

STAR AGE OF THE EMPIRE WARS

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FORWARD

Thank you for your interest in this adaptation of the Star Wars universe. First, this document could not exist without the work done by Enrique Bertran and his *Star Wars: Age of Rebellion* conversion for the Dragon AGE Roleplaying game. This is the byproduct of feedback and encouragement from those on the Green Ronin community message boards and the Dustin & Dragons blog over the course of many months. It has been enjoyed across a small number of tables and now soon by you.

Star Wars is a vast setting that spans thousands of years and decades of multi-media. The era that this adaptation takes place is between the end of the Clone Wars and the proclamation of the First Galactic Empire to their defeat at the Battle of Jakku and the signing of the Galactic Concordance, a period known as the Age of the Empire. The hallmarks of this span of time is the dominance of the Empire suppressing cultural and technological growth, what technology that could be produced was less polished and more rugged, and force sensitive characters were rare.

This in no way intends to be the definitive version of Star Wars using the AGE system, but provide guidance for GMs and players to bring the excitement and action of Star Wars to the table. This is also not an authoritative guide to the worlds originally imagined by George Lucas. It gives brief descriptions that mostly relies on Canon material and online resources, such as Wookieepedia.

I hope this helps you craft stories of your own in a galaxy far, far away. Thank you all again for your support and happy gaming!

Bests,
Dustin Ahonen

CHAPTER 1

INTRODUCTION



COMPATIBILITY WITH FANTASY AGE

Like its predecessor, this also assumes familiarity and access to the Adventure Game Engine (AGE), but as set in the Fantasy AGE Basic Rulebook. Game terms; such as stunts, TN, Armor Rating, Defense, and basic or advance ability tests will not be explained here.

ILLEGAL EQUIPMENT

Some items are not easily available and considered contraband, with no price given. This is to both represent the control of the Empire over galactic commerce during the Age of the Empire and to allow the GM to decide which equipment to make accessible. For example, the inclusion of drugs may not be suitable for all audiences and having to go on a quest to retrieve the parts to assemble a lightsaber is far more interesting than simply being able to buy one from any merchant.

LEVEL 10 CAP

Unlike in Fantasy AGE, a character can only advance to Level 10. This not only serves to de-emphasize some of the more fantastical elements present in the basic game, but to also make early player choices with regards to his or her character more influential.

SPACES VS. YARDS

The conversion assumes the use of a battle mat at the table. This is in part due to the complications of cover and ranged combat. For a more “theatre of the mind” style of play, the Chapter 5: Starting Credits And Equipment contains a reference table for converting spaces to meters.

STARTING LANGUAGES

Due to the vast array of species and that not all speak a common language, Basic, characters begin play with multiple languages. These include your starting language and a number of languages equal to your Intelligence. It is always a good idea that you and your party share a language.

RANGED COMBAT AND INTERRUPT ATTACKS

Due to the prevalence and power of ranged weapons, this conversion also introduces Interrupt Attacks that are further explained in the Chapter 7: Additional Rules And Ships.

WHERE TO LEAVE FEEDBACK

Feedback can be shared on the Fantasy AGE/Titansgrave/Blue Rose forum on the Green Ronin Community Message Boards or by commenting or leaving a message at www.dustinanddragons.com.

COMMON SPECIES

The number of sentient space-faring species throughout the galaxy is beyond counting. What is available here are just some of the more common or noteworthy species one might encounter. Common species can be seen wherever species are intermingling and all share the ability to both understand and speak Basic.

Mixed Heritage: Mixed-species characters do not exist, with the notable exception of Mandalorians and other humans, who are the same species but are different races.

CHAPTER 2

SPECIES



Available Species

Common	Uncommon	Rare
Chiss	Bothan	Chadra-Fan
Human	Cathar	IG Assassin Droid
Mandalorian	Gand	Wookiee
Mon Calamari	Rodian	
Togruta	Sullustan	
Twi'lek		
Zabrak		

CHISS

The blue-skinned, red-eyed near-human species from the frozen world of Csilla have a shadowy legacy of aligning themselves with the Dark Side. If you choose to play a chiss, modify your character as follows:

- **Ability Adjustment(s):** Add 1 to Communication.
- **Pick One Ability Focus:** Communication (Deception) or Strength (Intimidation).
- **Vicious:** You add +1 to all damage rolls.
- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand and speak Basic and Cheunh.



Chiss Benefits**2d6 Roll Benefit**

2	+1 Communication
3-4	Focus: Perception (Hearing)
5	Focus: Dexterity (Disable Device*)
6	Focus: Intelligence (Military Lore)
7-8	+1 Accuracy
9	Focus: Communication (Investigation)
10-11	Focus: Dexterity (Stealth)
12	+1 Intelligence

*New ability focus, see Chapter 4

HUMAN

They are not only the most numerous species in the galaxy but also whose actions have shaped galactic history. If you choose to play a human, modify your character as follows:

- Heroic:** You receive +1 Stunt Point whenever you Stunt.
- Pick Any One Ability Focus:** You begin play with one ability focus of your choice.
- Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- Starting Languages:** You can understand and speak Basic and one other of your choice.

Human Benefits**2d6 Roll Benefit**

2	+1 Dexterity
3-4	Focus: Intelligence (Healing)
5	Focus: Willpower (Morale)
6	Focus: Communication (Leadership)
7-8	+1 Constitution
9	Focus: Perception (Empathy)
10-11	Focus: Intelligence (Astrogation*)
12	+1 Willpower

*New ability focus, see Chapter 4

MANDALORIAN

The humans of Mandalore have a long, proud warrior history. If you choose to play a Mandalorian, modify your character as follows:

- Ability Adjustment(s):** Add 1 to Fighting.
- Pick One Ability Focus:** Dexterity (Initiative) or Willpower (Courage).
- Combat Training:** You receive training or an ability focus with one weapon group of your choice.
- Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- Starting Languages:** You can understand and speak Basic and Mando'a.

Mandalorian Benefits**2d6 Roll Benefit**

2	+1 Perception
3-4	Focus: Perception (Tracking)
5	Focus: Dexterity (Initiative)
6	Constitution (Stamina)
7-8	+1 Accuracy
9	Weapon Group: Grenades*
10-11	Focus: Strength (Intimidation)
12	+1 Intelligence

*If the class you choose provides this already, you can take the Accuracy (Grenades) instead.

MON CALAMARI

An aquatic, fish-like species, they have long influenced galactic politics. If you choose to play a mon calamari, modify your character as follows:

- Ability Adjustment(s):** Add 1 to Intelligence.
- Pick One Ability Focus:** Communication (Investigation) or Intelligence (Military Lore).
- Amphibious:** You can breathe underwater and move your normal speed while swimming.
- Darkvision:** You can see in darkness without a light source.



- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand and speak Basic, Mon Calamarian, and Quarren.

