electron Baffled Engine	1,000 credits/3	Average () Mechanics check	2 days (48 hours)
Ion Turbine Engine	2,000 credits/2	Average () Mechanics check	2 days (48 hours)
Fusial Thrust Engine	2,500 credits/4	Hard () Mechanics check	2.5 days (60 hours)
High-Performance Repulsor Cluster	3,000 credits/4	Hard () Mechanics check	5 days (120 hours)
Ion Drive Array	5,250 credits/5	Daunting () Mechanics check	5 days (120 hours)

MAX SPEED BY SILHOUETTE




















Silhouette	Max Speed
0	3
1	4
2	5
3	6
4	4
5-7	3
8+	2

SPEED, SILHOUETTE, AND DEFENSE

The speed of a craft built using these rules can never exceed the value listed in the **Table: Max Speed by Silhouette**. If various factors otherwise indicate a higher speed, the value listed here should be used instead.

If a core component calls for a craft to have a defense rating that its silhouette does not allow (such as starboard/port defense on a vehicle silhouette 4 or lower), this value still counts as null.

SPENDING , , , AND WHEN CRAFTING ENGINES

Cost	Result Options
 or 	Lessons Learned: The character learns something valuable, and gains  on the next check the character makes with the same skill before the end of the session.
 or 	Enhanced Output: Increase the craft's speed by 1 (to a maximum of 6). Fine-Tuned Circuits: Increase the craft's system strain threshold by 1.
 or 	Efficient Construction: A sizeable portion of the materials 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 may only be selected once). Enhanced Power to Deflectors: Increase each vehicle defense zone's rating by 1 or one zone's rating by 2 (this may only be selected once). Easy to Repair: Reduce the difficulty of checks to repair Critical Hits this craft is suffering from by 1 (to a minimum of Simple (-)).
	Fine-Tuned: Remove  from Piloting checks caused by navigation hazards and difficult terrain (this may only be selected once). Schematic: Create a schematic that permanently reduces the difficulty of creating engines of this template by 1 (to a minimum of Simple (-)).
 or 	This is a Tough One: Upon completing Step 4: Assembly , the character suffers 5 strain.
 or 	Difficult to Integrate: When a character attempts Step 4: Assembly using this core component, upgrade the difficulty of the Mechanics check once. Treacherous to Repair: Upgrade the difficulty of checks to repair Critical Hits this craft is suffering from once (this may only be selected once).
 or 	Unreliable Output: The GM may spend  or  that a character generates on a Piloting check with this craft to have it suffer the "Power Fluctuations" Critical Hit result on page 258 of the <i>Age of Rebellion</i> core rulebook (this may only be selected once).
	Prone to Failure: The GM may spend  that a character generates on a Piloting check with this craft to have it suffer the "Engines Down" Critical Hit result on page 258 of the <i>Age of Rebellion</i> core rulebook (may only be selected once). Fuel Hog: Whenever this vehicle suffers 1 or more system strain, it suffers that amount plus 1 instead.

HULL TEMPLATE PROFILES

Name	Base Modifiers	Modification Options	HP Required
Sleek Carapace	Changes craft's armor to 0 and handling to + 2.	Increase armor by 1 Mod, 1 Increase aft defense by 1 Mod, 1 Increase handling by 1 Mod.	2
Lightly Armored Hull	Changes craft's armor to 1 and handling to - 1	2 Increase armor by 1 Mods. 1 Increase encumbrance capacity by silhouette Mod, 2 Increase passenger capacity by 1 Mod, 1 Increase handling by 1 Mod.	3
Deflective Plating	Changes craft's armor to 2 and handling to - 2.	2 Increase armor by 1 Mods, 1 Increase fore defense by 1 Mod. 1 Increase hull trauma threshold by silhouette Mod.	4
Combat Plating	Changes craft's armor to 3 and handling to - 3.	3 Increase armor by 1 Mods. 1 special rule [Massive + 1] Mod, 2 Increase hull trauma threshold by silhouette Mods.	5
Expanded Capacity Holds	Changes craft's armor to 1 and handling to -2, and adds 25 to both the encumbrance capacity and the passenger capacity.	2 Increase armor by 1 Mods, 10 Increase encumbrance capacity by silhouette Mods. 8 Increase passenger capacity by silhouette Mods.	4

HULL TEMPLATES

Name	Material Price/Rarity	Check	Time
Sleek Carapace	450 credits/3	Average (◆◆) Mechanics check	24 hours per silhouette
Expanded Capacity Holds	500 credits/2	Average (◆◆) Mechanics check	24 hours per silhouette
Lightly Armored Hull	500 credits/4	Average (◆◆) Mechanics check	2 days (48 hours) per silhouette
Deflective Plating	700 credits/5	Hard (◆◆◆) Mechanics check	3 days (72 hours) per silhouette
Combat Plating	1,500 credits/7	Hard (◆◆◆) Mechanics check	4 days (96 hours) per silhouette

HYPERDRIVE MODULES

Hyperdrive modules are treated as a starship attachment


Base Modifiers: Add one primary hyperdrive and astromech droid socket (starfighters only).

Modification Options: 4 Reduce primary hyperdrive rating by 1 (to a minimum of 0.5) Mods, 1 Add Class 14 backup hyperdrive Mod, 4 Reduce backup hyperdrive rating by 1 Mods
























Hard Points Required: 1

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




























MASSIVE TRAIT

When making an attacking targeting a vehicle possessing the Massive trait, the critical rating of any weapons used against that vehicle increase their rating by an amount equal to the Massive quality the target possesses. For example, any attacks against a vehicle with the Massive 2 trait would require an additional  in order to activate a Critical Hit.


























SPENDING , , , AND WHEN CRAFTING HULLS

Cost	Result Options
 or 	<p>Lessons Learned: The character learns something valuable, and gains  on the next check the character makes with the same skill before the end of the session.</p> <p>Cargo Pods: Increase the craft's encumbrance capacity by its silhouette. If the vehicle is a freighter, increase its encumbrance by at least twice its silhouette (if spending x, this increase is doubled to four times the silhouette).</p>
  or 	<p>Extra Hard Point: Add 1 customization hard point to the craft (this may only be selected once).</p> <p>Layered Plating: Increase the craft's armor by 1 (may be selected a number of times equal to the vehicle's silhouette).</p>
   or 	<p>Efficient Construction: A sizeable portion of the materials 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 may only be selected once).</p> <p>Maneuvering Fins: Increase the craft's handling by 1 (to a maximum of +3).</p>
	<p>Integrated System: Add +1 hard point to the craft, and then install an applicable vehicle attachment that requires 1 or fewer hard points. No check is required to obtain this attachment, and it costs zero credits.</p> <p>Schematic: Create a schematic that permanently reduces the difficulty of creating hulls of this template by 1 (to a minimum of Simple (-)).</p> <p>Too Tough to Hurt: Add the Massive 1 special rule to the craft or increase the value of this rule by 1 (may only be selected once).</p>
 or 	<p>This is a Tough One: Upon completing Step 4: Assembly, the character suffers 5 strain.</p>
  or 	<p>Difficult to Integrate: When a character attempts Step 4: Assembly using this core component, upgrade the difficulty of the Mechanics check once.</p>
   or 	<p>Tight Quarters: Add  to all checks except Piloting and Gunnery made while aboard this vehicle (may only be selected once).</p>
	<p>Loose Plating: The GM may spend  that a character generates on a Piloting check with this craft to have it suffer the "Destabilized" Critical Hit result on page 258 of the <i>Age of Rebellion</i> core rulebook (may only be selected once).</p>

ASSEMBLING STARSHIPS AND VEHICLES

Frame Silhouette	Check	Time	Additional Resources Needed
0-1	Average ( ) Mechanics check	1 day (24 hours)	-
2	Hard (  ) Mechanics check	2 days (48 hours)	1,000 credits for additional supplies
3	Hard (   ) Mechanics check	5 days (120 hours)	10,000 credits for additional supplies
4	Daunting (    ) Mechanics check	10 days (240 hours)	A team of 5 or more, 25,000 credits for extra supplies
5-6	Daunting (     ) Mechanics check	50 days (1,200 hours)	A team of 100 or more, 100,000 credits for extra supplies
7-9	Formidable (      ) Mechanics check	100 days (2,400 hours)	A team of 5,000 or more, 2,000,000 credits for extra supplies

SPENDING , , , AND ON ASSEMBLY









Cost	Result Options
 or 	<p>Lessons Learned: The character learns something valuable, and gains  on the next check the character makes with the same skill before the end of the session.</p> <p>Improved Safety Features: Whenever a character in this vehicle would suffer wounds or strain from a Critical Hit the vehicle suffers, as a result of working on the vehicle, or other similar occurrences, the character suffers two fewer wounds or strain to a minimum of 1. This does not apply to strain or wounds suffered voluntarily (this can only be selected once).</p>
  or 	<p>Customized Controls: Choose a pilot; that character adds  to Piloting checks made with this craft (may only be selected once).</p> <p>Under Budget: The character retains supplies worth 25% of the credit cost in the Additional Resources Needed column during Step 4: Assembly (to a minimum of 50% of the credit cost).</p>
   or 	<p>Distinctive Style: Crew of the craft add  to Charm, Coercion, and Negotiation checks made in the presence of the craft (may only be selected once).</p> <p>Ahead of Schedule: Reduce the time required for Step 4: Assembly by 25% (to a minimum of 1 hour).</p>
	<p>Masterful Construction: If this craft ever suffers the "Vaporized" Critical Hit or should otherwise be instantaneously destroyed, it suffers the "Breaking Up" Critical Hit result instead.</p> <p>Assembly Plans: The craft fashions a detailed manual covering how the item was assembled, including tips learned in the effort. This permanently reduces the difficulty of assembling starships and vehicles of this silhouette by 1 (to a minimum of Simple [-]).</p>
 or 	<p>This is a Tough One: Upon completing Step 4: Assembly, the character suffers 5 strain.</p>
  or 	<p>Finicky Interface: Increase the difficulty of checks to modify attachments to this craft by 1 (may only be selected once).</p> <p>Doesn't Look Like Much: Decrease the price that any buyer is willing to pay for this craft by 50% (may only be selected once).</p>
   or 	<p>Complex Construction: Increase the difficulty of checks to repair this craft once (this may only be selected once).</p> <p>Specialized: The crafter chooses 1 environment of operation (such as space, low atmosphere, or high atmosphere). Outside of this environment, the pilot adds  to all Piloting check made with this craft (may only be selected once).</p>
	<p>Defective Seals: The GM may spend  that a character generates on a Piloting check with this craft to have it suffer the "Major Hull Breach" Critical Hit result on page 258 of the <i>Age of Rebellion</i> core rulebook (may only be selected once).</p>

ALCHEMY CRAFTING

(Unlimited Power 79)

Because alchemical creations are created with the Force in some way, there are some extra rules that apply when crafting these items.





























First, only Force-sensitive characters may attempt to craft an alchemical creation. Anyone else who attempts it ends up with an item or liquid which has no supernatural effects whatsoever, no matter how closely they followed instructions.

Second, whenever a character attempts to craft an alchemical creation, they should roll  equal to their current Force rating as part of the check, and they must have a current Force rating of at least 1 to attempt the check at all. The character does not spend  or  results to generate . Instead, the character spends  generated on the check on the effects in the table below. Likewise, the GM may spend  generated on the table as well. These are the only ways to spend  and  generated on the check.

ALCHEMICAL POTION TEMPLATES

Name	Material Price/Rarity	Check	Time
Acid	600 credits/6	Average (◆◆) Discipline or Knowledge (Lore) check	2 hours
Draught of Fire	400 credits/5	Hard (◆◆◆) Discipline or Knowledge (Lore) check	3 hours
Elixir of Vigor	600 credits/6	Hard (◆◆◆) Discipline or Knowledge (Lore) check	4 hours
Healing Potion	1,000 credits/5	Average (◆◆) Discipline or Knowledge (Lore) check	2 hours
Poison	500 credits/4	Easy (◆) Discipline or Knowledge (Lore) check	2 hours
Potion of Wills	1,000 credits/8	Daunting (◆◆◆◆) Discipline or Knowledge (Lore) check	6 hours
Stimulant	400 credits/4	Average (◆◆) Discipline or Knowledge (Lore) check	2 hours
Water of Life	1,000 credits/10	Formidable (◆◆◆◆◆) Discipline or Knowledge (Lore) check	8 hours
Weakening Potion	1,000 credits/6	Hard (◆◆◆) Discipline or Knowledge (Lore) check	4 hours

SPENDING , , , , , , AND WHEN CRAFTING ALCHEMICAL POTIONS

Cost	Result Options
 ,  , or 	<p>Fortifying: If the potion is beneficial, the target heals 1 wound when consuming it.</p> <p>Reviving: If the potion is beneficial, the target heals 2 strain when consuming it.</p> <p>Draining: If the potion is harmful, the target suffers 2 strain when consuming it.</p>
 ,  , or 	<p>Long-lasting: If the potion has a duration associated with it, increase the duration by 1 hour (or 1 round in structured time).</p> <p>Careful Measuring: By carefully measuring ingredients, some are saved for later. The character retains supplies worth 50% of the material price needed to craft the potion (this may only be selected once).</p>
 ,  , or 	<p>Large Batch: Brew up an extra large batch of the concoction, creating 2 doses of the potion instead of 1.</p> <p>Extra Potency: If the potion is harmful, increase the difficulty to resist it by 1 (to a maximum of Formidable (◆◆◆◆◆)).</p>
 ,  , or 	<p>Recipe: Create a recipe that permanently reduces the difficulty of creating this type of potion by 1 (to a minimum of Simple (-)).</p> <p>Virulent: If this potion is harmful, upgrade the difficulty of any checks to resist it once.</p>
 ,  , or 	<p>Empowered: If the potion is beneficial, it remains in the user's system, and has the same effect the following round.</p>
 ,  , or 	<p>Foul Taste: If the potion is beneficial, the user suffers 2 strain after consuming it and benefiting from its effects.</p> <p>Vile Smell: If the potion is harmful, characters add  to any checks made to notice it in food, drink, or applied to a weapon.</p>
 ,  , or 	<p>Brief Effect: If the potion has a duration associated with it, decrease the duration by 1 hour (to a minimum of half an hour) or by 1 round (to a minimum of 1 round).</p> <p>Sloppy Brewing: The character requires extra ingredients due to brewing mistakes, and must obtain additional supplies at a cost of 25% of the base cost.</p>
 ,  , or 	<p>Diluted Strength: If the potion is harmful, reduce the difficulty of any checks to resist it by 1 (to a minimum of Simple (-)).</p> <p>Empowered by Evil: The user suffers 2 Conflict after consuming the potion.</p>
 ,  , or 	<p>Unexpected Side Effects: After the potion is consumed and its effects applied, the GM selects the effects of a different alchemical potion and applies those to the target as well. These effects should be beneficial to the target if the potion was created to be harmful, and vice versa</p>

ACID

When affected by this potion, the target must make a **Hard (◆◆◆)** **Resilience check**. If they fail, they suffer 2 wounds at the beginning of their turn for the next 3 rounds, plus an additional round per ☞.

DRAUGHT OF FIRE

Once consumed, the user's body is consumed with flames. They do not harm the user, and the user ignores any fire or flame-related damage. Their unarmed attack gains the Burn 4 quality, or adds +1 to that quality if it was already possessed. This effect lasts for 1 round, or 30 minutes if used in narrative time.

ELIXIR OF VIGOR

When the user consumes this potion, their Brawn rating increases by 1, but their Willpower is reduced by 1. This effect lasts until the end of the following round.

HEALING POTION

When consumed, the user may immediately heal 1 Critical Injury with a severity of **Hard (◆◆◆)** or less. Although this potion can heal the Maimed Critical Injury, it cannot regrow the lost limb.

POTION OF WILLS

When affected by the poison, the target must make an **Average (◆◆)** **Discipline check**. If they fail, they count their Willpower as 0 for the remainder of the encounter (or 1 hour in narrative time). At the GM's discretion, they are willing to follow any instructions they receive. The duration increases by 1 hour per ☞. This potion cannot be applied to a weapon, it must be ingested.

STIMULANT

When consumed, the user increases their strain threshold by 5 for the remainder of the encounter (or 1 hour narrative time).

WATER OF LIFE

When consumed, the user heals all wounds and strain they are currently suffering. In addition, if applied to a target who died during the current encounter, the target may immediately make a **Daunting (◆◆◆◆)** **Discipline or Resilience check**. If successful, the target returns to life and heals 1 Critical Injury of their choice that they are suffering from.

Alternatively, the user may consume this potion while making a Force power check. If so, they suffer 1 Conflict and add automatic ○● to the check results. If the Force user is attempting to make a Conjure check, they add ○○●● instead.

WEAKENING POTION

When affected by the potion, the target must immediately make an **Average (◆◆)** **Resilience check**. If they fail, they reduce their wound and strain threshold to half their normal value (rounding up) for the remainder of the encounter (or 1 hour narrative time). Duration increases by 1 hour per ☞.

POISON

When affected by the poison, the target must make an **Average (◆◆)** **Resilience check**. If they fail, they suffer 5 wounds, plus 1 strain per ☞.






























POISONING PEOPLE

Poisons may be applied to a target's food or drink, in which case the target suffers the effects when they ingest it. Alternatively, it can be applied to a Melee or Brawl weapon with a sharp point or edge that can induce the poison into the target's blood stream (at GM's discretion, may be applied to a projectile weapon as well, but this weapon should logically be able to induce the poison into the target). If applied to a weapon, the first successful hit that deals at least 1 wound causes the target to suffer the effects of the poison. Once the poison has affected 1 target, it is depleted and another dose must be applied to the weapon.



ALCHEMICAL TALISMAN TEMPLATES

Name	Material Price/Rarity	Check	Time
Amulet of Power	500 credits/6	Hard (◆◆◆) Discipline or Knowledge (Lore) check	4 hours
Fetish of Fear	300 credits/4	Average (◆◆) Discipline or Knowledge (Lore) check	2 hours
Healing Accelerant	600 credits/5	Daunting (◆◆◆◆) Discipline or Knowledge (Lore) check	8 hours
Neural Charm	1,200 credits/7	Daunting (◆◆◆◆) Discipline or Knowledge (Lore) check	6 hours
Protective Amulet	300 credits/4	Easy (◆) Discipline or Knowledge (Lore) check	3 hours
Shield Amulet	1,000 credits/8	Daunting (◆◆◆◆) Discipline or Knowledge (Lore) check	2 hours
Talisman of Fate	4,000 credits/6	Hard (◆◆◆) Discipline or Knowledge (Lore) check	10 hours
Token of Resistance	1,800 credits/9	Formidable (◆◆◆◆◆) Discipline or Knowledge (Lore) check	8 hours

SPENDING , , , , , , AND WHEN CRAFTING ALCHEMICAL TALISMANS

Cost	Result Options
 ,  , or 	<p>Draining: If the talisman affects another character in a harmful manner, the character suffers 1 strain after resolving the effects of the talisman.</p> <p>Hidden Purpose: Add  to any checks made to determine the talisman's true function.</p>
 ,  , or 	<p>Growing Power: If the talisman is used to oppose an enemy's skill check or an enemy must perform a skill check due to the talisman's activation, the check's difficulty is increased by 1.</p> <p>Invigorating: The user recovers 1 strain after using the talisman.</p> <p>Careful Measuring: By carefully measuring materials, some are saved for later. The character retains supplies worth 50% of the material price needed to craft the talisman (this may only be selected once).</p>
 ,  , or 	<p>Additional Power: If the talisman is used to inflict or reduce damage, the amount inflicted or reduced is increased by 2.</p> <p>Clever Construction: The crafter finds a way to fashion 1 additional talisman with the same amount of material.</p>
 ,  , or 	<p>Blueprint: Create a construction formula that permanently reduces the difficulty of creating this type of potion by 1 (to a minimum of Simple (-)).</p> <p>Redirect Energy: If the talisman reduces damage or resists enemy influences, the user may make a single maneuver as an out-of-turn incidental once its effects are solved.</p>
 ,  , or 	<p>Empowered: if the talisman can only be used once per session or is lost after 1 use, it instead can be used twice per session or has 1 additional use before it is lost (this may only be selected once).</p> <p>Mighty: If the talisman adds or removes dice to a check, it adds or removes 1 additional die of that type (can only be selected once).</p>
 ,  , or 	<p>Noticeable: Force users add  to any checks made to determine that the talisman is an alchemically crafted item.</p> <p>Cumbersome: The talisman is awkwardly fashioned. Increase its encumbrance by 1.</p>
 ,  , or 	<p>Bad Feeling: The user suffers 1 Conflict after using the talisman.</p> <p>Sloppy Integration: The character requires extra ingredients due to crafting mistakes, and must obtain additional supplies at a cost of 25% of the base cost.</p>
 ,  , or 	<p>Hard to Control: The user must perform a Hard (◆◆◆) Discipline check as an incidental (out of turn if needed) in order for the talisman to activate.</p> <p>Empowered by Evil: The user suffers 2 Conflict after using the talisman.</p>
 ,  , or 	<p>Twisted Fates: The user must spend a Destiny Point to use the talisman.</p> <p>Failure to Activate: The talisman seems cursed and prone to malfunction. The GM may spend 2 Destiny Points to have the talisman fail to work when the user wishes it to. This does not count as using it for purposes of its duration or number of times it can be used per session before being lost.</p>


AMULET OF POWER

The user may add an additional  as part of a Force power check or when adding  to a skill check. Once used, the talisman fragments into dust.

FETISH OF FEAR

The user may choose to have an enemy character attempting to move into engaged range with them to first make an **Average (◆◆) Fear check** as an out of turn incidental. If the character fails, they cannot perform the desired maneuver, but may perform another maneuver instead.

NEURAL CHARM

While worn, when the user makes a Knowledge check, they may suffer a number of strain up to their Intellect to add  equal to the strain suffered this way to the check.

PROTECTIVE AMULET

While active, the user may ignore environmental effects such as fire, acid, and corrosive atmospheres. They always act as if in standard gravity and may breathe normally underwater and in a vacuum. Weapons with the Burn quality do not count as having it when used as part of an attack on the user.



SHIELD AMULET

If the user would suffer damage from an attack where a Force power was used to perform the attack or augment its effects, the user may reduce the damage inflicted by half (rounded up). This talisman may only be used once per session.

TALISMAN OF FATE

Whenever the GM would flip 1 Destiny Point to upgrade the ability or difficulty of a skill check involving the user, the user may downgrade the difficulty of the check once. This does not return the Destiny Point to the dark side. This talisman falls apart and dissolves after a single use.

TOKEN OF RESISTANCE

Whenever the user is targeted by an opposed social check where a Force power was used to perform the check or augment its effects, they may have the opposing character roll 1 fewer  as part of the check. If this means that there are not enough  for the check to be made or the power to activate, the check automatically fails.

HEALING ACCELERANT

When the talisman is active, whenever the user would recover strain or wounds, they recover that amount plus 1.

CONVERTING CIVILIAN VEHICLES & FACILITIES FOR MILITARY USE

(Dangerous Covenants 71, Fully Operational 74)

PARAMILITARY VEHICLE TEMPLATES

If the PCs want to convert a civilian vehicle to paramilitary use, they can do so using attachments and modding those attachments. However, sometimes the GM doesn't have time to building paramilitary conversions for existing vehicles from the ground up. These quick conversion templates allow the GM to adapt an existing craft's game characteristics quickly during play.

Each quick conversion template applies to a specific vehicle type. As these are retrofitted vehicles, the templates impose corresponding penalties for granted improvements. If the PCs have a chance of getting their hands on a retrofitted vehicle, the GM should note that applying any of these templates fill up all of the vehicle's hard points, barring any other attachments. If the vehicle already has attachments, or has zero hard points, then the GM should consider not applying these quick conversion templates.

The profiles for the weapons applied via these templates can be found on page 230 of the *Edge of the Empire* Core Rulebook, in **Table 7-1: Starship and Vehicle Weapons**. The weapon name also specifies whether it should have the Linked 1 quality (if it is a "twin" weapon) and the face it operates in. If it is turret mounted, the weapon should have facing All. If the template has a defense increase listed, the GM decides which arc the increase applies to.

The GM can, of course, tweak these templates if he sees fit as these are meant to make ad-hoc paramilitary vehicles in the midst of a game.

PARAMILITARY VEHICLE QUICK CONVERSION TEMPLATE

Vehicle	Handling	Defense	Armor	Hull Trauma Threshold	System Strain Threshold	Weapons
Airspeeder	-1	-	+2	+2	-1	Forward light blaster cannon
Cloud Car	-1	-	+1	-1	-	Forward light auto-blaster
Landspeeder	-1	-	+3	+2	-1	Medium laser cannon turret
Walker	-1	-	+2	-	-2	Forward medium laser cannon
Wheeled/Tracked	-1	-	+3	+2	-1	Medium laser cannon turret
Speeder Bike / Swoop	-1	-	-	+1	-1	Forward light repeating blaster
Bulk Transport	-1	+1 in two arcs	+2	+5	-5	2 Turret-mounted heavy laser cannons
Light Freighter	-1	+1 in one arc	+1	+2	-2	2 Turret-mounted quad laser cannons
Medium Transport	-	+1 in one arc	+2	+3	-2	2 Turret-mounted medium laser cannons
Shuttle	-1	+1 in two arcs	-	+2	-3	2 Forward twin light laser cannons
Yacht	-	+1 in one arc	-	+2	-5	2 forward and 1 aft light laser cannons

CONVERTING CIVILIAN VEHICLES

A retrofitted civilian vehicle is no match for a true combat speeder or starfighter, but it can be easier to conceal and is frequently less expensive.

Most civilian vehicles are not designed for heavy modification. However dedicated mechanics can typically find a workaround, sacrificing effectiveness in one area to add capabilities in another.

When retrofitting a civilian vehicle, a character may spend 500 credits and make a **Hard (◆◆◆) Mechanics check** to add a single hard point. Points added this way should be focused toward military use, and the GM has final say on how this retrofit is done and its purpose, as well as which vehicles are applicable for the work.

For each hard point added in this way though, one of the vehicle's other capabilities also degrades. This represents the vehicle's systems being pushed past their inbuilt tolerances. The GM may come up with a custom effect to reflect this limit breaking, or may choose from the following list:

- Vehicle's Handling is reduced by 1
- Vehicle's System Strain Threshold is reduced by 2
- Whenever the vehicle incurs system strain, it suffers an additional point of system strain
- ⚠ on Piloting checks to control the vehicle cause it to seize up and immediately drop to speed 0
- ⚠ on checks using the vehicle's inbuilt systems or added attachments cause a system or attachment to fail for the rest of the encounter

CONVERTING CIVILIAN FACILITIES




Possible upgrades for a converted civilian facility are listed below. PCs working out of a civilian facility can upgrade it several ways. The simplest is to pay the cost listed in credits on the table. Alternatively, the PCs could acquire base upgrades as a reward for increasing their Contribution Rank (see page 49 of the *Age of Rebellion* core rulebook). Each time the PCs use this reward to upgrade their base, they receive a number of upgrades equal to their Contribution Rank (up to a maximum of 4). All upgrades acquired via Contribution Rank are considered to be enhanced with the Concealed Upgrades refit at no additional cost, up to the normal maximum limit for that option. The GM has final say on what upgrades may be selected depending on the facility used.

Players should feel free to adopt the Base Upgrades on page 72 to add more potent (but more expensive) refits, especially for larger and more important facilities.

CIVILIAN FACILITIES AND SECRECY

Regularly shipping arms and medical supplies into a civilian facility, or reinforcing the internal structure of the walls, tends to draw attention. A civilian facility that has upgrades not enhanced with the Concealed Upgrade refit grants ■ to checks characters make to notice its unusual activity or features. Every 2 additional unconcealed upgrades add an additional ■ to such checks. A character still needs to be looking for signs of unusual activity or added security to receive this bonus, so the GM should not assume the upgrades installed automatically draw the notice of law enforcement. However, if the PC's activities are potentially traceable back to the converted facility, the bonus applies to any attempts to do so.

