

Edge of the Empire Character Creation

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Step 1: Obligation & Motivation

Each character starts with at least one Obligation. An Obligation may be tangible, such as a debt owed or a bounty on one's head, or an intangible Obligation, such as an unpaid favor or familial duty.

Over the course of a campaign, Obligations can put pressure on characters--having unresolved Obligations can affect them in very real ways. At the same time, taking on additional Obligations allows characters to obtain goods and services that would normally be far out of reach.

Options for Obligations are as follows:

Addiction, Betrayal, Blackmail, Bounty, Criminal, Debt, Dutybound, Family, Favor, Oath, Obsession, Responsibility.

Each Obligation has two parts:

- A title and narrative description, which, while not having any rules effects, gives depth to the Obligation and how it might be worked into the story.
- A numeric value, indicating the size of the Obligation.

The amount of starting Obligation varies based on the number of players, and we can address that once the number of players is decided.

However, you do have the option to take on additional Obligation (either increasing one, or creating a brand new one) in order to receive a bonus in character creation.

Taking an additional +5 Obligation earns you either +5 XP or +1,000 starting credits.

Taking an additional +10 Obligation earns you +10 XP or +2,500 starting credits.

(Standard starting XP is based on Species, while all characters begin the game with 500

credits.)

As a note, Obligations can affect play. If an Obligation comes into effect, all characters suffer -1 to their max strain, while the character whose Obligation is active suffers double that, at -2. There is a chance that an Obligation can take an ever greater role during the session, doubling the effects for all involved, to -2 and -4 respectively.

Additionally, if the group's total Obligation is over 100, no one may spend XP. You still accrue it, but the pressure put on your crew by all of those debts and problems keeps you from having the time to practice or develop your skills.

Motivation

Everyone picks 1 or 2 Motivations for their character. These give a nice bit of flavor and distinction by helping define what makes a character "tick", and helps distinguish them from characters of the same species/career.

You may have a secret Motivation if you wish. If you do, pick an extra Motivation to serve as a cover.

Ambition

Friendship, Love, Freedom, Fame, Greed, Status, Expertise, Wanderlust/Novelty, Power, Religion/Spirituality

Cause

Religion/Spirituality, The Weak/Charity, Non-Human Rights, Local Politics, Overthrow the Empire, Crime, Emancipation, Droid Rights, Capitalism, Support the Empire

Relationship

(Relationships can be loving and respectful, or antagonistic and competitive, or whatever)
Place of Origin, Pet, Childhood Friend, Comrades, Sibling(s), Mentor, Parents, Extended Family/Clan, Droid Companion, Former Nemesis

Step 2: Selecting a Species

The following species are available to select from:

[Bothans](#)

Species Abilities:

Wound Threshold: 10 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Ability: Free rank in Streetwise. (Note: Characters may not raise a skill above rank 2 during character creation)

Characteristic Rating:

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

[Droids \(Class 4\)](#)

Species Abilities:

Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 175 XP

Special Abilities: Droids do not need to eat, sleep, or breathe, and are unaffected by toxins or poisons. Droids have a cybernetic implant cap of 6 instead of their Brawn rating.

Inorganic: Since droids are inorganic, they do not gain the benefits of recovering with a bacta tank, stimpack, or medicine skill checks. Droids do recover naturally by resting, as their systems attempt self repairs. Otherwise, droids need to be tended to with a Mechanics check, using the same difficulties and results of medicine checks for organic beings. Repair kits can be used to repair damage just like stimpacks are used on organic beings.

Mechanical Being: Droids cannot become Force sensitive, nor acquire a Force Rating by any means. Droids cannot use Force powers, and also cannot be affected by mind-altering Force Powers.

Characteristic Rating:

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

[Gand](#)

Species Abilities:

Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Free rank in Discipline (Note: Characters may not raise a skill above rank 2 during character creation)

Characteristic Rating:

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

[Human](#)

Species Abilities:

Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 110 XP

Special Abilities: Humans start the game with access to one additional specialization in their chosen career. This still counts against the three specialization limit. It does not give the character additional beginning training in additional skills (the player must choose one of the two starting specializations to select ranks in starting skills from).

Characteristic Rating:

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

[Rodian](#)

Species Abilities:

Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Free rank in Survival. (Note: Characters may not raise a skill above rank 2 during character creation)

Characteristic Rating:

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

[Trandoshan](#)

Species Abilities:

Wound Threshold: 12 + Brawn

Strain Threshold: 9 + Willpower

Starting Experience: 90 XP

Special Abilities: Free rank in Perception. (Note: Characters may not raise a skill above rank 2 during character creation)

Regeneration: Whenever a Trandoshan would recover one or more wounds from natural rest or recuperation in a Bacta tank, it recovers one additional wound. It does not recover one additional wound when receiving first aid or medical treatment from a character, or when using a stimpack. Trandoshans can regrow lost limbs as well, though it usually takes at least a month before the limb is usable.

Claws: When a Trandoshan makes Brawl checks to deal damage to an opponent, he deals +1 damage and has a Critical Rating of 3.

Characteristic Rating:

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

[Twilek](#)

Species Abilities:

Wound Threshold: 10 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Abilities: Free rank in either Charm or Deceit. (Note: Characters may not raise a skill above rank 2 during character creation)

Characteristic Rating:

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

[Wookiee](#)

Species Abilities:

Wound Threshold: 14 + Brawn

Strain Threshold: 8 + Willpower

Starting Experience: 90 XP

Special Abilities: Free rank in Brawl. (Note: Characters may not raise a skill above rank 2 during character creation)

Wookiee Rage: When a Wookiee has suffered any wounds, he deals +1 damage with his Brawl and Melee attacks. When a Wookiee is Critically Injured, he deals +2 damage with his Brawl and Melee attacks.

Characteristic Rating:

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

Step 3: Selecting a Career and Specializations

Upon choosing a career you will gain access to 8 Career Skills, and a choice of 3 Specializations, each containing 4 Specialization Skills and a Talent Tree. During Character Creation you may place one rank in 4 of your Career skills, and 2 of your Specialization Skills at no cost. **No skill may be raised above Rank 2 during character creation.**

Your Career and first Specialization are free. Additional Specializations can be purchased with XP.

Upon purchasing additional Specializations, you do not gain any free skill ranks.

[The Bounty Hunter](#)

[The Colonist](#)

[The Explorer](#)

[The Hired Gun](#)

[The Smuggler](#)

[The Technician](#)

[The Force-Sensitive Exile](#)

Talent Tree Notation Key:

[B] = Boost

[S] = Setback

[D] = Difficulty

(TR) = Triumph

(D) = Despair

The Bounty Hunter

Expert trackers, brutal combatants, and effective investigators.

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

Bounty Hunter Specializations

Assassin

Whereas most Bounty Hunters focus primarily on capture, Assassin's are generally tasked with the straightforward task of terminating their targets.

Spec Skills: *Coordination, Skulduggery, Stealth, and Melee.*

Gadeteer

A one-man battle force, at least for a short time. Specializes in high-tech gear and weapons.

Spec Skills: *Computers, Mechanics, Surveillance, Range (Light)*

Survivalist

The best when it comes to hunting targets that have fled to the farthest ends of the galaxy.

Spec Skills: *Resilience, Survival, Knowledge (Lore), Knowledge (Xenology)*

ASSASSIN TALENT TREE

5	Grit (P) <i>Gain +1 strain threshold.</i>	Lethal Blows <i>Add +10 per rank of Lethal Blows to any Critical Hit rolls inflicted on opponents.</i>	Stalker (P) <i>Add [B] per rank of Stalker to all Stealth, Coordination, and Surveillance checks made outdoors.</i>	Dodge <i>When targeted by combat check, may perform a Dodge incidental to suffer a number of strain and upgrade the Difficulty of the check by that number. Strain suffered this way cannot exceed ranks in Dodge.</i>
10	Precise Aim <i>Once per round, may perform a Precise Aim maneuver to reduce target's defence by 1.</i>	Jump Up (P) <i>Once per round, may stand from seated or prone as an incidental.</i>	Quick Strike (P) <i>Add [B] per rank of Quick Strike to combat checks against targets that have not acted yet.</i>	Quick Draw <i>Once per round, draw or holster a weapon or accessible item as an incidental.</i>
15	Targeted Blow <i>After making a successful attack, may spend 1 Destiny Point to add damage equal to Agility to result.</i>	Stalker (P) <i>Add [B] per rank of Stalker to all Stealth, Coordination, and Surveillance checks made outdoors.</i>	Lethal Blows <i>Add +10 per rank of Lethal Blows to any Critical Hit rolls inflicted on opponents.</i>	Anatomy Lesson <i>After a successful combat check, may spend 1 Destiny Point to add damage equal to Intellect to the result.</i>
20	Stalker (P) <i>Add [B] per rank of Stalker to all Stealth, Coordination, and Surveillance checks made outdoors.</i>	Sniper Shot <i>Before Making a non-thrown ranged attack, may perform a Sniper Shot maneuver to increase the weapon's range by 1 range band per rank in Sniper Shot. Upgrade the difficulty of the attack 1 per range band increase.</i>	Deadly Accuracy (P) <i>When acquired, choose 1 combat skill. Add ranks in that skill to any damage inflicted while using that combat skill.</i>	Lethal Blows <i>Add +10 per rank of Lethal Blows to any Critical Hit rolls inflicted on opponents.</i>