Mon Calamari Benefits

2d6 Roll Benefit

2	+1 Perception
3-4	Focus: Constitution (Swimming)
5	Focus: Intelligence (Astrogation*)
6	Focus: Communication (Leadership)
7-8	+1 Communication
9	Focus: Perception (Seeing)
10-11	Focus: Intelligence (Healing)
12	+1 Willpower

*New ability focus, see Chapter 4

TOGRUTA

Colorful with twin montrals, horn-like structures that amplify their acute senses, they have a strong sense of unity and fidelity to friendship. If you choose to play a togruta, modify your character as follows:

- **Ability Adjustment(s):** Add 1 to Dexterity.
- **Pick One Ability Focus:** Intelligence (Natural Lore) or Perception (Searching).
- **Spatial Awareness:** You ignore penalties due to concealment and cover on Perception tests to notice a hiding creature within 4 spaces (6 meters).
- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand and speak Basic and Togruti.

Togruta Benefits

2d6 Roll Benefit

2	+1 Willpower
3-4	Focus: Perception (Hearing)
5	Focus: Constitution (Running)
6	Focus: Dexterity (Piloting)
7-8	+1 Perception
9	Focus: Communication (Animal Handling)
10-11	Focus: Perception (Touching)
12	+1 Constitution

TWI'LEK

Tall and striking with two long head tentacles, twi'leks are often both admired and distrusted. If you choose to play a twi'lek, modify your character as follows:

- **Ability Adjustment(s):** Add 1 to Communication.
- **Pick One Ability Focus:** Dexterity (Legerdemain) or Communication (Performance).
- **Personable:** You receive one Communication ability focus of your choice.
- **Fast Speed:** Your Speed is equal to 5 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand and speak Basic and Ryl.

Twi'Lek Benefits

2d6 Roll Benefit

2	+1 Strength
3-4	Focus: Communication (Gambling)
5	Focus: Dexterity (Stealth)
6	Language: Huttese
7-8	+1 Dexterity
9	Focus: Communication (Seduction)
10-11	Focus: Dexterity (Acrobatics)
12	+1 Willpower



ZABRAK

Proud and independent, their crowns of vestigial horns make them distinctive among other near-human species. If you choose to play a zabrak, modify your character as follows:

- **Ability Adjustment(s):** Add 1 to Willpower.
- **Pick One Ability Focus:** Constitution (Running) or Willpower (Self-Discipline).
- **Ferocity:** You receive +1 attack rolls and opposed ability tests when reduced half or less than your maximum Health.
- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand and speak Basic and Zabrak.

Zabrak Benefits

2d6 Roll	Benefit
2	+1 Strength
3-4	Focus: Strength (Jumping)
5	Focus: Constitution (Stamina)
6	Focus: Dexterity (Initiative)
7-8	+1 Constitution
9	Focus: Strength (Climbing)
10-11	Focus: Willpower (Courage)
12	+1 Fighting

UNCOMMON SPECIES

These species are less human-like and some can understand, but are unable to communicate using Galactic Basic.

BOTHAN

Gregarious and steadfast in their support of the Republic, bothans have perhaps suffered the most as a species by the oppressive rule of the Empire. If you choose to play a bothan, modify your character as follows:

- **Ability Adjustment(s):** Add 1 to Communication.
- **Pick One Ability Focus:** Communication (Etiquette) or Dexterity (Stealth).
- **Extra Language:** You gain one language of your choice.
- **Negotiator:** NPCs have a -1 penalty on Communication-based ability tests against you and your allies.
- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand and speak Basic and Bothese.

Bothan Benefits

2d6 Roll	Benefit
2	+1 Strength
3-4	Focus: Communication (Gambling)
5	Focus: Dexterity (Stealth)
6	Language: Huttese
7-8	+1 Dexterity
9	Focus: Communication (Seduction)
10-11	Focus: Dexterity (Acrobatics)
12	+1 Willpower

CATHAR

The fierce and feline-like cathar have a long-standing enmity for the Mandalorians, who enslaved and nearly destroyed their race during the Mandalorian Wars. If you choose to play a cathar, modify your character as follows:

- **Ability Adjustment(s):** Add 1 to Dexterity.
- **Pick One Ability Focus:** Dexterity (Acrobatics) or Strength (Climbing).
- **Claws:** Your hands end in sharp claws and your fists inflict 1d6 damage, rather than 1d3. If you take the Unarmed Style talent, this damage increases to 1d6+2.
- **Unfettered Speed:** Your Speed is equal to 4 + Dexterity (ignoring armor penalty, if applicable).
- **Starting Languages:** You can understand and speak Basic and Catharese.



Cathar Benefits**2d6 Roll Benefit**

2	+1 Strength
3-4	Focus: Dexterity (Initiative)
5	Focus: Perception (Seeing)
6	Focus: Accuracy (Brawling)
7-8	+1 Dexterity
9	Focus: Strength (Jumping)
10-11	Focus: Dexterity (Stealth)
12	+1 Willpower

Gand Benefits**2d6 Roll Benefit**

2	+1 Dexterity
3-4	Focus: Intelligence (Religious Lore)
5	Focus: Perception (Tracking)
6	Focus: Willpower (Self-Discipline)
7-8	+1 Constitution
9	Focus: Perception (Searching)
10-11	Focus: Intelligence (Engineering)
12	+1 Accuracy

GAND

This short, mysterious insectoid species are rarely seen outside their home system, with the exception of the “findsmen.” If you choose to play a gand, modify your character as follows:

- **Ability Adjustment(s):** Add 1 to Willpower.
- **Pick One Ability Focus:** Intelligence (Evaluation) or Willpower (Faith).
- **Carapace:** You have a thick exoskeleton, which gives you a natural Armor Rating of 2. If the armor you are wearing provides you with better protection, you instead add 1 to your Armor Rating.
- **Respirator:** You have a respirator. Without it, you must hold your breath or begin to suffocate immediately when in an oxygen-rich environment.
- **Slow Speed:** Your Speed is equal to 3 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand but can't speak Basic. You can understand and speak Gand.

RODIAN

The green-skinned rodians have sparsely spread throughout the galaxy as expert trackers and bounty hunters, and are distinctive for their large eyes and slender snouts. See more information about rodians. If you choose to play a rodian, modify your character as follows:

- **Ability Adjustment(s):** Add 1 to Dexterity.
- **Pick One Ability Focus:** Dexterity (Disable Device*) or Perception (Seeing). *New ability focus, see Chapter 4.
- **Expert Tracker:** You can always pick up the trail and you do not take penalties to Perception (Tracking) tests due to span of time. You also move at normal speed, rather than half speed as is usual.
- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand but can't speak Basic. You can understand and speak Rodese.