CIVILIAN FACILITY REFITS

Upgrade Type	Upgrade Description	Price
Hidden Hangar	The facility includes a large, reinforced room along with a wide passageway so that small vehicles can be stored instead and kept out of sight. This upgrade allows 4 vehicles of silhouette 2 or smaller to be secured inside of the facility. This upgrade may be purchased 1 additional time.	600 credits
Infirmary	The facility includes a basic infirmary stocked to handle basic medical crises. The infirmary has cots and treatment space for 3 patients, medical supplies (allowing characters to perform Medicine checks without penalty), and 1 bacta tank with supplies of bacta This upgrade may be purchased 2 additional times, increasing the number of patients it can accommodate by 3 and the number of bacta tanks by 1 each time.	2,400 credits
Repair Room	The facility has a tool room filled with spare parts and salvaged components gathered from junk yards and firefights. This allows characters to perform Mechanics checks to repair and modify equipment without penalty.  can be spent as  on such checks here, but the GM may spend  to exhaust its contents and the characters must spend 100 credits to restock the room before using it again This upgrade can only be purchased once.	350 credits
Security Upgrades	The once-civilian facility's security improves, better protecting the people within. When this upgrade is purchased, select one of the following: <ul style="list-style-type: none"> The exterior doors, windows, and outbuildings gain better locks that can only be opened with a special electronic key, an Average (◆◆) Computers check or a Hard (◆◆◆) Skullduggery check. The structure of the facility is reinforced, giving it an armor value of 1 (weapons unable to inflict more than 1 planetary scale damage cannot damage the facility). The building's walls are fitted with scanner baffles and sound deadening insulation, which increase the difficulty of checks to detect life signs, movement, sounds, and other signs of activity once The facility gains security cameras that can be monitored at terminals throughout the facility. The facility has a disguised entrance set along a rubble-strewn wall or seemingly solid window paneling, detectable only through a Hard (◆◆◆) Perception check. This upgrade may be purchased 4 additional times, each time selecting a different option.	2,250 credits
Concealed Upgrades	When purchased alongside another upgrade, that upgrade no longer increases the risk of the facility's discovery, thanks to dampened energy signatures, smuggled supply shipments, or other effects made to hide the changes. Up to 3 upgrades or upgrade repurchases may be modified this way. Additional upgrades beyond that number are impossible to fully conceal.	+1,000 credits

REPUTATION

(Fly Casual 96, Keeping the Peace 92)

SPHERES OF INFLUENCE

Reputation is not a universal resource that PCs simply accumulate. Rather, it rises and falls within different spheres in which the PCs operate based on the choices they make. Renown and notoriety both have benefits and drawbacks, and the GM can use the tools here to show the lasting impacts of the PC's actions.


























If the GM wants to use reputations, he should begin by identifying a handful of spheres important to his campaign. These can be institutional, cultural, or geographic, based on the scope of the campaign. Spheres of influence can also be as broad or as narrow as the campaign demands. Some possible examples include: Mos Eisley, the Hutt Kajidics, Core Worlds high society, Soldiers of the Empire and Rebel Alliance, Pirates in Hutt Space, the Corporate Sector, the Inquisitorious, the ISB, a specific planet, or a specific profession.

GAINING A REPUTATION

There are countless ways that PCs can become known in a given sphere of influence, but any major overt action can have an impact on the PC's reputation.

At the end of a plot arc or adventure, if the PCs were publicly associated with a major positive event (setting a new record for a smuggling route, saving a town from pirates, slaying a dangerous beast) or a major negative event (betraying and killing a Hutt crime lord, causing massive collateral damage, using extraordinarily harsh measures to dispatch foes), the GM could increase or decrease the level of their Reputation by 1 in the affected spheres. Of course, one group's hero is another's villain, so some actions may have varied impacts within different spheres of influence, or even on different people in the same community.

REPUTATION EFFECTS

Level	Effect
3	Beloved: Add    to Charm and Negotiation checks. Add   to Coercion checks. A PC may spend a Destiny Point to find a lead to a smuggling job (or another opportunity) or a lead to a particular person he wants to find. A Force-sensitive PC may spend a Destiny Point to follow the will of the Force to a person or place in need of defense, and may occasionally detect secret Force-sensitive individuals, though they do not always detect the PC's abilities. Unfamiliar NPCs frequently come to the PCs with jobs and requests (both lucrative and not) unsolicited. If the PCs display Force powers in public, the ISB or cabals of Force users investigate immediately. Inquisitors may seek to eliminate the PCs.
2	Renowned: Add   to Charm and Negotiation checks. Add   to Coercion checks. A PC may spend a Destiny Point to find a lead to a smuggling job (or another opportunity for which his skills are suited) or a lead to a particular person he wants to find. A Force-sensitive PC may spend a Destiny Point to follow the will of the Force to where he is most needed. Unfamiliar NPCs occasionally come to the PCs with jobs and requests for help (both lucrative and not) unsolicited. The ISB occasionally investigate stories of the PCs. If the PCs display Force powers in public, ISB agents may seek to capture them.
1	Respected: Add  to Charm and Negotiation checks. Add  to Coercion checks.
0	Neutral: Whether due to anonymity or a tumultuous past marked by great deeds both altruistic and wicked, people are not inclined to either fear or trust the reputation of the PCs (as always, add  and  as normal based on individual interactions and histories between the PCs and other characters).
-1	Feared: Add  to Coercion checks. Add  to Charm and Negotiation checks.
-2	Notorious: Add   to Coercion checks. Add   to Charm and Negotiation checks. A PC may spend a Destiny Point to have an uninvolved individual overlook one of his minor misdeeds out of fear of his dark reputation. The ISB occasionally investigate stories of the PCs. If the PCs display Force powers in public, ISB agents may seek to capture them.
-3	Dreaded: Add    to Coercion checks. Add    to Charm and Negotiation checks. A PC may spend a Destiny Point to have an uninvolved individual overlook one of his minor misdeeds or to cause a single minion NPC to flee in terror from an encounter with him because of the weight his name carries. If the PCs display Force powers in public, the ISB or cabals of Force users investigate immediately. Inquisitors may seek to eliminate (or recruit) the PCs.

BENEFITS & DRAWBACKS

PCs gain certain benefits (and suffer certain drawbacks) when acting within a sphere of influence where they have a reputation. The effects are listed on the table below. These effects generally apply to the CP who has developed the Reputation, but at the GM's discretion, they can apply to other PCs closely associated with that character. These effects apply in addition to any bonuses or penalties the PCs might receive due to personal relationships and other relevant circumstances.

At the GM's discretion, Reputation's effects can be ignored if the character in question is personally familiar with the PC, even if that character would normally be within the sphere of influence to which the Reputation pertains. True friends know better than to trust every rumor about one another, and some foes cannot be swayed from their hatred, regardless of the community's feelings. Conversely, characters acting anonymously neither benefit from their Reputation, nor do unobserved actions affect it (positively or negatively).















Certain actions might increase the value of the character's Reputation in one sphere of influence while decreasing its value in another.

GAMBLING

(Fly Casual 88, Suns of Fortune 119)



















SABACC

The following rules can be used to simulate one round or hand of sabacc, a popular card game in the *Star Wars* universe in which the game's players attempt to develop a hand of positive or negative 23 using a deck of 78 cards that randomly shift values until they are played.

1. The table agrees on a wager, and each player pays this amount into the pot
2. Players use Cool to establish a dice pool
3. The GM determines the difficulty of the check based on the difficulty of the game and the skill of the opponents. If multiple PCs are playing against one another (or against minor NPCs), the difficulty should be a set value. If the PCs are playing against a skilled NPC (or at least one important to the plot), the difficulty should be set by the NPC's skill, as per the rules for an opposed check.
4. Each character then rolls their check, leaving the results on the table. Each then rolls a single  to illustrate the shifting nature of the cards' signs. For each , one  and  are converted into  and  respectively. Conversely each  changes one  and  into a  and  respectively.
5. To cheat, a character uses Deception, Computers, or Skullduggery instead of Cool (depending on the specific means of cheating). If the character decides to cheat, they must upgrade the difficulty of the check once. If the check generates  (no matter the remaining results) the character is caught cheating – with any consequences that may ensue.
6. If a PC succeeds on his check, he wins back his wager (failure means he loses his wager). Each additional  wins another wager's worth. A  allows him to reveal a positive or negative 23 and win the entire sabacc pot. The round ends.








When playing with multiple PCs, treat the roll as a competitive check where the player with the most s wins. In the case that no PC succeeds, the pot rides to the next round of betting.

SPENDING , , , AND IN SABACC





Cost	Result Options
	The character recovers one strain as one of the cards unexpectedly flips into something useful.
 	The character adds  to his next check as he successfully bluffs his opponent.
   	The character figures out an opponent's tells and downgrades the difficulty of his next check once.
	Reveal a positive, negative, or natural 23 and win the entire sabacc pot (determined by the GM).
	The character suffers one strain as one of the cards in his hand unexpectedly flips into something detrimental.
 	The character adds  to his next check when he falls for an opponent's bluff.
  	Lack of focus or a seriously bad hand shatters the character's concentration for the moment. He upgrades the difficulty of his next check once.
	The character is caught cheating; if he is not cheating,  means he bombs out, runs out of chips, and can no longer play in the game (at the GM's discretion, he may be able to amass another stake and buy in later).

HINTARO


In a hintaro round, each player throws two chance cubes. Each player has the option to reroll a single chance cube once, but if so, he must take the second result no matter what. The goal is to obtain pairs of matching symbols on the two chance cubes. Once all players have rerolled or declined to do so, a single player throws the hintaro, a unique chance cube with various symbols on its facings. The result of the single hintaro modifies the result for each players' roll to determine the round's winner.

1. **Select Hintaron:** At the beginning of each round, players select a special player that acts as hintaro, or dealer. In non-organized gambling, the role of hintaron typically changes each round, usually with the duty passing to the person to the left of the previous hintaron. The hintaron's duties are to collect antes and wagers, and ensure each player has the chance to reroll 1 (and only 1) die, and to throw the hintaro.
2. **Ante in:** Beginning with the player on the hintaron's left, each player pays the ante to the pot.
3. **Throw Dice:** Each player rolls  , which correspond to the chance cubes used in hintaro.
4. **Place Wagers:** Once all players have rolled the dice, each player, beginning at the hintaron's right, may wager an additional amount. The next player must meet the new bet or drop out. After the hintaron makes his decision to meet or raise, all other players must meet the new wagers or drop out. Each player adds his new bet to the pot.
5. **Throw Again:** After each player has examined the other players' rolls and made a wager, each player may choose to reroll a single die. The hintaron (or GM) asks each player in turn whether he will reroll, starting with the player to his left. As the dice roll during hintaro is not a check, talents or other abilities that affect checks cannot modify the outcome of a hintaro round. However, the Unmatched Fortune Signature Ability applies to any dice roll, so an experienced Smuggler can use this to modify the results during a round of hintaro.
6. **Throw Hintaro and Determine Winner:** Once all players have rerolled a die (or not), the hintaron or GM rolls a  to represent throwing the special hintaro chance cube, each  (Hin) cancels one  (Tukar) and each  (Taro) cancels one  (Kulro). After cancelling, compared all remaining symbols sets to the Hintaro Results table to determine their rank. Any set not shown has no rank and cannot win. The best rank (1st is highest, 4th is lowest) wins the match and the entire pot. In the case of a tie, the pot is split. If no one wins, the pot remains in place for the next round.

HINTARO SYMBOLS

Symbol	Hintaro Name
	Tukar
	Kulro
	Hin
	Taro

HINTARO RESULTS

Name	Dice	Rank
Tukar to Kulro	   	1 st
Quad Kulro	   	2 nd
Tukar Tukar	 	3 rd
Kulro Kulro	 	4 th

INVESTIGATIONS

(No Disintegrations 71, Endless Vigil 80)

GATHERING INFORMATION

At the start of an investigation, or at any point in which the PCs are stuck without leads, the GM can prompt the players to open their search for information with a question. If the player's formulation is especially broad, the GM may wish to break it down into several smaller questions. Once the question or questions that make up the investigation have been determined, an investigating PC can make a **Knowledge** or **Streetwise** check to determine where to find an answer. The PC may substitute other skills for Knowledge or Streetwise with a reasonable explanation of how they apply to the investigation. The GM then sets the difficulty of the check based on the obscurity of the information involved in the question itself, rather than the obscurity of the answer, in the **Information Obscurity Table**.

Success on the check provides a lead on where to find an answer, but does not provide an answer directly. Failing a check in the investigation leads the character into a hazard or trap. This could be an ambush by parties interested in keeping the character away from their secrets, or following a lead into a dangerous environment. A character who is able to deal with the dangers sprung from a failed check should find a lead. The character can then reattempt the check for investigation, but she now upgrades the ability of the check once. If the character fails again and persists through further hazards, she upgrades the ability once for each failure that she overcomes.

KEEPING THINGS MOVING





If a clue is essential to moving forward with the investigation, then there should be no risk of the players failing to find it. If strange footprints are the only way to follow the suspected murderer in an investigation, then the narrative stops as dead as the victim should the players fail to notice them. Therefore, the GM needs to either provide clues at this level of relevance without checks, or avoid making any single clue crucial to completing the investigation. It may be a good idea to provide all relevant clues without requiring checks to find them, and instead only require work to determine their meanings and interrelations.

If the players become stuck even after providing a solid set of leads, don't be afraid to give out more information. Simply feeding players answers to their questions can be unsatisfying, but new leads can come up in all sorts of ways. Leads can also come from hostile figures overextending themselves, such as a villain believing that the PCs are too close for comfort and sending out enforcers to deter them, not realizing that these enforcers know enough to provide the PCs with further evidence.





INFORMATION OBSCURITY

Difficulty	Result Options
Simple (-)	Basic information that is required to operate within the field in question. Knowledge (Core) example: The major hyperlane routes leading to Corellian system Knowledge (Education) example: Basic mathematical theorems Streetwise example: The part of a town in which one should ask about fugitives
Easy (◆)	Standard information that is widely known in the field in question. Knowledge (Underworld) example: The source of the spice called glitterstim Knowledge (Xenology) example: The location of the Twi'lek homeworld of Ryloth Streetwise example: The specific cantina in which one should ask about fugitives
Average (◆◆)	Information that requires basic research or is common only to specialists within the field. Knowledge (Core Worlds) example: The primary exports of the famous planet Corellia Knowledge (Lore) example: The list of worlds conquered by the Mandalorians in the distant past Streetwise example: The likelihood that a criminal could slip through the security in a particular place
Hard (◆◆◆)	Moderately obscure information, requiring research or a dedicated specialist to discover Knowledge (Outer Rim) example: The hyperspace routes needed to travel from Nar Shaddaa to Tatooine as quickly as possible Knowledge (Xenology) example: The physiological vulnerabilities of a gundark Streetwise example: The potential consequences of asking about a bounty in a given location
Daunting (◆◆◆◆)	Obscure information, requiring significant research, even from a specialist. Knowledge (Outer Rim) example: The last known planetary location of a petty criminal with a posted bounty Knowledge (Underworld) example: The identity of recent majordomos that a temperamental Hutt crime lord has had executed Streetwise example: The presence or absence of other bounty hunters pursuing a target
Formidable (◆◆◆◆◆)	Rare information, which might require special permissions to access or be kept secret by those who know it. In extreme cases, information of this rarity might involve one or more ◆ upgrade to ●. Knowledge (Education) example: The source of a rare weapon produced only on a single world Knowledge (Lore) example: The location of worlds where cyber crystals can be found Streetwise example: The objectives of a crime boss based solely on observing the behavior of various underlings.





LET THE DICE HELP

Failure on a crucial check is very damaging to an investigative game. However, with the narrative dice, failure might not mean that the investigation stalls, but only that it doesn't proceed as expected. Consider a check to find an important clue. If the PCs succeed, they find the clue and the investigation moves forward. But if it fails, the PCs might still have a chance of finding something useful if they receive , or even . With  results on a failure, the PCs might notice a different clue, or spot more details about something they had previously dismissed. The PCs could even suggest a clue of their own devising, at the GM's discretion.  results are less straightforwardly beneficial, but they might result in someone coming to drive the PCs away from their investigation or an attempted cover-up, either one of which could become a clue in its own right if dealt with appropriately.

LET THE PLAYERS HELP

One of the biggest ways to involve players is to let them assist in interpreting the narrative dice. A player can spend her own PC's  and  results by default, but consider allowing the player to offer suggestions on how they could be spent for NPCs or even other PCs – with permission from the other players in the latter case, of course. The GM can even allow players to offer up ideas for how to use  and  on their own and others' PCs.



SPENDING , , , AND ON INVESTIGATIONS


Cost	Result Options
 or 	<p>Follow-Up Lead: While exploring one aspect of the investigation, the PC turns up a lead on other useful information. The PC adds an automatic  to the next check he makes to pursue information for the investigation.</p> <p>What's This?: In the course of investigation, the character turns up leads on other useful information. Add  to the next check the character makes to pursue information for the investigation.</p>
 or 	<p>Happy to Help: The PC finds a source who provides information more easily than expected. Add  to all Charm and Deception checks made to acquire information from this NPC until the PC fails a social skill check with that NPC</p> <p>Valuable Insight: In the course of the investigation, the character discovers a crucial detail that can serve them later. When making any one check later in the investigation, the character can explain how this detail assists her with the check to add  to the check.</p>
 or 	<p>Cases Converge: The PC stumbles upon a source for additional information that serves to answer questions beyond the immediate search, or for one other question involved in the investigation. If the PC is not currently investigating multiple questions, the GM should provide a source who can shed light on some hidden aspect of the situation at hand. If this option is selected on a successful check, the PC may discover two difference sources, or the lead may provide information on both questions at once.</p> <p>One Lead Leads to Another: The PC's investigation has also uncovered a new lead in the shape of a strong clue or an object that is also directly connected to the situation. This counts as an additional lead, and adds  to any Perception and Knowledge checks the PC makes to determine how it fits into the investigation. This option may only be selected on a successful check.</p>
 or 	<p>A Cold Trail: While pursuing a lead, the PC risks losing the opportunity to follow another lead. Add an automatic  or  to the next check the character makes to pursue information for the investigation.</p> <p>Minor Interference: The character runs afoul of small-time troublemakers who have an interest in keeping her away from the information she seeks. She may have to deal with this opposition before continuing the investigation, through whatever means she finds appropriate. The opposition should consist of no more than a single minion group or rival NPC.</p>
 or 	<p>Overlooked Detail: The PC misses an important element of the investigation, a misstep that seriously impacts efforts to come. When the PC is making any one check later in the investigation, the GM can explain how this detail interferes with the check to add an automatic  or .</p> <p>Red Herring: One of the PC's leads turns out to be false. If used with a successful check, the PCs may select which of their established leads was invalid; for an unsuccessful check, the GM makes the determination. In either case, the investigation suffers a setback, possibly requires the PCs to re-verify their sources and duplicating previous work.</p>
 or 	<p>Hostile Source: The PC finds a source that does not readily give up its secrets. If the source is an NPC, add  to all Charm and Deception checks made to gather information from that source. If the source is not a character, but rather evidence, its nature is not readily apparent; add  to all Perception and Knowledge checks to determine how it fits into the investigation. This option is best used with a successful check.</p> <p>Major Interference: The PC runs afoul of powerful foes who have their own interests in the investigation. They may be after the same information for their own ends, or they might be out to suppress the investigation. The opposition could consist of several minion groups led by a rival or even a nemesis NPC, or a group of rival NPCs. These foes could also be representatives of a greater power, one which might continue to keep an eye on the investigation after its agents are defeated. This could lead to the establishment of a new enemy threat, who might bedevil the PCs in future adventures.</p>

BRINGING URBAN ENVIRONMENTS TO LIFE


(Endless Vigil 66)

CROWS AND PASSERBY


The presence and character of crowds can be a hindrance or help to activities, depending on the details. Consider adding one or more  to checks when the PCs are taking actions that benefit from the presence of passerby, such as shaking a pursuer. Similarly, consider adding  if the crowd could cause trouble for the PCs or the PCs do things that are out of place.



If the PCs start a fight in a crowd, the GM should add  to combat checks for the first round (or until the majority of bystanders can flee the scene). Ruthless opponents might take cover behind innocent civilians, or hold them hostage. Such a situation can easily become a source of Conflict for PCs.

SPEEDER TRAFFIC

Depending on how dangerous the traffic might be, GMs should consider upgrading the difficulty for checks pedestrians make once. If the PCs have taken sufficient time to learn about local traffic patterns or conditions, GMs can instead add one or more  to checks they make to travel through heavy traffic, whether on foot or in their own vehicle.

CRAMPED CONDITIONS















Many cramped areas count as difficult terrain for movement. The GM might place a limit on how many characters can comfortably fit in the space at hand. This could also factor into melee combat to hamper allies. Additionally, weapons with the Cumbersome quality are usually difficult to wield in such circumstances, if it is possible to use them at all. In some conditions, even characters using much smaller weapons suffer one or more .

In extreme situations, it might not be possible to fire even a holdout blaster without multiple  or an upgraded difficulty. The GM may decide a fear check is appropriate if a PC has previously indicated signs of claustrophobia, or a Resilience check to overcome toxic residues or contaminated debris. On the other hand, tight conditions can be useful for avoiding notice, possibly adding one or more  to Stealth and Skulduggery checks in the right circumstances.





















VERTICAL SPACES

Placing an encounter in or atop a tall building can add a number of dimensions to the narrative. A high vantage point can assist with laying out an area's scenery and deliver both important information and local color through what the PCs glean from the view. Alternatively, the height can isolate PCs from their surroundings if they have no way to get down easily. For action scenes, heights can suddenly give way to depths, becoming a serious hazard for anyone who risks getting too close to a drop.




















SPENDING , , , AND IN CROWDS

Cost	Result Options
 or 	Crowd Carry: The flow of foot traffic is with the character, aiding the character in reaching a desired location. The character gains a free maneuver that can only be used for movement (but still may not take more than 2 maneuvers in a single turn). When this is selected outside of structured encounters, the character arrives at the destination in half of the normal time.
 or 	Concealed by the Crowd: The movement of passersby obscures the character's actions, adding  to checks targeting the character from beyond engaged range until the start of the character's next turn. This includes both combat checks and non-combat checks, such as Perception checks to spot the character.
 or 	Helping Hand: A nearby NPC is sympathetic to the PC's actions and offers to assist. The NPC adds automatic  to checks the PC makes for the remainder of the encounter. Depending on how the encounter plays out, the NPC may continue to assist the character in other ways, such as by joining (and improving) his contact network.
 or 	Jostled: The press of bodies proves difficult to push through, inflicting 1 strain on the character for each Move maneuver the character performs while in this crowd. When selected outside of structured encounters, the character's travel time is increased by half.
 or 	Trapped in the Hordes: A crowd of stubborn pedestrians boxes the character in. For the remainder of the encounter (or as long as the character remains in the crowd) he counts as being in difficult terrain. Old Acquaintance?: A passing NPC mistakes the character for an old friend. The NPC could attempt to catch up on past times, drawing unwanted attention with loud conversation, or could be holding a grudge and eager for trouble.
 or 	Public Menace: The PC's actions alarm passerby, causing a general panic. This can draw unwanted attention, and at the GM's discretion that character gains 1 Conflict for spreading fear. If the action taken was a combat check, collateral damage or stray shots endanger or injure an innocent bystander (resulting in 3-5 Conflict for the PC, and maybe an injured victim that must be treated). It could also result in members of the population identifying the PCs and remembering their faces. This could make remaining unnoticed in the future more difficult, or even have the PCs' descriptions circulated to law enforcement. Lost in the Crowd: The PC is swept away by an energetic crowd and unable to maneuver out of it before getting lost. When selected outside of structured game play, the character ends up in an unfamiliar (and possibly quite dangerous) part of town. When this is selected in structured game play, the character is immobilized for his next 2 turns and moved by the crowd to long range of his previous location during this time.





















SPENDING , , , AND IN VERTICAL SPACES

Cost	Result Options
 or 	View of the City: The PC notices something useful from a vantage point, which need not relate to the current encounter. At the GM's discretion, more details or useful information might be available for additional  .
  or 	Safe Fall: The PC spots a way to prevent falling from the current location, such as a series of handholds or a balcony to drop onto. If the PC falls later in this encounter, reduce the overall distance fallen by one range band.
   or 	Elevated Advantage: The PC is able to gain advantage from elevation, such as by seizing the high ground in combat or finding a good vantage point from which to search the surroundings. The PC may either upgrade the ability of his next relevant skill check once, or upgrade the difficulty of the next skill check targeting him once.
 or 	Mild Vertigo: The PC is slightly troubled by the elevation. He becomes disoriented until the end of the encounter, but another character can spend a maneuver to offer support and remove that status effect.
  or 	Buffeted: High-altitude winds blow the character about, making movement difficult. The character loses his free maneuver on his next turn, but may suffer strain or spend  to gain additional maneuvers as usual. Fear of Heights: The PC gets a better look at the drop down than is entirely comfortable. While at the edge, at the start of each of his turns he must make an Average (◆◆) Discipline check as an incidental or become staggered.
   or 	Precarious Perch: The PC slips toward a sharp drop, moving one range band closer to the closest edge. If already at the edge, the PC must make an Easy (◆) Athletics or Coordination check as his action on his next turn or fall.








































SPENDING , , , AND IN TRAFFIC

Cost	Result Options
 or 	The Fast Lane: The flow of traffic is with the PCs, aiding the PC in reaching the desired location. The character gains a free Fly/Drive maneuver (but still may not take more than 2 maneuvers in a single turn). When this is selected outside of structured encounters, the character arrives at the destination in half the normal time. This result may only be selected by a character piloting a vehicle, and if used the vehicle suffers 2 system strain.
  or 	High-Speed Distraction: A speeder zooming past at high speed throws off one of the character's adversaries, disorienting him with the shriek of its engine or forcing him to dodge out of the way. Add automatic  to any checks that this hostile character makes for the remainder of the encounter. Traffic Gap: The PC spots a momentary gap in oncoming traffic, and can seize it to get ahead of the opposition. If the character spends one or more maneuvers moving this turn, any adversaries attempting to pursue the character count as being in difficult terrain. This result may only be selected by a PC on foot.
   or 	Fortunate Accident: An oncoming speeder strikes one of the PC's foes. If these foes are on foot, that adversary suffers a Critical Injury. If the chosen foe is in a vehicle, the vehicle suffers a minor collision (see page 248 of the <i>Force and Destiny Core Rulebook</i>) Lucky Lift: The character nimbly leaps into the back of an open-topped repulsor-truck, or otherwise gains free transportation unnoticed by the driver or any lurking foes. This result may only be selected by a character on foot.
 or 	Close Call: The PC narrowly avoids a speeder rushing past, and is unsettled or forced out of position by the narrow escape. The character loses his free maneuver in his next turn.
  or 	Loose Cargo: A crate or other loose cargo item slips from the back of a speeder truck and strikes the PC. If on foot, that PC suffers 3 strain or 1 wound, depending on the nature of the collision. If in a vehicle, the PC's vehicle suffers 2 system strain. The fallen cargo may cause other complications, at the GM's discretion.
   or 	Speeder Accident: An oncoming speeder strikes the character. If the character is on foot, the speeder inflicts a single Critical Injury. If the character is also in a speeder, the vehicles suffer a minor collision (see page 248 of the <i>Force and Destiny Core Rulebook</i>). Depending on the local regulations and other surrounding circumstances, this may draw official attention to the character or cause additional long-term complications, at the GM's discretion.

SPENDING , , , AND IN CONFINED SPACES

Cost	Result Options
 or 	Hidden Away: The PC hunkers down amidst some thick debris and is obscured from anyone outside the cramped space. Whilst here, he counts as being in cover.
  or 	Perfect Angle: The PC is able to find a way to fit through the tight space unhindered for a moment, removing any  or other penalties that the cramped location could impose on that character's next action.
   or 	Lost and Found: The PC finds a handy item, discarded or lost and unnoticed until now. The item should be something that ideally can prove helpful to the encounter at hand, such as a tool that can aid in the checks involved, a holdout blaster, a stimpack, or some other similar minor but useful piece of equipment.
 or 	Tough Squeeze: The confines of the passageway force the PC to painfully contort to reach the destination, and even simple activities like readying a weapon become problematic. The character suffers 1 strain per turn if he performs any maneuvers while in this setting. When this is selected outside of structured encounters, the character may choose between suffering 2 strain or increasing the time spent traveling by half.
  or 	A Bad Spot: The PC ends up in an exceptionally tight space. Double all  or other penalties imposed by the cramped quarters during the character's next action. At the GM's discretion, some weapons or tools may be unusable until the character moves to a more open space.
   or 	Close Collateral Damage: The PC's attack rebounds in the enclosed space or send sharp bits of debris flying back. That PC suffers damage equal to half the damage dealt by the check, reduced by soak as usual. This may only be selected as a result from a combat check. Stuck! The character gets stuck in place or pinned in the clutter, and becomes immobilized. Getting loose requires an Average (◆◆) Athletics or Coordination check.