2 5	Imp. Precise Aim <i>When performing the Precise Aim maneuver, reduce the targets defence by 2 instead of 1.</i>	Sniper Shot <i>Before Making a non-thrown ranged attack, may perform a Sniper Shot maneuver to increase the weapon's range by 1 range band per rank in Sniper Shot. Upgrade the difficulty of the attack 1 per range band increase.</i>	Dedication (P) <i>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</i>	Master of Shadows <i>Once per round, suffer 2 strain to decrease difficulty of the next Stealth or Surveillance check by one level.</i>

GADGETEER TALENT TREE

5	Quick Draw <i>Once per round, draw or holster a weapon or accessible item as an incidental.</i>	Toughened (P) <i>Gain +1 wound threshold.</i>	Intimidating (P) <i>May suffer a number of strain to downgrade difficulty of attempted Coerce checks, or upgrade difficulty when targeted by Coerce checks, by an equal number. Strain suffered this way can not exceed ranks in Intimidating.</i>	Point Blank (P) <i>Add 1 damage per rank of Point Blank to damage inflicted when using the Ranged (Heavy) or Ranged (Light) skills at close range or engaged.</i>
1 0	Spare Clip <i>Cannot run out of ammo due to (F). Items with a listed clip size run out of ammo as normal.</i>	Jury Rigged (P) <i>Choose 1 weapon, armor, or other item and give it a permanent improvement as long as it remains in use.</i>	Point Blank (P) <i>Add 1 damage per rank of Point Blank to damage inflicted when using the Ranged (Heavy) or Ranged (Light) skills at close range or engaged.</i>	Disorient <i>After hitting with a combat check, may spend (T) to disorient the target for a number of rounds equal to ranks in Disorient.</i>

15	Brace (P) Perform the Brace maneuver to remove [S] per rank of Brace from next Action. This may only remove [S] added by environmental circumstances.	Armor Master (P) When wearing armor, increase total soak value by 1.	Natural Enforcer Once per sessions, may re-roll any 1 Coerce or Streetwise check.	Stunning Blow When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.
20	Jury Rigged (P) Choose 1 weapon, armor, or other item and give it a permanent improvement as long as it remains in use.	Tinkerer May add one additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.	Deadly Accuracy (P) When acquired, choose 1 combat skill. Add ranks in that skill to any damage inflicted while using that combat skill.	Imp. Stunning Blow When dealing strain damage with Melee or Brawl checks, may spend (T) to stagger target for 1 round.
25	Intimidating (P) May suffer a number of strain to downgrade difficulty of attempted Coerce checks, or upgrade difficulty when targeted by Coerce checks, by an equal number. Strain suffered this way can not exceed ranks in Intimidating.	Dedication (P) Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Imp. Armor Master When wearing armour with a soak value of 2 or higher, increase defence by 1.	Crippling Blow Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever he moves for the remainder of the encounter.

SURVIVALIST TALENT TREE

5	Forager (P) Remove up to [S][S] from skill checks to find food, water, or shelter. Survival checks to forage take half the time.		Stalker (P) Add [B] per rank of Stalker to all Stealth , Coordination , and Surveillance checks made outdoors.		Outdoorsman Remove [S] per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.		Expert Tracker (P) Remove [S] per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.
10	Outdoorsman Remove [S] per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.		Swift (P) Do not suffer usual penalties for moving through difficult terrain.		Hunter Add [B] per rank of Hunter to all checks when interacting with beasts or animals (including combat checks). Add +10 to Critical Injury rolls againsts beasts or animals per rank of Hunter.		Soft Spot After making a successful attack, spend 1 Destiny Point to add damage equal to ranks in Cunning to the result.
15	Toughened (P) Gain +1 wound threshold.		Expert Tracker Remove [S] per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.		Stalker (P) Add [B] per rank of Stalker to all Stealth , Coordination , and Surveillance checks made outdoors.		Natural Outdoorsman Once per sessions, may re-roll any 1 Resilience or Survival check.

20	Toughened (P) <i>Gain +1 wound threshold.</i>	Hunter <i>Add [B] per rank of Hunter to all checks when interacting with beasts or animals (including combat checks). Add +10 to Critical Injury rolls againsts beasts or animals per rank of Hunter.</i>	Expert Tracker (P) <i>Remove [S] per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.</i>	Blooded <i>Add [B] per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by one round per rank of Blooded, to a minimum of one.</i>
25	Resilience (P) <i>Gain +1 soak value.</i>	Dedication (P) <i>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</i>	Grit (P) <i>Gain +1 strain threshold.</i>	Heroic Fortitude <i>May spend 1 Destiny Point to ignore effects of critical injuries on Brawn or Agility checks until end of encounter.</i>

The Colonist

The most out-of-place people in the Outer Rim. Cultural and professional elite with a grasp of the bigger picture.

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

Colonist Specializations

Doctor

In demand almost everywhere they go for their ability to treat wounds and illness.

Spec Skills: *Cool, Medicine, Resilience, Knowledge (Education)*

Politico

Can talk to anyone about anything in any way he needs to.

Spec Skills: *Charm, Coerce, Deceit, Negotiation*

Scholar

With the danger of a "thousand thousand worlds", someone who knows something other than how to reload a blaster can be quite useful in any number of situations.

Spec Skills: *Perception, Knowledge (Outer Rim), Knowledge (Underworld), Knowledge (Xenology)*

DOCTOR TALENT TREE

5	Surgeon <i>When making a Medicine check to help a character recover wounds, the target recovers 1 additional wound per rank of Surgeon.</i>	Bacta Specialist <i>Patients regain 1 additional wound per rank of Bacta Specialist when they recover wounds from Bacta tanks or long term care.</i>	Grit (P) <i>Gain +1 strain threshold.</i>	Resolve (P) <i>When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.</i>
10	Stim Application <i>Take the Stim Application Action; make an Average [D][D] Medicine check. If successful, 1 engaged ally increases 1 characteristic by 1 and suffers 4 strain.</i>	Grit (P) <i>Gain +1 strain threshold.</i>	Surgeon (P) <i>When making a Medicine check to help a character recover wounds, the target recovers 1 additional wound per rank of Surgeon.</i>	Resolve (P) <i>When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.</i>
15	Surgeon (P) <i>When making a Medicine check to help a character recover wounds, the target recovers 1 additional wound per rank of Surgeon.</i>	Bacta Specialist (P) <i>Patients regain 1 additional wound per rank of Bacta Specialist when they recover wounds from Bacta tanks or long term care.</i>	Bacta Specialist (P) <i>Patients regain 1 additional wound per rank of Bacta Specialist when they recover wounds from Bacta tanks or long term care.</i>	Pressure Point <i>When making a Brawl check against an opponent, instead of dealing damage, may deal equivalent strain plus additional strain equal to ranks in Medicine (this ignores soak).</i>

20	Imp. Stim App. <i>When performing Stim Application Action, may increase difficulty of check to Hard [D][D][D], and target only suffers 1 strain.</i>		Natural Doctor <i>Once per session, may re-roll any 1 Medicine check.</i>		Grit (P) <i>Gain +1 strain threshold.</i>		Anatomy Lessons <i>After a successful combat check, spend 1 Destiny Point to add damage equal to Intellect to the result.</i>
25	Supreme Stim App. <i>When performing the Stim Application Action, spend a (T) to increase an additional Characteristic by 1, to a maximum of 5.</i>		Master Doctor <i>Once per round, suffer 2 strain to decrease the difficulty of a Medicine check by 1.</i>		Dedication (P) <i>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</i>		Dodge <i>When targeted by a combat check, may perform a Dodge incidental to suffer a number of strain and upgrade the Difficulty of the check by that number. Strain suffered this way cannot exceed ranks in Dodge.</i>

POLITICO TALENT TREE

5	Kill with Kindness (P) <i>Remove [S] per rank of Kill with Kindness from all Charm and Leadership checks.</i>		Grit (P) <i>Gain +1 strain threshold.</i>		Plausible Deniability <i>Remove [S] per rank of Plausible Deniability from all Coerce and Deceit checks.</i>		Plausible Deniability (P) <i>Remove [S] per rank of Plausible Deniability from all Coerce and Deceit checks.</i>
10	Inspiring Rhetoric <i>Take an Inspiring Rhetoric action; make an Average [D][D] Leadership check. Each Success causes 1 ally in close range to recover 1 strain.</i>		Kill with Kindness <i>Remove [S] per rank of Kill with Kindness from all Charm and Leadership checks.</i>		Scathing Tirade <i>Take a Scathing Tirade action; make a Hard [D][D][D] Coerce check. Each Success causes one enemy in close range to suffer 1 strain.</i>		Plausible Deniability (P) <i>Remove [S] per rank of Plausible Deniability from all Coerce and Deceit checks.</i>