Rodian Benefits**2d6 Roll Benefit**

2	+1 Constitution
3-4	Focus: Constitution (Stamina)
5	Focus: Communication (Bargaining)
6	Speak: Huttese
7-8	+1 Strength
9	Focus: Dexterity (Initiative)
10-11	Focus: Perception (Tracking)
12	+1 Perception

SULLUSTAN

Stocky with large eyes and ears, sullustans are known for their expertise in manufacturing and commerce, as well as their steadfast companionship. If you choose to play a sullustan, modify your character as follows:

- **Ability Adjustment(s):** Add 1 to Intelligence.
- **Pick One Ability Focus:** Intelligence (Astrogation*) or Strength (Climbing).
*New ability focus, see Chapter 4.
- **Keen Hearing:** You can hear twice as far as normal and do not take penalties to Perception (Hearing) tests due to distance. You can also detect pitches that are too high for most others to hear.
- **Slow Speed:** Your Speed is equal to 3 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand but can't speak Basic. You can understand and speak Sullustese.

Sullustan Benefits

2d6 Roll	Benefit
2	+1 Dexterity
3-4	Focus: Perception (Hearing)
5	Focus: Intelligence (Evaluation)
6	Focus: Intelligence (Engineering)
7-8	+1 Perception
9	Focus: Dexterity (Stealth)
10-11	Focus: Perception (Seeing)
12	+1 Constitution

RARE SPECIES

These species differ from the others with exceptional or unusual abilities.

CHADRA-FAN

Standing only 1 meter tall, many overlook the bat-like chadra-fan. If you choose to play a chadra-fan, modify your character as follows:

- **Ability Adjustment(s):** Add 1 to Dexterity and subtract 2 to Strength.
- **Pick One Ability Focus:** Dexterity (Acrobatics) or Perception (Tasting).
- **Evasive:** You receive +1 to Defense.
- **Keen Smell:** Your sensitive nose can pick up the presence of nearby creatures or creatures that have passed in the last minute with a Perception (Smelling) test.
- **Restless:** You gain the benefits of an 8-hour rest after only 2 hours.
- **Small:** You are Small, which limits the weapons you can use effectively to those that do not require a Minimum Strength.
- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand and speak Basic and Chadra-Fan.

Chadra-Fan Benefits

2d6 Roll	Benefit
2	+1 Constitution
3-4	Focus: Constitution (Stamina)
5	Focus: Willpower (Self-Discipline)
6	Focus: Dexterity (Initiative)
7-8	+1 Perception
9	Focus: Strength (Jumping)
10-11	Focus: Willpower (Courage)
12	+1 Accuracy

IG ASSASSIN DROID

Built for nefarious purposes, you have gained sentience and independence beyond your core programming. If you choose to play an IG assassin droid, modify your character as follows:

- **Ability Adjustment(s):** Add 1 to Intelligence.
- **Pick One Ability Focus:** Intelligence (Cryptography) or Perception (Searching).
- **Force Insensitivity:** You are unable to take the Force Sensitive talent. You are also immune to Senses Force Powers.
- **Ion Vulnerability:** You take penetrating damage from ion weapons.
- **Mechanical Body:** You do not need to





to equip armor, instead you have an Armor Rating equal to $5 + \text{your Constitution}$. However, you do not regain health by resting. Instead, you must have a repair kit (droid) and make an Intelligence (Engineering) test as a major action by you or someone else to regain health equal to theirs or your Stunt Die $\times 2 + \text{Intelligence}$.

- **No Vitals:** You do not need to breathe, drink or eat.
- **Slow Speed:** Your Speed is equal to $3 + \text{Dexterity}$ (minus armor penalty if applicable).
- **Starting Languages:** You can understand and speak Basic and Binary.

IG Assassin Droid Benefits

2d6 Roll Benefit

2	+1 Accuracy
3-4	Focus: Intelligence (Engineering)
5	Focus: Strength (Might)
6	Focus: Constitution (Stamina)
7-8	+1 Constitution
9	Weapon Group: Heavy Weapons*
10-11	Focus: Intelligence (Galactic Lore)
12	+1 Strength

*If the class you choose provides this already, you can take the Accuracy (Heavy Weapons) instead.

WOOKIEE

These furry behemoths have become known throughout the galaxy for their great strength and quick temper. If you choose to play a wookiee, modify your character as follows:

- **Ability Adjustment(s):** Add 3 to Strength and subtract 1 to Communication.
- **Pick One Ability Focus:** Communication (Gambling) or Strength (Climbing).
- **Bowcaster Training:** You are trained with bowcasters.
- **Large Build:** Armor costs 50 credits more per AR to fit you.
- **Tough:** You receive an extra 5 Health.
- **Undisciplined:** Any time you are asked to do a Willpower (Self-Discipline) test you must succeed twice, otherwise you fail.

- **Speed:** Your Speed is equal to $4 + \text{Dexterity}$ (minus armor penalty if applicable).
- **Starting Language:** You can understand but can't speak Basic. You can understand and speak Shyriwook.

Wookiee Benefits

2d6 Roll Benefit

2	+1 Accuracy
3-4	Focus: Strength (Might)
5	Focus: Intelligence (Astrogation*)
6	Focus: Constitution (Stamina)
7-8	+1 Constitution
9	Focus: Accuracy (Exotic)
10-11	Focus: Intelligence (Engineering)
12	+1 Dexterity

*New ability focus, see Chapter 4

REBELS AND ROGUES

As with the fantasy setting of Fantasy Age, classes represent character archetypes that also determine your character's capabilities and develop as you gain experience. These classes are more specific in their scope and draw inspiration from characters in the Star Wars universe. Unlike in Fantasy Age, character advancement is capped at level 10.

New Talents and Force Sensitivity: New talents are marked with an asterisk (*) and can be found in Chapter 4: Backgrounds, Ability Focuses & Talents). Any character can become force sensitive by taking the Force Sensitivity talent.

CHAPTER 3

CLASSES



One ADEPT Per Table: Force Powers can be very complicated and are not recommended for players who do not already have a strong grasp of the AGE rules. It is suggested to only have one at the table at any given time.

ADEPT

The Force is strong with you. Your gifts make you a target of superstition, fear, and the Imperial authorities.

- **Primary Abilities:** Accuracy, Dexterity, Perception, and Willpower
- **Secondary Abilities:** Communication, Constitution, Fighting, Intelligence, and Strength
- **Starting Health:** $20 + \text{Constitution} + 1d6$
- **Weapon Groups:** Brawling, Staves, and Blasters or Vibroblades

LEVEL 1

Force Concentration: You can devote your focus to channeling the Force. You can use a minor action to receive a +1 bonus on your next ability test to use a Force Power.



Starting Talents: You become a Novice in one of the following talents: Animal Training, Lore, Observation, or Unarmed Style. You also start as a Novice in *Force Sensitivity.

LEVEL 2

New Ability Focus: You now gain one of the following ability focuses: Communication (Animal Handling), Intelligence (Force Lore), or Perception (Empathy).

LEVEL 3

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

LEVEL 4

New Specialization: You may choose one specialization. You gain the Novice degree of its specialization talent.

LEVEL 5

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

Stunt Bonus: You know how to defend yourself. You can perform the Defensive Stance combat stunt for 1 SP, instead of 2 SP.

LEVEL 6

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

Improved Concentration: You gain a +2 bonus on your next ability test to use a Force Power when you use Force Concentration, rather than the normal +1.

LEVEL 7

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

LEVEL 8

New Specialization Talent: You gain the Master degree in the specialization talent you gained at level 4.