SPENDING , , , AND IN URBAN SETTINGS

Cost	Result Options
 or 	<p>Face in the Crowd: The PCs melt easily into the crowd. Add automatic  to any Perception checks made to identify or notice the PCs in a crowd for the remainder of the encounter.</p> <p>Word on the Street: The PCs overhear a snippet of a conversation as they move through the streets. It may offer some small clue relevant to their current task.</p>
  or 	<p>Side Street: The PCs find a previously undiscovered side street or back alley that makes them harder to follow. Add   to the next Perception check made to follow or track them.</p> <p>Hole in the Wall: The PCs uncover an uninhabited spot that is still connected to local power grids and somewhat cozy (if also somewhat dusty). They add  to any checks to recover strain at the end of encounters in this location.</p> <p>Hidden Shop: The PCs discover a small, previously unnoticed merchant selling goods at a discount price. Add  to any Negotiation checks made when attempting to purchase items in this location.</p>
   or 	<p>Filling Street Food: The PCs run into a street vendor selling one of their favorite dishes. Any PC who spends 5 credits may immediately remove all strain that character is suffering from.</p> <p>Friendly Face: The PCs encounter an unexpected ally or friendly local. The individual offers them aid in some form of the GM's choosing, such as information or supplies.</p> <p>Urban Hideout: The PCs discover an illicit tavern or other hideout that appears to have been abandoned by local criminals, containing illicit information here on the city in the form of old datapad files and handwritten notes. Add   to the next Streetwise or Knowledge (Underworld) check the characters make during this session. At the GM's discretion, these may reveal the name and location of a mid-level member of a local criminal gang.</p>
	<p>Lay of the Land: One of the locals takes a real shine to the PCs and gives them the lowdown on the best ways to get around the city's streets and byways. Downgrade the difficulty of checks made as part of chases, high-speed travel, or vehicular excitement within city limits once.</p> <p>Trusted Contact: The PCs run into a trusted friend or reliable contact. This person can improve the PCs' contact network's Scope or Expertise, or if no networks are being used can alternatively decrease the difficulty of all Streetwise checks the PCs make while in this area once.</p>
 	<p>Perfect HQ: The PCs find a long-abandoned series of industrial rooms underneath a city level. The rooms still have power, tools, and Holonet connections, and can make for an excellent base of operations. While using this HQ, the PCs add automatic   on any Mechanics and Computers checks they make.</p> <p>Unexpected Patron: The PCs are approached by a representative of a major criminal organization or a government official, who (for unknown reasons) offers information and to act on their behalf. This could result in the PCs' gaining freedom from arrest, support personnel, or other benefits that best fit with the campaign narrative.</p>
 or 	<p>Unwanted Attention: The PCs draw appraising eyes from shady characters in the area. This could lead to their contacts shying away from offering any useful information and street vendors overcharging them.</p> <p>Obvious Visitors: The PCs commit a local slight that makes it obvious that they're not from around here. Add  to any Streetwise or social skill checks they make as part of interactions with the local criminal element.</p>
  or 	<p>Bad Grub: Some of the local food the PCs ate earlier was spoiled, and they are now feeling the effects. For the remainder of the session, whenever the PC generates   or  on a check, the GM can spend it to cause him to be afflicted by a crippling bout of nausea. The PC becomes immobilized until the end of his next turn.</p> <p>We're Being Followed!: The PCs believe they're being followed by bounty hunters, local criminals, or local law enforcement, which causes them to be edgy, nervous, and restless. While in this area, PCs recover 1 less strain whenever they recover strain at the end of the encounter (to a minimum of 0).</p> <p>Bright Lights, Big City: The PCs are distracted by all of the unique features of the urban environment (such as exotic aliens, unique architecture, unfamiliar sights and smells). For the remainder of the day, when making Cunning or Intellect-based checks in this area, upgrade the difficulty of the PCs' check once.</p>
   or 	<p>Mistaken Identity: The characters are mistaken for local criminals. They quickly draw the attention of a small group of provincial law enforcement officers or guided bounty hunters who are eager to capture them, perhaps even dead or alive.</p> <p>Inside Information: An NPC who the PCs wish to meet with is already aware of what they want and has some leverage on them. The PCs add automatic   to all opposed social skill checks that target this NPC.</p>
 (successful check)	<p>Extra Muscle: The characters have made contact with a desired individual, but this contact has a bit of extra muscle (such as several Street Toughs) as backup in case things get dangerous or negotiations break down.</p> <p>Extra Stress: The PC is successful in his current goal, but somehow has gained the notice of a local crime lord who seeks to take him down – and who makes these intentions very clear to the PC. Whenever the GM spends  to inflict strain on that PC, that PC suffers 1 additional strain until the crime lord is appeased or dealt with.</p>
 (failed check)	<p>Betrayal: The PCs' failure has made one of their most trusted allies lose confidence in them and begin to surreptitiously working for their enemies. This could result in an ambush at a later meeting, the failure of vital equipment to arrive, sabotage of their weapons and gear, or even the poisoning of their meals.</p>

HOMESTEADS, BUSINESSES, AND BASES

(Far Horizons 81, Desperate Allies 87)

CREATING A HOMESTEAD, BUSINESS, OR BASE

First, the party should determine whether their base of operations is a homestead, business, or base.

Once the party has selected a headquarters type, the next step is to determine the focus. For a homestead, the party must choose an animal to ranch, a crop to farm, or a resource to mine (this might even be something like asteroid mining with a private space station). Businesses instead select an entertainment venue, a retail store, or a service shop. In both cases, the chosen focus determines a specific skill that becomes a career skill for all party members (representing their familiarity with the type of work the homestead focuses on). For a base, the party must choose its function, for example, a core base, a safe house, a training camp, or a meeting center, among other functions. Note that unlike the business or homestead, a base does not provide a party career skill.

The party can then spend credits or undertake additional group Obligation to improve their base of operations (or increasing the party's Contribution rank in the case of a rebel base). The various abilities can provide a steady stream of credits for players, or make new resources or services available to the party between adventures.

HOMESTEAD

Basic Homestead

The basic homestead includes a main house, kitchen, power generator, water well, and a living quarters. It also attracts one NPC employee per party member, and includes an area up to ten square kilometers that is suitable for the selected focus of the homestead. In the case of a space station, it includes a hangar bay as well as quarters for the crew, and instead of ten square kilometers, it has accommodations for ten visitors and two docking tubes that can connect to visiting spacecraft.

Basic Homestead Cost

50,000 credits and 5 Obligation. The costs are waved if selected in lieu of a ship at party creation.

Party Career Skill

The party must select one homesteads focus. The focus determines the career skill granted to the entire party:

Farm (Resilience)	Mine (Athletics)
Ranch (Survival)	Space Station (Piloting [Space])

BUSINESS

Basic Business

The basic business includes a main floor for customers, a back room for storage, and either an upstairs or basement the party can use as a living area. It contains the basic equipment needed to operate the business (a medical clinic might include cots and basic medical supplies, a repair shop may include lifts and repair tools, and a retail shop would include shelves and basic retail stock). It also includes 1 employee or droid per party member.

Basic Business Cost

50,000 credits and 5 Obligation. The costs are waved if selected in lieu of a ship at party creation.

Party Career Skill

The party must select one business focus. The focus determines the career skill granted to the entire party:

Entertainment (Charm)	Retail (Negotiation)
Service (Mechanics or a single applicable Knowledge skill)	

BASE

Basic Base

Core base: Living quarters include bunk space for all party members and NPCs as well as a kitchen. The base is capable of obtaining basic utilities from a local urban system or – if isolated – from an independent water well and power generator. The base includes a single NPC ally who assists with administrative and housekeeping responsibilities.

Safe house: Some bases are designed to accommodate a small number of people deep within enemy territory, providing them with a place for private communication as well as a facility to store contraband.

Training camp: A training camp prepares units in essential tactics. A training camp requires a Training Facility.

Meeting center: A clandestine location where representatives of groups that oppose the Empire can meet discretely. Bases that serve as private, secure meeting centers must have Improved Security.

Basic Base Cost

Either selected in lieu of a starship at character creation, or received as a reward for increasing party's Contribution rank.

OBLIGATION AND DUTY FOR BASES OF OPERATION

If a campaign is centered around a homestead, business, or base, then, at the GM's discretion, one or more of the characters may choose to have the base of operations be their Duty or Obligation. This behaves much like any other, and the GM can use the following as guidance for how to reflect it in the story. If multiple characters choose to have this be their Duty or Obligation, the GM should consider condensing it into a group Duty or Obligation, tracking it cumulatively. Whenever it triggers, it counts as triggering for all characters who share it.

Generally, when the base of operations Obligation or Duty triggers, the narrative events should relate to the base of operations. In the case of Duty with a base, perhaps it comes under attack, and the PC's increased wound thresholds represent their desire to protect their home. In the case of Obligation with a homestead, perhaps a rampaging gundark breaks into the pastureland, and the PC's reduced strain thresholds represent their concern about the damage done to their property.

At the GM's discretion, when base of operations Duty triggers, the GM could offer the PCs an opportunity to acquire one of the base upgrades without paying the normal price in credits for it.

HOMESTEAD UPGRADES

Upgrade Type	Upgrade Description	Upgrade Cost
Increase Core Focus	<p>The size and scope of the homestead grows, increasing the scale of operations and the profits for those invested in it. If the homestead is a ranch or farm, the land area may increase, mines may dig additional tunnels, and a space station may expand in size. Alternatively, the homestead may hire more employees or invest in better technology and infrastructure. Once a month, each PC in the party receives 100 credits in profits from the homestead.</p> <p>This upgrade may be taken up to 4 additional times, each time increasing the profits received by 100 credits</p>	2,500 credits or +2 Obligation
Improve Security	<p>The homestead's security improves, better protecting the people within. When this upgrade is purchased, select one of the following:</p> <ul style="list-style-type: none"> All buildings (or doors within the space station) gain electronic locks that can only be broken with a Hard (◆◆◆) Computers check. The homestead gains a security droid (see <i>Edge of the Empire</i> Core Rulebook page 412). The homestead gains reinforced fences around the main buildings, or if it is a space station, it gains shields granting it defense 1. The homestead gains security cameras that can be accessed from a central control room. <p>This upgrade may be purchased 2 additional times, each time selecting a different option.</p>	10,000 credits or +2 Obligation
NPC Ally	<p>The homestead includes an NPC ally who can help the party with certain tasks. This may be an employee of the party, or a wandering merchant or doctor who decides to settle at the homestead for a time. When this upgrade is selected, choose one of the following:</p> <ul style="list-style-type: none"> An NPC merchant who can obtain items (some of dubious legal value) for the party. The merchant has a Presence of 3, Cunning of 3, 2 ranks in Negotiation, and 2 ranks in Streetwise. He can obtain and sell any legal or Restricted item with a modified rarity of 5 or lower to the party. An NPC doctor who can heal characters on the homestead and treat ailments. The doctor has an Intellect of 3 and 2 ranks in Medicine. He has medical supplies allowing him to perform Medicine checks without penalty. An NPC mechanic who can repair items, droids, and starships and vehicles. The mechanic has an Intellect of 3, 2 ranks in Mechanics, and 2 ranks in Computers. He has a tool kit allowing him to perform Mechanics checks without penalty. An NPC pilot who can pilot ground or space vehicles for the party. The pilot has an Agility of 3, an Intellect of 2 and 2 ranks in Piloting (Planetary), 2 ranks in Piloting (Space), and 2 ranks in Astrogation. <p>If the GM needs a full profile for these NPCs, he should assume they have a 2 in all other characteristics, 1 rank in the party career skill determined by the homestead (unless it would be higher due to the selected profile), and no ranks in any additional skills.</p> <p>This upgrade may be taken 3 additional times, with a different NPC being chosen each time.</p>	2,000 credits or +1 Obligation
Infirmary	<p>The homestead includes an infirmary, stocked to handle any major accidents or outbreaks of disease.</p> <p>The infirmary includes beds for several patients, medical supplies (allowing characters to perform Medicine checks without penalty), and a bacta tank with a supply of bacta.</p> <p>This upgrade can only be taken once.</p>	5,000 credits or +3 Obligation
Mechanic's Garage	<p>The homestead includes a garage where mechanics can make repairs on vehicles and droids. The garage includes a full set of mechanic's tools (allowing Mechanics checks to heal droids or repair starships without penalty), and an oil bath for droids. When used to repair starships or vehicles, the character repairs 2 additional hull trauma or 2 additional system strain on a successful check.</p> <p>This upgrade can only be taken once.</p>	5,000 credits or +3 Obligation
Landing Bay	<p>The homestead includes a landing bay to hold starships or vehicles. This may be an open landing bay, an enclosed hangar, or a pressured docking bay with a mag-con field for a space station.</p> <p>The landing bay holds a number of vehicles with a combined silhouette of 15, with no single vehicle larger than silhouette 5.</p> <p>This upgrade can be taken up to 2 additional times. If taken additional times, this could represent either additional landing bays, or increase the combined silhouette limit of the original bay by 15 (although the maximum vehicle size remains at silhouette 5).</p>	3,000 credits or +1 Obligation

BUSINESS UPGRADES

Upgrade Type	Upgrade Description	Upgrade Cost
Increase Core Focus	<p>The size and scope of the business grows, increasing the scale of operations and the profits for those invested in it. The size of the building may increase, the business may hire more employees, or it may make investments in infrastructure and technology.</p> <p>This upgrade may be taken up to 4 additional times, each time increasing the profits received by 200 credits.</p>	2,500 credits or +2 Obligation
Improve Security	<p>The business's security improves, better protecting the people within. When this upgrade is purchased, select one of the following:</p> <ul style="list-style-type: none"> The business's doors, windows, and outbuildings gain electronic locks that can only be broken with a Hard (◆◆◆) Computers check. The business gains a security droid (see <i>Edge of the Empire</i> Core Rulebook page 412). The business's main buildings are constructed of heavily reinforced materials, giving it an armor value of 2 (weapons unable to do more than 2 planetary scale damage cannot damage the building). The business gains security cameras that can be accessed from a central control room. <p>This upgrade may be purchased 3 additional times, each time selecting a different option.</p>	10,000 credits or +2 Obligation
Special Orders	<p>The business increases its ability to obtain hard to find items relating to the business's focus.</p> <p>When attempting to find an item that relates to the business (how this applies exactly is up to the GM), the item's rarity decreases by 2 (in addition to other modifiers).</p> <p>This upgrade can only be purchased once.</p>	2,000 credits or +1 Obligation
Wholesale Prices	<p>The business gains the ability to purchase items in bulk with a discount.</p> <p>When purchasing bulk orders of legal items that have a modified rarity of 4 or lower, the total price decreases by 10%. The amount constituting a "bulk order" is up to the GM, but should be at least 10 large items such as speeder bikes or portable entertainment systems, or 100 small items such as pre-packaged meals or comlinks.</p> <p>This upgrade can only be purchased once.</p>	1,000 credits or +1 Obligation
Specialized License	<p>The business gains a specialized license, allowing it to conduct activity that may normally be restricted, licensed, or illegal. The nature of this license depends on the business and the world the business is located on (as not all worlds find the same activities illegal), but it could include selling Restricted items, weapons, or armor, running a casino, or operating a private security force or mercenary outfit.</p>	2,500 credits or +2 Obligation

BASE UPGRADES

Upgrade Type	Upgrade Description	Price
Increase Core Focus	<p>The size and scope of the base grows, increasing the scale of operations. If the base is a safe house, increase the number of rooms available within the facility. If it is focused on research or training, then increase the number of workers and available technology. A facility devoted to maintaining weapons, vehicle, or other equipment could have its capacity similarly increased.</p> <p>Once per month, each PC can leverage the base's new expanded resources when attempting to acquire a piece of equipment. For the purposes of the check, the item's rarity is reduced by 1 for each time this upgrade has been selected. This upgrade may be taken up to 4 additional times.</p>	2,500 credits
NPC Ally	<p>The base includes an NPC ally who can help the party with certain tasks. This might be another member of the Alliance, or a local employed at the base, possibly not realizing the PC's motives. When this upgrade is selected, choose one of the following:</p> <ul style="list-style-type: none"> An NPC doctor who can heal characters at the base and treat ailments. The doctor has an Intellect of 3 and 2 ranks in Medicine, and has tools allowing him to perform Medicine checks without penalty. An NPC mechanic who can repair items, droids, and starships and vehicles. The mechanic has an Intellect of 3, 2 ranks in Mechanics, and 2 ranks in Computers. He has a tool kit allowing him to perform Mechanics checks without penalty. An NPC pilot who can pilot ground or space vehicles. The pilot has an Agility of 3, an Intellect of 2 and 2 ranks in Piloting (Planetary), 2 ranks in Piloting (Space), and 2 ranks in Astrogration. <p>If the GM needs a full profile for these NPCs, he should assume they have a 2 in all other characteristics, and no ranks in any additional skills.</p> <p>This upgrade may be taken 2 additional times, with a different NPC being chosen each time.</p>	2,000 credits

BASE UPGRADES (CONTINUED)

Upgrade Type	Upgrade Description	Price
Enhance Security	<p>Base security improves, better protecting the rebels within (and their secrecy). When this upgrade is purchased, select one of the following:</p> <ul style="list-style-type: none"> All buildings (or doors within the space station) gain electronic locks that can only be broken with a Hard (◆◆◆) Computers check. The base gains reinforced armor, giving it an armor value of 2 (weapons unable to inflict more than 2 planetary scale damage cannot damage the buildings). The base gains reinforced shields, granting it 2 defense against weapon attacks from outside. The base gains security cameras that can be accessed from a central control room. The base gains a concealed heavy repeating blaster turret that covers the main entrance and has a Gunnery skill of 2 and an Agility of 0 (if unassisted, it rolls ◆◆ for Gunnery checks). <p>This upgrade may be purchased 2 additional times, each time selecting a different option.</p>	10,000 credits
Medical Facility	<p>The base includes an infirmary, stocked to handle battlefield injuries and other medical crises.</p> <p>The infirmary has cots and treatment space for 5 patients, medical supplies (allowing characters to perform Medicine checks without penalty), and 2 bacta tanks with supplies of bacta.</p> <p>This upgrade may be taken up to 3 times, increasing the number of patients it can accommodate by 5 and the number of bacta tanks by 1 each time.</p>	6,000 credits
Hangar and Repair Bay	<p>The base includes a hangar where mechanics can store and repair vehicles and droids.</p> <p>The hangar holds a number of vehicles with a combined silhouette of 30, with no single vehicle larger than silhouette 5. It also includes a full set of mechanic's tools (allowing Mechanics checks to heal droids or repair starships without penalty), and an oil bath for droids. When used to repair starships or vehicles, the character repairs 2 additional hull trauma or 2 additional system strain on a successful check.</p> <p>This upgrade can be taken up to 2 additional times, either to add additional landing bays or to increase the combined silhouette limit of the original bay by 15 (maximum silhouette size remains at 5).</p>	8,500 credits
Armory	<p>The base includes a substantial store of weapons, armor, and basic military equipment sufficient to properly outfit a full squad of soldiers for an extended period.</p> <p>Equipment and tools necessary to keep gear in good repair are also present (allowing characters to perform Mechanics checks to repair and modify gear without penalty). The facility is also stocked with any weapons and equipment that would have a modified rarity of 5 or lower. Access to gear with a higher rarity is subject to GM discretion.</p> <p>This upgrade may only be taken once.</p>	(R) 9,500 credits
Training Facility	<p>The base features living quarters to house a full platoon of soldiers, as well as equipment and facilities necessary to train them. This includes combat simulators, lecture halls, and gyms.</p> <p>At GM's discretion, PCs may call upon trainees or instructors to assist with a current mission. When selecting this upgrade, select either Brawl, Gunnery, Knowledge (Warfare), Melee, Ranged (Light), or Ranged (Heavy) to be the training curriculum's focus and count as a career skill for the party.</p> <p>This upgrade may only be taken once.</p>	15,000 credits
Laboratory	<p>The base is equipped with lab facilities where scientists and engineers can safely conduct experiments, create new devices, and seek various technological breakthroughs.</p> <p>A laboratory includes a full suite of scientific implements (allowing characters to perform Computers, Knowledge, Medicine, and Mechanics checks for experimental purposes without penalty). Additionally, characters in a laboratory add 🧪🧪 to such checks thanks to the safety equipment.</p> <p>This upgrade may only be taken once.</p>	5,000 credits
Command & Control Center	<p>This base possesses a dedicated space from which people can broadcast to the whole base, track the activities of agents in the field, and monitor information about the base and its surroundings.</p> <p>This facility grants occupants 🟩 on Computers, Leadership, and Vigilance checks.</p> <p>This upgrade may only be taken once.</p>	4,000 credits
Research Library	<p>The base has a set of computers, databases, or other informational archives that allow its occupants to reference relevant materials as necessary.</p> <p>A research library contains reference materials on all manner of subjects (allowing characters to make Knowledge checks to acquire information without penalty).</p> <p>This upgrade may only be taken once.</p>	3,000 credits

SLICING ENCOUNTERS

(Special Modifications 86, Cyphers and Masks 82)

ENCOUNTER STRUCTURE

A full slicing encounter should be conducted in structured time, 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 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 1 intruder and 1 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 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 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.

SYSTEM SECURITY

Example Systems	Difficulty
Unsecured/Passcode Known	-
Cantina Terminal, Datapad	◆
Common Shipboard Computer	◆◆
Local HoloNet Hub, Military Base/Starship Network	◆◆◆
Imperial Datavault, Regional Holonet Hub	◆◆◆◆
Ancient Archive	◆◆◆◆◆
System Administrator has Defensive Slicing talent	Add ■ equal to ranks
System Administrator has Improved Defensive Slicing talent	Upgrade difficulty a number of times equal to ranks

PREPARING SLICING OPPOSITION

Preparing NPCs to oppose slicing encounters works largely in the same manner as preparing NPCs for other purposes. Security patrols should be assigned profiles like any other combatant. However, when preparing an opposing slicer, a full NPC profile is often not needed. If the slicer is likely not to be encountered in person, then the GM only needs to know information such as Intellect characteristic and Computers skill, and any relevant talents.

SECURITY PROGRAMS

A system 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 of which can be determined using the guidelines in the **System Security Table**.

SLICING ACTIONS

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

BASICS OF SLICING EQUIPMENT

Some form of slicing tool is needed to attempt slicing at all. 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.

ACCESS SYSTEM

Difficulty: Simple (-) Computers Check

Available to: Defender, Intruder

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

ACTIVATE SECURITY PROGRAM

Difficulty: Average (◆◆) Computers Check

Available to: Defender, Intruder

Description: 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: 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 the System Security table.

ENACT COMMAND

Difficulty: Computers Check (Difficulty Varies)

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

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

EXPEL USER

Difficulty: Opposed Computers vs Computers Check

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

Description: 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 2 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: 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 1 hour to complete.

TRACE USER

Difficulty: Opposed Computers vs Computers Check

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

Description: 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, or a full list of the actions the user has taken on the system in this encounter.

DEALING WITH THE CONSEQUENCES

BACKDOORS

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 may last forever – on others however, the GM may rule that it is found after a set time period or as a result of a y result while within the system. If there are dedicated slicers that work on the system, then the GM can set a time at which the slicer finds the backdoor based on skill and familiarity with the system, or the character might have to make a **Hard (◆◆◆) Computers check** at set intervals to find it. If a backdoor has been placed into a system that the PCs use, they must uncover it as described above or with a ❷ result while within the system, or the GM may allow a system maintenance check to find and close the back door after an appropriate time period.

SLICING SIGNATURES

A character who has 1 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 slicer's signature falls into the hands of law enforcement or other organizations, they may be able to connect the signature to other forms of identification and may come into play when ❸ or ❹ results appear on related checks, in addition to the addition of an Obligation for the PC whose signature has been exposed. A slicer's signature can be replaced by replacing the slicer's tools, and anyone who has the slicer's signature loses 2 fragments of it for each piece of equipment that is replaced. If a slicer acquires the signature of another character, at the GM's discretion the signature might also be worth a great many credits or reduction in Obligation if it can be sold to an interested party.

SPENDING ❸, ❹, ❺, AND ❻ WHEN SLICING

Cost	Result Options
❸ or ❹	<p>Opportunity Identified: 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 additional ❸ may be spent on this result to indicate a particularly interesting find.</p>
❹❹ or ❹	<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 Special Modifications, page 90).</p>
❹❹❹ or ❹	<p>Spread Decoys: The slicer 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 ❸ or ❹, it can be spent to cause that slicer to acquire a piece of false data (such as the erroneous location or a fake name for the targeted 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 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 per each portion of the target's slicing signature the defender possesses.</p>
❹❹	<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>
❺ or ❻	<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>
❺❺ or ❻	<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>
❺❺❺ or ❻	<p>Major Alert (Intruder Only): All users with full access to the system become 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 Special Modifications, page 90), along with all ■ from possessing them.</p>
❻❻	<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>

SOCIAL ENCOUNTERS

(Far Horizons 72, Desperate Allies 74)

USING TALENTS IN SOCIAL ENCOUNTERS

USING TALENTS OUTSIDE COMBAT

An encounter is defined as a discrete set of events that take place within a short time frame. Not every encounter needs to be combat. Talents that are limited to the duration of the encounter should maintain the restriction or benefit through the course of a social encounter in the same way. Of course, a GM always has the authority to further restrict talents as necessary. A good rule of thumb would be that a talent that requires an action is restricted to only a single use per noncombat encounter, while a talent requiring a maneuver maybe used for every check.

For example, the Intense Focus talent is activated with a maneuver, and it enables its user to suffer a point of strain in exchange for upgrading a skill check. As loss of strain is markedly less meaningful in a social encounter than in a combat encounter, a player is likely to attempt to use this ability on every skill check.

A GM could decide that the most reasonable way to limit this would be to assign a specific value to the number of uses per noncombat encounter for the talent. Linking this limit to one of the character's characteristics - in this example Intellect - could provide a convenient reference, while also providing an advancement path for players who want to further exploit the talent. GMs should feel free to adjust this, keeping in mind that NPCs should follow the same restrictions as PCs.

TALENT TIMING IN SOCIAL ENCOUNTERS

A number of talents generate effects that are linked to tracked combat timing. GMs and players should work together to find a comparable and meaningful use that still works outside of structured time. The easiest solution is to indicate that the bonus applies to a number of checks equal to the number of rounds that it would normally last - with the caveat that the ability would not last past the end of the encounter.

Another approach might be to restrict the number of allies affected by the ability for the amount of time that the character chooses to actively keep the talent active. The goal is to maintain the talent's usefulness for social encounters without having it become an overwhelming ability.

SOCIAL SKILL INTERACTIONS

Acting Skill	Opposing Skill
Coercion, Deception, Leadership	Discipline
Charm	Cool
Negotiation	Negotiation or Cool

OPTIONAL RULE: VIGILANCE AS A SOCIAL SKILL

As an optional rule, GMs may wish to allow characters to oppose Deception checks with Vigilance in addition to (or in place of) Discipline. Certain abilities, such as the Unrelenting Skeptic talent (Far Horizons 33) add a number of automatic ▼ to Deception checks equal to the character's ranks in Vigilance. Furthermore, the Genesys RPG system born from the Star Wars RPG uses Vigilance to oppose Deception (instead of Discipline, which is used solely for Coercion and Leadership).

OPTIONAL RULE: "CRITICAL REMARKS" IN SOCIAL ENCOUNTERS

In combat, characters can inflict and suffer Critical Injuries from particularly powerful or lucky blows. As an optional rule, in social encounters, the same thing can happen when someone makes a particularly good point, powerful argument, or painful insult.

One way to represent this is by allowing all characters to inflict "critical remarks" in a social encounter. They do this the same way they inflict a Critical Injury in combat: by spending ☉ and ☾. In this case, when a character makes a social check, they may spend ☉ or ☾☾☾☾ to inflict 5 strain on the target.

The player controlling the PC or NPC (you or the GM) also has to come up with some idea of what the remark, argument, or insult was and why it had such a powerful effect

STRAIN THRESHOLDS IN SOCIAL ENCOUNTERS

There are numerous ways in which characters can suffer strain during social encounters, including the use of talents and results of ☉. However, a character passing out from strain makes little sense in the context of a social encounter. The GM should consider alternative consequences for the strain accrual. Particularly within the context of a social encounter, the character should suffer social ramifications rather than physical ones. In addition to personal embarrassment, the character should become unable to help resolve the situation.

When a character exceeds his strain threshold in a social encounter he:

- Cannot aid others
- Can talk and make his feelings known, but others ignore or dismiss his feedback. This is primarily relevant when the character is a PC interacting with NPCs, although a group might want to roleplay a PC being petulant, angry, or frustrated while other PCs ignore him.
- Can move around without affecting his opponent
- Can use certain talents such as Hard Headed (with GM approval)
- As relevant, cannot perform actions, and can only perform basic maneuvers or incidentals such as moving or angrily slamming his fist upon the table

REMEMBER SETBACK DICE!

The ■ is a critical consideration for every skill check, particularly within the scope of talent effectiveness. The primary benefit of many talents is to remove one or more ■ from a skill check. Unless the GM remembers to routinely include these, the benefit is far less meaningful. Consequently, GMs must make a habit of considering the situation and applying the number of ■ when calculating the dice pool. This is particularly important in social encounters, which have few explicit reasons to add ■, so GMs must make a deliberate decisions about adding them when appropriate.

OPTIONAL RULE: EXPANDED SOCIAL ENCOUNTERS

Page 106 has optional expanded social encounter rules based on the Genesys RPG system which provide GMs and players more options for in-depth social encounters.

VERGENCE CREATION

(Nexus of Power 93)

To create a vergence, a GM must first identify it as a site or object. Vergence objects are typically only of minor or moderate strength, but unlike a site, they offer mobility. The GM must then determine the vergence's alignment, strength, and its unique quality.

VERGENCE STRENGTH & ALIGNMENT

Minor Vergence: When making Force power checks or using Force talents within a minor vergence, a Force-sensitive character adds an automatic ○ result to the check if the vergence is a light side vergence. If it is a dark side vergence, a Force-sensitive character adds an automatic ● result instead. Minor neutral vergences provide no mechanical benefit, but Force users within feel more confident and connected to the Force.