	<i>Spend (A) to cause 1 affected ally to recover 1 additional strain.</i>				<i>Spend (A) to cause 1 affected enemy to suffer 1 additional strain.</i>		
15	Kill with Kindness (P) <i>Remove [S] per rank of Kill with Kindness from all Charm and Leadership checks.</i>		Imp. Inspiring Rhetoric <i>Each ally affected by Inspiring Rhetoric gains [B] on all skill checks for a number of rounds equal to ranks in Leadership.</i>		Imp. Scathing Tirade <i>Each enemy affected by Scathing Tirade suffers [S] on all skill checks equal to ranks in Coerce.</i>		Well Rounded (P) <i>Choose any 2 Skills. They permanently become Career Skills.</i>
20	Grit (P) <i>Gain +1 strain threshold.</i>		Sup. Inspiring Rhetoric <i>Suffer 1 strain to perform Inspiring Rhetoric as a maneuver, not an action.</i>		Sup. Scathing Tirade <i>Suffer 1 strain to perform Scathing Tirade as a maneuver, not an action.</i>		Nobody's Fool (P) <i>May upgrade the difficulty of incoming Charm, Coerce or Deceit checks once per rank of Nobody's Fool.</i>
25	Steely Nerves <i>Spend 1 Destiny Point to ignore effects of critical injuries on Willpower or Presence checks until end of encounter.</i>		Dedication (P) <i>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</i>		Natural Charmer <i>Once per session, may re-roll any 1 Charm or Deceit check.</i>		Intense Presence (P) <i>Spend a Destiny Point to recover strain equal to Presence rating.</i>

SCHOLAR TALENT TREE

5	Respected Scholar (P) May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.	Speaks Binary When directing NPC Droids, may grant them [B] per rank of Speaks Binary on checks.	Researcher Remove [S] per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.	Brace (P) Perform the Brace maneuver to remove [S] per rank of Brace from next Action. This may only remove [S] added by environmental circumstances.
10	Researcher Remove [S] per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.	Respected Scholar (P) May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.	Resolve (P) When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.	Researcher (P) Remove [S] per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.
15	Codebreaker Remove [S] per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.	Knowledge Spec (P) When acquired, choose 1 Knowledge skill. When making that skill check, may spend (TR) to gain additional successes equal to ranks in Knowledge Specialization.	Natural Scholar Once per session, may re-roll any 1 Knowledge skill check.	Well Rounded (P) Choose any 2 Skills. They permanently become Career Skills.
20	Knowledge Spec (P) When acquired, choose 1 Knowledge skill. When making that skill check, may spend (TR) to gain additional	Codebreaker Remove [S] per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty	Confidence May decrease difficulty of any Discipline check to avoid fear by 1 per rank of Confidence.	Resolve (P) When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.

	successes equal to ranks in Knowledge Specialization.		of checks to break codes or decrypt communications by 1.			
2 5	Intense Focus Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of next skill check once.		Mental Fortress Spend 1 Destiny Point to ignore effects of critical injuries on Intellect or Cunning checks until end of encounter.		Dedication (P) Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Brace (P) Perform the Brace maneuver to remove [S] per rank of Brace from next Action. This may only remove [S] added by environmental circumstances.

The Explorer

Those who seek to uncover the countless mysterious and opportunities out in the vastness.

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

Explorer Specializations

Fringer

Part-negotiator, part-astrogator, and savvy in the ways of the galaxy beyond the Core Worlds. A jack of all trades.

Spec Skills: *Astrogation, Coordination, Negotiation, Streetwise*

Scout

There's finding a planet, and then there's going down to the planet and seeing what's what.

Spec Skills: *Athletics, Pilot (Planet), Survival, Surveillance*

Trader

Those who seek to take what they find and turn it into a healthy profit.

Spec Skills: *Deceit, Negotiation, Knowledge (Core Worlds), Knowledge (Education)*

FRINGER TALENT TREE

5	Galaxy Mapper Remove [S] per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.	Street Smarts (P) Remove [S] per rank of Street Smarts from Streetwise or Surveillance checks.	Rapid Recovery (P) When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.	Street Smarts Remove [S] per rank of Street Smarts from Streetwise or Surveillance checks.
10	Let's Ride Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental.	Skilled Jockey (P) Remove [S] per rank of Skilled Jockey from all Pilot (Planet) and (Space) checks.	Grit (P) Gain +1 strain threshold.	Toughened (P) Gain +1 wound threshold.
15	Master Starhopper Once per round, suffer 2 strain to decrease the difficulty of next Astrogation check by 1 to a minimum of Easy [D]	Defensive Driving Increase defence of vehicle or starship being pilot by 1 per rank of Defensive Driving.	Rapid Recovery When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.	Durable May reduce any Critical Hit suffered by 10 per rank of Durable to a minimum of 1.
20	Rapid Recovery (P) When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.	Jump Up Once per round, may stand from seated or prone as an incidental.	Grit (P) Gain +1 strain threshold.	Knockdown (P) After hitting with a melee attack, may spend (TR) to knock the target prone.

2 5	Dedication (P) <i>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</i>		Toughened (P) <i>Gain +1 wound threshold.</i>		Dodge <i>When targeted by a combat check, may perform a Dodge incidental to suffer a number of strain and upgrade the Difficulty of the check by that number. Strain suffered this way cannot exceed ranks in Dodge.</i>	Dodge <i>When targeted by a combat check, may perform a Dodge incidental to suffer a number of strain and upgrade the Difficulty of the check by that number. Strain suffered this way cannot exceed ranks in Dodge.</i>
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SCOUT TALENT TREE

5	Rapid Recovery <i>When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.</i>		Stalker (P) <i>Add [B] per rank of Stalker to all Stealth, Coordination, and Surveillance checks made outdoors.</i>		Grit (P) <i>Gain +1 strain threshold.</i>	Shortcut <i>During a chase, add [B] per rank in Shortcut to any checks made to catch or escape an opponent.</i>
1 0	Forager (P) <i>Remove up to [S][S] from skill checks to find food, water, or shelter. Survival checks to forage take half the time.</i>		Quick Strike (P) <i>Add [B] per rank to Quick Strike to combat checks against targets that have not acted yet.</i>		Let's Ride <i>Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental.</i>	Disorient <i>After hitting with a combat check may spend (TR) to disorient the target for a number of rounds equal to ranks in Disorient.</i>

1 5	Rapid Recovery <i>When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.</i>	Natural Hunter <i>Once per session re-roll any 1 Perception or Vigilance check.</i>	Familiar Suns <i>Once per session, may perform a Familiar Suns maneuver; make a Hard [D][D][D] Knowledge (Outer Rim) or Knowledge (Core Worlds) check to reveal the current type of planetary environment and other useful information.</i>	Shortcut <i>During a chase, add [B] per rank in Shortcut to any checks made to catch or escape an opponent.</i>
2 0	Grit (P) <i>Gain +1 strain threshold.</i>	Heightened Awareness <i>Allies within close range add [B] to Perception or Vigilance checks. Engaged allies add [B][B]</i>	Toughened <i>Gain +1 wound threshold.</i>	Quick Strike (P) <i>Add [B] per rank to Quick Strike to combat checks against targets that have not acted yet.</i>
2 5	Utility Belt <i>Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented tool from a utility belt or satchel, with a rarity no greater than 3. This may not be a weapon.</i>	Dedication (P) <i>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</i>	Stalker (P) <i>Add [B] per rank of Stalker to all Stealth, Coordination, and Surveillance checks made outdoors.</i>	Disorient <i>After hitting with a combat check may spend (TR) to disorient the target for a number of rounds equal to ranks in Disorient.</i>

TRADER TALENT TREE

5	Know Somebody (P) <i>Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.</i>	Convincing Demeanor <i>Remove [S] per rank of Convincing Demeanor from Deceit or Skulduggery checks.</i>	Wheel and Deal <i>When selling goods legally, gain 10% more credits per rank of Wheel and Deal.</i>	Smooth Talker (P) <i>When first acquired, choose 1 Skill; Charm, Coerce, Negotiate, or Deceit. When making checks with that skill, may spend (TR) to gain additional successes equal to ranks in Smooth Talker.</i>
10	Wheel and Deal <i>When selling goods legally, gain 10% more credits per rank of Wheel and Deal.</i>	Grit (P) <i>Gain +1 strain threshold.</i>	Spare Clip <i>Cannot run out of ammo due to (D). Items with a listed clip size run out of ammo as normal.</i>	Grit (P) <i>Gain +1 strain threshold.</i>
15	Know Somebody (P) <i>Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.</i>	Nobody's Fool <i>May upgrade difficulty of incoming Charm, Coerce, or Deceit checks once per rank of Nobody's Fool.</i>	Smooth Talker (P) <i>When first acquired, choose 1 Skill; Charm, Coerce, Negotiate, or Deceit. When making checks with that skill, may spend (TR) to gain additional successes equal to ranks in Smooth Talker.</i>	Nobody's Fool <i>May upgrade difficulty of incoming Charm, Coerce, or Deceit checks once per rank of Nobody's Fool.</i>
2	Wheel and Deal	Steely Nerves	Black Market	Black Market

0	When selling goods legally, gain 10% more credits per rank of Wheel and Deal.		Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until end of encounter.		Contacts (P) When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.		Contacts (P) When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.
25	Know Somebody (P) Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.		Natural Negotiator Once per session, may re-roll any one Cool or Negotiate check.		Dedication (P) Gain +1 to a single characteristic. This cannot bring a characteristic above 6.		Master Merchant When buying or selling goods, or paying off or taking Obligation, may suffer 2 strain to sell for 25% more, buy for 25% less, pay off 1 more Obligation, or take 1 less.