LEVEL 9

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

LEVEL 10

Force Mystic: You receive a +1 bonus on all your Recharge rolls.

AGENT

From Imperial intelligence operatives to Rebel spies, both sides recognize the importance of covert agents. Intelligence, infiltration, and precision are your tools. Although you will often find yourself alone, your abilities often require strategic thinking and using group tactics.

- **Primary Abilities:** Accuracy, Dexterity, Perception, and Intelligence
- **Secondary Abilities:** Constitution, Dexterity, Fighting, Strength, and Willpower
- **Starting Health:** $25 + \text{Constitution} + 1d6$
- **Weapon Groups:** Brawling, Blaster, Grenades, and Rifles or Vibroblades

LEVEL 1

Agent's Armor: You can ignore the Armor Penalty of light armor altogether. It affects neither your Speed nor your Dexterity.

Deadly Aim: You can take time to target

your enemy for a precision strike. You must first use the Aim action and then the Attack action on your turn. Your attack inflicts an extra 1d6 damage. This attack may go unnoticed and distant opponents must make an opposed test of Perception (Hearing or Seeing) vs. your Dexterity (Stealth) to spot you.

Starting Talents: You become a Novice in one of the following talents: Intrigue, or Scouting, or *Slicing.

LEVEL 2

Evasion: You can tumble to avoid the worst of an explosion or other hazard. When you succeed on a Dexterity (Acrobatics) test to avoid taking damage, you can ignore all the damage from that effect.

LEVEL 3

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

LEVEL 4

New Specialization: You may choose one specialization. You gain the Novice degree of its specialization talent.

LEVEL 5

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

Take Aim: When you take the Aim action, you gain +2 on the attack roll instead of +1.

LEVEL 6

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

Stunt Bonus: You are perceptive and mindful of your surroundings. You can perform the That Makes Me Wonder exploration stunt for 3 SP instead of 4 SP.

LEVEL 7

Disorienting Blow: You can choose to temporarily daze an opponent. To make a disorienting blow, you must use the Aim action and then hit with a Melee or a Ranged Attack. If successful, the target takes no damage but must succeed TN 15 Constitution (Stamina) test or become disoriented (see Section 7: Combat & Ships). A disorienting blow is possible on successive attack rolls. For example, you could attack, then use the Lightning Attack, and disorient an opponent instead of dealing damage.

LEVEL 8

New Specialization Talent: You gain the Master degree in the specialization talent you gained at level 4.

LEVEL 9

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

LEVEL 10

Lethality: You use your cunning to hit enemies where it is most vulnerable. You can add your Intelligence to your damage when making attacks.



FRINGER

Life is hard on the Outer Rim. Getting by on the fringes of civilized space requires grit, ingenuity, and self-reliance. Having to jury-rig any piece of technology you manage to find means that others will look to you for your technical skills, and you can endure a great deal of punishment in combat.

- **Primary Abilities:** Accuracy, Constitution, Intelligence, and Willpower
- **Secondary Abilities:** Communication, Dexterity, Fighting, Perception, and Strength
- **Starting Health:** $30 + \text{Constitution} + 1d6$
- **Weapon Groups:** Brawling, Blasters, Staves, Vibroblades, and Grenades or Exotic weapons

LEVEL 1

Mechanic: You add your ability focus to your Stunt Die when making repairs. Also, you can use a repair kit of any type while making an Intelligence (Engineering) test to make a repair. The GM can put limitations, for example, you may not be able to use a droid repair kit to replace a hyperdrive core.

Resilience: You gain a bonus to your Health equal to your Willpower x 2.

Starting Ability Focus: You receive one of the following ability focuses: Dexterity (Piloting), Intelligence (Healing), or Perception (Tracking). You also receive Intelligence (Engineering) if you do not have it already.

Starting Talents: You become a Novice in one of the following talents: *Astrogation, *Droid Companionship, or *Medicine.

LEVEL 2

New Language: You can understand and speak one of the following languages:

Basic, Bocce, Huttese, Ithorese, Ubese, Ewokese, or any language spoken by the common, uncommon, or uncommon species (see Chapter 3: Species).

LEVEL 3

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

LEVEL 4

New Specialization: You may choose one specialization. You gain the Novice degree of its specialization talent.

LEVEL 5

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

Stunt Bonus: Living on the fringes means making do with what you have. You can perform the Resources At Hand stunt for 3 SP instead of 4 SP.

LEVEL 6

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

Swift Activation: You can use an Activate action on an item as a free action once per turn.

LEVEL 7

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

Second Wind: Once per day, you can gain the benefits of a 5-minute rest by only resting for 1 minute (Fantasy Age Core Rulebook, page 39).

LEVEL 8

New Specialization Talent: You gain the Master degree in the specialization talent you gained at level 4.

LEVEL 9

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

LEVEL 10

Expertise: You add your ability focus to the Stunt Die whenever you or an ally within sight is performing an ability test in which you have the ability focus as part of an advanced test.

SCOUNDREL

Outlaws and rogues, scoundrels live outside the law and make up the rules as they go. Scoundrels are opportunistic and you are at your best when you can use your charisma to turn things in your favor. Blasting your way out of problem though is always an option when your smooth talking isn't enough to get the job done.

- **Primary Abilities:** Accuracy, Communication, Dexterity, and Perception
- **Secondary Abilities:** Constitution, Fighting, Strength, and Willpower
- **Starting Health:** $15 + \text{Constitution} + 1d6$
- **Weapon Groups:** Blasters, Brawling, and Grenades or Vibroblades

LEVEL 1

Canny Defense: You receive +2 Defense while not wearing armor.

Trick Attack: Once per round, you can add $1d6$ to the damage of a successful attack if your Communication is greater

greater than your opponent's.

Starting Talents: You become a Novice in one of the following talents: Contacts, Quick Reflexes, or Thievery.

LEVEL 2

Cheap Shot: You know how to hit where it hurts. While performing the Pierce Armor stunt, you ignore the opponent's full Armor Rating rather than half, as is normal.

LEVEL 3

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

LEVEL 4

New Specialization: You may choose one specialization. You gain the Novice degree of its specialization talent.

LEVEL 5

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

Expeditious Run: When you take the Run action, you gain +2 bonus to your Speed before doubling it if you are running to escape an opponent.

LEVEL 6

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

Stunt Bonus: You are prepared for whenever a situation goes sour. You can perform The Upper Hand roleplaying stunt for 3 stunt points instead of the usual 4.





LEVEL 7

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

First Strike: You know how to get the drop on others. You always treat opponents as if they were surprised. Surprised enemies may still have a chance to act if they succeed on their Perception test.

LEVEL 8

New Specialization Talent: You gain the Master degree in the specialization talent you gained at level 4.

LEVEL 9

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

LEVEL 10

Lucky Strike: Whenever you roll a 6 on a damage roll, roll that die again and add both results to your total damage.

SOLDIER

Wherever there is war, there are soldiers. With heavy armor and an arsenal of weapons at your disposal, you are a formidable combatant.