Major Vergence: When making Force power checks or using Force talents within a major vergence, a Force-sensitive character adds an automatic ○○ result to the check if the vergence is a light side vergence. If it is a dark side vergence, a Force-sensitive character adds an automatic ●● result instead. If it is a neutral vergence, a Force-sensitive character adds ○ to the dice pool before the check is rolled.

VERGENCE'S UNIQUE QUALITY

Each vergence is a unique site, expressing itself as the Force wills. Some vergences provide trials that test Force user' character and shape their destiny. Other vergences make it easier to access specific aspects of the Force, which those with training can exploit. The table below outlines some potential unique qualities the GM could add to his own vergence. A GM should generally only select one unique quality for a vergence.

JOINING HOLOCRONS (Unlimited Power 77)

If the PCs are able to get a Jedi and Sith holocron open and combine them, they may open a new vergence in the Force through which they can seek knowledge. The power involved in the phenomenon is incredible, and sifting through the knowledge provided for specific details is extremely difficult. Simply remaining in the presence of the active vergence requires an **Easy (◆) Discipline check**, with failure causing characters to avert their eyes, leave the area, or lose concentration on the holocrons (the last of which closes the vergence).

Seeking knowledge within the vergence requires a further **Hard (◆◆◆) Discipline check** per question, with the difficulty on subsequent checks upgraded once for each check already made. Knowledge gains from the vergence is hazy and mysterious, although additional ✨ beyond the first or any 🌀 may provide hints that help interpret what was learned. Failing any check to learn more causes the vergence to fade, and the holocrons to close.

Attempting to open the vergence a second time could damage or destroy the holocrons involved, and may involve unforeseen consequences even if they survive, ranging from unleashing dangerous energies on those nearby to a barrage of maddening visions that cannot be deciphered.

HIDING WITHIN A VERGENCE (Nexus of Power 93)

The powerful energies of a vergence can twist and obscure the presence of Force users, making them much more difficult to sense. The powerful vergence at the Jedi Temple on Coruscant may have helped conceal Palpatine's darkness from the Jedi Order, while the dark side cave on Dagobah possibly enabled Yoda to hide from the Empire.

SAMPLE VERGENCE UNIQUE QUALITIES

Unique Quality	Description
Trial of Fear	This trial confronts the PC with visions of the PC's greatest fear. Make a Hard (◆◆◆) Fear check . Success means the PC has taken a major step toward conquering the fear. Downgrade the difficulty of the next fear check related to the PC's greatest fear once. Failure means the PC is consumed by fear, generating 5 Conflict plus 1 additional Conflict for every net 🌀.
Trial of Attachment	This trial subjects the PC to visions of terrible fates befalling the object or person to which the PC is most attached. The PC must make a Hard (◆◆◆) Vigilance check or Seek power check to dispel illusions. Success means the PC can dispel the illusions and takes a step toward letting go of attachments. Failure means the PC lashes out at the visions and suffers 5 strain plus an additional 1 strain for every net 🌀. The PC can attempt the check again, but exceeding the strain threshold results in failing the trail, and the PC gains 10 Conflict.
Trial of Aggression	The PC encounters the PC's most hated enemy. The PC must make a Hard (◆◆◆) Cool check . Success means the PC has achieved a measure of serenity and inner peace. Failure means the PC is consumed by rage and gains 10 Conflict, plus an additional 1 Conflict for every net 🌀.
Trial of Sacrifice	The trial subjects the PC to visions in which the PC must trade life itself to protect the defenseless. Make a Hard (◆◆◆) Discipline check . Success means the PC has demonstrated selflessness, which, for a dark side character, can mean a major step toward atonement. At the end of the session, while resolving Conflict and adjusting Morality, the player should roll 2d10 and increase his character's Morality by that amount. Failure means the PC is consumed by rage, generating 10 Conflict, plus an additional 1 Conflict for every net 🌀.
Unifying Force Vergence	Time and space are more fluid at this vergence, and Force users can more easily see their future or that of their allies. When using the Foresee power (or an equivalent ability), Force users at the vergence may spend 🌀 to increase the time they can see into the future by one year, and may activate this multiple times.
Cosmic Force Vergence	When a character meditates at this vergence, the Force can show many things, including other places and the past. A Force user may add a number of ○ no greater than Force rating to one Knowledge check he makes while at this vergence (limited to once per session). The character may spend 🌀 to add 🌀 or ✨ to the check. The character may also try and push the Force to reveal long-forgotten secrets, although this veers in the direction of the dark side. The character may spend 🌀🌀 and suffer 4 Conflict to add 🌀 to the check.

PAY SCALES

HIRED GUN PAY SCALE *(Dangerous Covenants 91)*

Job	Sample Description	Pay in Credits
Bodyguard Jobs		
Criminal or Imperial Client	Protect a significant criminal figure or target of Imperial pursuit, such as a Rebel sympathizer.	2,000-5,000
Famous Public Figure	Protect a public figure that is highly recognizable in much of the galaxy, such as a famous celebrity or official.	5,000-10,000
Lesser Public Figure	Protect a public figure that is recognizable in limited areas, such as a planet, system, or specific subculture.	3,000-8,000
Private Individual	Protect a private citizen, such as a corporate official, lesser noble, or even the average person with enough credits.	500-5,000
Demolitions Jobs		
Individual Hire	The cost of hiring a single specialized demolitionist for a specific job, which may be extrapolated for ongoing work.	500-2,000
Expert Individual Hire	The cost of hiring a single expert demolitionist for a specific job, which may be extrapolated for ongoing work.	2,000-5,000
Enforcer Jobs		
Individual Hire	The cost of hiring a single enforcer for a variety of security and shady work.	500-1,000
Mercenary Jobs		
Individual Hire	The cost of hiring a single mercenary or individual gun-for-hire	500-2,000
Small Group Rate	The cost of hiring a small mercenary band (4-6 members) for a specific job. A group of PCs may qualify even if not all are strictly mercenaries or Hired Guns themselves	6,000-20,000
Average Soldier	The average per job pay for the average soldier in a successful mercenary or paramilitary operation.	500-1,000
Non-commissioned Officer	The average per job pay for the average non-commissioned officer in a successful mercenary or paramilitary operation.	1,000-3,000
Officer	The average per job pay for the average officer in a successful mercenary or paramilitary operation.	2,000-10,000
Specialist Jobs		
Average	The cost of hiring a single specialist for a specific job, which may be extrapolated for ongoing work. Specialists usually have a rank of 2 or more in a specific skill.	500-3,000
Expert	The cost of hiring a single expert for a specific job, which may be extrapolated for ongoing work. Expert specialists usually have a rank of 4 or more in a specific skill.	2,000-5,000

SLICER PAY SCALE *(Special Modifications 94)*

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 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 in 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

ALTERNATIVE PAYMENT FORMS *(No Disintegrations 92)*

If the GM is concerned that a given reward might be too high for her campaign, she can have some or all of the reward offered in a form other than money. Perhaps a spice dealer can't afford to pay for a rival's death in credits at the time, but can offer a cargo hold full of stock. Maybe a crime lord to whom the character owes an Obligation won't offer a single credit until that Obligation is paid off by completing a certain number of bounties. By mixing alternate forms of payment with cash rewards, the GM can seed further adventures into the campaign or provide access to unusual rewards, while at the same time keeping the players interested in further jobs.

MECHANIC PAY SCALE *(Special Modifications 93)*

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</i> Core Rulebook 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 page 244 of the <i>Edge of the Empire</i> Core Rulebook)	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 page 217 of the <i>Edge of the Empire</i> Core Rulebook)	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 to refactors except at their player's discretion.	500 x droid's Willpower characteristic
Droid memory wipe	A wipe retains all of 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 wipe except at their player's 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

CARGO PAYOUTS

Rarity	Restricted	Unrestricted
4-5	10%	5%
6-7	25%	10%
8-9	30%	25%
10	50%	30%

SMUGGLING PAYOUT MODIFIERS

Circumstance	Modifier
Each ☰ or ☱☱☱ on Negotiation check (or other skill at GM discretion)	+10%
Each ✨ on Negotiation check (or other skill at GM discretion)	+5%
Each ☹ or ☹☹☹ on Negotiation check (or other skill at GM discretion)	-10%
Each ▼ on Negotiation check (or other skill at GM discretion)	-5%
The destination is under Imperial blockade	+20%
The destination is under criminal or other blockade	+10%
The PCs arrive earlier than contracted	+10% per day early
The PCs arrive later than contracted	-10% per day late
The PCs lose a portion of the cargo	-10% or more

SMUGGLING

The cargo payout results are based on the rarity and legality of the smuggled items for the destination world and can be used as a baseline. The results of negotiations with the PCs employer and other circumstances can further modify the PC's profits. After the GM determines what the PCs will be offered for the job by default, he should consult the **Smuggling Payout Modifiers Table** to determine what percentage of this base value the PCs gain or lose at the negotiating table and due to their performance during the trip.

Once it comes time for the PCs to be paid, the GM should sum all the modifiers from the table (and any other modifiers) to the base cost to find the final modifier and cost.

Goods with a rarity of 3 or less (for the destination world) are rarely worth smuggling, unless the origin point or destination has particularly high tariffs for the cargo in question, or other unusual and localized circumstances increase its value or decrease its availability.

FAILING TO DELIVER ON SMUGGLING JOBS

The GM should take into consideration the value of the goods, the personality of the individual that hired the Smuggler, and previous business interactions between the two when deciding on the consequences. Consequences might include increased Obligation, having their patron take out a bounty on the Smuggler's head, or anything else the GM deems appropriate.

SHARING THE WEALTH *(Desperate Allies 95)*

GMs should balance a character's financial assets with any benefit or penalty created in game from using - or lacking - money. If a bribe is sufficient to earn a ■ or counter ■, then regularly presenting opportunities for the character to offer bribes is essentially the equivalent of another talent. While some funding is certainly reasonable, it must be kept in line with typical gameplay expectations, lest it become unbalancing.

COLONIST PAY SCALE (*Far Horizons 93*)

Job	Job Description	Duration	Pay in Credits
Small Town Sheriff	A lawman who protects a small town with a handful of deputies	Monthly Salary	2,000-3,000
Police Commissioner	A lawman who protects a small city, with dozens to hundreds of men working underneath him	Monthly Salary	3,000-5,000
Deputy	A low-ranking deputy in either a small town or a larger city	Monthly Salary	750-1,200
Detective	A detective serving a public constabulary or police department	Monthly Salary	2,000-2,500
Private Eye	A private investigator working on a single case, generally a non-criminal situation. Private investigators are often hired to investigate marital infidelity, corporate espionage, or potential political scandals	Daily Salary	75-200
Mechanic	A mechanic working in a small repair business for vehicles and items	Monthly Salary	1,000-2,000
Town Doctor	A doctor providing treatment of injuries or illness to a small town	House Call	100-300
Licensed Physician	Working in a hospital or other professional treatment facility. Typically characters must have at least 3 ranks in Medicine to earn this salary	Monthly Salary	2,000-4,000
Surgery Team	Performing a single complicated surgery at a hospital, such as a cybernetic replacement or operation to repair major trauma. Typically the group must have at least 4 ranks in Medicine amongst them to earn this salary	Single operation, group rate	5,000 (not including materials)
Single Performance	Live entertainment for a single evening by jugglers, acrobats, artists, musicians, puppeteers, actors, or comedians	Single event, group rate	500-750
Cantina Band	Live mood music for a cantina or restaurant, with a long term contract	Weekly salary, group rate	1,000-1,500
Touring Band or Entertainment	Live original music for an evening performed by a touring band. Pay is based almost entirely on fame and demand, but skill is also a factor. (This category can also be used for other types of high profile performance.) Typically, the group must have at least 5 ranks in Charm and/or Cool amongst them to earn this salary	Single event, group rate	2,000-25,000
Street Performer	Tips earned by jugglers, acrobats, artists, musicians, puppeteers, actors, or comedians	One day's worth of tips	25-75
Lecturer	Teaching students a particular topic in an institute of higher learning	Monthly Salary	1,500-3,000
Subject-Matter Expert	Working as an expert witness, consultant, data compiler, or other subject-matter expert on a per-job basis. Typically, characters must have 3 ranks in a specified Knowledge skill to serve as an expert	Single job	750,5,000
Researcher	Researching a specific topic or developing a new design or item. Research could range from pure knowledge at a university to developing a new product in a corporate lab. Typically, characters must have 3 ranks in a specified Knowledge skill to serve as a researcher	Monthly Salary	2,000-8,000
Mediator	Mediating disputes and legally arbitrating disagreements between two individuals or corporations. Such arbitration can take days, or even weeks, and must be accepted by both parties. Typically, characters must have 2 ranks in Negotiation to work as a mediator	Single dispute	2,000-5,000
Negotiation Team	Mediating major disagreements or even hostilities between large corporations or even governments. Such arbitration can take weeks or even months, and must be accepted by both parties. Typically, the group must have 3 ranks in Negotiation amongst them to earn this salary	Single dispute	4,000-20,000
Mayor or Councilor	The political leader of a small town or community. The mayor can be expected to handle any number of administrative tasks	Monthly Salary	2,000-3,000
Clerk	An office laborer or retail clerk	Monthly Salary	1,000-1,500
Miner	Experienced mining laborer	Monthly Salary	1,000-2,000
Ranch Hand	A ranch hand skilled in herding or shepherding livestock. Typically, characters must have 2 ranks in Survival to serve as a ranch hand	Monthly Salary	1,500-2,000
Unskilled Labor	Basic manual labor	Monthly Salary	500-750

CORE WORLDS, THE OUTER RIM, AND THE COST OF LIVING (*Far Horizons 92*)

The pay rates in these tables are kept broad and simple for ease of use. However, some groups may want to modify those pay rates based on other factors. For example, jobs in the Core Worlds tend to pay more, but jobs in the Outer Rim planets tend to offer more autonomy. Cost of living is another issue to consider; realistically, some of the money PCs earn in their jobs has to go toward food, shelter, and other expenses.

If the GM wants to account for location when determining pay rates, he should increase the pay rate for jobs on a Core World by 20% and decrease the pay rate for jobs on an Outer Rim (or other uncivilized planet) by 20%.

If the GM wants to account for living expenses, they can also dedicate 25% of the PC's pay rate to go toward food, living quarters, and so forth. This is easier than trying to track individual expenses, although if the PC in question is living particularly frugally or extravagantly, the GM can adjust this percentage as he sees fit.

GALACTIC ECONOMICS

(Age of Rebellion Core 162, Edge of the Empire Core 147, Force and Destiny Core 156)

RARITY

Rarity in Edge of the Empire is a simple way of measuring how difficult an item can be to find on a scale of 0 -10, with 0 being the easiest to track down and 10 being the hardest. Of course, whether or not an item is available for purchase should never be solely a matter of rolling dice. Instead, the needs of the plot make it at least partially the GM's decision. However, for simple items, rarity provides an easy way for the GM to determine whether something is available and let the players easily track items down.

Finding an item on a world requires a Negotiation check (although the GM may allow the character to use an appropriate Knowledge skill check instead).

Table 1: Rarity lists the rarities, the difficulty of the check to find items with those rarities, and examples of items with those rarities.

The **Table 2: Rarity Modifiers** lists some general modifiers that can be applied to an item's rarity, based on location and the technological status of the world where the item is being sought. Some worlds may impose individual modifiers as well. Modifiers can bring an item's rarity above 10. At this point, the difficulty of the check remains at Formidable, but the GM may upgrade the difficulty once for every rarity beyond 10.

RARITY

Rarity	Check	Examples
0	Simple (-)	Glow Rod
1		Long-range Comlink
2	Easy (◆)	Medpac
3		Scanner Goggles
4	Average (◆◆)	Blaster Pistol
5		Blaster Rifle
6	Hard (◆◆◆)	Cybernetic Limb
7		Bowcaster
8	Daunting (◆◆◆◆)	Thermal Detonator
9		Personal Stealth Field
10	Formidable (◆◆◆◆◆)	Package of Lesai

THE BLACK MARKET

Exactly what is illegal on each world is up to the GM or may be specified in that world's description. Finding an illegal item typically requires a Streetwise check. The difficulty generally depends on the rarity of the item (see **Table 1: Rarity**) but the difficulty can increase based on the world's law enforcement capabilities (as determined by the GM).

Selling illegal goods also requires a Streetwise check with the same difficulty as above. If ❸❸❸ or a ❹ are rolled, something has gone wrong; the buyer tries to rob the characters or the local police arrive to arrest these brazen criminals, for example.

Black market items always require a Streetwise check to find, and may cost far more than the list price depending on their scarcity on a particular world. This varies from place to place, so the GM must determine if an item is restricted or not, to what degree, and what the difficulty is to track it down. Some items are marked with an (R) in their price, which means they are restricted and always count as black market items.

Most black marketers have established patterns, customers, and habits that allow them to stay in business. The PCs might not have these connections, and may even be selling to a criminal who plans on turning around and reselling the goods again. For that reason, PCs selling illegal items net one-quarter of the listed price with a successful Streetwise check, one-half with ❸❸, and three-quarters with ❸❸❸ or higher.

RARITY MODIFIERS

Modifier	Circumstances
-2	Primary Core world such as Coruscant, Duro, or Corellia
-1	Other Core world
-1	World on primary trade lane
+ 0	Colony or Inner Rim world
+ 0	Civilized world
+ 1	Mid Rim world
+ 1	Recently settled world, out of the way world
+ 2	Outer Rim world
+ 2	Frontier world
+ 3	Wild Space world

SELLING AND TRADING

Selling legal items follows similar guidelines to selling illegal ones. PCs can generally sell an item for one quarter of its cost on a successful Negotiation check, increasing to one-half with ❸❸, and three-quarters with ❸❸❸ or higher.

There are some cases in which the PCs might wish to engage in trade; buying multiple items at one location, then selling them at another location where they are rarer. See below for trading costs.

INCREASED TRADING COSTS

Rarity Increase	Cost Increase
+ 0-1	x1
+ 2	x2
+ 3	x3
+4 or higher	x4

Trade works the same whether with black market (Restricted) items or with legal items. Selling the items follows the rules for selling items listed above.

When determining the sell price based on the success of the Negotiation

check, first multiply the cost of the item based on the difference in the item's rarity between where it was bought and where it's sold. Then take the new, higher cost and determine the sell price by the results of the Negotiation check.





SELLING CRAFTED WARES

The table on the next page 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 & Deal. Good roleplaying should also adjust the price, especially if the PC can up sell the item or find a client willing to pay for some unique element the PC offers.

Per **Selling and Trading** on page 150 of the *Edge of the Empire* Core Rulebook, a character can make an opposed Negotiation check against the buyer to alter a sell price. With ❸, the character gets half the sell price (after the modifiers in the table below). With ❸❸, the character gets the standard sell price. With ❸❸❸, the character receives an additional 25%.

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).







CRAFTING SELL PRICES (Special Modifications 91)

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 major improvement	For each  spent on improving the item during crafting.	+ 10% of Material Cost
Price adjustment for each minor flaw	For each  spent on improving the item during crafting.	- 5% of Material Cost
Price adjustment for each major	For each  spent on improving 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 an 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

TYPICAL BOUNTIES & MODIFIERS (No Disintegrations 92)

Bounty Target	Base Bounty Value
Minor Target: A typical galactic citizen	300 - 750 credits
Moderate Target: A mid-level functionary in a crime syndicate, corporation, or other powerful organization	2,000 - 10,000 credits
Major Target: A crime lord, corporate executive, a suspected rebel agent, or a mid-level Imperial functionary	15,000 - 20,000 credits
Legendary Target: A high-ranking Imperial official, a suspected Force-user, a known rebel agent, or a major syndicate leader	25,000 - 100,000 credits, may also grant the Bounty Hunter an exploit (page 94 of <i>No Disintegrations</i>)
Target's History	Bounty Value Modifier
Committed a personal wrong against the bounty poster	Add 5% - 20% of base bounty value, depending on the client's anger
Target has a history of frequent violent acts	Add 10% of base bounty value
Difficulty of Hunt	Bounty Value Modifier
Target is nearby and easy to locate	Subtract 40% of base bounty value
Finding target requires travelling across or searching multiple star systems	Add 20% base bounty value
Bounty Conditions	Bounty Value Modifier
Target's condition is irrelevant, only proof of capture or kill is required	Subtract 10% of base bounty value
Job must be completed in secret; the bounty hunter cannot tell others of it afterwards	Add 50% of base bounty value. The bounty hunter cannot claim this bonus and also receive a new exploit (page 94 of <i>No Disintegrations</i>)
No lasting harm can be done to the target	Add 10% of base bounty value. If the target arrives while suffering from any wounds or Critical Injuries, the bounty payment should be greatly reduced, if provided at all
The target must be apprehended without the use of significantly harmful violence	Add 25% of base bounty value. If the target arrives while suffering from any wounds or Critical Injuries, the payment should be greatly reduced, if given at all
The hunter must avoid collateral damage or maintain a low profile during the hunt	Add 20% of base bounty value
The bounty involves a secondary goal, such as retrieving stolen goods or making an example during apprehension	Add up to 25% of base bounty value, depending on the nature of the additional goal
The target is an inanimate object, such as a ship or artifact	Subtract 20% of base bounty value
Hunter's Credentials and Exploits	Bounty Value Modifier
The hunter is not part of a guild and has no IPKC or other accreditation the client acknowledges	Subtract 10% of base bounty value
The hunter possesses 1 or more exploits	Various modifiers (see Exploits)

HAZARDS AND SPOT NEGOTIATIONS

If a Bounty Hunter character or his companions feel they are not being paid enough for their work, they have the option to negotiate additional payment for unexpected expenses or hazards. Foresighted – or just greedy – hunters could even argue for additional payment in advance if they believe that the situation is more complicated than the client indicates. However, large increases in payment should correspond to difficult checks to persuade the client, or be the result of , , or  results, rather than something offered freely. Similarly, , , or  results could result in not only leaving the payment unchanged, but smearing the hunter's reputation or attempting to claim the target without payment.

EXPLOITS

(No Disintegrations 94)

Each time a bounty hunter brings in a Major or Legendary Target (previous page) or achieves another equally noteworthy feat and the GM decides to award an exploit for this capture, the GM chooses 2 or more of the exploits listed below for which the bounty hunter met the requirements during the hunt.

Then, the bounty hunter chooses 1 of the exploits which the GM selected and gains the effects listed. The bounty hunter should record all of his exploits. A bounty hunter can gain the same exploit multiple times, in which case the effect stacks additionally. For example a bonus of 10% additional pay for certain jobs applied twice would become a bonus of 20% additional pay for those jobs.

DOGGED

Requirements: Hunter spent more than 3 days (excluding hyperspace travel time) hunting for the target.

Effects: Add 10% base bounty value for Minor and Moderate Targets.

HEEDLESS

Requirements: During the hunt, the hunter inflicted collateral damage with a value that equals or exceeds the value of the bounty.

Effects: The hunter adds ■ to his Coercion checks against his clients. The hunter adds ■ to his Charm checks to increase the price of a bounty.

HONORABLE

Requirements: The hunter's final confrontation with the target was a one-on-one battle.

Effects: The hunter adds ■ to his Coercion, Deception, and Negotiation checks against any rival or nemesis NPC if the two are alone.

HUMANE

Requirements: The target was delivered alive.

Effects: The hunter adds ■ to his Negotiation checks against bounties he is targeting. The hunter adds ■ to his Coercion checks that hinge upon the threat of physical violence.

IMMORTAL

Requirements: The hunter suffered a Critical Injury during the course of the hunt.

Effects: Add 20% of base bounty value for Legendary Targets. The hunter receives no hazard pay on bounties due to his perceived invincibility.

INDISCRIMINATE

Requirements: The hunter killed 3 or more people during the course of the hunt.

Effects: The hunter adds ■ to his Coercion checks against minion NPCs. The hunter adds ■ to his Charm and Deception checks to convince others that he has non-violent intentions (even when he actually does).

LAWBRINGER

Requirements: The target was a member of a crime syndicate, was a notorious outlaw, or otherwise part of the galactic underworld at large.

Effects: Add 10% of base bounty value for bounties posted by law enforcement groups. Add ■ to the hunter's Negotiation checks with members of criminal organizations and any citizens with outstanding debts to such organizations.

THE REAL DEAL?

Where do the facts of an exploit end and the fiction of its retelling begin? While some Bounty Hunters achieved every deed they are known for, other cultivate a reputation that doesn't exactly line up with reality.

While it is often an easy enough matter to find out whether a Bounty Hunter actually claimed a given bounty, the specifics of what happened during the pursuit are harder to pin down. When awarding an exploit, the GM may offer a Bounty Hunter an exploit that he didn't actually perform during the hunt in question, so long as he (or somebody else) convinced enough people that it happened. He must still actually have received the payment for turning in the bounty.

For better or worse, once established, a false exploit sticks with the character like a real one. It remains even if it is later disproved or the character wishes to dispel it, as shaking the myth proves nearly impossible.

MERCILESS

Requirements: The target was delivered dead.

Effects: The hunter adds ■ to his Coercion checks against rival and nemesis NPCs. The hunter adds ■ to his Charm and Deception checks to convince others that he has non-violent intentions (even if he does).

OPPRESSOR

Requirements: The target was a member of the Rebel Alliance or affiliated organization.

Effects: Add 10% of base bounty value for jobs posted by the Galactic Empire. Upgrade the difficulty of the hunter's social checks with members of the Rebel Alliance once.

PRECISE

Requirements: During the hunt, the hunter caused no collateral damage and did not kill anyone (other than the specific target, in the case of a kill bounty).

Effects: Add 10% of base bounty value for jobs that stipulate additional conditions (secrecy, bringing in the target alive, fulfilling extra objectives, etc.).

PROFESSIONAL

Requirements: The target was delivered within 3 days (excluding hyperspace travel time).

Effects: The hunter may ask for up to 10% of the base bounty value as an advance. If he does so, he generally receives it, barring extreme circumstance.

RENEGADE

Requirements: The target was a member of the Galactic Empire or an Empire-backed local regime.

Effects: Add 10% of base bounty value for jobs posted by the Rebel Alliance. Upgrade the difficulty of the hunter's social checks with members of the Galactic Empire once.

BATTLE SCARS

(Forged in Battle 95)

With the GM's permission, upon recovering from an applicable Critical Injury, a PC can receive an appropriate talent at an XP cost determined by the severity of the Critical Injury. In addition to adding a unique twist to a character's development and a mechanical benefit for his combat history, battle scars offer other advantages. A battle scar might allow a character to purchase a talent that is not available through any of his specialization talent trees, to receive it at a reduced XP cost, or to receive an additional rank beyond what is available through his talent trees. A non-ranked talent purchased as a battle scar can potentially advance a character along 1 or more talent trees that the character possesses that include that talent. A character may obtain multiple ranks in a talent through battle scars with the GM's permission.

The XP cost for a talent acquired as a battle scar is dependent on the severity of the corresponding Critical Injury, as shown on the **Battle Scar Cost Table**. The GM can, at his discretion, modify this cost depending on the exact nature of an injury and the relevance of the corresponding talent.

BATTLE SCAR DESCRIPTIONS

After the GM grants a character a battle scar, that PC's player should find the Critical Injury result his character suffered and select 1 of the corresponding talents, then work with the GM to devise an explanation for the mechanical benefit. These categories and lists are only recommendations however, and players and GMs might decide that particularly unusual or interesting wounds lend themselves to talents not listed here. The GM always has final say on what talents are available for a given battle scar, regardless of the recommendations. As a general rule, *an individual PC should not be able to acquire more than 3 battle scars* – though at the GM's discretion, a PC might be able to replace an old battle scar with a new scar, exchanging 1 talent for another.

BATTLE SCAR COST

Critical Injury Severity	Talent XP Cost
◆	20
◆◆	15
◆◆◆	10
◆◆◆◆	5

HEAD TRAUMA

Head wounds are often the most grave non-fatal injuries Soldiers suffer. While cybernetics can replace limbs with no loss of function, some injuries to the brain can have permanent neurological effects. Severe head injuries can also cause the degradation of 1 or more senses, such as vision or hearing. Adapting to such an injury can be a trial, but can also cause a sentient being to find unknown strength to persevere.

Suggested Critical Injuries: Stunned, Head Ringer, Slightly Dazed, Scattered Senses, Blinded, Knocked Senseless, Gruesome Injury

Suggested Talents: Grit, Hard Headed, Heightened Awareness, Resolve, Sixth Sense

WHAT DOESN'T KILL ME

Many Soldiers believe that injuries which fail to kill them only make them tougher and stronger. In many ways this is true; dense scar tissue can protect against minor injuries, while deadened nerves allow a soldier to fight on despite what would otherwise be debilitating pain. Such injuries also might have a psychosomatic effect; the knowledge of his past survival allowing a Soldier to ignore pain or reject fear.

Suggested Critical Injuries: Agonizing Wound, Hamstrung, Compromised, Horrific Injury, Bleeding Out

Suggested Talents: Blooded, Confidence, Durable, Rapid Recovery, Second Wind, Toughened

CLOSE CALL

The soldier has experienced a brush with death and learned a dire lesson from his mistakes. Each time a Soldier narrowly avoids a serious injury or even death, whether by skill or luck, he might gain insight to help him in similar situations in the future.