The Hired Gun

When it comes to shooting, the Hired Gun is at the forefront.

Career Skills: *Athletics, Discipline, Pilot (Planet), Resilience, Vigilance, Brawl, Melee, Range (Light)*

Hired Gun Specializations

Bodyguard

Defenders of people and places.

Spec Skills: *Perception, Pilot (Planet), Gunnery, Ranged (Heavy)*

Marauder

Up close and personal fighters, with weapons in hand, smashing and slashing.

Spec Skills: *Coerce, Resilience, Survival, Melee.*

Mercenary Soldier

The warfare expert--a master of ranged combat and military tactics.

Spec Skills: *Gunnery, Ranged (Heavy), Discipline, Leadership.*

BODYGUARD TALENT TREE

5	Toughened (P) <i>Gain +1 wound threshold.</i>		Barrage <i>Add 1 damage per rank of Barrage to damage inflicted while using the Ranged (Heavy) or Gunnery skills at medium or long range.</i>		Durable (P) <i>May reduce any Critical Hit suffered by 10 per rank of Durable to a minimum of 1.</i>		Grit (P) <i>Gain +1 strain threshold.</i>
10	Body Guard <i>Once per round, may perform a Body Guard maneuver to guard an engaged character. Until the beginning of the next turn, any attacks targeting guarded character suffer [S]</i>		Hard Headed <i>When staggered or disoriented, perform the Hard Headed Action; make a Daunting [D][D][D][D] Discipline check to remove status. Difficulty decreases per rank of Hard Headed.</i>		Barrage (P) <i>Add 1 damage per rank of Barrage to damage inflicted while using the Ranged (Heavy) or Gunnery skills at medium or long range.</i>		Brace (P) <i>Perform the Brace maneuver to remove [S] per rank of Brace from next Action. This may only remove [S] added by environmental circumstances.</i>
15	Imp. Body Guard <i>When using Body Guard to guard another character, may perform 2 maneuvers to increase difficulty of attacks targeting guarded character by 1 instead of adding [S]</i>		Side Step (P) <i>Once per round, may perform a Side Step maneuver; until next turn, add [S] to opponent's ranged combat checks.</i>		Defensive Stance (P) <i>Once per round, perform a Defensive Stance maneuver; until next turn, add [S] to opponent's melee combat checks.</i>		Brace (P) <i>Perform the Brace maneuver to remove [S] per rank of Brace from next Action. This may only remove [S] added by environmental circumstances.</i>
2	Resilience (P)		Imp. Side Step		Imp. Defensive		Hard Headed

0	Gain +1 soak value.		May perform 2 maneuvers when Side Stepping to increase difficulty of opponent's ranged combat checks by 1 instead.		Stance May perform 2 maneuvers when using Defensive Stance to increase difficulty of opponent's melee combat checks by 1 instead.		When staggered or disoriented, perform the Hard Headed Action; make a Daunting [D][D][D][D] Discipline check to remove status. Difficulty decreases per rank of Hard Headed.
25	Dedication (P) Gain +1 to a single characteristic. This cannot bring a characteristic above 6.		Barrage Add 1 damage per rank of Barrage to damage inflicted while using the Ranged (Heavy) or Gunnery skills at medium or long range.		Toughened (P) Gain +1 wound threshold.		Imp. Hard Headed When incapacitated due to strain exceeding threshold, may take a more difficult Hard Headed action to regain consciousness and reduce strain by 1.

MARAUDER TALENT TREE

5	Toughened (P) Gain +1 wound threshold.		Frenzied Attack When making a Melee or Brawl check, may suffer a number of strain to upgrade the attack an equal number of times. The number may not exceed ranks in Frenzied Attack.		Feral Strength Add 1 damage per rank of Feral Strength to damage inflicted while using the Brawl or Melee skills.		Lethal Blows Add +10 per rank of Lethal blows to any Critical Hit rolls inflicted on opponents.
1	Feral Strength (P)		Toughened (P)		Heroic Fortitude		Knockdown (P)

0	Add 1 damage per rank of Feral Strength to damage inflicted while using the Brawl or Melee skills.		Gain +1 wound threshold.		Spend 1 Destiny Point to ignore effects of critical injuries on Brawn or Agility checks until end of encounter.		After hitting with a melee attack, spend (TR) to knock the target prone.
15	Resilience (P) Gain +1 soak value.		Lethal Blows Add +10 per rank of Lethal blows to any Critical Hit rolls inflicted on opponents.		Toughened (P) Gain +1 wound threshold.		Frenzied Attack When making a Melee or Brawl check, may suffer a number of strain to upgrade the attack an equal number of times. The number may not exceed ranks in Frenzied Attack.
20	Toughened (P) Gain +1 wound threshold.		Feral Strength (P) Add 1 damage per rank of Feral Strength to damage inflicted while using the Brawl or Melee skills.		Natural Brawler Once per session, re-roll any 1 Brawl or Melee check.		Lethal Blows Add +10 per rank of Lethal blows to any Critical Hit rolls inflicted on opponents.
25	Frenzied Attack When making a Melee or Brawl check, may suffer a number of strain to upgrade the attack an equal number of times. The number may not exceed ranks in Frenzied Attack.		Resilience (P) Gain +1 soak value.		Defensive Stance Once per round, perform a Defensive Stance maneuver; until next turn, add [S] to opponent's melee combat checks.		Dedication (P) Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

MERCENARY SOLDIER TALENT TREE

5	Command Add [B] per rank of Command when making Leadership checks. Affected targets add [B] to Discipline checks for next 24 hours.	Second Wind (P) Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.	Point Blank Add 1 damage per rank of Point Blank to damage inflicted while using the Ranged (Heavy) or Ranged (Light) skills at close range or engaged.	Toughened (P) Gain +1 wound threshold.
10	Second Wind (P) Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.	Confidence May decrease difficulty of any Discipline check to avoid fear by 1 per rank of Confidence.	Strong Arm Treat thrown weapons as if they had 1 greater range.	Point Blank Add 1 damage per rank of Point Blank to damage inflicted while using the Ranged (Heavy) or Ranged (Light) skills at close range or engaged.
15	Field Commander Take a Field Commander action; make a Medium [D][D] Leadership check. A number of allies equal to presence may immediately suffer 1 strain to perform a free maneuver.	Command (P) Add [B] per rank of Command when making Leadership checks. Affected targets add [B] to Discipline checks for next 24 hours.	Natural Marksman Once per session, re-roll any 1 Ranged (Light) or Ranged (Heavy) check.	Sniper Shot Before Making a non-thrown ranged attack, may perform a Sniper Shot maneuver to increase the weapon's range by 1 range band per rank in Sniper Shot. Upgrade the difficulty of the attack 1 per range band increase.
2	Imp. Field	Grit (P)	Toughened (P)	Targeted Blow

0	Commander <i>Field Commander action effects allies equal to double Presence, and may spend (TR) to allow allies to suffer 1 strain and gain a free action instead.</i>	<i>Gain +1 strain threshold.</i>	<i>Gain +1 wound threshold.</i>	<i>After making a successful attack, may spend 1 Destiny Point to add damage equal to Agility to result.</i>
2 5	Deadly Accuracy (P) <i>When acquired, choose 1 combat skill. Add ranks in that skill to any damage inflicted while using that combat skill.</i>	True Aim <i>Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.</i>	Dedication (P) <i>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</i>	True Aim <i>Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.</i>

The Smuggler

The Universal opportunist.

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

Smuggler Specializations

Pilot

Lots of people can fly a starship, but not many can make it dance like a true Pilot.

Spec Skills: *Astrogation, Pilot (Planet), Pilot (Space), Gunnery*

Scoundrel

Part con artist, part gunslinger, and part cantina brawler.

Spec Skills: *Charm, Cool, Brawl, Ranged (Light)*

Thief

A covert operative.

Spec Skills: *Skulduggery, Vigilance, Knowledge (Underworld), Stealth*

PILOT TALENT TREE

5	Full Throttle <i>Take a Full Throttle Action; make a Hard [D][D][D] Pilot check to increase a vehicle's speed by 1 for a number of rounds equal to Cunning</i>	Skilled Jockey (P) <i>Remove [S] per rank of Skilled Jockey from all Pilot (Planet) and (Space) checks.</i>	Galaxy Mapper <i>Remove [S] per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.</i>	Let's Ride (P) <i>Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental.</i>
10	Skilled Jockey <i>Remove [S] per rank of Skilled Jockey from all Pilot (Planet) and (Space) checks.</i>	Dead to Rights <i>Spend 1 Destiny Point to add additional damage equal to half Agility (rounded up) to attacks made with ship or vehicle-mounted weaponry.</i>	Galaxy Mapper <i>Remove [S] per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.</i>	Rapid Recovery (P) <i>When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.</i>
15	Imp. Full Throttle <i>Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to Medium [D][D]</i>	Imp. Dead to Rights <i>Spend a Destiny Point to add additional damage equal to Agility to attacks with ship or vehicle weaponry.</i>	Grit (P) <i>Gain +1 strain threshold.</i>	Natural Pilot <i>Once per session, re-roll any 1 Pilot or Gunnery check.</i>
20	Grit (P) <i>Gain +1 strain threshold.</i>	Sup. Full Throttle <i>When performing Full Throttle, speed increases by 2 instead of 1.</i>	Tricky Target (P) <i>Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.</i>	Defensive Driving <i>Increase defence of vehicle or starship being pilot by 1 per rank of Defensive Driving.</i>