- **Primary Abilities:** Accuracy, Constitution, Dexterity, Fighting, and Strength
- **Secondary Abilities:** Communication, Intelligence, Perception, and Willpower
- **Starting Health:** $30 + \text{Constitution} + 1d6$
- **Weapon Groups:** Brawling, plus any three of the following: Blasters, Explosives, Heavy Weapons, Rifles, or Vibroblades

LEVEL 1

Load-Out: You are used to the weight of all your weapons, armor, and equipment. You reduce the minimum Strength for weapons by 1.

Starting Talents: You become a Novice in one of the following talents: Command, Dual Weapon Style, *Gunslinger, *Marksmanship, *Ship Gunnery, Single Weapon Style, *Staff Weapon Style, Thrown Weapon Style, Two-Hander Style or Unarmed Style. You also start as a Novice in Armor Training.

LEVEL 2

New Ability Focus: You now gain one of the following ability focuses: Communication (Leadership), Dexterity (Stealth), or Strength (Jumping).

LEVEL 3

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

LEVEL 4

New Specialization: You may choose one specialization. You gain the Novice degree of its specialization talent.

LEVEL 5

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

Stunt Bonus: You can attack for maximum suppression. You can perform the Dual Strike stunt for 3 SP instead of 4 SP.

LEVEL 6

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

LEVEL 7

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

Stunt Bonus: You can break the resolve of your opponents. You can perform the Threaten stunt for 1 SP instead of 2 SP.

LEVEL 8

New Specialization Talent: You gain the Master degree in the specialization talent you gained at level 4.

New Weapon Group: You learn a new weapon group of your choice.

LEVEL 9

New Talent: You become a Novice in a new talent or gain a degree in a talent you already have.

LEVEL 10

Veteran: Your experience and skill make you a formidable combatant. When you inflict damage with an attack, you can add your focus bonus to your damage total if you have an applicable weapon group focus. The focus must match the weapon group of the weapon you attack with. For example, if you attack with a heavy rifle, you must have the Accuracy (Rifles) focus to get the +2 bonus damage of this power. If you have the same focus twice, the damage bonus increases to +3 as well.

CHAPTER 4

04 BACKGROUNDS, ABILITY FOCUSES, AND TALENTS

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FURTHER DEFINING YOUR CHARACTER

Characters are more than a combination of their class and species. Upbringing, skills, natural gifts and training also play a role. These are represented in backgrounds, ability focuses, and talents. This section expands, and sometimes changes, how these are represented in the Fantasy Age Basic Rulebook.

BACKGROUNDS

Backgrounds function much like they do in Fantasy Age, with the addition of a story item. A story item is an optional trinket or bauble that represents your character's past and can be used by the GM to further your character's story.

ACADEMIC

Curiosity and thoroughness have served you well in your scholastic career. Imperial censors can make your work difficult, but uncovering the mysteries of the past is what excite and drive you.

CRIMINAL

You made your living by skirting the law. Whether as a free agent or as part of larger criminal organization, such as the Black Suns, you are wanted by Imperial authorities.

LABORER

Your labor may have been voluntary or forced, but you nonetheless thirst for freedom from your toil.

MERCENARY

The Empire would like everyone to believe that they have made the galaxy



Backgrounds			
2d6 Roll	Background	Ability	Story Item
Outsider			
2	Criminal	Communication (Deception) or Dexterity (Stealth)	A set of well-worn dice that belonged to a friend
3	Wanderer	Constitution (Stamina) or Intelligence (Natural Lore)	A pendant from someone who later left you for dead
4	Youngling	Dexterity (Initiative) or Willpower (Self-Discipline)	A shattered kyber crystal
Lower Class			
5	Performer	Communication (Performance) or Dexterity (Acrobatics)	A handwritten letter from your mysterious benefactor
6	Laborer	Constitution (Stamina) or Strength (Might)	A holorecorder that plays the same scene over and over
7	Scavenger	Intelligence (Engineering) or Intelligence (Evaluation)	A piece of scrap that represents a promise
Middle Class			
8	Academic	Intelligence (Galactic Lore) or Intelligence (Research)	An ancient Sith urn
9	Mercenary	Accuracy (Brawling) or Constitution (Drinking)	A medal bestowed upon you by the Empire
10	Trader	Communication (Bargaining) or Intelligence (Evaluation)	An idol that you are compulsively attached to
Upper Class			
11	Noble	Communication (Etiquette) or Intelligence (Cultural Lore)	A document revealing your true lineage
12	Official	Communication (Leadership) or Intelligence (Military Lore)	An encrypted code cylinder that holds a secret

a safer place, but the truth is, everyone can use someone good with a blaster and demands for your services have never been better.

NOBLE

Disenfranchised from the Imperial beauracracy and the waning power of the Senate, many of the galaxy's aristocracy still benefit from their considerable family holdings.

OFFICIAL

The Empire was supposed to be different from the Republic where reward was

based on merit not politics. Having risen through the Imperial beauracracy, you now see the truth of its injustices.

SCAVENGER

Whether on the fringes of the galaxy or one of the massive junk yards on the core worlds, you know that one person's trash is another's pay day, and something you found has gotten you into a lot of trouble.

TRADER

True merchantilism may have died with the Trade Federation, but the Empire needs materials to feed its massive





ambitions and building projects. As the Empire continues to expand its grasp, for how long your enterprise will be allowed to exist independently is hard to tell.

WANDERER

It may be between systems or across the lonely wilderness of a distant planet, you are searching for something.

YOUNGLING

You were only a child during the Great Jedi Purge. Whether truly gifted with the Force or not, your ties to the Jedi have made you an outcast and a fugitive.

ABILITY FOCUSES

A focus is an area of expertise within a greater ability. Descriptions of the ability focuses follow. The GM has the final call on whether a focus applies for a given test.

Bold = New ability focus

Gray = Ability focuses not applicable to Age of the Empire

Underline (x) = Replaces existing focus

ACCURACY

- Arcane Blast
- Black Powder
- **Blasters:** Proficiency with weapons from the Blasters Group.
- Bows
- Brawling
- Dueling
- **Exotic:** Proficiency with weapons from the Exotic Group.
- Grenades
- **Heavy Weapons:** Proficiency with weapons from the Heavy Weapons Group.
- Light Blades
- **Rifles:** Proficiency with weapons from the Rifles Group.
- Staves

COMMUNICATION

- Animal Handling
- Deception
- Disguise
- Etiquette
- Investigation
- Leadership
- Performance
- Persuasion
- Seduction

CONSTITUTION

- Drinking
- Rowing
- Running
- Stamina
- Swimming

DEXTERITY

- Acrobatics
- Calligraphy
- Crafting
- Disable Device (Lock Picking & Traps)
- Initiative
- Legerdemain
- Lock Picking
- **Piloting:** Maneuvering a spacecraft or land vehicle.
- Riding
- Stealth
- Traps

FIGHTING

- Axes
- Bludgeons
- Heavy Blades
- Lance
- **Lightsabers:** Proficiency with weapons from the Lightsabers Group.
- Polearms
- Spears
- **Vibroblades:** Proficiency with weapons from the Vibroblades Group.