Suggested Critical Injuries: Bowled Over, Winded, Temporarily Lame, Bleeding Out

Suggested Talents: Defensive Stance, Dodge, Jump Up, Rapid Reaction, Spare Clip, Time to Go

IMPRESSIVE SCAR

Despite advanced medical treatments available and the efficacy of bacta and other tools, serious injuries can still leave significant scars. In some cases, a lesser injury might leave a scar because a stranded Soldier is unable to receive proper medical care in time. Some Soldiers might even decline treatments that could prevent or remove a scar, preferring to show their experience through physical marks. Such scars can have an impressive effect on onlookers, earning admiration from peers and evoking fear in enemies. Soldiers might gain a sense of confidence or even of invulnerability from their impressive scars.

Suggested Critical Injuries: Discouraging Wound, Fearsome Wound, Crippled, Gruesome Injury




Suggested Talents: Commanding Presence, Confidence, Intimidating, Steely Nerves, Street Smarts





CONTACT NETWORKS

(Endless Vigil 76)

Contact networks are each associated with a specific type of Knowledge skill. Contacts at a prestigious university might be associated with Knowledge (Education), while a snitch in a smuggling ring would be tied to Knowledge (Underworld). A character's contact networks provide a means of acquiring information that might not be available otherwise, although they only can offer information related to their area of expertise. Every contact network has a Scope and an Expertise, which determine, respectively, how widespread and how knowledgeable the contacts are.

When using contacts, the characters must get in touch with their network and pose a request for a specific piece of information. In some cases, characters might need to do a favor for the contacts in the network or pay some fee, depending on the nature of the relationship with the network. Once the characters have engaged their network, they make a skill check for the appropriate Knowledge skill linked to that contact network, as established when the network was created. The network counts as possessing a characteristic equal to the rating that corresponds to its Scope and ranks in the skill equal to the rating that corresponds to its Expertise.

The difficulty of the check is determined by the obscurity of the information being sought, as described on the **Information Obscurity Table**; the GM also may add , , and  as appropriate for complicating circumstances. The information's obscurity should also serve as a guideline for how long it takes the contact network to investigate or research the desired details, typically with a minimum of 1 day per rank of obscurity.

Note that many types of information are easier for contact networks to acquire than it might be for a single individual, as they can pool resources and acquire permissions that might not otherwise be available. Networks that are called on excessively, though, might start wanting more in return. In addition, complications may arise for contact networks, as described on the **Spending** , , , and  in **Contact Networks Table**. Even with these additional factors, the GM should be careful not to let the players use contact networks as a way to entirely bypass their own investigations. Contact networks are a tool, not a replacement for the player's involvement in the narrative.

CONTACT SCOPE AND EXPERTISE

Rating	Scope	Expertise
1	A handful of individuals, such as a single street gang or the staff of a single department at a small university.	Dabblers and dilettantes with the bare minimum of knowledge to be worth consulting. The network consists of students, amateur explorers, minor enforcers, or similar figures.
2	Up to fifty individuals working together closely, or around two dozen in correspondence across a planet.	Typical professionals within their fields, such as professors, doctors, scientists, or gang leaders.
3	Fifty to one hundred individuals operating across an entire world or star system	The members of the networks are accomplished members of their field.
4	One hundred or more individuals, spread across several star systems.	Network members include noteworthy and well-known figures in their various fields, such as widely published scholars, cartel bosses, or the discoverers of new worlds or hyperlanes
5	A vast network stretching across an entire sector of space or more.	Leading members of the field in question are included in the network.

INFORMATION OBSCURITY

Difficulty	Result Options
Simple (-)	Basic information that is required to operate within the field in question. Knowledge (Education) example: Basic mathematical theorems Streetwise example: The part of a town in which one should ask about fugitives
Easy (◆)	Standard information that is widely known in the field in question. Knowledge (Xenology) example: The location of the Twi'lek homeworld of Ryloth Streetwise example: The specific cantina in which one should ask about fugitives
Average (◆◆)	Information that requires basic research or is common only to specialists within the field. Knowledge (Core Worlds) example: The primary exports of the famous planet Corellia Knowledge (Lore) example: The list of worlds conquered by the Mandalorians in the distant past Streetwise example: The likelihood that a criminal could slip through the security in a particular place
Hard (◆◆◆)	Moderately obscure information, requiring research or a dedicated specialist to discover Knowledge (Outer Rim) example: The hyperspace routes needed to travel from Nar Shaddaa to Tatooine as quickly as possible Knowledge (Xenology) example: The physiological vulnerabilities of a gundark Streetwise example: The potential consequences of asking about a bounty in a given location
Daunting (◆◆◆◆)	Obscure information, requiring significant research, even from a specialist. Knowledge (Outer Rim) example: The last known planetary location of a petty criminal with a posted bounty Knowledge (Underworld) example: The identity of recent majordomos that a temperamental Hutt crime lord has had executed Streetwise example: The presence or absence of other bounty hunters pursuing a target
Formidable (◆◆◆◆◆)	Rare information, which might require special permissions to access or be kept secret by those who know it. In extreme cases, information of this rarity might involve one or more ◆ upgrade to ◆. Knowledge (Education) example: The source of a rare weapon produced only on a single world Knowledge (Lore) example: The location of worlds where cyber crystals can be found Streetwise example: The objectives of a crime boss based solely on observing the behavior of various underlings.

ACQUIRING CONTACTS

Contacts are acquired primarily as a result of the campaign's narrative, with contact networks representing the aid offered by NPCs and organizations the PCs befriend over the course of normal play.

Note that the entries in the table do not have to be linked; a Scope with a Rating of 3 need not be associated with an Expertise of 3, for instance. The GMs should instead pick the Scope and Expertise that best match the contact network that fits the situation or desired reward for the players. For example, this might consist of a Scope of 4, representing a wide range of individuals scattered across a large portion of space, but an Expertise of 2 to show they have proficient but not a high level of skill in their fields.















In addition, the GM can award contact networks to the PCs who prove themselves to be prominent figures within a relevant field. If a PC discovers a long-lost ship from the Republic and reveals her findings, the GM could award contacts associated with Knowledge (Lore) to represent the scholars impressed with the find. Taking down the chief enforcer of a powerful Hutt might earn a bevy of informants and cronies that count as a contact network associated with Knowledge (Underworld). In such cases, the contact network's Scope and Expertise derive from the character's ranks in the relevant Knowledge skill.

The GM should choose either Scope and Expertise to be rated 1 less than the character's ranks in the skill (with a minimum of 1 each in Scope and Expertise). For instance, a character with 4 ranks in Knowledge (Education) who impresses her colleagues with a scientific breakthrough could earn a contact network associated with that skill, with a Scope of 2 and an Expertise of 3.

Finally, a character may buy a contact network with experience points during play, with the GM's permission. A new contact network costs 10 XP, while raising the Scope or Expertise costs 5 XP times the new rating. Purchasing a contact network or upgrading a contact network associated with a non-career skill costs 5 additional XP for each purchase or upgrade. In general, contact networks grow slowly and with effort, so the GM should not typically authorize too many expenditures of this sort over a short period of time.

Regardless of how a character acquires a contact network, the GM and the players must remember that the network represents actual characters who can be involved directly in the narrative. At a minimum, the PCs should interact with a major "face" character for the contact network when they need something. Ideally, the contact network should involve multiple named NPCs who make contact with the PCs for more than just the exchange of requested information. While it would be difficult, if not impossible, to represent every member of a contact network significantly throughout a campaign, keeping the contact networks grounded in social interactions and involved with the narrative enriches the game substantially.

SPENDING , , , AND IN CONTACT NETWORKS

Cost	Result Options
 or 	Additional References: The contact network turns up more information than is needed to answer the immediate question. If the contact network is called upon again during the same investigation, add  to its check.
 or 	A Pleasure to Work with You: Members of the contact network form a favorable impression of the PC requesting the information. They may respond well to future requests, or an NPC within the contact network might step forward to offer additional assistance.
 or 	A Wealth of Information: The information discovered answers new questions even as it raises them. The PC may select a single additional piece of related information of an obscurity no greater than the first and learn it without a check. This option may only be selected on a successful check. Making Connections: The PC's contact network expands its connections as the members make inquiries. The character chooses either Scope or Expertise, and raises the contact network's relevant rating by 1 for the remainder of the investigation. At the GM's discretion, this bonus may become permanent if the character engages with the new contacts during the investigation and takes steps to earn their loyalty.
 or 	We Need More Time!: The contact network refuses to be rushed. It insists additional time is required to come up with the desired results, taking 1 additional day per  spent. At the GM's discretion, a partial answer may be available before this additional time is up if the check was successful.
 or 	It'll Cost You: The members of the PC's contact network insist on additional compensation for unforeseen complications. The additional remuneration could take the form of a minor favor or a payment of up to 200 times the obscurity rating of the information, in credits.
 or 	Contact in Trouble!: One of the key members of the contact network is in trouble as a result of the network's efforts for the PC, such as accessing restricted information or crossing a powerful figure connected to the investigation. If the character does not assist the contact, the contact network cannot be used for the remainder of the session – to say nothing of the consequences that might befall the contact! Network Diminished: A portion of the contact network becomes dissatisfied with working for the PC, and it may break away if not appeased. This might require a meeting with the aggrieved contacts, or offering compensation or favors to prove that the network's efforts are valued. If the network is not appeased by the time the investigation is completed, the dissenters break off contact with the character, reducing the Scope of the network by 1.

TITLES

(Knights of Fate 92)

There are three basic types of titles, each with different effects. Classroom titles are ranks denoting a level of mastery earned in a martial tradition, and impact Coercion and Negotiation checks. Championship titles represent a victory in a competition and impact Charm and Deception checks. Finally, legendary titles represent specific acts performed on the battlefield, and impact Coercion and Leadership checks

To acquire a title, a character must pay the XP cost indicated in **Table 3-2: Title Benefits**. Titles must be acquired in order, from minor, to moderate, to major. Each new rank of the title replaces the one before it. To use a title to benefit a Social skill check, the PC or an ally must invoke it in conversation. Each title can be invoked once per encounter. The effects of invoking a title are also shown in Table 3-2: Title Benefits.

CLASSROOM TITLES

(Coercion & Negotiation)

Powerful Warriors often receive formalized training, usually from a master of their particular fighting style. Most martial organizations have a codified system to denote the practitioner's level of experience, signified by adornments or titles, such as the Jedi titles of Padawan, Knight, and Master. Titles often indicate minor, moderate, and major achievements. Minor titles could imply continuing study in a mainstream technique, moderate titles could include mastery of a technique or expertise in an obscure style, and major titles could denote complete mastery of a given style.

CHAMPIONSHIP TITLES

(Charm & Deception)





Minor championships might include winning backwater races or gladiatorial contests, such as Coruscant's garbage tunnel races or Serphidi Doom-Joust. Moderate championships include wins at regional events like the Storm blade Blood test or the Cloud City Grand Prix. Major championships are news to enthusiasts across the galaxy, like winning the Boonta Eve Classic Podrace, the Five Sabers race, or a Galactic Games unarmed combat medal. Note that if the win was over a decade ago, or if the Warrior merely placed but did not win, the title should be lowered one step.

LEGENDARY TITLES

(Coercion & Leadership)

A minor legend concerns a brave deed that was a localized event or perhaps made the newsnets as a police report. This might include rescuing a child, fighting an entire swoop gang, or similar acts. Moderate legends might include courageously saving or fighting a larger group, The Warrior might have fought back a raiding party of Sand People or faced down an Imperial walker or similarly overwhelming opponent singlehandedly. A major legend would be a deed of unmatched bravery, such as facing a Sith Lord, turning the tide of a famous battle, or taking out an Imperial super weapon.

TITLE BENEFITS

Title	XP Cost	Benefit
Minor Title	5 XP	Once per encounter, add   to the next applicable Social skill check.
Moderate Title	10 XP	Once per encounter, upgrade the ability of the next Social skill check once.
Major Title	15 XP	Once per encounter, add   to the next applicable Social skill check.

FOLLOWERS & ASSETS




(Knights of Fate 94)

Warriors can spend XP to purchase and upgrade various followers and assets, each of which provide different benefits. Each type of follower or asset has several tiers, which must be purchased sequentially. Many followers and assets should also require a considerable expenditure of time, effort, and even credits to cultivate.


ALLIES

Allies can serve as a combined knowledge base for a Warrior. Once per session, the Warrior can ask an ally, either in person or via a comlink or other method of long-distance communication, to make a single Knowledge, Skulduggery, or Streetwise check on the Warrior's behalf. Depending on the ally, the GM may permit any Knowledge skill or restrict the ally to one or more Knowledge skills. The dice pool for the check is indicated in the **Ally Benefits Table**. The time it takes for the Warrior to receive an answer depends on the method of communication, and generating t on the check can delay the answer.




ALLY BENEFITS

Ally	XP Cost	Benefit
Grateful Ally	5 XP	Ally makes 1 Knowledge, Streetwise, or Skulduggery check with 
Indebted Ally	10 XP	Ally makes 1 Knowledge, Streetwise, or Skulduggery check with 
Loyal Ally	15 XP	Ally makes 1 Knowledge, Streetwise, or Skulduggery check with 

APPRENTICE

Once per session, for an entire combat encounter, the apprentice can join the Warrior in combat. Rather than having an adversary profile and taking individual turns in combat, the apprentice fights in unison with the Warrior, augmenting the PC's combat checks or aiding the PC's defense, as shown on the **Apprentice Benefits Table**. The GM can spend  on any combat check the Warrior makes to have the apprentice incapacitated for the rest of the encounter or otherwise defeated, and the benefits of the apprentice end immediately. A Warrior can benefit from only one apprentice at a time.




APPRENTICE BENEFITS

Ally	XP Cost	Benefit
Novice Apprentice	5 XP	Add  to all combat checks
Trained Apprentice	10 XP	Add automatic  to all combat checks, or add +1 melee defense; chosen at the beginning of each turn (effects last until beginning of next turn)
Experienced Apprentice	15 XP	Add automatic  to all combat checks, or add +2 melee defense; chosen at the beginning of each turn (effects last until beginning of next turn)

FOLLOWERS

Followers often have a degree of technical training from a past career. Once per session, they can make a single Computers, Mechanics, or Medicine check on behalf of the Warrior, at the GM's discretion, the dice pool to use for the check is shown in the **Follower Benefits Table**. These checks generally require the followers to be on-site; the Warrior can't receive aid by comlink as with an ally benefit. Followers must physically follow the Warrior and be present to assist. This can pose some logistical challenges for a party. Followers also take up much of a Warrior's free time, as each hopes to learn how to fight straight from their hero.





FOLLOWER BENEFITS

Title	XP Cost	Benefit
Helpful Follower	5 XP	Follower makes 1 Computers, Mechanics, or Medicine check with 
Loyal Follower	10 XP	Follower makes 1 Computers, Mechanics, or Medicine check with 
Trusted Follower	15 XP	Follower makes 1 Computers, Mechanics, or Medicine check with 

SCHOOL

Mechanically, schools improve all checks made by allies, apprentices, and followers. This bonus improves every check they make that is related to the benefits they provide the Warrior. The bonus provided by each level of school is shown in the **School Benefits Table**. Schools are often run by a Warrior's first apprentice, after the apprentice reaches the Experienced Apprentice tier.

SCHOOL BENEFITS

School	XP Cost	Benefit
Local Gym	5 XP	Add  to follower and ally checks and to checks made with the aid of an apprentice
Respected Dojo	10 XP	Add  to follower and ally checks; add a  to checks made with the aid of an apprentice
Training Academy	15 XP	Upgrade ability of follower and ally checks; add  to checks made with the aid of an apprentice

LEARNING AS YOU GO










(Keeping the Peace 74)

Typically, when a player spends Experience points, that player decides which skills and talents that the character acquires, no matter the actions that the XP ostensibly came from. In the case of mastering a technique, the GM may opt to use the following rules to dictate how the PC spends XP during this storyline. Generally, the GM should offer this to the player as a thematic option rather than an ultimatum.

Under this model, the GM can allow a player to pay a portion of the cost of a skill rank, talent, or Force power basic power or upgrade, even if the PC has insufficient XP to buy it fully. This represents the PC taking the first steps to gaining this ability, and can even occur mid-session, at the GM's discretion.



Depending on how long the GM wants it to take for the character to acquire the ability in full, the GM should either require that the player pay the deficit XP as soon as the PC has it available, or restrict when the PC can purchase the ability in full based on certain narrative events. Especially for more esoteric or mystical abilities, the GM might rule that the PC must spend several sessions working toward competence before allowing the player to purchase the full ability. For the sake of simplicity, however, no PC should have more than one partially purchased ability at a time.

At the GM's discretion, the PC can use an incomplete ability despite not having fully mastered it, but doing so carries various risks. The GM ultimately decides what risks are appropriate for whatever element and stage of training that the PC has achieved. This sidebar contains several suggestions for such risks.

- When the character makes a skill check using a partially trained ability, the GM upgrades one  to a . This ensures the possibility of dramatic failure should the  be rolled. It represents difficulties caused by improper execution of the technique or incomplete knowledge.
- The PC must spend 1 Destiny Point to attempt to use the partially trained ability. This is considered the single allowed use of a Destiny Point for any associated checks.
- The PC gains double the Conflict from spending  and double the strain from spending  (or , for dark side Force users) when using a partially trained Force power.
- The PC suffers 2 strain for failing the check, and 2 strain for each  on the check.
- The PC must spend a Destiny Point to commit , and spend 1 additional Destiny Point at the end of each round  is committed.

Note that for Force powers, these complications only come into play for the portion of the Force power that the PC has partially purchased. For example, if the PC has partially purchased the basic power, these penalties are in effect. However, if the PC has the basic power already and has partially purchased an upgrade, the penalty only applies when the PC tries to use the upgrade. The PC can use the basic power without extra risk in this case.

SINGLE ENCOUNTER

The GM should also look for opportunities to use the dice pool to enhance the narrative.  might represent a surge in the Force, enabling the PC to act on instinct alone. The PC might block a deadly blaster shot with an unbelievably quick flourish.  might mean that poor technique leaves the PC in a difficult situation, perhaps to the point that the opposition realizes the character's inexperience. The opponent might try to bait the PC into making more mistakes or might try to intimidate by criticizing the PC with criticism of his technique.

ADVENTURE

First, the character is confronted with a challenge. Once sufficiently motivated, typically through a demonstration of power, the PC must figure out how to acquire the abilities needed to overcome this challenge.

Training could be as simple as having a lightsaber-wielding ally to teach the character the basics, or seeking out a holocron. The search for either sort of teacher could take a long time, or be a relatively quick process, depending on how important this arc is within the greater context of the narrative.

The GM should continue crafting adventures as outlined earlier, which could take place as a subplot in the midst of an adventure or campaign of a different focus. Several encounters should give the PC a chance to try out the new skill, with dramatic opportunities for success, failure, introspection, and progress. Additionally, Sometime during the training, the PC should address the emotional side of matters, and why the character desires to become strong enough to defeat the foe in question.

After completing training, the PC should get the opportunity to face off with the expected opponent in single combat. At this point, the PC should have been able to fully purchase the ability in question and should no longer be subjected to the penalties described above. It should be a very challenging encounter for the PC, and it should both demonstrate the need for the PC's hard work and also reward it.

ALTERNATIVE FORCE TRADITIONS

(Disciples of Harmony 79)

ALTERNATIVE FORCE TRADITIONS

Beyond the Jedi Order, mentors can come from myriad Force traditions. Each sect has a unique training culture, morality, and philosophical view of the Force. Below are several popular Force traditions GMs can draw upon to provide mentors with a unique flavor. Each entry contains basic information on the sect, as well as a benefit and drawback to studying under a mentor of that tradition.

While Jedi mentors reduce the cost to purchase basic Force powers by 5 XP, as described on page 109 of the *Force and Destiny* Core Rulebook, selecting a mentor from one of the traditions listed below provides different benefits. These alternate traditions' mechanical benefits replace the benefit for having a mentor as detailed in the Core Rulebook. Training under such a mentor can affect how Force powers are used or how Conflict gets generated and resolved. Should the students leave or abandon the mentor, they can spend XP to negate the drawback (in the same way that they would spend XP on any other advance). The XP cost to remove a drawback is included in parentheses with each drawback.

BARAN DO SAGES

An ancient order of Kel Dors called the Baran Do protects the storm-ravaged world of Dorin. They have well-honed precognitive abilities, enabling them to begin early evacuations from lethal storms and advise government officials. The Jedi recruited Dorin's strongest Force sensitives for centuries, causing the order to fall into obscurity before Imperial Rule.

While their mantra is patience and meditation, some Baran Do Sages also train in personal combat with a quarterstaff and master powers of the elements. Some Kel Dors find the Baran Do apathetic to suffering. Unmoved, the Sages remain subservient to the will of the Force, seeking to act at precisely the right place and time to avoid unintended consequences.

Benefit: Reduce the cost to purchase the Foresee, Move, and Protect/Unleash Force powers by 5 XP, to a minimum of 5 XP. Ignore the first two points of Conflict earned for using the Unleash Force power each session.

Drawback (15 XP): Before making major decisions, the Baran Do must meditate and reflect on their choice, sometimes for hours. Failure to do so, or engaging in rash behavior in general, generates 1 Conflict (in addition to any Conflict generated for the action performed).

SITH LORDS

While their true origins are shrouded in mystery, legend suggested the Sith have plagued the Jedi Order for millennia. While the Jedi thought the Sith threat ended long ago, they resurfaced just before the Clone Wars after centuries of scheming from the shadows. Ultimately, the Sith destroyed the Jedi Order and replaced the Republic with their Galactic Empire.

Sith operated in pairs: a Master to embody the power, and an apprentice to crave it. A dark reflection of the Jedi, Sith even had their own code lauding passion, strength, power, and victory. Still, it was stealth, subterfuge, manipulation, and long-term thinking that ultimately delivered victory.

Benefit: Reduce the cost to purchase the Heal/Harm, Misdirect, and Protect/Unleash basic Force powers by 15 XP, to a minimum of 5 XP

Drawback(30 XP): If, after resolving Conflict, a student's Morality decreases, double the amount by which the Morality drops (While a character can buy off the drawback, this does not change the character's existing Morality value).

DAGOYAN MASTERS

Advisors to the queen of Bardotta, the Dagoyan Masters enjoy a strong connection to the Force. The Jedi long tried to recruit them, but the Masters refused, comparing Jedi recruitment methods to kidnapping. During the Clone Wars, the Masters were victims, their leadership decimated by the Frangawl Cult and Mother Talzin. Fortunately, Queen Julia, leader of their order, survived and rebuilt the Dagoyan Masters.

The Dagoyan Masters are extreme pacifists and only wield the Force passively, never imposing their will on it. They use the Force for knowledge and meditate to receive visions and learn about the galaxy. However, their pacifism is so absolute that even self-defense is taboo.

Benefit: Reduce the cost to purchase any Control upgrades to the Foresee, Seek, or Sense Force powers by 5 XP, to a minimum of 5 XP.

Drawback (15 XP): Any Conflict generated by performing violent acts generates an additional 2 Conflict. If the character engages in any violent actions during an encounter, including violent actions that would not normally generate Conflict, such as self-defense, the character generates 2 Conflict at the end of the encounter.

GAND FINDSMEN

The Gand Findsmen's ability to navigate their mist-shrouded world to locate water and food, as well as to avoid anger, was essential to early survival on Gand. While advanced sensor equipment has made them obsolete at home, Findsmen's unique skills and uncanny intuition ensure employment as bounty hunters, assassins, and investigators across the galaxy.

To achieve their prescient abilities, Findsmen meditate daily, basking in the mist of their homeworld. Gands who travel off world bring misting stones, which when placed in bubbling water recreate the required mists. Findsmen training includes chemical baths and even genetic manipulation to produce knobby growths on their exoskeletons. Some believe these growths contain glands that interact with the mist, creating a kind of temporary Force sensitivity.

Findsmen are well versed in combat and have their own martial art focused on very precise strikes capable of piercing exoskeletons or armor plating alike. While Findsmen who have left Gand are familiar with arsenals of weaponry, traditional Findsmen wield Gand shock prods, a long, forked staff that is part weapon and part divining rod.

Benefit: Reduce the cost to purchase the Foresee and Seek basic Force powers by 5 XP, to a minimum of 5 XP. Also reduce the cost to purchase any Control or Mastery upgrades to the Seek Force power by 5 XP, to a minimum of 5 XP.

Drawback (15 XP): A character who wishes to use the Seek or Foresee power must first meditate for three hours (preferably while using a misting stone).

MENTORS

(Disciples of Harmony 68)

CREATING A MENTOR

While this section allows quick mentor generation, it is wise to carefully consider how a mentor fits into a campaign. GMs might further enrich mentors with the background, Motivation, and Morality systems in the Force and Destiny Core Rulebook.

MENTOR HISTORY

How did the mentor learn about the Force? What did the mentor do during the Clone Wars? How as the mentor avoided the attention of the Empire?

Even the most broad and basic answers to these open-ended questions should provide GMs with a framework of the mentor's prior experiences. Even if the mentor has little interest in reminiscing with the PCs, considering these questions provides something to latch onto when playing the character.

MENTOR PERSONALITY

Select or create a teaching style to define how the mentor interacts with students. Next, pick or create one or more complications that provide story opportunities. It is also suggested that GMs select a Morality for the mentor to fully round out their character.

MENTOR STYLE

When creating a mentor, the GM should choose one or more styles from the table, or create one. The GM might decide that the mentor behaves differently toward specific members of the party. Some mentors might have a different style for each student, tailoring methods to get the best from each. GMs should feel free to assign different styles to different mentor-PC relationships, which can evolve or change over time.

MENTORING STYLES

Style	Details
Parental	This mentor is warm and protective, like an ideal parent. While parental mentors expect and aren't opposed to discipline, this mentor is generally compassionate. Sometimes this mentor can smother a student, hindering growth and independence in the name of protection.
Critical	The critical mentor is never satisfied, demanding absolute perfection. Compliments are rare, replaced with new lessons to master. Consequently, critical mentors sometimes drive students away, create feelings of inadequacy, or worse. However, there is no greater sense of achievement than earning a critical mentor's praise.
Complimentary	Complimentary mentors often have the most cheerful students, thanks to the steady diet of praise. The mentor endlessly compliments students, while addressing their weaknesses with limitless patience. These students are often dangerously unaware of their shortcomings and overestimate their strength.
Cryptic	Some mentors believe the best way to learn a lesson is through personal experience. Cryptic mentors use puzzles, riddles, and nonsensical aphorisms, forcing students to derive their own meanings and lessons. These mentors can frustrate students at times, and training with them carries a risk that important lessons will go untaught.
Detached	Detached mentors barely acknowledge students, rarely communicating in more than grunts. Despite such standoffishness, detached mentors are astute and know just when to flood students with new techniques. These mentors alienate some students, but those who last are independent and confident in their skills.
Partner	The partner is more friend than authority figure, and the familiarity makes lessons fun and memorable. However, the lack of boundaries can breed disobedience. Some students might even question the mentor's warnings about the dark side as mere suggestions, sending the students down a dangerous path.
Adversarial	This mentor opposes students at every turn. No matter whether it is a physical, mental, or spiritual exercise, adversarial mentors turn everything into a competition and show little mercy. What feels like bullying can destroy a student's self-esteem or foster a sense of despair or contempt. However, durasteel sharpens durasteel, and students of adversarial mentors progress quickly.

MENTOR STARTING RESOURCE

(Force and Destiny Core 109)

If chosen during character creation as a group resource, a mentor can make it easier for members of the group to obtain Force powers.

When a PC purchases the basic version of a Force power, he may decrease the cost of the basic power by 5 XP. This discount does not apply when purchasing upgrades to Force powers, and only applies after the character has spent their initial XP during character creation.

MENTOR COMPLICATIONS

When creating a mentor, GMs should use one or more complications from the table, or use the list as inspiration to create something unique. Complications can alter the means by which the PCs interact with their mentor, or create new problems for the PCs that can serve as adventure hooks or complicate existing quests.

Complications are also an excellent way to help the GM create a character arc for a mentor. GMs can use complications to serve as milestones for mentor development, creating memorable scenes along the way.

MENTOR MORALITY

GMs can round out a mentor's personality by selecting a Morality (Force and Destiny Core Rulebook page 48). This provides two guiding emotional characteristics and defines where the mentor resides on the Morality scale. Morality, combined with a mentoring style, history, and any complications, should help develop a unique personality that reveals remarkable depth over the course of a campaign.

It is important to think about how a mentor's emotional strength and weakness might have played a role in the character's history, and how they might help or hurt with regard to mentoring style or exacerbating complications. An awareness of how these elements might interact is what makes a mentor come alive for the players.