2 5	Master Pilot (P) Once per round when piloting a starship or vehicle, may suffer 2 strain to perform any action as a maneuver.		Dedication (P) Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Toughened (P) Gain +1 wound threshold.	Brilliant Evason Once per encounter, may take Brilliant Evasion action. Select 1 opponent and maked Opposed Pilot (Planet or Space) test to stop opponent from attacking character for rounds equal to Agility

SCOUNDREL TALENT TREE

5	Black Market Contacts (P) When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50% of base cost per reduction.		Convincing Demeanor (P) Remove [S] per rank of Convincing Demeanor from any Deceit or Skulduggery tests.	Quick Draw Once per round, may draw or holster a weapon or accessible item as an incidental.	Rapid Reaction Suffer a number of strain to add an equal number of successes to initiative checks. Strain suffered this way cannot exceed ranks in Rapid Reaction.
1 0	Convincing Demeanor (P) Remove [S] per rank of Convincing Demeanor from any Deceit or Skulduggery tests.		Black Market Contacts (P) When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50% of base cost per reduction.	Convincing Demeanor (P) Remove [S] per rank of Convincing Demeanor from any Deceit or Skulduggery tests.	Quick Strike (P) Add [B] per rank to Quick Strike to combat checks against targets that have not acted yet.

15	Hidden Storage <i>Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.</i>	Toughened (P) <i>Gain +1 wound threshold.</i>	Black Market Contacts <i>When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50% of base cost per reduction.</i>	Side Step (P) <i>Once per round, may perform a Side Step maneuver; until next turn, add [S] to opponent's ranged combat checks.</i>
20	Toughened (P) <i>Gain +1 wound threshold.</i>	Rapid Reaction <i>Suffer a number of strain to add an equal number of successes to initiative checks. Strain suffered this way cannot exceed ranks in Rapid Reaction.</i>	Hidden Storage <i>Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.</i>	Imp. Side Step <i>May perform 2 maneuvers when Side Stepping to increase difficulty of opponent's ranged combat checks by 1 instead.</i>
25	Dedication (P) <i>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</i>	Natural Charmer <i>Once per session, re-roll any 1 Charm or Deceit check.</i>	Soft Spot <i>After making a successful attack, spend 1 Destiny Point to add damage equal to ranks in Cunning to the result.</i>	Quick Strike (P) <i>Add [B] per rank to Quick Strike to combat checks against targets that have not acted yet.</i>

THIEF TALENT TREE

5	Street Smarts <i>Remove [S] per rank of Street Smarts from Streetwise or Surveillance checks.</i>	Black Market Contacts (P) <i>When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50% of base cost</i>	Indistinguishable (P) <i>Upgrade difficulty of checks to identify character once per rank of Indistinguishable.</i>	Bypass Security (P) <i>Remove [S] per rank of Bypass Security from checks made to disable a security device or open a locked door.</i>
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			<i>per reduction.</i>		
10	Black Market Contacts (P) <i>When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50% of base cost per reduction.</i>		Street Smarts <i>Remove [S] per rank of Street Smarts from Streetwise or Surveillance checks.</i>	Grit (P) <i>Gain +1 strain threshold.</i>	Hidden Storage <i>Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.</i>
15	Stalker (P) <i>Add [B] per rank of Stalker to all Stealth, Coordination, and Surveillance checks made outdoors.</i>		Grit (P) <i>Gain +1 strain threshold.</i>	Rapid Reaction <i>Suffer a number of strain to add an equal number of successes to initiative checks. Strain suffered this way cannot exceed ranks in Rapid Reaction.</i>	Shortcut <i>During a chase, add [B] per rank in Shortcut to any checks made to catch or escape an opponent.</i>
20	Bypass Security (P) <i>Remove [S] per rank of Bypass Security from checks made to disable a security device or open a locked door.</i>		Natural Rogue <i>Once per session, re-roll any 1 Skulduggery, Stealth or Stealth checks.</i>	Street Smarts <i>Remove [S] per rank of Street Smarts from Streetwise or Surveillance checks.</i>	Jump Up <i>Once per round, may stand from seated or prone as an incidental.</i>
25	Master of Shadows <i>Once per round, suffer 2 strain to decrease difficulty of next Stealth or Surveillance check 1 level.</i>		Rapid Recovery <i>When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.</i>	Indistinguishable (P) <i>Upgrade difficulty of checks to identify a character once per rank of Indistinguishable.</i>	Dedication (P) <i>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</i>

The Technician

Masters of technology and mechanical devices.

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

Technician Specializations

Mechanic

The glue that holds everything together, and the grease that makes it all go.

Spec Skills: *Mechanics, Pilot (Space), Skulduggery, Brawl.*

Outlaw Tech

The specialist you call on when you need something out of the ordinary.

Spec Skills: *Mechanics, Streetwise, Knowledge (Education), Knowledge (Underworld)*

Slicer

For the Slicer, a computer or datapad is just a puzzle to solve with prizes for doing so.

Spec Skills: *Computers, Surveillance, Knowledge (Education), Knowledge (Underworld)*

MECHANIC TALENT TREE

5	Gearhead Remove [S] per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.		Toughened (P) Gain +1 wound threshold.		Fine Tuning When taking an Action to reduce the amount of strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.		Solid Repairs (P) The character repairs +1 hull integrity per rank of Solid Repairs whenever he repairs a vehicle or starship.
10	Redundant Systems Once per session, may take a Redundant Systems action; make an Easy [D] Mechanics check to harvest components from a functioning device to repair a broken one of similar size and function without breaking the functioning device.		Solid Repairs (P) The character repairs +1 hull integrity per rank of Solid Repairs whenever he repairs a vehicle or starship.		Gearhead Remove [S] per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.		Grit (P) Gain +1 strain threshold.
15	Solid Repairs (P) The character repairs +1 hull integrity per rank of Solid Repairs whenever he repairs a vehicle or starship.		Gearhead Remove [S] per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.		Bad Motivator Once per session, may take a Bad Motivator action; make a Hard [D][D][D] Mechanics check to cause one targeted device to spontaneously fail.		Toughened (P) Gain +1 wound threshold.

20	Contraption Once per session, make take a Contraption action; make a Hard [D][D][D] Mechanics check to fashion a device to solve a current problem sing just the tools and parts on hand.		Solid Repairs (P) The character repairs +1 hull integrity per rank of Solid Repairs whenever he repairs a vehicle or starship.	Fine Tuning (P) When taking an Action to reduce the amount of strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.	Hard Headed When staggered or disoriented, perform the Hard Headed Action; make a Daunting [D][D][D][D] Discipline check to remove status. Difficulty decreases per rank of Hard Headed.
25	Natural Tinker Once per session you may re-roll any 1 Mechanics check.		Hold Together Spend 1 Destiny point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn it into system strain.	Dedication (P) Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Imp. Hard Headed When incapacitated due to strain exceeding threshold, may take a more difficult Hard Headed action to regain consciousness and reduce strain by 1.

OUTLAW TECH TALENT TREE

5	Tinkerer (P) May add one additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.		Utinni! Remove [S] per rank of Utinni! from checks to find or scavenge items or gear. Such checks take half usual time.		Speaks Binary When directing NPC Droids, may grant them [B] per rank of Speaks Binary on checks.		Tinkerer (P) May add one additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.
10	Solid Repairs (P) The character repairs +1 hull integrity per rank of Solid Repairs whenever he		Grit (P) Gain +1 strain threshold.		Utinni! Remove [S] per rank of Utinni! from checks to find or scavenge items or gear. Such checks		Toughened (P) Gain +1 wound threshold.

	repairs a vehicle or starship.			take half usual time.		
15	Utility Belt Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented tool from a utility belt or satchel, with a rarity no greater than 3. This may not be a weapon.		Inventor When constructing new items or modifying attachments, add [B] or remove [S] per rank of Inventor.	Brace (P) Perform the Brace maneuver to remove [S] per rank of Brace from next Action. This may only remove [S] added by environmental circumstances.		Point Blank Add 1 damage per rank of Point Blank to damage inflicted when using the Ranged (Heavy) or Ranged (Light) skills at close range or engaged.
20	Jury Rigged (P) Choose 1 weapon, armor, or other item and give it a permanent improvement as long as it remains in use.		Speaks Binary When directing NPC Droids, may grant them [B] per rank of Speaks Binary on checks.	Inventor When constructing new items or modifying attachments, add [B] or remove [S] per rank of Inventor.		Jury Rigged (P) Choose 1 weapon, armor, or other item and give it a permanent improvement as long as it remains in use.
25	Inventor When constructing new items or modifying attachments, add [B] or remove [S] per rank of Inventor.		Dedication (P) Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Known Schematic Once per session, may perform the Known Schematic maneuver; make a Hard [D][D][D] Education check. Success grants familiarity with a building or capital ship's design.		Brace (P) Perform the Brace maneuver to remove [S] per rank of Brace from next Action. This may only remove [S] added by environmental circumstances.