INTELLIGENCE

- Arcana
- Arcane Lore
- **Astrogation** (Navigation)
- Brewing
- Cartography
- **Computers:** Accessing and slicing digital systems.
- Cryptography
- Cultural Lore
- Engineering
- Evaluation
- **Force Lore:** Knowledge of the Force.
- Galactic Lore (Historical Lore)
- Healing
- Heraldry
- Historical Lore
- Military Lore
- Musical Lore
- Natural Lore
- Navigation
- Research
- Religious Lore
- Writing

FIGHTING

- Empathy
- **Dark Side:** Proficiency with Force Powers from the Dark Side Group.
- **Force Alter:** Proficiency with Force Powers from the Alter Group.
- **Force Control:** Proficiency with Force Powers from the Alter Group.
- **Force Senses:** Proficiency with Force Powers from the Senses Group.
- Searching
- Seeing
- Smelling
- Tasting
- Touching
- Tracking

STRENGTH

- Climbing
- Driving
- Intimidation
- Jumping
- Might
- Smithing

WILLPOWER

- Courage
- Faith
- Morale
- Self-Discipline

TALENTS

Talents are areas of natural aptitude or training that your character has acquired in his or her journey throughout the galaxy.

Talents	Adept	Agent	Fringer	Soldier	Scoundrel
Talent					
Animal Training	A	X	O	O	O
Armor Training*	X	X	O	A	X
Astrogation*	O	O	C	O	O
Carousing	O	O	O	O	O
Command	O	O	X	C	X
Contact	X	O	X	X	C
Droid Companionship*	O	O	C	O	O
Dual Weapon Style	O	O	X	C	O
Force Sensitivity*	A	O	O	O	O
Gunslinger	O	O	O	C	O
Intrigue	O	C	X	X	O
Linguistics	O	O	O	X	O
Lore	C	O	O	O	O
Marksmanship*	X	O	O	C	O
Medicine (Chirurgy)*	O	O	C	O	O
Music	O	O	O	O	O
Observation	O	O	O	O	O
Oratory	X	O	X	O	O
Quick Reflexes	O	O	O	O	C
Scouting	X	C	O	O	O
Ship Gunnery*	X	O	O	C	O
Single Weapon Style	O	O	O	C	O
Slicing*	X	C	O	X	O
Staff Weapon Style (Polearm Style)*	O	O	O	C	X
Thievery*	X	O	O	X	C
Thrown Weapon Style*	X	O	O	C	O
Two-Hander Style	X	O	O	C	O
Unarmed Style	O	O	O	C	O

A = Automatically a Novice in this talent.

C = Class option that you can take at Level 1

O = Open to take this talent at any time

X = Unable to take this talent

*New talent or has undergone change



ARMOR TRAINING (CHANGED)

- **Classes:** Fringer and Soldier
- **Requirements:** None

You wear armor like a second skin.

Novice: You can wear light armor without suffering a penalty to Dexterity.

Journeyman: You can wear heavy armor without suffering a penalty to Dexterity.

Master: You can get the most out of your armor. You gain the benefit half the Armor Rating (rounded down) of your armor when you take penetrating damage. (Normally, armor provides no defense against penetrating damage.)

ASTROGATION

- **Classes:** All
- **Requirements:** Intelligence (Astrogation) focus

You are a skilled navigator and determining coordinates for the jump to hyperspace.

Novice: You are familiar with many different space lanes. If you fail an Intelligence (Astrogation) test, you can reroll it, but you must keep the results of the second roll.

Journeyman: You know your way around the space lanes. You get a +2 bonus when making an Intelligence (Astrogation) test.

Master: You are an accomplished navigator. When making Intelligence (Astrogation) tests as part of an advanced test, you gain a +1 bonus to the result of each Stunt Die. This allows you to reach the success threshold faster.

DROID COMPANION

- **Classes:** All
- **Requirements:** None

You have a loyal R2 astromech.

Novice: You designate a droid as your droid companion. When your droid companion is adjacent to an enemy, all allies that can see and hear it receive a +1 attack bonus against that opponent.

Also, your droid companion acts on your initiative, and can take a major and minor action. Normally, a droid acts at the end of the initiative order and can take either a major or minor action.

You also are able to understand Binary, but are unable to speak it.

Journeyman: You can use the Heal action on your droid companion. The ability test is based on Intelligence (Engineering) instead of Intelligence (Healing).

Master: If your droid companion is adjacent to an opponent that just successfully hits or damages you, it can immediately attack that enemy as a free action once per round. This attack does not generate stunt points.

Also, your droid companion increases its health by 10 and it receives the Willpower (Morale) focus.

FORCE SENSITIVITY

- **Classes:** All
- **Requirements:** You must have Perception 2 or higher

You can feel the Force around you.

Novice: You become attuned to the Force. You learn two Force Powers and learn one additional Force Power each time you level (see Chapter 6: Using Force Powers).

Journeyman: You receive a +2 bonus on ability tests to resist Force Powers.

Master: You immediately sense the presence of other force sensitive creatures within 20 yards, unless they are actively attempting to conceal their presence. In which case, you can make an opposed Perception (Force Senses) vs. Willpower (Self-Discipline) ability test to detect them. This test also reveals if he or she is aligned to the Dark Side.

GUNSLINGER

- **Classes:** All
- **Requirements:** You must be trained in Blasters

You are fast on the draw and shoot from the hip.

Novice: You can Ready a blaster as a free action once per round, instead of the usual minor action.

Journeyman: When you attack an adjacent enemy with a blaster, the opponent cannot make an interrupt attack (see Chapter 7: Additional Rules and Ships).

Master: When shooting with a blaster, you can perform the Lightning Attack combat stunt for 2 stunt points, instead of the usual 3.

LINGUISTICS (CHANGED)

- **Classes:** Adept, Agent, Fringer, and Scoundrel
- **Requirements:** Intelligence 1 or higher

Description: Each time you would normally gain a language, you choose from any of the languages of the common species (see Chapter 2: Species) or any one from the following list: Binary, Bocce, Huttese, Ithorese, Ubese, and Ewokese. You may not be able to speak it due to

physical constraints, such as not being unable to reproduce the whirrs and beeps of Binary, but understand it and are able to communicate effectively with native speakers.

MARKSMANSHIP

- **Classes:** Agent, Fringer, Soldier, and Scoundrel
- **Requirements:** You must be trained with Rifles

You are a trained rifleman.

Novice: You know how to punish enemies who get too close. When shooting a rifle at an enemy within 3 spaces of you, you inflict +1 damage.

Journeyman: When shooting with a rifle, you can perform the Knock Prone combat stunt for 1 stunt point, instead of the usual 2.

Master: When shooting with a rifle, you can choose to re-roll your damage, but you must keep the results of the second roll.