MENTOR COMPLICATIONS

Complications	Details
Physically Wounded	This mentor suffered a wound that prevents direct participation in most activities. This permanent injury might include a lost limb or sensory organ and may cause additional psychological complications over time. In extreme circumstances, the mentor might be able to overcome the injury temporarily through the Force.
Strict	This mentor expects severe adherence to several rules and conditions tied to Jedi dogma or of his own making. Disobedience can result in harsh or tedious punishments, or a cessation in training. This mentor's controlling nature provides students few outlets for creativity and little room for fun.
Remote	Some mentors are never physically available to their students. Some are merely in a hidden location using holotransmissions out of necessity or paranoia. Others refuse to leave an isolated location, and PCs must visit the mentor to train. Some even lack corporeal forms altogether, speaking from beyond or appearing only in visions.
No Force Connection	Not all mentors can manipulate the Force, but those who can't can still guide heroes toward Force mastery. Some may have worked closely with the Jedi, while others might have once been able to use the Force but have since mysteriously lost the willingness or ability to harness the mystical energy field.
Angry	Unresolved anger might express itself in any number of ways. Mentors might develop an intense hatred of droids, clones, the Empire, war in general, or even the Jedi Order. They might be generally irritable or possess a short temper. Angry teachers risk falling to the dark side or leading students toward evil.
Afraid	The Empire destroyed the Jedi and hunts survivors with dogged determination. The pressure of evading Imperial discovery can breed paranoia and fear that has festered for years. Fearful mentors are reluctant to do anything that might risk their safety.
Attached	This mentor has developed a potentially unhealthy attachment, usually to a romantic partner or child, but any person or group of people is possible. The mentor might even be attached to a creature, vehicle, place, or object. The mentor refuses to leave the object of attachment behind and can grow jealous, afraid, or angry if the attachment is threatened.
Addict	During extreme circumstances, many turn to spice, drink, or gambling to cope. A mentor who has succumbed to addiction has given up the hope of seeing peace, justice, and diplomacy return to the galaxy. This mentor might jeopardize the party's goals at the worst moments to satisfy the needs of addiction.
Psychologically Wounded	Traumatic events have broken this mentor mentally. Interrogation, years of isolation, the stress of living on the run, or narrow escapes from the Empire might have pushed the mentor over the edge. This mentor can teach the PCs much about the Force, but much of what the mentor says is completely unintelligible gibberish. Or is it?

MENTOR NPCS

Mentor stat blocks should be as unique as mentor personalities, and below are some basic guidance for creating mentors. These stats are by no means definitive; GMs should feel free to create their own nemesis-level NPCs or even modify the Inquisitor-creation rules on pages 419 to 421 of the *Force and Destiny* Core Rulebook.

MENTOR SKILLS

When building a mentor, the GM should look at the mentor's skill suite, choose half of the skills listed, and give the mentor two ranks each in those skills. The GM should take the other half of the skills listed and give the mentor four ranks each in those skills. Finally, the GM should select two skills not listed in the skill suite. He should give the mentor one rank each in those skills, to represent a more diverse and well-rounded NPC.

MENTOR TALENTS

In addition to the talents listed in the talent suite, GMs can select an additional five talents, ignoring tree prerequisites. However, if a talent requires having another talent in order to activate, the improved talent can't function without the basic talent.

THE TRAINER (NEMESIS)					
4	4	2	4	3	2
Br	Ag	Int	Cun	Wil	Pr
Soak	W Thresh	S Thresh	Def (M R)		
4	16	14	0 0		
Skills Suite: Athletics, Brawl, Cool, Coordination, Lightsaber, Medicine, Melee, Resilience, Survival, Vigilance					
Talent Suite: Force Rating 2, Parry 4, Reflect 4, Skilled Teacher 2					
Force Power Suite: Battle Meditation, Enhance, Move, Sense					

MENTOR FORCE POWERS

To determine what Force powers and upgrades a mentor possesses, the mentor first gets all of the basic Force powers in the appropriate Force power suite. Then, add the PCs' total Force rating. The GM can select a number of upgrades for the mentor equal to the party's combined Force rating.

THE CONSULTANT (NEMESIS)					
2	3	4	2	5	3
Br	Ag	Int	Cun	Wil	Pr
Soak	W Thresh	S Thresh	Def (M R)		
2	12	16	0 0		
Skills Suite: Charm, Computers, Deception, Discipline, Knowledge (All), Leadership, Negotiation, Perception, Vigilance					
Talent Suite: Force Rating 4, Parry 2, Reflect 2, Valuable Facts 2					
Force Power Suite: Heal/Harm, Influence, Misdirect, Seek					

THE CHALLENGER (NEMESIS)					
3	2	3	5	3	4
Br	Ag	Int	Cun	Wil	Pr
Soak	W Thresh	S Thresh	Def (M R)		
3	15	15	0 0		
Skills Suite: Charm, Cool, Deception, Discipline, Lightsaber, Melee, Perception, Ranged (Heavy), Ranged (Light), Vigilance					
Talent Suite: Force Rating 4, Master Instructor, Nobody's Fool 3, Parry 2, Reflect 2					
Force Power Suite: Foresee, Protect/Unleash, Seek, Sense					

EXPANDED COMPUTERS RULES

(Cyphers and Masks 70)

NEW COMPUTERS SKILL USES

At a base level, these skill checks should be **Average (◆◆)**, but the GM should adjust this as needed based on the specific setting, availability of raw materials, and time devoted to the effort.

- **Create Passkey:** After defeating electronic security that requires a passkey or other electronic means of entry, the character can then create false but working passkeys for others to use. A separate Computers check (and 50 credits of material) is needed for each passkey the character wishes to create
- **Design a Training Game:** The character produces an electronic game that teaches tactics, such as a variant of dejarik or triga, and keeps the Rebel squad occupied during non-combat downtimes. Those who play for at least an hour may spend a maneuver to add ■ to a single check later that session. The GM may spend Ⓢ on the Computers check to indicate that the game isn't very instructional, and the character suffers two strain as the unit's commanding officer berates him for wasting time.
- **Encrypt Data:** The character develops a new encryption scheme to secure information on a datapad or even within a droid. Each ✨ on the check adds ■ to enemy checks in this session to decrypt the encrypted data.
- **Improve Usability:** The character creates an overlay or writes easy-to-follow instructions so that others who are not computer literate can use a program. This allows another character without ranks in Computers to perform a relevant check later in that session as if that character had one rank in Computers.
- **Set Spyware:** The character inserts a hidden recording program. When the character checks back later, the program can disclose who used that system and which files were accessed in the previous twenty-four hours. Each ✨ on the check reveals the activity of one user, and another **Average (◆◆) Computers check** is needed to gather the results of the spyware program.
- **Study the Programmer:** The character spends extra time examining the underlying code (and any personal comments included) within a defeated computer system to better learn of the personality of the programmer who wrote it. When the character next makes a social skill check against that programmer later this session (this may be via electronic means as a note), add ■ to the check.
- **Implant Malicious Code:** The character inserts into a system a program designed to infect other electronic devices connected to that system, such as datapads or holoprojectors. Each ✨✨ or Ⓢ on the check means that one item becomes damaged one repair level (see page 172 of the *Age of Rebellion* Core Rulebook) when connected to the system, or when data from the system is sent to that device.

EXPANDED DECEPTION RULES






































(Cyphers and Masks 72)

NEW DECEPTION SKILL USES

























At a base level, these skill checks should be **Average (◆◆)**, but the GM should adjust this as needed based on the specific setting, availability of raw materials, and time devoted to the effort.

- **Craft a Legend:** A character's mission can depend entirely on his legend; a cover identity that holds up to scrutiny. A successful check creates all the necessary support for a legend: identity papers, a false history, a computer trail, etc. This adds ■ to any checks made to notice the character has a fake identity. This can be done multiple times if desired, so a character could have multiple layers of legends in case one or more is blown
- **Create Forged Documentation:** The character carefully crafts a falsified order, security clearance, cargo manifest, warrant, scan-doc, or other item of official documentation to aid in a mission. This removes ■ from any Skulduggery checks involving the use of this piece of information
- **Make a False Code Cylinder:** The character either creates a new Imperial code cylinder or modifies an existing one, in order to falsify an identity and gain entry to classified locations. This grants ■ to checks that call on the cylinder as part of the attempt.
- **Practice a Charming Persona:** The PC works on accents, facial expressions, hand gestures, and other means of enthralling other individuals. This check requires at least an hour of practice. If it is successful, the character adds ■ to one Charm or Negotiation check during this session.
- **Ready a Distraction:** The character prepares a way to deflect attention in order to better lift a passkey, drug a drink, or perform some other small action. This could be anything from surreptitiously tipping over a breakable item to arranging for the lights to go out to planting an explosive elsewhere that noisily detonates at a prearranged time. When used as part of a successful social skill check to distract an opponent, it adds ■ to the NPC's Discipline or Perception checks to notice the character's furtive action.

SPENDING , , , AND ON COMPUTERS CHECKS

Cost	Result Options
 or 	<p>Elegant Coding: The character's programming makes future efforts on a system easier. Add  to the next Computers or relevant Knowledge skill check the character makes during this encounter.</p> <p>Lucky Find: The character discovers a snippet of information on the computer system, unrelated to her current task, which may be of benefit. The nature of the data is up to the GM. Additional  or  on this result may be spent to indicate a particularly critical find.</p>
 or 	<p>Exceptional Performance: The character gets peak performance from the system currently being worked on, adding  to or removing  from a single subsequent related check of the player's choice later this session.</p> <p>Quick Access: The character creates a fast access point on the system currently being worked on. Add automatic  to Computers check the character makes on this same system during the current session.</p>
 or 	<p>Covering my Tracks: The character manages to disguise her current effort as a normal system function. Add  to any check made to detect the character's actions.</p> <p>Familiar Code: The character is able to draw on familiarity with similar computer systems to plan a course of action. Take any number of additional  on the current check, remove them from the results, and add that number of  to the results of a single Computers or relevant Knowledge skill check later in the same encounter.</p> <p>I Don't Recall Ever Owning a Droid: A droid reprogramming attempt succeeds beyond the character's expectations. The droid reboots entirely, wiping its previous memory, and now views the character as its master. The character adds an automatic  to his Leadership checks to give orders to that droid.</p>
	<p>I Own This System: The character's mastery of the computer is elegant enough to downgrade the difficulty of the next check the character makes in this session involving this system once per  spent this way.</p> <p>Pre-Wipe Memories: When accessing or upgrading a droid's circuitry, the PC manages to also pull data from the droid's earlier memories that were supposed to be wiped. The droid still does not recall these events, but the GM provides one fact or other information relevant to the character's current mission per  spent this way.</p> <p>High-Speed Connection: The character is able to retrieve and download data from the system or droid more quickly than usual. Reduce any associated time by 50%</p>
 or 	<p>Incomplete Data: When retrieving information, the character unknowingly misses a vital component, leading to a false conclusion. The GM may choose a single check the character makes when acting upon the information later in this session and add  to that pool.</p> <p>That's Not Right: An attempt to reprogram a droid has caused a glitch in its brain. For the remainder of the encounter, the droid is only capable of moving in a small circle or spinning in place.</p>
 or 	<p>Critical Error: The character accidentally causes a deep error in a droid's or computer's system. For the remainder of the encounter, add an automatic  to all checks to operate that computer or direct that droid.</p> <p>Overload: The computer or droid experiences a power surge, and the character is hit by the electrical feedback. The character suffers 2 strain as a result; if applicable, the droid also suffers 1 strain. This result can be used on PC droids as well as NPC droids.</p>
 or 	<p>Cascade Failure: The computer crashes and ceases to function entirely for the duration of the encounter or scene, starting after the end of the character's current turn (or after the results of the current check if this takes place in narrative time). With additional  or , the failure is far more serious, spreading beyond that computer, which is certain to raise an alarm.</p> <p>Lost Skill: The effort to repair or upgrade a droid goes very badly, and the droid loses some of its earlier capabilities. The GM selects one skill that the droid possesses a rank in, and removes one rank in that skill. This result can be used on PC droids as well as NPC droids, but  must be spent this way per skill rank removed.</p> <p>Total Wipe: While attempting to detect residual signs of a previous user's efforts, the character accidentally wipes a significant portion of the computer's data. This destroys not only any trace of clues, but also random blocks of information. Add an automatic  to future attempts to gain information from this computer system until it is repaired with a Computers check (this is a moderate repair effort as per page 172 of the <i>Age of Rebellion</i> Core Rulebook).</p>
 (successful check)	<p>Got It! (I Think...): The character's effort succeeds, but it causes problems within the system that are not apparent until further attempts at use. For the rest of the encounter, any failed checks that involve the use of this computer or electronic system inflict 1 strain on the character. Additionally, the next time the GM spends  to inflict strain on that character during this session, she suffers twice that amount.</p> <p>Tripped Security: The character succeeded but has unknowingly tripped hidden security measures in the facility and has left a very noticeable electronic trail. Add  to any checks made to detect the intruders for the rest of the session, and  to Stealth checks the PCs make to stay hidden in the facility.</p>
 (failed check)	<p>Angry Droid: An attempt to reprogram a droid has failed spectacularly, and the droid goes quietly malicious. Soon after the attempt, it comes to life and attacks the character in the most destructive manner possible.</p> <p>Hard Crash: The character's actions have caused a computer belonging to her or an allied character to crash and components to burn and smoke. The device is now unusable, requiring a major repair fix (see page 172 of the <i>Age of Rebellion</i> Core Rulebook) with the difficulty of the repair check upgraded once per  spent.</p>

SPENDING , , , AND ON DECEPTION CHECKS

Cost	Result Options
 or 	<p>Well Prepared: The character has planned well for any eventuality. The next time she suffers strain during this session as part of a skill check, reduce the amount of strain suffered by 1 (to a minimum of 0).</p> <p>Confidence: The character's efforts are going smoothly. Add  to the next related skill check the character makes during this encounter.</p>
 or 	<p>Deep Cover: The character's cover identity is extraordinarily well crafted. Add an automatic  to social skill checks the character makes while using this cover during this encounter.</p> <p>The Grain of Truth: The character lies so convincingly that the target reveals additional, unexpected insight into the situation at hand. This insight can be incorporated into the lie, decreasing the difficulty of future Deception checks while using it by 1 (to a minimum of Simple [-]).</p>
 or 	<p>Airtight Alibi: The character's false trail is flawless, appearing to place the character in another location entirely. Take any number of  on the current check, and add that number of automatic  to a single Deception check the character makes later in the same session. Note that at least one  must remain in the dice pool.</p> <p>Legendary Legend: The false background and other items introduced to reinforce her legend are so seamless that others make them part of new historical records. Once before the end of the session as a maneuver, the PC may introduce a new fact into the narrative without needing to spend a Destiny Point</p> <p>Played Them Like a Kloo Horn: Through deception, the character has cultivated a local contact who offers unexpected aid in some form of the GM's choosing, such as information or supplies.</p>
	<p>Word on the Street: The character's contacts in the local area supply helpful information. For the remainder of the session, upgrade the ability of any Streetwise checks the character makes while in this area once.</p> <p>Person of Respect: The PC's false persona becomes perfectly ingrained into the local setting. Such is the respect her character commands within the community, be it one of low-life criminals or high-society wastrels, that she begins to influence rather than observe. The PC removes  from opposed social skill checks made against NPC's also belonging to her false social strata.</p> <p>False-Flag Operation: The character's deception is so complete that the subject is entirely fooled and unquestioningly believes the character's false identity. Deception checks she makes against the subject for the remainder of the session do not require an opposed check; they are simply made at a baseline difficulty depending on the nature of the lie.</p>
 or 	<p>Paranoia: The stress of the operation has the PC on edge. The character recovers 1 less strain when recovering strain at the end of the encounter (to a minimum of 0).</p> <p>A Crack in the Façade: The character makes an almost-unnoticeable error, such as misusing a local idiom or failing to observe a little-known bit of social etiquette. Increase the difficulty of the next social skill check she makes with anyone who witnessed the faux pas by one.</p>
 or 	<p>Other Players in the Game: The character's actions have attracted the attention of other interested parties. For example, if the operation is against the Empire than she's roused the local criminal network, or vice versa.</p> <p>Crucial Flaw: The character's forgery contains a subtle error that cannot be removed without destroying the document or code cylinder. For the remainder of the encounter, add an automatic  to checks characters make that involve using that fake item.</p>
 or 	<p>Cover Blown: The character's efforts have been noticed by somebody who is aware that she is using a false identity. The NPC does not confront the character but quietly notifies the proper authorities.</p> <p>Call the Bluff: The deceptive negotiation done as part of establishing a cover story or obtaining a crucial item goes badly. The target realizes the character lacks sufficient purchase funds or actual ownership of the item in question, or even begins to question her real identity. Word spreads, meaning the character has to work harder to keep her cover. For the remainder of the session, she must suffer 1 strain in order to make a social skill check.</p> <p>High Alert: The local area has been alerted to the possible presence of criminals or hostile agents. The character suffers an automatic  on opposed social skill checks against NPCs in this location.</p>
 (successful check)	<p>Unexpected Complication: The character's Deception check is successful, but the subject has brought backup (bodyguards, for example, or security droids), who may cause difficulties.</p> <p>Too Good to Be True: The PC's forged document or cover identity is far too perfect, which raises suspicion. For the rest of the session, add an automatic  to social skill checks made to resist this character's deceptive manner.</p>
 (failed check)	<p>Blackmail: The character's failure has revealed lies made to the subject or the nature of illegal actions the character has made earlier. Rather than notifying the proper authorities, the subject has decided instead to use the knowledge as leverage to get a desired item or information from the character.</p> <p>Shaken and Stirred: The character's efforts end in disaster, the ruse failing in spectacular fashion. The utter loss of confidence means that similar checks are upgraded in difficulty once until the end of the encounter.</p>

KNOWLEDGE CHECKS

(Disciples of Harmony 80, Far Horizons 71)

RESOLUTION CHARTS

For adventures that are planned out in detail, the GM may choose to set net ✨ thresholds for various levels of information to divulge based upon the types of challenges the characters face and the question they could ask. When designing these charts, the GM must set threshold intervals for each based on the number of ✨ characters achieve with Knowledge checks. It is a good idea to consider how to apply 🌀 on the charts as well to add ancillary information or reduce the time requires to complete the checks.

When setting up these checks, the GM should keep in mind that the information need not be instantly available to the characters. The process of completing the check may require them to talk to different specialists, spend time researching, or track down arcane records. Before the check is made, the GM may wish to have the players roleplay the steps the PCs take to obtain the information, adding 🟩 or 🟦 to their check based on their groundwork and roleplaying.

Good resolution charts could also be completed incrementally over a series of checks. If a hero's first attempt does not provide all of the information, exploiting a new path could offer the possibility of more information. The results of further checks could then be added to the total ✨ from the earlier check, unlocking new tiers of information on the chart.

The table below is an example of a resolution chart prepared prior to a session that the GM has decided discovering the artifact's origins requires a **Daunting (◆◆◆◆) Knowledge (Lore) check**, with a base time of four hours for each check. Every 🌀 or 🌀 decreases or increases the time required by fifteen minutes.

An important caveat is to make certain that all of the answers remain linked within a particular Knowledge skill. In some instances it may be appropriate to have multiple charts for a given piece of research, each of which is linked to a different Knowledge skill. Success on one of the charts might give 🟩 to checks on another chart. This can enable characters to pool their information, enhancing their chances for success.

EXAMPLE: ARTIFACT ORIGINS TABLE

Successes	Information
✨	The language on the artifact is not a script or writing style currently in use by any of the Galactic Empire's member worlds. It is also not included in any databanks of standard forms of communications.
✨✨	The artifact is clearly ancient; based on tests of the materials integrated in its construction it is at least fifteen thousand years old. Further, the specific materials are not consistent with any modern manufacturing processes.
✨✨✨	The artistic style incorporated in the artifact is consistent with an archaeological exhibit that has been on display on various Core Worlds over the past few years. The exhibit displays items recovered from dead planets in the Unknown Region.
✨✨✨✨	A xenoarchaeologist involved in the research was taken into Imperial custody after he admitted that some of the artifacts may have been used by a cult of Force adepts. It's likely that this artifact was another one of his finds, but the only way to be certain is to talk to the researcher or one of his aides.

DYNAMIC KNOWLEDGE

Another way to approach Knowledge skill checks is to make them a more dynamic part of game play. Instead of the GM calling for a Knowledge skill, a player could offer to make a check, with the Knowledge skill he chose being based on the situation at hand. The character's success on the check would enable the player to potentially introduce new facts surrounding the object in question through the lens of the skill used.

The GM must be ready to assign a difficulty for the check. That difficulty should reflect not only how arcane the information might be, but also how flexible the current situation could be. The GM must remain open to players influencing the scene whenever possible; this reflects the collaborative nature of the game experience. Checks of this kind should rarely be more difficult than **Average (◆◆)**.

At the same time, players need to be reasonable with the elements they choose to introduce, based on the number of ✨ and 🌀 they achieve on the check. A single ✨ might be enough to grant the heroes a 🟩 on future checks, while several could completely shift the balance of power in a scene. Similarly, 🌀 could indicate a flaw in the insight, possibly an element that might hinder the heroes efforts. It might even be a complication that could add further depth to a scene or provide new connections.

AVENUES OF LEARNING

Characters with the Respected Scholar talent decrease the difficulty of interacting with institutes of learning. The GM must be prepared for the character to seek out such organizations regularly when he is researching problems for the party. As these sorts of events are not commonly singled out in adventures, the GM must be flexible enough to make up something on the fly. Not every settlement or city has such a location, but every major city and world has one or more.

Each institute should have an evident personality, even when the PC visits only for a short time as well as a difficulty level associated with it, which is applied to the PC's social skill checks when dealing with beings at the facility. The difficulty should be high enough for the talent's offset to be effective. PCs other than the character should also need to engage the institute for story reasons and so that the character's advantage becomes more evident. While usually only one institutional personality and situation should be used, they can be combined with other modifiers, such as the character's reputation.

Once a character has access to an institute of learning, he may be able to gain access to a variety of the organization's resources. The character can provide the party with a new source of resources through schools, universities, corporate labs, think tanks, and more.

INSTITUTIONAL DIFFICULTY LEVELS

Type	Difficulty
Secondary education, local ad hoc research group	◆
Low level university, low level think tank, startup research group	◆◆
Average university, mid level think tank, corporate research group	◆◆◆
Elite university, high level think tank, top-level corporate research group	◆◆◆◆

INSTITUTIONAL PERSONALITY & SITUATION MODIFIERS

Personality	Modifier
Arrogant	Upgrade difficulty twice
Egotistical	Add 🟦
Frightened	Add 🟦
Desperate	Add 🟩
Grounded	Add 🟩
Threatened	Upgrade difficulty once

EXPANDED MECHANICS RULES

(Fully Operational 70)

NEW MECHANICS SKILL USES

At a base level, these skill checks should be **Average** (◆◆), but the GM should adjust this as needed based on the specific setting, availability of raw materials, and time devoted to the effort.

- **Craft improvised tools:** For the remainder of the session, where applicable, these tools remove ■ from any Mechanics checks made when the correct tools aren't available.
- **Create an impressive set of tools:** Adds ■ to social checks with other mechanically-minded characters. The GM may spend ☞ from a failed Mechanics check to remove this benefit, indicating that the tools have become besmirched with dirt or nicks.
- **Perform a combat refit:** Returns an item to full functionality, but at the end of the encounter (or after 1 hour), the item is irreparably damaged and can only be salvaged for parts.

REPAIR AND CONSTRUCTION IN DIFFERENT SETTINGS

This section details how working in different sorts of environments can impact Mechanics checks to repair gear, use combat engineering, or perform other vital tasks. These environments are typically hostile to the work of an Engineer, but they might provide some limited bonuses or opportunities to spend positive dice results alongside the penalties and restrictions of such dangerous work. The main goal of these rules is to provide new ways to keep the lives of Engineer PCs challenging and exciting, not to prevent them from doing their job. At the GM's discretion, some or all of the modifiers for an environment might not apply to a particular check.

- **Active Battlefield:** Working on an active battlefield may impose up to ■■ on checks other than those involving personal equipment, depending on how close to the front lines the Engineer is and the fierceness of any nearby combat. Even operating at the very outskirts of a battle, far away from any actual combat, could impose ■ from interrupted resupply shipments or power failures. However, checks to salvage spare parts might receive ■ instead, as replacement materiel and gear should be easy to find. Depending on the location of the battle, other modifiers for environmental factors (such as those following) may apply as well. The GM can also decide to upgrade the difficulty of Mechanics and Computers checks, based on the effort required and the current battlefield situation. If a Mechanics check made on an active battlefield results in ☹, stray blaster fire or shrapnel might strike the Engineer or the Engineer's project, either inflicting a Critical Injury on the Engineer or damaging the item by one level at the GM's discretion
- **Desert/Tundra:** Extreme temperatures and blowing sands or snow might necessitate an environmental seal around the Engineer's workshop. Any checks to maintain or repair equipment or vehicles made in such conditions without the protection of a sealed workplace suffer ■. Additionally, improvising stable cover amid sand dunes or snowdrifts is extremely challenging, increasing the difficulty of any checks to construct improvised defenses or structures once in addition to adding any ■ for lack of available materials.
- **High Atmosphere:** Working here does not modify checks by default (unless the Engineer has a phobia concerning heights), but if the character rolls ☹ an important tool or vital piece of gear might fall to the distant ground below.

- **Replenish field supplies:** Adds automatic ☹ to Mechanics checks to repair damaged items for the remainder of the session. The GM may spend ☞ from such checks to indicate that supplies have run out.
- **Undertake a quick structural assessment:** The difficulty of the next check to repair that building or vehicle is decreased by 1 to a minimum of **Simple** (-). ☹ on the check may be spent to reduce the repair time by 30 minutes per ☹, to a minimum of 30 minutes.
- **Write a tech manual:** This allows others to use a Knowledge (Education) check instead of Mechanics to operate or repair the item. Each manual must be stored on a separate datapad, and it takes a maneuver to look up the proper details before performing each separate check to operate or repair an item.

Firefight: Firefights may overlap with other environment types, except for active battlefields. Most firefights operate in structured time, though given the lower scale of the action a GM may decide to run events in a narrative fashion. Mechanics and Computers checks in firefights typically suffer ■ or ■■ but depending on the associated environment and the exact engineering effort involved the GM may apply other penalties. Intricate crafting efforts that become interrupted with blaster fire, for example, might become nearly impossible to finish at all.






































Forest/Jungle: Mechanics and Computers checks may suffer one or more b in these lush environments. However, checks to fashion improvised defenses or structures can gain at least ■ instead, due to the abundance of natural materials to work with. The GM may spend ☞☞ or ☹ from an Engineers' Mechanics or Computers check while working in a forest to have contaminants work their way into their equipment, imposing ■ on future checks of the same type until they can get the offending elements removed.

Space: When operating in low-gravity or zero-gravity conditions, the difficulty of checks involving delicate motions or fine motor control should be upgraded once. If the Engineer is tethered securely to a stable position or is working in an enclosed space that prevents drifting, simply add ■ instead. During structured time, making a Mechanics check in zero-g is impossible without spending a maneuver to maintain a stable position, unless the Engineer is tethered or firmly held in place.

Underwater: Making Mechanics checks involving anything but the most basic tools is impossible while underwater, unless the tools have been specifically designed to work in such situations. Even with the appropriate tools, the difficulty of checks to operate on machinery or vehicles while underwater should be upgraded at least once or even twice, depending on the level of exposure and the degree of waterproofing involved. These penalties do not apply to work on the interior of an amphibious or submarine vehicle or station, unless the interior is flooded.

Urban: Working in an urban environment does not generally modify Mechanics or Computers checks. ■ should be regularly added to checks for crafting improvised defenses or structures in an urban environment, due to the widespread availability of girders, wall sections, rubble, and other materials to use. Similarly, checks to scrounge up spare parts or fuel may gain one or more ■, especially in industrial districts or similar areas.