SLICER TALENT TREE

5	Codebreaker Remove [S] per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.	Grit (P) Gain +1 strain threshold.	Technical Aptitude Reduce time needed to complete Computer-related tasks by 25% per rank.	Bypass Security (P) Remove [S] per rank of Bypass Security from checks made to disable a security device or open a locked door.
10	Defensive Slicing Defending computer systems, add [S] per rank of Defensive Slicing to opponent's checks.	Technical Aptitude Reduce time needed to complete Computer-related tasks by 25% per rank.	Grit (P) Gain +1 strain threshold.	Bypass Security (P) Remove [S] per rank of Bypass Security from checks made to disable a security device or open a locked door.
15	Natural Programmer Once per session re-roll any 1 Computers or Astrogation check.	Bypass Security Remove [S] per rank of Bypass Security from checks made to disable a security device or open a locked door.	Defensive Slicing Defending computer systems, add [S] per rank of Defensive Slicing to opponent's checks.	Grit (P) Gain +1 strain threshold.
20	Defensive Slicing Defending computer systems, add [S] per rank of Defensive Slicing to opponent's checks.	Imp. Defensive Slicing (P) Defensive slicing now upgrades opponent's difficulty once per rank of Defensive Slicing. This replaces the	Codebreaker Remove [S] per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break	Resolve (P) When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.

			<i>usual Defensive Slicing Benefits.</i>		<i>codes or decrypt communications by 1.</i>		
2 5	Skilled Slicer <i>When making a Computers check may spend (TR) to make further Computers checks within this system as Maneuvers.</i>		Master Slicer (P) <i>Once per round, may take a Master Slicer incidental to suffer 2 strain and decrease difficulty of Computers or other slicing check by 1, to minimum of Easy [D]</i>		Mental Fortress <i>Spend 1 Destiny Point to ignore effects of critical injuries on Intellect or Cunning checks until end of encounter.</i>		Dedication (P) <i>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</i>

The Force-Sensitive Exile

The Force-Sensitive Exile is not a Career path, but instead a single Specialization. With it, your character becomes able to wield the Force.

Step 4: Skills

GENERAL SKILLS

ASTROGATION (INTELLECT)

The ability to plot a proper path through hyperspace.

- Any time that character wishes to program a navicomputer for a hyperspace jump, he must first use Astrogation to program the navicomputer.
- Astrogation governs a character's basic knowledge of galactic geography. It may be checked any time a character wonders what other systems are nearby.
- In the event characters arrive in an unknown system, they may use a navicomputer and their Astrogation skill to identify their location.
- Astrogation also covers familiarity with the galaxy's hyperspace routes and the types of craft and commerce most common along those routes.

ATHLETICS (BRAWN)

Climbing, Swimming, Leaping, or Lifting.

- Any aspects of climbing—including rappelling or swinging on a line—fall under the purview of the Athletics skill.
- Characters who attempt to swim in difficult conditions must check their Athletics.
- A character's vertical and horizontal jump are both determined through use of an Athletics check.
- Any character can run, but pushing movement to a longer speed or running for an extended time may fall under the purview of an Athletics check.

CHARM (PRESENCE)

Giving just the right compliment by deciphering the target's social and cultural background, though it does require a degree of sincerity.

*Opposed by **Cool**.*

- Persuading an individual to make a special exception to his usual practices through flattery, flirting, and grace typically relies upon Charm.
- Appeals to a target's better nature—even if it does exist—generally require a character to use Charm. These sorts of requests may often require the target to go out of his way to aid the characters, without any hope of remuneration.
- Seduction attempts for most species typically rely upon Charm, but for situations where the interest is entirely feigned, it is often more appropriate to use Deceit.

COERCE (WILLPOWER)

Attempting to instill obedience in a target through the use of threats or acts of physical intimidation.

*Opposed by **Discipline**.*

- Any time a character issues a threat, whether or not it is accompanied by hostile actions, he is using Coerce against the subject. An implied threat--such as gesturing or pointing towards a weapon--is sufficient to invoke Coerce.
- If a target is questioned or persuaded under conditions of physical captivity, the acting character should make a Coerce check. This is particularly true if the subject is physically helpless during the interrogation.
- Acts of torture always invoke Coerce. Of course, physical violence may also induce strain or wounds in a subject. Such actions are separate from the actual Coerce attempt.

COMPUTERS (INTELLECT)

Use, Repair, and Defense of Computer Systems.

- Attempts to open a locked door, control an elevator, or bypass a security system make use of the Computers skill.
- Searching through a subject's records, particularly if those notes are encrypted, makes use of Computers to overcome any security measures and interpret the material's organizational structure and any external links.
- Investigating what actions a slicer might have taken against a computer system requires the Computers skill to identify the files that have been accessed or altered.
- Efforts to alter a droid's programming or gain access to its memories require the acting character to make a Computers check.
- Characters must make a Computers check to recover data from a system that has suffered physical damage.

COOL (PRESENCE)

The ability to stay calm and centered.

*Resists **Charm** and **Negotiation**.*

- Often, when someone is trying to be overly kind, the truth becomes lost among the niceties. Characters can use Cool to resist these efforts, penetrating through to the truth.
- If a character has set a trap for a target, carefully lining up a shot on an unsuspecting foe, he may check for initiative using Cool, as he calmly selects the optimal time to begin the engagement.
- If multiple characters are engaging a third in a social discussion in which the timing of the argument matters, Cool may be used to determine Initiative, as that character is better prepared.

COORDINATION (AGILITY)

Balancing, tumbling, and flexibility.

- A character may attempt to reduce damage suffered when falling, diminishing the impact by rolling into a tumble on a successful Coordination action.
- Walking across a narrow surface, whether a wide beam or a thin pipe, requires a tremendous sense of balance and a successful Coordination check.
- Characters can use Coordination to escape from restrains, contorting their limbs at unusual angles so that bindings slip free.
- Crawling through the twists and turns of a sewage pipe, ventilation duct, or garbage chute may require a successful Coordination check to avoid a sudden fall or worse yet--becoming stuck in place.

DECEIT (CUNNING)

Deception.

*Opposed by **Discipline**.*

- If a character wishes to mislead a buyer or seller about the value of an object, so that he may adjust the purchase price to his advantage, he uses Deceit.
- Any time a character wishes to distract an opponent through guile--even within the context of a physical confrontation--he may make use of Deceit.
- When pursued, a character may choose to use Deceit as a means to lay a false trail, in the hopes that the tracker might make a wrong turn, thus leaving the acting character ample time to escape.

DISCIPLINE (WILLPOWER)

Maintaining composure and acting against your biological instincts and fear.

*Resists **Leadership**, **Coerce**, and **Deceit**.*

- If a character is pinned down by heavy fire, he may need to pass a Discipline check in order to act normally.
- When confronted by a creature with inherently horrifying aspects, a character's ability to engage the foe rather than flee before its might is governed by the Discipline skill.
- Sometimes, a business contact might offer a character a tempting deal that seems far too good to be true. The ability to resist such temptations is based upon Discipline.

LEADERSHIP (PRESENCE)

The ability to instill loyalty and respect in those around you. A combination of making smart decisions, and being firm and decisive when you do so.

*Opposed by **Discipline**.*

- If a character's allies have become subject to the effects of Fear, they may be rallied through a Leadership check.
- When acting in a public venue, a character may use Leadership to sway a crowd to take action, most commonly of a political nature.
- If a character's underlings have fallen before the guile of an opponent, he may reassert their loyalty to his cause by making a successful Leadership check.

MEDICINE (INTELLECT)

The ability to treat injuries or deal with poison and drugs.

- Routine first aid, including medpacs, depend upon a character's abilities in Medicine. These are mercifully simple to use, but the difficulty may be complicated by the severity of the wound.
- The ability to treat a poison--or to inflict one--falls under the Medicine skill. This also governs the use of pharmaceutical and recreational drugs.
- Many planets harbor unique infectious diseases as well as parasites. A well-traveled medical technician may become familiar with both the symptoms and treatments for many such planetary syndromes.
- More serious treatments--including surgeries, cybernetic augmentations, and psychotherapy--are governed by Medicine, but generally require additional pharmaceuticals and medical instruments.

NEGOTIATE (PRESENCE)

The art of Negotiation deals with determining exactly how much of what a subject wants must be surrendered in order to get a particular good or service in return.

*Opposed by **Cool**.*

- Any time a character wishes to purchase goods or services, he must either pay the seller's asking price or utilize the Negotiate skill.
- If a character wishes to sell goods or services--whether legal or of more questionable nature--the final price is determined based upon the Negotiate skill.
- Any time the character participates in a skill-based type of gambling, he uses Negotiate to determine the degree of success, unless he cheats, which falls under Deceit.

PERCEPTION (CUNNING)

Passive awareness.

*Opposed by **Stealth**.*

- If a character is unprepared for a trap or an ambush, he may have an opportunity to make a Perception check prior to falling prey to the assault. Alternatively, this might oppose an attacker's Stealth check.
- Unless the character is actively looking for a disguised individual, Perception is used to oppose Skulduggery efforts that involve such subterfuge.
- Perception may be checked at any time the character has an opportunity to notice a subtle clue--an overhead conversation, the stink of a Jawa, or a drug introduced to their beverage.
- Individuals talented at Perception may accidentally notice subtly hidden objects, such as the latch that secures a smuggling compartment.