MEDICINE (CHANGED FROM CHIRURGY)

- **Classes:** All
- **Requirements:** None

Description: This functions almost exactly as Chirurgy (*Fantasy Age Basic Rulebook*, page 43), except that you must have a use of a Medpac in order to Heal.

SHIP GUNNERY

- **Classes:** All
- **Requirements:** You must be trained in Heavy Weapons

You are devastating behind the heavy guns of a ship.

Novice: When you take the aim action while using starship weapons, you gain +2 bonus on your attack roll instead of the usual +1.

Journeymen: You've learned to find weaknesses in starship shields. Your attacks always receive a +2 bonus to damage when attacking a ship's deflector shields.

Master: You know precisely what to aim for when firing your guns. You can perform the Lethal Blow stunt for 4 Stunt Points instead of 5.

SLICING

- **Classes:** Agent, Fringer, and Scoundrel
- **Requirements:** You must have Intelligence 1 or higher

You can break into secured computer systems with ease.

Novice: If you fail an Intelligence (Computers) test, you can reroll it, but you must keep the results of the second roll.

If you take this talent at level 1, you also gain a security kit.

Journeymen: When you attempt an Intelligence (Computers) test to slice into a computer you gain a +2 bonus to your roll.

Master: You are an experienced slicer. When making Intelligence (Computers) tests as part of an advanced test, you gain a +1 bonus to the result of each Stunt Die. This allows you to reach the success threshold faster.

STAFF WEAPON STYLE (POLE WEAPON STYLE)

- **Classes:** Adept, Agent, Fringer, and Soldier

- **Requirements:** You must be trained in the Exotic, Lightsabers, or Staves Group

Description: This functions almost exactly as Pole Weapon Style (*Fantasy Age Basic Rulebook*, page 45), except that its benefits apply to blasterstaffs, electrostaffs, lightsaber pikes, saberstaffs, and quarterstaffs.

THIEVERY (CHANGED)

- **Classes:** Agent, Fringer, and Scoundrel
- **Requirements:** You must have Dexterity 2 or higher

Description: This functions almost exactly as Thievery (*Fantasy Age Basic Rulebook*, page 47), except that its Novice benefit applies to Dexterity (Disable Device) tests and the Journeyman benefit applies to Dexterity (Legerdemain) tests.

THROWN WEAPON STYLE (CHANGED)

- **Classes:** Adept, Agent, Fringer, and Soldier
- **Requirements:** You must be trained in the Explosives or Vibroblades Group

Description: This functions almost exactly as Thrown Weapon Style (*Fantasy Age Core Rulebook*, page 47), except that its benefits apply to grenade weapons, improvised weapons, throwing spears, and vibroknives.

SPECIALIZATIONS

Specializations are exclusive talents that are only accessible at level 4 and give your character extraordinary abilities. Unlike in the *Fantasy Age Basic Rulebook*, specializations are open to all classes as long as the character meets the requirements.

ACE PILOT

- **Requirements:** You must have Dexterity 2 or higher and the Dexterity (Piloting) focus

You can fly circles over, under, and around lesser pilots.

Novice: If you fail a Dexterity (Piloting) test, you can reroll it, but you must keep the results of the second roll.

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Journeyman: You make your ship hard to strike during battle. When you are the pilot of a ship, it gains a +2 to its Defense.

Master: You are devastating in a dogfight. When firing starship weaponry, you can choose to re-roll your damage, but you must keep the results of the second roll.

BOUNTY HUNTER

- **Requirements:** You must have Dexterity and Perception 2 or higher

You never lose your bounty.

Novice: With an Activate action you can designate one visible opponent within 10 spaces of you as your Quarry. All Melee and Ranged attacks against your Quarry receive a +1 damage bonus. The Quarry lasts until the end of the encounter, the target is slain or unconscious, or you pick a new Quarry with another Activate action. You can't have multiple Quarries at the same time. If your Quarry escapes

the encounter, you have a +2 bonus on Perception (Tracking) tests to follow it. When firing starship weaponry, you can choose to re-roll your damage, but you must keep the results of the second roll.

Journeyman: You never give your Quarry an opportunity to escape. You can use the Press the Attack action as a free action against your Quarry.

Master: You exploit your opponent's weaknesses. You inflict an extra 1d6 damage against your Quarry.

COMBAT MEDIC

- **Requirements:** You must have Intelligence 2 or higher and the Medicine (Novice) talent

You save lives on and off the battlefield.

Novice: If you fail an Intelligence (Healing) test, you can reroll it, but you must keep the results of the second roll.

Journeyman: You and your allies regain +5 health while resting.

Master: You can perform Pain Killer, a special combat stunt that is triggered on a Heal action. The target receives a bonus to his or her Armor Rating for every Stunt Point you spend until the end of the encounter.

COMMANDO

- **Requirements:** You must have Constitution and Dexterity 2 or higher

You have unparalleled grit and endurance in combat.

Novice: Once per combat encounter, you regain an amount of Health as a minor action as if you had taken a 5-minute rest (*Fantasy Age Core Rulebook*, page 39).

Journeyman: When you Stand Firm, you receive +3 bonus Armor Rating.

Master: After taking damage that would reduce your Health to 0, you can attempt a TN 17 Constitution (Stamina) test. If you succeed, you are instead reduced to 1 Health. You can only do this once per encounter.

DIPLOMAT

- **Requirements:** You must have Intelligence 2 or higher and the Oratory (Novice) talent

You always have an advantage in any negotiation.

Novice: If you fail a Communication (Persuasion) test, you can reroll it, but you must keep the results of the second roll.

Journeyman: When you attempt a Communication (Persuasion) test to negotiate a truce you gain a +2 bonus to your roll. You can also perform the And Another Thing stunt for 1 stunt point instead of the usual 2.

Master: You can perform Gone Sideways, a special roleplaying stunt for 3 SP. The situation immediately becomes violent and everyone rolls initiative for combat. However, all your opponents have -3 to their Dexterity (Initiative) tests.

GUNFIGHTER

- **Requirements:** Dexterity 2 or higher and the Gunslinger (Novice) talent

You dual wield blaster pistols, capable of raining a flurry of blaster bolts.

Novice: You can Ready two blaster pistols as a free action. When wielding a blaster pistol in each hand, you inflict +1 damage.

Journeyman: You can also perform the Pierce Armor stunt for 1 SP instead of the usual 2.

Master: You fire from both barrels. After hitting an attack with a blaster pistol, you can make a secondary attack with your off-hand blaster pistol as a free action. The secondary attack cannot generate stunt points, and you only add half your Perception (rounded down) to damage.

GRAY JEDI

- **Requirements:** You must have Perception and Willpower 2 or higher and the Force Sensitivity (Novice) talent

There is no light or dark, only the Force.

Novice: You learn the Lightsaber Weapon Group if you don't know it already. Also, you receive a +2 bonus on ability tests to resist Force Powers and other Force-related effects.

Journeyman: If you fail a Willpower (Self-Discipline) test, you can reroll it, but you must keep the results of the second roll.