SPENDING , , , AND ON ENGINEERING-FOCUSED CHECKS

Cost	Result Options
 or 	<p>Reduce to Essentials: The character salvages useful parts from the item he is working on, bypassing extraneous couplings or finding elements of value amid debris nearby. For each  result spent this way, he recovers 25 credits worth of parts.</p> <p>Inspiring Solution: The character's current work leads to an insight into the next project. Add  to the next engineering-focused skill check the character makes during this encounter.</p>
 or 	<p>Exceptional Performance: The character wrings exceptional performance from the item being worked on. If the item generates  or removes , it instead generates  or removes  instead.</p> <p>Efficient Modifications: The character makes some key tune-ups to personal tools or to the subject of a current project. Add an automatic  to the next Mechanics check the character makes during the session or to the next check made to use this item during the current session.</p>
  or 	<p>Efficient Power Usage: The character improves a weapon to better utilize its power source. If the character was making the check to repair or maintain an energy-based weapon (including a vehicle's weapons), that weapon cannot run out of ammunition for the remainder of the session.</p> <p>Insightful Planning: The character is able to draw on past and present experiences to plan for the future. May take any number of  after the first on the current check, remove them from the current check results, and add that number of automatic  to a single Engineering-focused skill check later in that same encounter.</p>
	<p>Surpass Limitations: Before making a subsequent check with this item during the current session, the character may add or subtract 1 from any if the item's characteristics, such as increasing damage by 1 or decreasing the critical rating by 1. This may also be used to modify a range by 1 band or change a vehicle's handling by 1. After the check is resolved, the improvement is lost.</p> <p>Reverse Engineering: After working on an item or vehicle, the character's comprehension of its technology becomes deep enough to rebuild it even better. The device has its number of hard points increased by 1. This cannot be selected more than once per turn.</p>
 or 	<p>Some Assembly Required: The character's efforts require more work than anticipated, consuming further resources or time. The character must spend a maneuver (if in structured time), increase the time required to complete the task by 25% (if in narrative time), or use up to 10 credits in parts or salvage.</p> <p>Unconsidered Variables: When making a check to acquire information, such as a Computers check to draw on an archive, or any Knowledge check of any kind, the character fails to consider an important variable in the search. The GM may choose a single check the character makes when acting on the acquired information in the future and add  to that pool.</p>
 or 	<p>Temporary Overload: The character's efforts to repair or use an item cause it to become unpleasant to operate. At the end of the encounter, when a character using or carrying this item recovers strain, the amount recovered is reduced by 2.</p> <p>Hit a Glitch: Something in the recent operation of an item causes it to begin operating erratically. For the remainder of the encounter, add  to all checks made to use or operate the item.</p>
  or 	<p>Equipment Failure: A power surge, torn coupling, or other failure causes the character's tools to short out and fail. The GM selects 1 item or device that the character is using. This item ceases to function entirely for the duration of the encounter or narrative scene, starting at the end of the character's current turn. This result normally only affects small items such as hydrosplanners or dataspikes, but the GM may spend  or  to affect larger items.</p> <p>Erroneous Calculations: The character makes a crucial error in planning that causes trouble later on. The GM may add  to a related or relevant Engineering-focused check the character makes later in the session.</p>
 (successful check)	<p>Too Good a Job: People are quite envious of the character's success in his engineer endeavors, and upon realizing who he is grow uncooperative and disagreeable. Until the end of the encounter, add automatic  to all social checks that the character associated with these efforts makes with allied characters outside of the character's immediate circle.</p> <p>Is It Supposed to Do That?: The effort seems to succeed, but new problems arise that are undetectable until later use or access. For the rest of the encounter, any failed checks that involve use of this item inflict 2 strain on the character.</p>
 failed check)	<p>Loss of Confidence: Whatever the character was hoping to accomplish ends in disaster as skills and resources fail spectacularly. Any tools or equipment used as part of the check are lost, and the terrible experience means that the difficulty of any similar checks are increased by 1 until the end of the encounter due to the character's self-doubt.</p> <p>Droid Gone Bad: The effort to repair a droid goes quite poorly, and buried deep in its programming, it will always remember the terrible experience. This could also occur when a droid witnesses a frightening failure the character makes concerning other droids. The GM can have this droid surreptitiously sabotage efforts the PC makes, such as by adding an automatic  to checks where applicable, or otherwise (and perhaps unconsciously) attempting to inflict as much pain and stress on the PCs as was inflicted on it.</p>

EXPANDED SKULDUGGERY RULES

(Cyphers and Masks 74)

NEW SKULDUGGERY SKILL USES

At a base level, these skill checks should be **Average (◆◆)**, but the GM should adjust this as needed based on the specific setting, availability of raw materials, and time devoted to the effort.

- **Create a Local Intelligence Network:** The character recruits a number of locals into a network that can provide the character with information. This check to gather members can only be done once per day of narrative time and requires at least four hours to complete. For each ✨, the character gains one person for the network. Each person in the network adds an automatic 🌀 to the character's Streetwise or mission-related Knowledge checks that connect with this local network. The GM can spend 🌀 on such checks to indicate that one person is lost from the network.
- **Disguise a Vehicle:** Through cosmetic alterations and falsifying a vehicle's ID or transponder, a character can disguise the vehicle in a fashion similar to that of disguising a person. This allows the character to add an automatic 🌀 to Perception checks made to identify or locate the vehicle for the remainder of the session.
- **Fashion Improvised Lockpicks:** The character creates lockpicking tools from surrounding items, such as the inner workings of a comlink or loose wires from a lighting fixture. For the remainder of the session, these tools remove ■ from Skulduggery checks to defeat mechanical locks.

EXPANDED STEALTH RULES

(Cyphers and Masks 76)

NEW STEALTH SKILL USES






























At a base level, these skill checks should be **Average (◆◆)**, but the GM should adjust this as needed based on the specific setting, availability of raw materials, and time devoted to the effort.

- **Avoid Surveillance:** Familiarity with security systems, standard placement of cameras, methods of recording arrivals and departures at spaceports, and more allows the character to avoid such measures, leaving no evidence passage. Using a Stealth check in this fashion allows the character to pass not unseen, but rather undetected by surveillance. This adds ■ to any checks made to spot the character in surveillance media this session.
- **Distracting Clothing:** The character fashions a highly visible item of clothing, such as a tall hat or vibrantly colored coat, to be used for throwing off a tail once it is discarded. Enemies add an automatic 🌀 to checks made to detect the character after she has stopped using it, and 🌀 can be spent on a failed check to indicate that the character has eluded them for good.
- **Create Portable Camouflage:** The character fashions a small, collapsible structure that duplicates the nearby terrain. It can be used when out in the field, such as in city streets or forested regions, to hide characters or items with combined silhouettes totaling 2 or less. The structure provides no actual cover, but it upgrades the difficulty of detecting anyone hiding behind it once. The character may perform a maneuver to deploy or stow the structure. If the structure is successfully attacked in any way, it is destroyed.
































- **Improvise Security:** The character creates a fast way to furtively detect breaches of personal security. This might be a thread placed across a doorway or a pattern in the clothing placed atop a stack of datapads. If the Skulduggery check is successful, the character adds an automatic 🌀 on checks to notice whether such a breach has occurred.
- **Ready a Disguise:** The character creates a travelling kit that contains items necessary to quickly adopt a disguise. This might include colored contact lenses, a wig, false teeth, and the like. Once a kit is ready, the character can spend an action to adopt the disguise and add ■ to checks to see through it. 🌀 on a failed check to apply the disguise means some of the components were damaged in the application and the kit must be remade.
- **Check Every Detail:** The character carefully examines the (probably complicated) plan for an upcoming espionage mission, analyzing and memorizing how everyone will interact during every stage of the operation. If the check is successful, once during the mission the character can use the Skulduggery skill instead of Leadership when issuing orders to allies.

- **Hand Off a Tail:** The character spends time training an ally in how to shadow a specific target. Once per session when tailing that foe, the character may pass off the tail to the ally for up to ten minutes of narrative time. During that time, the ally benefits from the character's assistance on Stealth checks made to shadow the target.
- **Improve Camouflaged Clothing:** The character spends time working on stealth wear, perhaps weaving in light-absorbing fabrics or native greenery. Add an automatic 🌀 to checks to notice the character while wearing this improved camouflage.
- **Targeted Sleight of Hand:** The character practices legerdemain for at least an hour on one specific object, such as a passkey, or other small item. When he attempts to palm and hide such an item on his person (or plant it on someone else), add ■ to checks to detect the act and the hidden item.
- **Study Local Terrain:** The character conducts hours of personal drills in avoiding detection in a local setting. While moving in this terrain, she adds an automatic 🌀 to Stealth checks.

SPENDING , , , AND ON SKULDUGGERY CHECKS

Cost	Result Options
 or 	<p>A Trusted Face: The character's disguise works so well that an NPC confides in her, providing information relevant to the current task.</p> <p>Fly Casual: The PC's alterations to a vehicle disguise its true nature. Add  to the next check the character makes during this encounter related to keeping the vehicle's real identity secret or for it to avoid notice.</p>
 or 	<p>Dead Drop: The character's intelligence network has provided information crucial to the mission. Add an automatic  to the next check the character or her allies make based on this information.</p> <p>That Hunk of Junk?: The vehicle has been so well-disguised that few could discern its original styling; even its original manufacturer or model might be uncertain. This adds   to the next Perception check made to follow or track it.</p>
  or 	<p>Safe House: The character's operational planning included establishing a place for refuge during the mission. The PC and her allies add   on any checks to recover strain while in this location.</p> <p>Shift the Blame: As part of the successful escape, the character manages to plant evidence that she had inside help. This triggers reprisals and punishments for the local security forces, decreasing morale and effectiveness. The PC and her allies add an automatic  on their next social skill check they make against these enemies.</p> <p>Skeleton Key: While picking a lock, the character discovers a vulnerability that can be exploited on all similar locks. Locks in the same location can be automatically opened for the remainder of this session.</p>
	<p>A Reliable Asset: One of the most trusted members of the character's intelligence network knows this area well. For the remainder of the session, downgrade the difficulty of all Streetwise and mission-related Knowledge checks the character makes while in this area once.</p> <p>Nice Surprise: The stolen property contained something the target could not legally possess, such as a Jedi relic or criminal bookkeeping files. The PC adds an automatic  on Coercion checks to force the target to do her bidding, but if she fails such a check against the target this benefit is lost.</p> <p>As Plain As the Nose on Your Face: The character's operations planning has revealed a security vulnerability in the target. Add  to Deception and Stealth checks to exploit this vulnerability during this session.</p>
 or 	<p>Local Trouble: The character's operation has drawn the attention of local law enforcement, who may complicate the situation. The GM can decide if this results in heightened security screening, additional forces being deployed, or some other response appropriate to the setting.</p> <p>Unforeseen Circumstances: The operation planning neglected to anticipate some factor, and the character's effort requires more meticulous work, taking longer than expected. The time required to complete the task increases by 25%. If the character does not take the additional time, they suffer 2 strain.</p>
 or 	<p>It's All in the Details: The character's disguise is imperfect in some respect, and it requires constant vigilance for the PC to avoid detection (for example, an unfamiliar accent must be flawlessly maintained at all times). Unless the character suffers 2 strain first, add an automatic  to all disguise-dependent checks the character makes for as long as the disguise is in use.</p> <p>Broken Lockpick: The character's attempt to pick a lock fails spectacularly, resulting in the pick breaking in such a way that the lock is jammed such and the pick is destroyed.</p>
  or 	<p>I've Been Looking for You!: The character's disguise happens to unfortunately fit the description of an Imperial intelligence agent's quarry (see page 419 of the <i>Age of Rebellion</i> Core Rulebook). The ISB wants this person alive for questioning, but the Imperial agent won't mind if there is some damage involved in the capture, as there are personal feelings involved.</p> <p>Not So Nice Surprise: The stolen item contains a hidden tracking device, alerting the target of the theft and the current whereabouts of the item. The GM can set a guided bounty hunter (see page 424 of the <i>Age of Rebellion</i> Core Rulebook) after the PCs.</p> <p>Muscling In: A major criminal organization mistakes the character's intelligence network for a rival gang trying to move in on its territory. The criminals begin to take retaliatory (and likely violent) measures.</p>
 (successful check)	<p>Mistaken Identity: The character's personal or vehicle disguise is very successful, and now it has attracted unwanted attention from someone who thinks the disguise is the genuine article. For example, a group of stormtroopers think the PC is the officer they must report to, or a merchant tries to hire the character's freighter for shipping illegal cargo.</p> <p>On the Edge: The PC's efforts are working, but the stress has put the character on edge. Until the end of the encounter, each time the GM spends  to inflict strain on the character, she also adds  to her next check.</p>
 (failed check)	<p>It's a Trap!: Not only has the character's attempt failed, but the failure has utterly blown the operation. The targets are now setting an elaborate trap to capture the PC and any allies.</p> <p>Double Agent: A member of the character's intelligence network has been turned and is secretly working for the enemy. This could result in false information being passed on; sabotage of the PC's weapons, gear, or vehicles; or even an assassination attempt.</p>

SPENDING , , , AND ON STEALTH CHECKS

Cost	Result Options
 or 	<p>Nobody Special: The character melts easily into the crowd. Add  to any Perception checks made to identify or notice the character in a crowd for the remainder of the encounter.</p> <p>In the Shadows: The character has avoided notice well enough to safely take extra time on the task at hand, and may add  to her skill check as a result.</p>
 or 	<p>Ghosting: While piloting a vehicle, the characters manage to keep it near another ship or to follow a path on the fringe of enemy sensors. Add bb to the next Perception check made to detect their vessel.</p> <p>Following From the Front: While tracking a target, the character uses reflections in windows, knowledge of traffic patterns, and the layout of the local area to determine the subject's course. She does this while occupying a position ahead of the subject, rather than behind. This clever shadowing adds   to the subject's Perception checks to notice the tracking.</p>
 or 	<p>Going Grey: The character manages to be so unremarkable that the player may take any number of additional  on the current check if it is successful, remove them from the results, and add that number of  to the results of the next Stealth, Skulduggery, or Deception skill checks she makes in the same encounter. Note that at least one  must remain in the pool.</p> <p>Useful Gossip: The PC successfully joins a small group of workers, tourists, or even dignitaries as part of her attempt to avoid notice, and picks up some useful information from the chatter. She downgrades the difficulty of Charm, Negotiation, and Deception checks made in this area once for the remainder of the encounter.</p> <p>Brush Pass: As part of the stealthy action, the PC is able to also surreptitiously hand an object with an encumbrance value of 2 or less to an ally at engaged range. Add an automatic  to Perception checks made to notice the pass.</p>
	<p>Wretched Hives: Knowledge of security systems allows the character to determine the best location for some shady dealings. The PCs may downgrade the difficulty of Streetwise checks made in this area once for the remainder of the session.</p> <p>Learn Tells: While shadowing an enemy target, the PC spots several particular habits and mannerisms. Should the PC face that target in combat later in the session, the PC adds  to her roll to determine initiative.</p> <p>Disappearing Target: The character becomes so unnoticeable that enemies cannot get a solid target bearing on the character or her vehicle. The character or the character's vehicle (player's choice) gains +1 ranged defense for the remainder of the encounter.</p>
 or 	<p>Quiet or Good, Pick One: The area through which the character is shadowing a target makes it difficult to avoid notice while still following. The player has a choice: increase the difficulty of the next Stealth check to tail the subject by one, or add  to the subject's Perception check to notice the tail.</p> <p>Stop, Thief! The character's attempt at sleight of hand to hide an object is spotted, and she is mistaken for a pickpocket. Local law enforcement is summoned and is on the way.</p>
 or 	<p>Who's Following Who?: The subject being tailed is aware of the character's presence and is actually leading her into an ambush.</p> <p>The Maddening Crowd: While attempting to follow a target, the character is distracted by a loud and jostling throng. For the remainder of the encounter, when making Cunning or Intellect based checks, upgrade the difficulty of the character's check once.</p>
 or 	<p>Flag That: An attempt to avoid surveillance is so obvious and suspicious that the character is singled out for additional attention by the authorities, who start closely following the character's every move. For the rest of the session, add an automatic   to the character's Stealth checks.</p> <p>Alarm Activation: The PC accidentally activates a very loud alarm, emptying the area of everyone but the PC, her allies, and anyone after the group such as security guards or enemy intelligence agents. All PCs immediately suffer 2 strain, and when each makes their next check they add   to the dice pool.</p> <p>I'll Never Forget That Face: An attempt to avoid notice tanks spectacularly. The character not only fails to blend in, but also leaves quite an impression among witnesses. For the remainder of the session, add an automatic  to enemy Perception checks made to identify or notice the character.</p>
 (successful check)	<p>Spotted: The character successfully tracks the quarry but fails to notice that the target has been using counter-surveillance tactics to spot any tails. Add an automatic  to the character's next Cool or Vigilance check to determine Initiative order when this foe is part of the encounter.</p> <p>False Positive: The character's improvised security measures were successfully placed, but they lead to erroneous conclusions. The measures were tripped for entirely benign reasons, but this gives the impression that the character's security has been breached in some way. From now until the end of the session, the character suffers from stress and suffers 1 strain whenever she fails a check.</p>
 (failed check)	<p>Evidence: In attempting to avoid notice, the character accidentally leaves behind evidence of passage that can be used by others to uncover details about her identity or mission.</p> <p>Worst-Case Scenario: A failed attempt at avoiding surveillance has placed the character on the local authorities' Most Wanted list, and the character's face is appearing on holovids throughout the area.</p>

EXPANDED SURVIVAL RULES

(Savage Spirits 66)

NEW SURVIVAL SKILL USES

At a base level, these skill checks should be **Average** (◆◆), but the GM should adjust this as needed based on the specific setting, availability of raw materials, and time devoted to the effort.

- **Fashion a small musical instrument such as a flute, chime, bullroarer, or drum.** The PC may spend a to indicate the item is well crafted. At the GM's discretion, it adds ■ to the user's Charm checks, as well as to Survival checks involving animals.
- **Craft a small knife, staff, or spear from rough materials such as stone, wood, or bone.** This functions as an improvised weapon of the appropriate size (see *Force and Destiny Core Rulebook*, page 218) but does not automatically generate ✨. The primitive and handmade appearance also adds ■ to any checks made by others to realize the item is not ornamentation or a walking aid and can be used as a weapon.
- **Harvest toxic plants or animals.** When applied to a suitable Melee, Brawl, or projective weapon (such as an arrow) that possesses a Critical Rating, chemicals from toxic plants or animals add the Disorient 2 quality. The GM may spend ☹ on the Survival check to have the character suffer 1 wound from mishandling the toxin. The GM may also spend ☹ when a character uses the treated weapon to have the toxin wear off and so need to be reapplied.
- **Set snares and alarms around camp.** Adds ■ to checks to catch small fauna and adds ■ to any checks foes make to sneak up on the PCs at this location.
- **Craft camouflage garb or disguise clothing.** Wearing garb covered in local leaves, colored plant sap, or animal hide adds ■ to Stealth checks made while in this environment or similar ones.

WILDERNESS SETTING ENCOUNTERS

The following outline some of the more common wilderness settings that players might encounter. Each also comes with unique narrative suggestions for spending ☹ and ☹ on Survival checks to augment those on the **Spending** ☹, ☹, ✨, and ☹ In Wilderness Settings Table

- **Ancient Ruins:** This terrain is littered with broken monoliths and gigantic stone stairways leading to collapsed temples, all revealing the greatness of a past civilization that is now lost. ☹ here could indicate the PCs trigger a barely functioning alarm within an ancient ruin, or that they have disturbed the barbaric descendants of an ancient species that still dwells in the ruins within underground passageways. ☹ might indicate that the PCs find long-forgotten relics that could aid them on their quest, or that the defendants are instead beneficent and willing to help the PCs.
- **Archipelago:** Small islands dot an ocean, leaving the PCs marooned unless they can find a way to cross the seemingly endless seas. ☹ could mean any boat they fashion has a slow leak or is infested with biting mites. The PCs might instead discover a valuable medicinal plant or animal unique to this location with ☹.
- **Barren Wasteland:** The land might be filled with sandy deserts or rocky plains, but in all cases it is devoid of any obvious vegetation or water. ☹ could mean that shelters the PCs build are too fragile to survive strong gusts of wind, or that meat from a hunt goes rancid quickly due to improper dressing. An underground source of water is an obvious result for ☹, but the liquid could be especially pure and possibly valuable.
- **Devastated Battlefield:** This area is filled with craters, rubble, and perhaps even weed-infested tank hulls or the cracked chassis of a fallen AT-AT. Buried ordnance can explode, perhaps quite unexpectedly later in the adventure, with ☹; alternatively, ☹ could mean the PCs find functional power packs or weaponry.

- **Ice Field:** As desolate as any desert, such terrain is inhospitable to most forms of life due to both low temperatures and lack of sustenance. ☹ can be spent for the PC's thermal exposure to attract local predators, or for their igloo to be too heavy and crack the icy surface in the night. ☹ could mean the PCs discover a hot spring that can keep them warm indefinitely.
- **Mountain Range:** Filled with rugged cliffs and high altitudes, even plant life cannot survive in many of these areas. While the PCs may find wood to make shelter, ☹ could inflict strain during the attempt due to the altitude or minor injuries navigating the rough terrain. It can also indicate that outsiders detect their fire or shelter while the PCs are trying to remain unobserved. ☹ could show the PCs an unexpected trail that halves their journey time or even lets them uncover a supply cache some other group left behind.
- **Rainforest:** Covered with thick canopy foliage, these areas are often dimly lit but filled with a variety of flora and fauna. Here, ☹ can represent downpours that arrive unexpectedly or are more hazardous than the PCs expected, or that their supplies become contaminated with mold. ☹ could mean they instead find a place ideal for restful meditation. Either result could lead to a mystical vergence imbued with the Force, though the specific result would determine whether it is linked to the light or dark side.
- **Swampy Wetland:** The terrain is filled with water and occasional tall flora, along with plentiful predatory creatures. ☹ can indicate the PC's footwear is left in the thick mud in a misstep, or small parasites attack them, inflicting illness or blood loss. ☹ could mean the PCs find a partially sunken craft filled with useful gear, or animal companions to guide or even carry them to firmer ground.
- **Thick Jungle:** Dense flora dominates this terrain, making travel difficult. ☹ might mean that any vegetation cleared the day before grows back quickly, perhaps surrounding the PC's camp overnight. Either ☹ or ☹ could indicate that the PCs encounter a group of native to the area, though the specific symbol determines whether they are hostile or helpful.
- **Volcanic Hills:** Fiery rivers of lava run along the ground as plumes of smoke rise into the sky in a hellish vista. Attempts to survive in such areas that generate ☹ could mean the smoke and heat inflicts additional strain, or causes harmful burns to hands or feet. Small lava bursts could destroy supplies, though ☹ might mean the eruptions uncover a long-buried city or even a Jedi Temple.

RECOVERING STRAIN IN WILDERNESS SETTINGS

While strain can normally be recovered via a Cool or Discipline check and a good night's rest, many wilderness settings are anything but normal and certainly not conducive to rest. As such, the GM should add ■ to checks to recover strain at the end of encounters when the group is in a particularly unfamiliar or unsettling environment. Similarly, sleep in such areas is rarely restful and PCs might only recover only half their current strain instead of the entirety. ☹ on these checks can be spent to remove such penalties, representing a PC who has become more at ease in the current surroundings. The GM may alter these checks as needed depending on the nature of the environment, taking into account menacing creatures, violent weather, and uncertain campsite terrain. ✨ on a check with ■ added, for example, might impose additional strain in a particularly severe location.

Note that while these guidelines certainly cover treacherous outlands teeming with ravenous beasts unknown to "civilized" PCs, they could also come into play for bafflingly advanced settings filled with the screams of flying ships that could overwhelm natives from primitive worlds. The words "unfamiliar" and "unsettling" can apply to a wide variety of locations in the galaxy.



SPENDING 🌀, 🌀, 🌀, AND 🌀 IN WILDERNESS SETTINGS






Cost	Result Options
🌀 or 🌀	<p>Favorable Planning: The PC accurately predicts the weather for the remainder of the day, making other effortless stressful. The next time a member of the group would suffer 1 or more strain while in this setting, that character suffers 2 less strain, to a minimum of 1.</p> <p>Successful Foraging: The character quickly finds some tasty sustenance. Each other character in the party immediately recovers 1 strain.</p>
🌀🌀 or 🌀	<p>No Surprises: The PC's shelter is well hidden from detection, or they cover their tracks perfectly. Add ■■ to Perception checks to discern their presence here.</p> <p>Field Rations: The character discovers sources of food ideal for long-term preservation and transport. Each PC may add ■ to the next Resilience check the character makes during this session.</p>
🌀🌀🌀 or 🌀	<p>Faithful Companion: An attempt to befriend local fauna goes well, and the creature leads the PC to a reliable trail, a place of shelter, or even the campsite of the enemy the party was tracking.</p> <p>Stockpile: The PC establishes a cache of preserved food, potable water, and other supplies. Should the party return to this location, the characters may use it to recover 3 strain each.</p>
🌀	<p>Comfortable Setting: The character uncovers a region that appears to be benign and without threats. The PCs gain ■ on checks to recover strain at the end of encounters in this location and on checks to establish bonds with native animals.</p> <p>Reliable Supplies: The PC establishes a dependable source of potable water and edible flora, enough to last the party for several days. Downgrade the difficulty of all Resilience checks the PCs make while in this area once.</p>
🌀🌀	<p>Cozy Shelter: Any shelter the PC creates is well-suited for long-term use. While staying within, whenever the PCs remove 1 or more strain, they remove that amount plus 2 instead.</p> <p>Native Medicine: The PC finds local plants ideal for boosting healing and aiding the wounded. This upgrades the ability of the next Medicine check the PCs make once, and also counts as creating a healer's kit (see <i>Savage Spirits 48</i>)</p>
🌀 or 🌀	<p>Poor Passage: The location chosen for this camp or the path for this trail is not wise; the ground hides shifting pebbles, thick mud, or slippery rocks. When making Brawn or Agility-based checks in this location, add an automatic 🌀 to the PC's results.</p> <p>Noisy Footwork: The character leads the group along a path filled with tumbling rocks, cracking twigs, or even small creatures that are loudly indignant when stepped upon. The PCs add ■ to all Stealth checks made along this path.</p>
🌀🌀 or 🌀	<p>Infestation: The shelter the PC constructed is riddled with tiny insects or parasites, something not noticed until later. Until they find a better resting place, whenever the PCs would remove 1 or more strain, they remove 1 less than that amount instead (to a minimum of 1).</p> <p>Heavens Erupt: The character's forecasting is inaccurate, leading to violent weather for which the group is quite unprepared. For the remainder of the day, when making Brawn or Agility-based checks in the outdoors, upgrade the difficulty of the PC's checks once.</p>
🌀🌀🌀 or 🌀	<p>Disastrous Effort: The PC botches an attempt at the wilderness activity, and ruins any implements used as part of the efforts as well. This might also include attempts to start fires that wind up igniting clothing and supplies, or to feed animals that instead result in mildly poisoning them.</p> <p>Worked Too Well: The PC's snares fail to capture any small animals. Instead, they draw the attention of a large (and hungry) predator at least 1 silhouette greater than the largest member of the party.</p>
🌀 (successful check)	<p>Missed Signs: The character successfully tracks the quarry, but fails to notice that the target left markers to detect any others following along this path. The PCs add ■ to their next Cool or Vigilance checks to determine Initiative order the next time they encounter this foe.</p> <p>Unwanted Attention: The PC's efforts have succeeded, but in a noticeable manner. Smoke from fires, cries of slain animals, or disturbed foliage all lead foes to the party's location. Add ■■ to Perception or Vigilance checks to notice or find the PCs.</p> <p>Structurally Unsound: Any shelter the PC creates holds together for the night, but turns out to have been made from rotten timber, cracked ice, or crumbling stone. It collapses the following day, and all those inside suffer 2 strain as they madly dash to safety outside while debris falls all around them.</p>
🌀 (failed check)	<p>Painful Failure: Not only did the PC's attempt fail, but it harms the PC as well. For example, an animal the PC is leading balks and bites, a shelter wall collapses on the PC, or the PC falls into an undetected pit along the trail. The PC suffers 1 Critical Injury, subtracting 50 from the roll on the Critical Injury Result Table (to a minimum of 1).</p> <p>Enemy Predator: The PC's effort to befriend or treat a creature goes horribly wrong. The animal escapes and now lives only to harass and attack that character. The GM can use this creature as a recurring nemesis for the party while they remain in this environment, or even may have it become the animal companion to one of the PC's enemies.</p>




EXPANDED FORCE POWERS

(Unlimited Power 86)

THE FORCE AND CHECKS

With any skill check, the narrative circumstances can modify the check by adding  or . The flow of the Force is no exception, and when weaving the Force into the narrative outside of formal Force powers, the GM should consider modifying checks accordingly.

GMs may encounter players to describe their characters drawing on the Force for seemingly mundane checks. To recognize and reward good and creative ideas for how the Force might aid a character in an action, the GM can add  or more to the dice pool. To avoid constantly adding  to checks, the GM should restrict such bonus  to situations where it feels appropriate and in which a player comes up with a good and creative explanation for how the character draws on the Force. Another way is to reinforce the same risk that comes with any use of the Force - the temptation of the dark side. The GM can represent this by spending  or  to give the PC 1 or more Conflict.

Although rarer, there are circumstances in which the Force might add  to checks the PCs make. This might represent an indirect consequence, such as  to social checks when interacting with NPCs who distrust Force users. In other cases, a PC's attunement to the Force may allow him to sense an enemy's dangerous power, adding  to a Fear check when a non-Force sensitive PC would not.

INDIVIDUALIZING FORCE POWERS

When it comes to differentiating different schools of Force use or the idiosyncrasies of individual users, the description provided by the GM or player is usually enough to distinguish powers. Variations might be subtle or significant. While one player might describe the Unleash power as bolts of crackling energy, another might manifest the ability in the form of telekinesis that drops or hurls objects at the target.

In rare cases, a "reskin" of an existing power, even with the upgrades available, might not adequately represent the sort of ability a player wants for their character. In this situation, the GM may decide to apply the rules for Flexible Force Powers or freeform Force use presented below.

FLEXIBLE FORCE POWERS

Force powers are intentionally broad, but sometimes a player might attempt to use a Force power in a way that is clearly outside the limitations of the power. In such a situation, rather than simply disallowing the use, a GM might consider allowing it so long as it does not replicate the effects of a different Force power.