PILOT - PLANETARY (AGILITY)

Piloting planetary vehicles in extreme circumstances.

- If a character is confronted with a completely foreign type of atmospheric craft, they must make a Pilot (Planetary) check to decipher its basic controls.
- Any time two characters are involved in a race upon a world's surface, the results are determined by an competitive check using Pilot (Planetary)
- If a character is either chasing another or being chased, losing the follower or maintaining the tail is done through an opposed Pilot (Planetary) check.
- Navigation through a familiar environment is governed by Pilot (Planetary), as this skill represents the character's knowledge of the typical traffic patterns.

PILOT - SPACE (AGILITY)

Piloting a starship in extreme circumstances.

- Whenever two or more craft are involved in a race between the stars, the results of the contest are determined by a competitive check using Pilot (Space)
- Chases, whether they are through asteroid belts, within a crowded battlefield, or skirting the edge of a gravimetric instability, are resolved with an opposed Pilot (Space) check.
- During a space conflict, pilots may often jockey for position to determine which shields face the enemy and which weapons may be brought to bear. When opponents attempt to negate these efforts, the winner is identified through an opposed Pilot (Space) check.

RESILIENCE (BRAWN)

Physical fortitude vs toxins, sleep deprivation, harsh climates, or starvation.

- When a character attempts to go without sleep for significantly longer than is healthy for his species, he must make a Resilience check to remain awake.

- If a character ingests a toxin, he uses Resilience to resist its effects.
- When a character endures prolonged exposure to a hostile environment—including heat, cold, or toxic pollution—the consequences may be mitigated with a successful Resilience check.
- Dehydration and malnutrition can quickly leave a character badly fatigued and susceptible to complications. Resilience is used to resist these effects.

SKULDUGGERY (CUNNING)

Broad range of criminal skills and knowledge.

- If a character attempts to pick a lock or pocket using physical tools rather than programming, then this falls under Skulduggery. Note that not every electronic lock has a physical interface.
- Once an imprisoned character slipped his bonds using Coordination, escaping from a cell would depend largely upon Skulduggery for picking locks and safely navigating away from security elements.
- Identifying the most vulnerable aspects of a security scheme can be nearly intuitive for a character that has become practiced in Skulduggery.

STEALTH (AGILITY)

Sneaky sneaky.

- If a character attempts to blend in with a crowd, hiding simply by acting as though he belongs, his ability to do so is based upon his use of Stealth.
- Attempts to hide from all of an opponent's senses are dependent upon Stealth, though difficulties may be modified by ambient conditions and any applicable gear.
- Characters may attempt to hide people or objects from the attentions of others, either through concealment or misdirection. Such actions are dependent upon their Stealth skill.

STREETWISE (CUNNING)

Gut instinct and experience relating to life on the streets.

- If a character is looking for a merchant who specializes in unsavory goods or illicit services, such a merchant may be located through a Streetwise check.
- Streetwise represents a character's instinct for how to pick up on subtle cues from language and attitudes of those who operate outside of legal structures. It may be used to understand references within conversations.
- Often a character may need to discover what rumors are actively circulating within a region—particularly if those tales include his past actions. Knowing where to ask and how to listen is government by Streetwise.

SURVEILLANCE (INTELLECT)

Active observation.

- Exerting the discipline to conduct a stakeout of an opponent, which may require several days, is covered by Surveillance.
- Operating a vessel's sensors to analyze a planet, asteroid, or even another vessel falls under the Surveillance skill.
- Characters use Surveillance when they actively search an area for a lost or concealed item.
- If a character must analyze an enemy fortification to determine its tactical assets, organizational strategies, and likely layout, he must use his Surveillance skill.

SURVIVAL (CUNNING)

Recognizing dangers of natural environment, as well as exploiting its resources.

- When a character needs to identify safe food, potable water, or shelter in a natural environment, each of these tasks requires a Survival check.
- Characters who are skilled at Survival understand weather patterns. They may recognize the signs of imminent dangerous conditions, and know the best way to prepare.
- Tracking a subject through the wilderness--whether game or a bounty--is dependent upon Survival.
- Survival governs a character's ability to handle domesticated animals, so that they may be used as beasts of burden or as transport.

VIGILANCE (WILLPOWER)

Readiness and reflexes.

- In combat situations, outside of those times when a character has patiently prepared to begin the engagement, Vigilance is used to calculate Initiative.
- Vigilance represents how fastidious a character is about preparing for unexpected crises. Any time there is a question regarding whether a small piece of gear might be available, a Vigilance check can be made to confirm its presence.

COMBAT SKILLS

BRAWL (BRAWN)

Unarmed Attacks.

- Attacks made with Brawl can inflict strain upon their target instead of wounds.
- When using Brawl, a character is at a substantial disadvantage against characters that are armed, as he may not be able to effectively defend against attacks and may have substantially shorter reach.

GUNNERY (AGILITY)

Large, usually vehicle mounted weaponry.

- If a character is piloting a starfighter, it may have weapons that are mounted upon it with a fixed orientation. Prior to making a Gunnery check, the pilot may need to maneuver his craft in order to achieve a firing solution.
- Characters using Gunnery to fire turret mounted weapons may need to hold their action until a pilot can drive the vehicle so that targets are within the weapon's firing arc.
- Exceptionally large weapons may only move on their mounts slowly. It may take multiple turns to bring them to bear, even against exceptionally large, slow moving targets.
- Complex targeting computers and automated weapons mounts are often used with large scale weapons. Operating this equipment also falls under Gunnery.

MELEE (BRAWN)

Attacking with melee weapons.

- Attacks made with Melee inflict wounds upon their target, unless the attacking character has a weapon that specifically induces strain.
- When wielding a melee weapon, a character has a significant advantage over an unarmed opponent, but must take care when approaching a foe wielding a ranged weapon.

RANGED - HEAVY (AGILITY)

Two-handed ranged weapons.

RANGED - LIGHT (AGILITY)

One-handed ranged weapons.

KNOWLEDGE SKILLS

CORE WORLDS (INTELLECT)

Knowledge of the worlds closest to the Galactic Core.

EDUCATION (INTELLECT)

Basic mathematics, science, history, politics. The General Knowledge Skill.

LORE (INTELLECT)

Lost cultures, legends, and artifacts.

OUTER RIM (INTELLECT)

Knowledge of the Outer Rim planets and its peoples.

UNDERWORLD (INTELLECT)

Knowledge of the Who and Where of the criminal world.

XENOLOGY (INTELLECT)

Knowledge of the many races of the galaxy.

HOW TO SPEND XP AND BUILD A CHARACTER

Once you've determined your **Obligation**, **Species**, **Career** and **Specialization**, you're ready to start spending XP.

You'll have Starting XP from your Species, and possibly an additional +5 or +10 if you took on additional Obligation.

When selecting your Career, you may place a free rank in 4 of the 8 skills associated with that Career. You also gain your first Specialization for free, along with an additional 2 free skill ranks chosen from the skills associated with said Specialization.

You cannot raise a skill above 2 during character creation.

At that point, you should have a spread of Characteristics, a Career, a Specialization, and 6 skill ranks distributed (7 if your Species granted one as well).

After this, you can begin to spend XP.

INCREASING CHARACTERISTICS

To increase your Characteristics, you spend XP equal to 10x the next rank. *So, if wanting to raise a characteristic from 2 to 3, it would cost you 30XP.*

You cannot raise a Characteristic above 5 during character creation.

You cannot raise a Characteristic with XP at all *after* character creation, except to purchase the Dedication Talent at the bottom of every Talent Tree, So make sure your stats are what you want them.

SKILL TRAINING

Skills have 2 categories that matter in regards to training. Career Skills, and Non-Career Skills. Skills granted by Careers and Specializations are considered Career Skills. Everything else..isn't.

Skills have a max rank of 5.

To increase your Career Skills, you spend XP equal to 5x the next rank. *So, if wanting to raise a Skill from Rank 1 to 2, it would cost you 10XP.*

To increase your Non-Career Skills, you spend XP equal to 5x the next rank, plus an additional 5. *So, if wanting to put a first rank into a Non-Career skill, it would cost you 10XP. To go from rank 1 to 2, it would cost 15XP.*

ACQUIRING TALENTS

Each Specialization you have grants a Talent Tree. To Purchase a Talent from the tree, simply pay the XP cost on the left hand side of the tree. Each tier of Talents increase their cost by 5XP.

You MUST have a linked Talent to go down from one Tier to the next. A white border indicates the Talents are connected, while a thick black border indicates that they are not.

Some Talents are labeled with a (P), which means that they are **Permanent**. A Permanent Talent is kept even if you lose access to the Talent Tree from which it originated.

ACQUIRING NEW SPECIALIZATIONS

Aside from the first Specialization that you receive for free when you select a Career, you are able to purchase additional Specializations. **You may have up to 3 Specializations at any given time.**

To purchase a Specialization from within your Career, you simply spend 5XP.

To purchase a Specialization from outside your Career, you spend 10XP.

You do NOT gain free skill ranks when purchasing Specializations. Only your initial Specialization grants any free ranks.