If a player's unusual application of a Force power is particularly potent or important to the story, it should require a combined check. This is especially true if the power targets an NPC (see Resisting Force Power Checks on page 283 of the *Force and Destiny* Core Rulebook). For instance, a GM might allow a PC to use the Move power to hurl Minion NPCs through the air. Normally, Move can only target objects, but the GM might decide that the Minions are easily dispatched, and allow the player to attempt it anyway, basing the difficulty of the check on the weight of the NPCs, or resolved as an opposed check against their Resilience.

A check is also appropriate if a PC uses a Force power under particularly difficult circumstances, such as using Enhance to leap onto a landspeeder as it zooms past. In general, if a check would be needed for a similar "mundane" action, a combined Force power check is appropriate.




THE SHORT PATH TO POWER

(Collapse of the Republic 17)






A player may, with the GM's permission, spend 30 XP of their starting XP to purchase a rank of the Force Rating talent (bringing their Force rating to 2). Using this option, a player may create a more powerful Force user character at character creation, at the cost of missing out on increasing their characteristics instead.

If a combined check is already required as part of a Force power, the GM might want to increase the difficulty of the check or add  for a particularly unusual application. In some cases, it might be preferable to simply allow a player to spend  and  for effects outside the usual application of the power. For instance, if a PC is using Enhance to leap between two buildings to escape pursuit and the GM decides the importance of the situation calls for a check, the player might spend  to instead land on a passing speeder and make a clean getaway.

FREEFORM FORCE USE



When a PC attempts to use the Force for an action that is not covered by any Force power they possess, the GM can allow them to make a combined Force power check. The difficulty of the check is at the GM's discretion based on the task attempted, but should generally be at least **Average** ( ). Likewise, the GM decides how many  the check must generate to achieve the player's stated effect. The skill used for the check should correspond to the action, particularly when it represents a more potent (or stylish) version of an action a character might attempt without use of the Force. For instance, a character drawing on the Force to staunch an ally's bleeding wound would make a combined Medicine check. If no other skill seems particularly appropriate, Discipline works well for most "pure" Force uses.

FREEFORM USE AND EXISTING POWERS

This sort of freeform Force use should not take the place of existing Force powers. If a player describes an action that replicates the effect of a Force power, the GM could either let the player know their character does not possess the expertise yet (and suggest the player invest the proper XP to show their character's pursuit of this ability), or possibly allow them to achieve similar but lesser results, and only with a combined check of at least **Hard** (  ) **Difficulty**. As a guideline, it should also require double the number of  as the existing power. This reflects the difficulty of such untrained use, and encourages players to invest XP in powers they plan to use again. Regard less of the relative difficulty of the check or the  generated, it should not mimic the results of any Force power upgrades. Such control is simply beyond the grasp of a character without extensive practice in the technique.

RISKS OF FREEFORM USE

Another option if a GM feels players are abusing their access to freeform Force use is to apply additional risks and penalties in the form of Conflict.

A GM can spend  and  on combined checks to inflict strain or Conflict on a character, as narratively appropriate. GMs who invoke this option often might even consider reducing the difficulty for skill checks made as part of free form Force use, both to keep the approach feasible for the PCs and to tempt them with the promise of easy power.

FORCE DUELS

To better represent dramatic combats between individuals and their mastery of the Force, GMs can use the rules presented here, in which opposing characters enter a contest that takes multiple rounds to resolve. Force duels are visually intense affairs, with clashing energies and flying objects.

Part of what makes Force duels so exciting is their relative infrequency compared to normal combat. To preserve this drama, it is best to use these rules only for climactic encounters between PCs and Nemesis NPCs (or possible between PCs)

BEGINNING THE DUEL

When a character uses a Force power against another Force user, and before resolving the check, the player of the target character, or the GM in the case of an NPC, can declare they are defending against the power by initiating a Force duel. The defending character chooses to resist either with the same Force power as the attacker or with a different appropriate power; this might be a thematically contrary power, or simply one appropriate to the situation. The GM has the final say on whether a power can be used in the duel.

A Force duel is resolved as a competitive check (page 33 of the Force and Destiny Core Rulebook) that is also a combined Force power check, except where noted. The difficulty of the check is **Average** (◆◆) unless the GM decides otherwise. The skill for the check depends on the Force power used; if the duelists use different powers, this might mean they use different skills. If a power does not normally require a check, the GM and player decide on an appropriate skill. If no other skill seems appropriate, use Discipline.

Both duelists roll and determine a winner as with any competitive check. However the Force powers do not have their usual effects, even on a successful check. Instead, each character inflicts 1 strain per ☆ on the other. If both duelists are still below their strain thresholds after resolving the competitive check, the duel continues.

A participant who does not generate at least 1 ● inflicts no strain on the opponent, regardless of how many ☆ the check generates.

CONTINUING THE DUEL

In subsequent rounds, the characters engaged in the Force duel act simultaneously at the lowest initiative step available to the character who initiated the duel, leaving an extra initiative slot for the allies of the character who did not initiate it.

The duelists make another competitive check using the same Force powers they selected in the first round. A character may use a different Force power instead, but adds ■ to the check, as even the brief moment taken to change approach could leave an opening for the enemy. The winner of the previous round upgrades their skill check for the current round.

At any point in the round, a duelist can opt to take an available initiative slot, ending their participation in the duel. However, a Force duel is an intense affair, and a character who takes a different action this way leaves themselves open to the opponent. If the opposing duelist chooses, they can make a check following the rules for a duel, regardless of the initiative step they now choose to act on. The character makes the check as above, but because the opponent has ceased to participate in the duel, it is not resolved as a competitive check. In addition, the difficulty of the check is reduced one step from previous rounds.

As long as one of the characters continues their participation, the duel is considered ongoing. This means the other character can choose to rejoin the duel in the next round, and it proceeds as described. In this way, characters can interrupt the duel with lightsaber swings, blaster shots, and other attacks, while the duel itself continues.

Participants can use maneuvers to move around without ending the duel, so long as both opponents remain within range for their chosen Force powers.

ENDING THE DUEL

A Force duel ends when a participant's strain exceeds their strain threshold (even if the losing character ended their participation in the duel already during the same round). When resolving the check that ends the duel, in addition to applying strain to both participants, the winner now applies the effects of their Force power. This is not an opposed check, so the results of the losing character's roll do not reduce the effectiveness of the victor's Force power.

It is possible both duelists exceed their strain thresholds at the same time (with the results of the same simultaneous competitive check). In this case, resolve the effects of both participants' powers against the other before applying the results of excessive strain.

If both characters end their participation in the duel by taking a different action or selecting a different target, the duel ends without any additional effects. Likewise, if a character moves out of range of their or the other duelist's range and the opponent does not move within range, the duel ends.

NEMESIS EXTRA ACTIVATION RULES

(Genesys Core Rulebook 205)

Although nemeses are supposed to be a challenge for an entire player group, it doesn't always work out that way. In practice, when one character faces off against an entire group, the group nearly always wins, and does so quickly. This is because of the group's activation advantage: the extra number of turns they get to take each round because of their greater numbers.

More turns means more actions, which means more attacks. Even if a nemesis can reliably eliminate a PC every round, they are going to be on the receiving end of three or four additional attacks from the rest of the group. Most characters, even nemeses, aren't designed to withstand that kind of punishment for more than a couple of rounds.

To make a lone nemesis into more of a challenge for a group of PCs, GMs can use the extra activation rule.

EXTRA ACTIVATION RULE

When rolling for Initiative for a nemesis-level adversary, roll twice, recording both results. These both become NPC Initiative slots.

The nemesis may take two turns during a single round. Any abilities that last "until the end of their following turn" last until the end of their first turn on the subsequent round.

UNCOUPLING SKILLS FROM CHARACTERISTICS

(Genesys Core Rulebook 205)

Whenever a check is made, the skill determines what characteristic is used in the dice pool. This alternate rule throws out that link. Instead, whenever a skill check is made, the GM chooses which characteristic to use with the skill.

The choice needs to make sense in the game, so it depends on the approach a character is taking to accomplish the task at hand. When a player chooses what characteristic to use, they should briefly explain to their fellow players why this characteristic makes the most sense to use. If the GM feels that the explanation doesn't make sense, they can reject it and require them to choose a different characteristic (or determine it for them).

EXAMPLE: DECOUPLING SKILLS

Huck and Mercedes are both interrogating a suspect in custody, using Coercion. Normally, Coercion is linked to Willpower. However, Huck says that he'll offer the prisoner a cup of water and chat them up to get more information. He proposes using Presence with Coercion. Mercedes, on the other hand, chooses to rough the prisoner up. Since her character is physically attacking the suspect, she proposes using Brawn with Coercion.

THE EFFECTS, BOTH GOOD AND BAD

The nemesis is going to be more of a threat, because they're going to make more attacks and probably incapacitate more PCs faster. All of this is great if the GM is looking to make a nemesis feel like a worthy challenge. However, if they are not careful, the danger of the encounter could change from "challenging" to "total party kill". Some nemeses also have powerful attacks that are balanced by the fact that they can only make one powerful attack per round.

It is recommended to review the nemesis profile carefully before using this rule. It is also recommended that GMs only use this with nemeses that confront the PCs alone, as in without other NPC allies to fight alongside them. Finally, the GM should let the players know that they will be using this rule at the beginning of the encounter, so the players won't feel blindsided.

THE EFFECTS, BOTH GOOD AND BAD

The good part about this rule is it lets the GM and their group be more creative with roleplaying, and go with whatever makes the most narrative sense at the time. It can lead to a richer game with more potential for storytelling.

However, the current skill/characteristic pairings make it very hard for a character to be good at everything. This was done so that no one character can dominate a game session and everyone gets their own chance in the spotlight. Decoupling skills and characteristics makes it easier for everyone to be better at everything while spending much less XP. All the character needs is one high characteristic and a good justification for why that characteristic should be used in a given situation.

This rule can lead to players spending all of their XP to maximize one characteristic, then trying to justify using that characteristic on all of their skill checks. The GM may end up with a lot of arguing at the gaming table. For these reasons, here is a variant of this rule: Keep the link between skills and characteristics, but let players use a different characteristic for a specific skill check if they first spend a Destiny Point. The additional cost should keep this rule from being abused.

EXPANDED SOCIAL ENCOUNTERS

(*Genesys Core Rulebook 205, Expanded Players Guide 107*)

In a dramatic, high-stakes negotiation for the fate of a system, or a cut-throat business deal with a dangerous Hutt, where debate is long and tense, every edge counts. Resolving such a dramatic scene with a single social check can sometimes seem anti-climactic. These expanded social rules add an easy way to give flavor to NPCs in standard encounters, and a framework for longer, multi-round social encounters.

STRUCTURING SOCIAL ENCOUNTERS

USING ROUNDS IN SOCIAL ENCOUNTERS

Much like combat, a structured social encounter is run in a series of rounds, within which each PC has a turn. Unlike combat, however, there is no need to track Initiative or turn order. Each character should simply take their turn when it makes the most narrative sense to do so. If a character has nothing to contribute to the encounter at that time, the character's player can just have them pass. The amount of game-world time each round takes is much more open to GM interpretation than it is in structured encounters; it may cover only a few minutes or an entire hour of activity.

When a PC acts, their player doesn't have to worry about being precise regarding what their character does. If attending a fancy dress ball, for example, a player may say their character starts wandering through the ballroom, dancing with random people. In this case, there is no need to track the exact distance a character moves, or how many maneuvers they spend dancing.

However, when a character acts, they are limited to using only one ability that requires spending an action, and using only one ability that requires spending a maneuver. If the character makes a skill check, this replaces their chance to use an ability that requires an action.

SKILL CHECKS IN SOCIAL ENCOUNTERS

Sometimes, a character may try to influence a group of people, which requires skill checks with a set difficulty. However, most one-on-one social skill checks are opposed.

If a character tries to influence a group, the **Difficulties Based on Group Size Table** suggests some difficulties for the check. Generally, it shouldn't be easier to influence a group than to influence an individual. Thus, the GM should consider the audience and use Destiny Points or add ■ to make the check more difficult if the group is unlikely to be receptive.

DIFFICULTIES BASED ON GROUP SIZE

Number of Targets	Difficulty
2-5	Average (◆◆)
6-15	Hard (◆◆◆)
16-50	Daunting (◆◆◆◆)
51+	Formidable (◆◆◆◆◆)

“CRITICAL REMARKS” IN SOCIAL ENCOUNTERS

Similar to Critical Injuries in combat, in social encounters, the same thing can happen when someone makes a particularly good point, powerful argument, or painful insult.

One way to represent this is by allowing all characters to inflict "critical remarks" in a social encounter. They do this the same way they inflict a Critical Injury in combat: by spending ⚔ and 🗡. In this case, when a character makes a social check, they may spend ⚔ or 🗡🗡🗡🗡 to inflict 5 strain on the target.

The player controlling the PC or NPC (you or the GM) also has to come up with some idea of what the remark, argument, or insult was and why it had such a powerful effect

GENESYS SOCIAL SKILL INTERACTIONS

Acting Skill	Opposing Skill
Coercion, Leadership	Discipline
Deception	Vigilance
Charm	Cool
Negotiation	Negotiation

WINNING SOCIAL ENCOUNTERS

TARGETING THE OPPONENT'S STRAIN THRESHOLD

In more complex social encounters, a successful check isn't enough to accomplish a character's goals. In such cases, a character must inflict strain on their target. This represents them wearing the target down over time with constant arguments, negotiations, threats, or even relentless flattery.

If the target is a rival or minion group, the strain targets their wound threshold. However, if they are incapacitated, the GM should still have the target capitulate, not mysteriously drop dead!

USING SKILLS TO INFLECT STRAIN

Many characters have talents or abilities that allow them to inflict strain on a target. However, everyone can default to making a social skill check as an action in order to inflict strain. If they succeed, they inflict 1 strain, plus 1 extra strain per uncanceled ✨. On failure, they suffer 2 strain instead.

The social skill check a character uses must be appropriate to the situation and their goals. Coercion can't be used when a character is trying to charm or flatter someone, for example. Also, it is never enough to just roll dice: the player always needs to explain what their character is doing and why the check makes sense.

COMPROMISE AND CAPITULATION

In many cases, an NPC doesn't need to be completely convinced of the PC's viewpoint. Sometimes a compromise, where the PCs get most of what they want, albeit in exchange for a small favor or with a few limitations, can be enough.

Once an NPC has suffered strain equal to half their strain threshold (or wound threshold, if they are a rival), they are willing to come to a compromise with the PCs. The deals of this are down to the GM, in discussion with the players. As an example, when negotiating with a neutral planet to encourage them to join the Rebellion, they may agree with caveats or preconditions; perhaps the PCs provide weapons or medicine before they will declare their allegiance.

Alternatively, a social encounter can continue on past the point that an NPC would be willing to compromise. Once an NPC has suffered strain over their strain threshold, they do not fall unconscious as they normally would in combat. Instead, they fully accept the PC's position. It is still up to the GM how the NPC interprets the PC's stated goals: the PCs do not get to directly control the capitulating NPC's actions. For example, even if the PCs successfully ingratiate themselves with a Planetary Governor, they would still not be willing to hand them the codes for the planetary shield. They might be willing to arrange a trip to see the shield projectors for their new best friends though.

FAILURE AND REJECTION

If a PC exceeds their strain threshold, then they fail to accomplish their goals. They may just give up trying to interact with their opponent and leave. However, the GM may decide that, depending on the circumstances, the PC is forced to concede to one of their target's goals, instead.

Since the character is a PC, and not an NPC, the player can choose whether their character would be open to compromise if their strain exceeds half of their threshold.

USING MOTIVATIONS IN SOCIAL ENCOUNTERS

Social interactions can be more nuanced than a straight contest between the skills of the characters involved. Two stormtrooper sergeants with identical attributes and skills may have very different personalities, and opinions of the Empire for which they work.

To represent these distinctions, NPCs may have their own Motivations: Strengths and Flaws, Desires and Fears.

- **Strengths** are those parts of a character's personality that make them stand out and endear them to others; a quick wit, a sense of curiosity, or self-reliance.
- **Flaws** are negative traits; impulses the character cannot control, strongly-held opinions that blind them to rational discussion. Pedantry, arrogance, or speciesism are examples of flaws.
- **Desires** are traits akin to a PC's Motivation. They are things that drive a character onwards, be it a determination to free Droids from slavery, a burning belief in the Imperial Order, or simply a lust for personal power and wealth.
- **Fears** are those things a character cannot stand, and will avoid at any cost. Disgrace, isolation, or failure are typical fears, each providing a different lens through which the character views the world.

DETERMINING NPC MOTIVATIONS

Ignore Minion Motivations: Anyone important enough that their Motivations matter should not be a minion.







Minor characters only have Strengths and Flaws: This applies to any character the group is going to interact with once or twice at most. The GM shouldn't worry about their deeper Desires or Fears. Strengths and Flaws are good cues for how to roleplay the NPC so that the group can interact with them.



Improvise Motivations: Since players can only learn NPC Motivations by spending resources or deliberately trying to discover them, the GM shouldn't be afraid to improvise Motivations for minor NPCs on the spot as needed instead of determining them beforehand. For example, the GM may decide mid-encounter that a merchant's sense of humor is so key to their character that it is a Strength.

In the end, the GM should only determine all four Motivation facets ahead of time for NPCs who are going to be recurring characters in their adventures.



MOTIVATION EFFECTS

An NPC's personality strongly affects how they respond in a social situation. Their social skill checks are modified:

- If the PC's actions or argument play to their target's Strength or Flaw, add  to the check. Offering a bribe using Negotiate to get past a greedy official, distracting a jovial bartender with a joke when using Deception, or using Charm to persuade a diligent guard to investigate a notorious smuggler would all benefit.
- If the PC's approach (or even their nature) goes against the target's Strength or Flaw, then instead add  as a penalty. Using Leadership on lazy subordinates, or any attempt at Coercion against a stubborn hermit would both suffer the penalty.
- Meeting an NPC's Desires or playing off their Fear has an even stronger effect, adding   to a check. Examples include laying on the flattery when trying to Deceive a vain artist afraid of losing their fame, or using Leadership to rally a Droids Rights Activist to help you free an enslaved protocol droid.
- If the PC instead tries to persuade a character to face their Fear, or proposes to thwart their Desire, this adds   to the check. Trying to Charm a Moff who truly believes in the Empire to defect, or using Negotiate to persuade a fame-obsessed hotshot slicer to keep quiet about a job the PCs are hiring him to perform.














Optionally, PC motivations may be used to modify their social checks as well. If so, treat their motivation as if it were a Strength or Flaw. For example, a PC motivated by the overthrow of the Empire may add  to checks to persuade others to rebel; though conversely, they may add  to checks to persuade Imperial officials they are a law-abiding citizen. If multiple personality traits could apply to a check, the bonuses and penalties all stack.

DISCERNING MOTIVATIONS

When making a social check, a character may spend  or  on skill checks to discern another character's Motivation.

A character may also spend an action to make an Opposed Perception vs Cool check to examine their target's behavior and learn one of the target's Motivations. If a character does this, they will be spending time in the social encounter quietly but intently studying the target character, something that probably isn't going to escape notice. The GM should allow characters to attempt this once or twice per encounter, and only once per target.

SPENDING AND IN SOCIAL ENCOUNTERS

Cost	Result Options
 or 	Recover 1 strain. Add  to the next allied active character's check. Notice a single important point in the ongoing encounter, such as an overly curious waiter or some drapes the character can stand behind to avoid being recognized.
  or 	Learn the Strength or Flaw of the targeted character (if an NPC). Add  to the targeted character's next check. Add  to any allied character's next check, including that of the active character.
   or 	Learn the Desire or Fear of the targeted character (or Motivation, if PC). Successfully conceal your true goal in the encounter. Learn the true goal of your target, if the target has one.
	Learn any one Motivation facet of any character in the encounter (with GM approval). Upgrade the difficulty of the targeted character's next check. Upgrade the ability of any allied character's next check, including that of the current active character. Do something vital, such as getting everyone's attention, or distracting all the guards so the character's allies have a chance to do something important.

SPENDING AND IN SOCIAL ENCOUNTERS

Cost	Result Options
or	The active character suffers 1 strain. The active character gets distracted or sidetracked momentarily. This can result in their being unable to activate an ability that requires spending a maneuver on their next turn, or it may just result in their being dragged into a lengthy and boring conversation.
or	The active character accidentally reveals their own Strength or Flaw (if an NPC). Add to the targeted character's next check. The active character or an allied character suffers on their next action.
or	The active character accidentally reveals their own Desire or Fear (or Motivation if a PC). The active character accidentally reveals their true goal in the encounter.
	The active character accidentally reveals a Motivation facet of one of their allies. Learn one false Motivation facet of the target character (that the active character believes to be true). Upgrade the difficulty an allied character's next check, or the next check of the current active character. The active character becomes so embroiled in irrelevant events in the encounter that they cannot do anything important during the next round.

BALANCING SOCIAL ENCOUNTERS

Because PCs commonly act as a group, they regularly confront individual NPCs in social situations. This can let the PCs overcome obstacles too easily, because the PCs make multiple checks for everyone one check a single NPC makes.

This is especially true with the structured social encounter method. The NPC simply doesn't get enough opportunities to counter the PCs. Also, PCs often take different and conflicting approaches to winning an encounter; some may try to charm or negotiate with the target, while others may try and coerce or order them around. While from a gameplay standpoint, this is handled by various skill checks, it can result in an unrealistic conversation.

This section discusses different approaches to dealing with these issues in social situations.

MANAGING ACTIONS

One of the primary issues is that the PC actions outnumber the NPC's actions. Here are a few approaches to balancing them out. The GM may use one or several in conjunction, depending on the encounter.

Extra Activations

If the NPC is a nemesis, the GM may choose to use the **Nemesis Extra Activation Rules** on page 105, giving the NPC an extra turn each round. This goes a long way toward making a nemesis feel more powerful toward the PCs.

Distracting the PCs

Depending on the situation, the GM can design a social encounter with additional tasks for the group to accomplish. This way, while some PCs engage with the main social opponent, the rest can do something equally vital. They could be learning secrets about the opponent, distracting the opponent's allies, or searching their surroundings.

Refusing Engagement

In situations where there are social protocols that influence or dictate the interactions between individuals, the NPC may initially refuse to listen to or discuss anything with someone who is breaking that protocol. Only a few PCs might properly meet the criteria.

Main Adversaries and Supporters

The GM can add in a few rival or minion NPCs to back up the main adversary with social checks of their own and abilities that support their boss. In these encounters, the PCs win if they get the boss to capitulate or compromise. This means the PCs can succeed at the encounter just as quickly, but if they don't act fast, they may be defeated by the main adversary's allies.

MULTIPLE CHECKS, MORE DICE

The following approaches focus on ways to modify dice pools, or reduce the number of checks being made to keep the game moving.

Dealing with Conflicting Assertions

Initially, an NPC's Personality should be what determines whether they respond favorably to certain arguments or approaches. However, as the encounter continues, if a PC threatens the NPC, and then the next PC tries to charm them, the GM can add to the check and remark that the NPC is becoming confused and distrustful. If this back-and-forth continues, the GM can add more as the NPC starts to distrust everything the PCs say.

Sometimes this back-and-forth approach can be used effectively, such as a "good cop, bad cop" situation. However in that case, the two partners have to at least be pretending to work against each other, so that the NPC is fooled into thinking they're on different sides.

Cooperation

PCs who cooperate with each other by making similar or complementary statements should probably make assisted checks. This cuts down on the number of checks made against the NPC and helps manage the number of actions. Even though only one player is rolling the dice, the GM can ask each of the players to narratively describe their character's approach when making the assisted check. This allows everyone to still participate.

GROUP LEADERS

When dealing with a large group of people, it is easy and common for PCs to target solely the leader. To reflect the relative power of the group and its support, the GM may temporarily increase the leader's strain threshold, making it more difficult to defeat the leader in a social encounter. The group need not be present to apply the strain increase, but the GM might consider lowering the increase if it is not in the immediate vicinity. An unpopular or otherwise weakened leader may also lower the amount of increase.

GROUP LEADER STRAIN

THRESHOLD MODIFICATIONS

Size of Group	Strain Threshold Increase
10-25	+5
26-50	+10
51-100	+15
101-500	+20
501+	+25

EXPANDED VEHICLE RULES

(Genesys Core Rulebook 220)

The rules presented here govern how vehicles in structured time and combat function in the Genesys RPG system, and offer GMs an alternative way of handling such encounters. Although largely the same as the Star Wars RPG rules for starship and vehicle combat, there are a few notable changes, which are detailed below.

SPEED & MOVEMENT

Vehicle movement is a "forced move". Depending on the speed a vehicle is traveling, it automatically moves a certain number of range bands in the direction it is traveling. Minor steering and relocation is done through the **Reposition** maneuver, while anything more significant may require a **Dangerous Driving** action. While a vehicle's current speed is 1 or higher, certain other effects may apply to it (See **Vehicle Speeds in Structured Encounters**).

VEHICLE SPEEDS IN STRUCTURED ENCOUNTERS

Speed	Forced Move	Other Effects
0	0 range band	-
1-2	2 range bands	-
3-4	3 range bands	Upgrade the difficulty of all Piloting checks once. Add +20 to the result of any Critical Hits suffered as a result of a collision
5+	4 range bands	Upgrade the difficulty of all combat checks targeting the vehicle once. Upgrade the difficulty of all Piloting checks twice. Add +40 to the result of any Critical Hits suffered as a result of a collision

DEFENSE

In Genesys, vehicle Defense is simplified, and works in exactly the same way as Defense in personal scale. Using this method for vehicle combat means that GMs and players no longer need to track defense zones and makes the **Boost Shields** maneuver more powerful, but also renders the **Angle Deflector Shields** maneuver useless. GMs still need to track relative positioning of vehicles in order to determine Firing Arcs for weapons, however.

NEW MANEUVERS

BRACE FOR IMPACT

Pilot Only: Yes
Silhouette: Any
Speed: Any

Until the beginning of the pilot's next turn, whenever the vehicle is dealt damage, the pilot may have the vehicle suffer system strain up to its silhouette to reduce the damage it suffers by that amount, to a minimum of 0. Also, until the beginning of the pilot's next turn, whenever the vehicle suffers a Critical Hit, the pilot may have the vehicle suffer system strain up to its silhouette to reduce the Critical Hit result by 10 per point of strain it spends this way, to a minimum of 0. If the result is reduced to 0 this way, the Critical Hit is cancelled.

REPOSITION

Pilot Only: Yes
Silhouette: Any
Speed: 1+

Pilot may move the vehicle one range band. This reflects minor repositioning to avoid obstacles, close or widen distance in a chase, or otherwise shift within the environment in small ways.

NEW ACTIONS

DANGEROUS DRIVING

Pilot Only: Yes
Silhouette: Any
Speed: 1+

The pilot makes a Piloting check with a difficulty equal to the half silhouette of the vehicle. The vehicle's current speed can alter the difficulty of such checks. (In settings that aren't based around such massive vehicles being normal, the difficulty would be equal to the full silhouette instead).

GAIN THE ADVANTAGE

Pilot Only: Yes
Silhouette: 0-4
Speed: 4+

This functions differently than the maneuver with the same name in the starship the vehicle combat section, and is more powerful. The pilot chooses one enemy vehicle and makes a Piloting check, the difficulty of which is determined by the relative speeds of the vehicles involved in the attack (see Speed Advantage Difficulty table on page 26). On success, they gain the advantage. While a pilot has the advantage, upgrade the ability of all combat checks made from the pilot's vehicle against the target vehicle twice, and upgrade the difficulty of all combat checks made by the target vehicle against the pilot's vehicle twice.

Once one pilot gains the advantage, on the following turn, the opponent may attempt to cancel out the advantage by using Gain the Advantage as well. This works as described earlier, but the difficulty of the Piloting check is increased by one. This may be repeated multiple times, with the difficulty increased each time. The difficulties for this action are the same as those presented in the **Speed Advantage Difficulty Table** on page 26.

COMBAT CHECKS

Instead of determining the difficulty of a combat check using a vehicle's weapon simply by using its silhouette, GMs may also make range a factor. This follows similar rules to personal combat ranges, with Close functioning similarly to engaged range. This is the range band where the weapons small starfighters and other vehicles of similar sizes function within. The increased difficulty of using starship weapons in Close range compared to Short represents the challenge of locking onto a target vehicle when both are engaged in tight maneuvers against one another. Short range, although easier, is much more restrictive in what weapons are capable of being used at such distance in small ship combat (mostly torpedoes and comparable weapons).

In addition to being affected by range bands, vehicle combat checks are modified based on silhouette differences between the attacker and target as in normal rules, however the effect is limited to a single ♦ being added or removed.

PLANETARY RANGED ATTACK DIFFICULTIES

Planetary Range Band	Difficulty
Close (Engaged)	♦♦
Short	♦
Medium	♦♦
Long	♦♦♦
Extreme	♦♦♦♦

ATTACK DIFFICULTY SILHOUETTE MODIFIERS

Attacker Silhouette	Modifier
Equal or 1 larger/smaller than target	-
2 or more smaller than target	Subtract ♦
2 larger than target	Add ♦