EQUIPMENT

RANGED WEAPONS

Name	Skill	DA M	CRIT	RANGE	ENC	HP	PRICE	RARE	SPECIAL
Holdout Blaster	R(L)	5	4	Close	1	0	300	4	Stun Setting
Light Blaster Pistol	R(L)	5	4	Medium	1	2	400	4	Stun Setting
Blaster Pistol	R(L)	6	3	Medium	1	3	500	4	Stun Setting
Heavy Blaster Pistol	R(L)	8	3	Medium	2	3	750	6	Stun Setting
Blaster Carbine	R(H)	10	3	Medium	3	4	850	5	Stun Setting
Blaster Rifle	R(H)	10	3	Long	4	4	900	5	Stun Setting
Heavy Blaster Rifle	R(H)	11	3	Long	6	4	2000	6	Auto-fire, Cumb. 3, Pierce 1
Bowcaster	R(H)	12	3	Medium	5	2	1500	7	Cumb 3, Knkdn 3
Slugthrower	R(L)	4	5	Short	1	0	50	3	
Slugthrower Rifle	R(L)	7	5	Medium	5	1	100	3	Cumb. 2
Bola/Net	R(L)	2	-	Close	1/3	2	20	2	Ensnr 3, Knkdn 3, LmtAm 1
Flame Projector	R(H)	10	2	Close	6	2	1000	6	Burn 3, Blast 10
Frag Grenade	R(L)	8	4	Close	1	0	50	5	Blast 6, LimAm 1
Stun Grenade	R(L)	8	-	Close	1	0	75	4	Blast 8, Disorent 3,

									LimAm 1 StnDmg
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BRAWL AND MELEE WEAPONS

Name	Skill	DAM	CRIT	RANGE	ENC	HP	PRICE	RARITY	SPECIAL
Unarmed	Brawl	+0	5	Engaged	0	0	0	0	Disorient 1 Knockdown
Brass Knuckles	Brawl	+1	4	Engaged	1	0	25	0	Disorient 3
Shock Gloves	Brawl	+0	5	Engaged	0	1	300	2	Stun 3
Combat Knife	Melee	+2	3	Engaged	1	0	25	1	
Gaffi Stick	Melee	+3	3	Engaged	3	0	100	2	Defensv 1, Disorient 3
Truncheon	Melee	+2	5	Engaged	2	0	15	1	Disorient 2
Vibro-Knife	Melee	+3	3	Engaged	1	2	250	3	Pierce 1 Vicious 1
Vibro-axe	Melee	+6	3	Engaged	4	3	750	5	Pierce 2, Sunder, Vicious 3
Vibrosword	Melee	+5	2	Engaged	3	3	750	5	Pierce 2, Vicious 1, Defnsive 1

Weapon Properties

AUTO-FIRE (ACTIVE)

A weapon with auto-fire can be set to shoot in rapid succession and potentially spray an area.

Attacking with a weapon on Auto-fire is generally less accurate and the attacker must increase the difficulty of his attack roll by **[D]**.

Auto-fire requires **(ADV)** to activate and can be activated multiple times. Each time it does so, the weapon deals an additional hit to the target or to another target engaged with the first target.

Each of these counts as an additional hit from the weapon, and each deals base damage plus the number of total **(Su)** scored on the check.

If you want to target additional targets, your roll is against the one most difficult to hit, and you increase the attack roll by an additional **[D]**.

BLAST (ACTIVE)

If the attack is successful and Blast activates, each character (friend or foe) Engaged with the original target suffers wounds equal to the weapon's Blast rating (plus an additional wound per **(Su)** as usual).

BOLA/NET (SPECIAL)

The user may spend **(TR)** to ensure the victim is so entangled that he may not make any maneuvers, and his only action each turn is an **Impossible [D][D][D][D][D] Athletics** check to free himself.

BURN (ACTIVE)

Targets suffer the weapon's base damage for a number of rounds equal to the weapon's Burn rating.

Average **[D][D] Agility** check can be made to put the fire out by rolling around on a hard surface, or an Easy **[D] Agility** check on grass or soft ground. Jumping into water also stops the effect.

This assumes the fire is from actual combustion rather than a chemical reaction.

CUMBERSOME (PASSIVE)

A Cumbersome weapon is large, unwieldy, awkward, or heavy. To wield a Cumbersome weapon properly, the character needs a Brawn characteristic equal to or greater than the weapon's Cumbersome rating. For each point of Brawn the character is deficient, he must increase the difficulty of all checks made while using the weapon by **[D]**.

DEFENSIVE (ACTIVE)

Use a maneuver to increase ranged defense and melee defense by the weapon's Defensive rating. The bonus lasts until the character's next action. This quality is special as it requires a maneuver to activate, not **(ADV)**.

DISORIENT (ACTIVE)

When Disorient is activated, the target is disoriented for a number of rounds equal to the weapon's Disorient rating. A disoriented target adds **[S]** to all skill checks he performs.

ENSNARE (ACTIVE)

When Ensnare is triggered, the target is immobilized for a total number of rounds equal to the weapon's Ensnare rating. An Ensnared target may attempt a **Hard [D][D][D] Athletics** check as his action on his turn to break free from the effect. An immobilized target cannot perform maneuvers.

GRENADES (SPECIAL)

Grenades can be set to detonate on impact or set with a timer to detonate up to 3 rounds after being activated at the beginning of the attacker's action. Some also have a "dead man's" or pressure switch that, once pressed, detonates immediately upon release.

KNOCKDOWN (ACTIVE)

When knockdown is triggered, the target is knocked prone. Unless specified otherwise, Knockdown requires **(ADV)(ADV)** to trigger, plus 1 additional **(ADV)** per silhouette beyond 1.

LIMITED AMMO (PASSIVE)

Limited Ammo equals both the max number of rounds usable before needing to reload (or draw a new one) (a maneuver), and the amount you're purchasing at one time.

PIERCE (PASSIVE)

Ignores one point of soak for each rank of Pierce.

STUN DAMAGE (PASSIVE)

Weapon is only able to deal strain damage. The damage is still reduced by soak.

STUN SETTING (ACTIVE)

Stun setting allows you to switch the weapon to deal Strain damage with an incidental action.

SUNDER (ACTIVE)

When activated, the attacker chooses one item openly wielded by the target (such as a weapon, shield, or item on a belt). That item is damaged one step. Minor > Moderate > Major. If a weapon already suffering Major damage is the target of a successful Sunder, it is destroyed.

Sunder requires one **(ADV)** to activate. If activated multiple times in the same attack, each can be applied against the same weapon, potentially taking a weapon from undamaged to destroyed in a single attack.

VICIOUS (PASSIVE)

When this weapon scores a critical hit, the character adds ten times the Vicious rating to the critical hit roll.

ARMOR

Type	Defense	Soak	Cost	Enc	HP	Rarity
Heavy Clothing	0	1	50	1	0	0
Adverse Enviro Gear	0	1	500	2	1	1
Padded Armor	0	2	500	2	0	1
Armored Clothing	1	1	1000	3	1	6
Laminate	0	2	2500	4	3	5

ADVERSE ENVIRONMENT GEAR

Characters with this gear may ignore one **[S]** imposed by the environment they find themselves in. Of course, the gear must be appropriate to the environment at hand.

GEAR

Item	Cost	Enc	Rarity	
Comlink (handheld)	25	0	0	Capable of distance to low orbit.
Comlink (long range)	200	2	1	High orbit, opposite side of planet.
Holo messenger	250	0	4	Recordings or transmissions.
Electrobinoculars	250	1	1	10 Kilometer range. Low-light
Macrobinoculars	75	1	2	No low-light, shorter distance.
Scanner Goggles	150	0	3	Vision in dark conditions.
General Purpose Scanner	500	2	3	Wide range of scanning functions
Hand Scanner	100	0	2	Single-purpose scanner
Bacta (liter)	20	1	1	Healing of small wounds
Bacta (full tank)	4,000	12	1	Full body recovery
Emergency Medpac	100	1	1	Used to treat injuries without a penalty.
Medpac	400	2	2	Used to treat injuries without a penalty. Also grants [B] to the attempt. Additionally, grants 1 Stimpack use per scene.
Stimpack	25	0	1	Used to heal wounds during combat. First stimpack applied during an encounter heals 5 wounds, the second heals 4, and so on.
Synthskin	10	-	1	Used to treat minor cuts and scrapes.
Com Jammer	400	4	3	
Disguise Kit	100	2	4	
Binders	25	0	0	Requires a Daunting [D][D][D][D] Athletics or Coordination check to escape.
Restraining Bolt	35	0	0	Requires a Daunting [D][D][D][D] Discipline check to escape.

Com Scrambler	1000	0	5	
Slicer Gear	500	2	4	
Ration Pack	5	0	0	
Breath Mask	25	1	1	Breathe in toxic atmospheres
Space Suit	100	4	1	Survive in Vacuum
Crash Survival Kit	300	5	2	
Tent	100	4	1	
Thermal Cloak	200	2	1	Protects against heat/cold
Backpack	50	-	0	
Climbing Gear	50	1	2	
Datapad	75	1	1	
Fusion Lantern	150	2	2	
Glow Rod	10	1	0	
Jet Pack	4,500	2	7	
Extra Reloads	25	1	1	
Tool Kit	350	4	2	Allows Mechanics to do their thing.
Emergency Repair Kit	25	0	1	
Utility Belt	25	-	0	