Master: You walk the line between the light and the dark without succumbing to the temptations of the Dark Side. You can use Dark Side Powers without suffering a Dark Side Drawbacks.

INFORMATION BROKER

- **Requirements:** You must have Communication and Intelligence 2 or higher

You know the value and power of information.

Novice: You receive a +1 bonus on ability tests to uncover information. If you fail, your attempt goes unnoticed.

Journeyman: Your lips are sealed. You automatically succeed any ability tests to extract information from you.

Master: You can get yourself out of a tough spot when trapped in a fight. You can perform the Seize the Initiative combat stunt for 3 SP.

JEDI CONSULAR

- **Requirements:** You must have Perception and Willpower 2 or higher and the Force Sensitivity (Novice) talent

Your mastery of the Force gives you wisdom and insight.

Novice: You learn the Lightsaber Weapon Group if you don't know it already. While unarmored and wielding a lightsaber, you add your Perception to your Defense.

Journeyman: You gain one Communication ability focus of your choice. You also receive +1 SP when using Senses Force Powers.

Master: You can use your will and connection with the Force to counteract another Force-User. You can use a Prepare action to counter a Force Power until you next turn or an Attack action to disrupt a Force Power with an ongoing effect. A successful Willpower (Self-Discipline) ability test vs. the opponent's Forcepower ends the effect.

JEDI KNIGHT

- **Requirements:** You must have Dexterity and Willpower 2 or higher and the Force Sensitivity (Novice) talent

You and your lightsaber are one, an extension of the Force.

Novice: You learn the Lightsaber Weapon Group if you don't know it already. While unarmored and wielding a lightsaber, you

add your Willpower to your Defense.

Journeyman: While wielding a lightsaber, ranged attacks suffer a -2 penalty against you.

Master: You can perform Force Assault, a special combat stunt, for 4 SP. This allows you to immediately use a Force Power after resolving a successful Melee Attack. You must have a major or minor action left in order to use the appropriate force power.

OPERATIVE

- **Requirements:** You must have Communication and Intelligence 2 or higher

You are a skilled infiltrator and saboteur.

Novice: If you fail a Communication (Disguise) test, you can reroll it, but you must keep the results of the second roll.

Journeyman: When you Aim, you make a Perception (Seeing) test vs. your opponent's Defense. If you succeed, you catch your opponent off-balanced and you inflict +1d6 extra damage if you hit.

Master: You can perform the Sabotage stunt, a special combat stunt, for 4 SP. Any target wearing armor must reduce its Armor Rating by half (rounded down and before damage is calculated). Armor remains damaged until repaired with a TN 11 Intelligence (Engineering) test.

SHOCK TROOPER

- **Requirements:** You must have Constitution and Strength 2 or higher

You are a force to be reckoned with on the battlefield.

Novice: Your battle roar intimidates your opponents. When you Charge, you can

shout a war cry that gives all enemies within 4 spaces of your charge's final position a -1 on attack rolls on their next turn.

Journeymen: If you hit on an attack when you Charge, you inflict an extra 1d6 damage.

Master: After reducing an opponent to 0 Health, you can immediately make an attack against another enemy within range as a Free Action. This attack does not generate stunt points.

SMUGGLER

- **Requirements:** You must have Communication and Dexterity 2 or higher

You are used to making shady deals and running from trouble.

Novice: If you fail a Communication (Bargaining) test, you can reroll it, but you must keep the results of the second roll.

Journeymen: You can perform the Flirt or Jest stunt for 1 stunt point instead of the usual 2.

Master: You can perform Out of Sight, a special combat stunt for 5 SP. This allows to be hidden from your opponents until you attack or the start of your next turn, whichever comes first. An opponent must use a minor action and succeed a TN 14 Perception (Seeing) test or all attacks against you have a -4 penalty.

TERÄS KÄSI MASTER

- **Requirements:** You must have Dexterity and Willpower 2 or higher and the Force Sensitivity (Novice) talent

You are a practitioner of the obscure Force-wielding martial art of Teräs Käsi.

Novice: Once per round, you can add 1d6 to the damage of a successful attack with your fist if your Dexterity is greater than your opponent's.

Journeymen: While fighting with your fists, all melee attacks suffer a -2 penalty against you.

Master: When you use the Charge action and hit with your attack, you can make an extra attack with your fist as a Free Action.

CHAPTER 5

STARTING CREDITS AND EQUIPMENT



STARTING CREDITS

You begin play with starting credits according to your background:

- **Outsider:** 3d6 x 5 credits
- **Lower Class:** 3d6 x 7 credits
- **Middle Class:** 3d6 x 10 credits
- **Upper Class:** 3d6 x 20 credits

STARTING EQUIPMENT

You begin play with the following items:

- Field kit
- **Fringer:** If you have the Droid Companionship talent, you begin with a R2 Astromech. Otherwise, you have a choice between a Speeder Bike or an Arm or Eye Cybernetic Augment.
- **Agent or Soldier:** Mercenary Armor, except for IG Assassin Droid and Wookiee characters.
- **Two weapons** out of the brawling, blaster, rifle, exotic, staves, or vibroblades weapon group. If you choose a blaster or rifle, this must be a non-heavy version.
- Hip holster for blaster(s), or bandolier
- 4 Power packs
- **Slicer Talent:** If you begin play with the Slicer (Novice) talent, you have a security kit.

Weapons						
Weapon	Damage	Min. Str.	Range	Reload	Cost	
Blasters (Accuracy)						
Blaster pistol	1d6+2+Per	—	S	—	250	
Heavy blaster	2d6+Per	1	S	—	750	
Ion pistol	2d6+Per ion damage	—	S	—	500	
Brawling (Accuracy)						
Shock gloves	1d6-1 ion	—	S	—	250	
Grenades (Accuracy)						
Flashbang	Special	—	T	Ready (1, G)	850	
Frag grenade	3d6+3+Per	—	T	Ready (1, G)	1500	
Smoke canister	Special	1	T	Ready (1, G)	850	
Thermal detonator	6d6+Per	—	T	Ready (1, G)	Illegal	
Exotic (Accuracy)						
Blaster Staff*	2d6+2+Per	1	Melee/S	—	Rare	
Bowcaster*	3d6+2+Per	2	M	Minor (10, P)	Rare	
Dart launcher	1+Per	—	S	Minor (1, A)	Illegal	
Electrostaff*	2d6+Str ion damage	—	—	—	Rare	
Heavy Weapons (Accuracy)						
Blaster cannon*	4d6+Per	3	M	Major (5, P)	3000	
Flame projector*	2d6+1+Per penetrating	2	S	Major (5, P)	1000	
Missile tube*	6d6+Per	2	L	Major (1,A)	1500	
Lightsabers (Fighting)						
Lightsaber	2d6+Str penetrating	—	—	—	Illegal	
Lightsaber pike*	1d6+3+Str penetrating	—	—	—	Illegal	
Saberstaff*	2d6+2+Str penetrating	—	—	—	Illegal	
Repeaters (Accuracy)						
Repeating blaster	1d6+Per	—	S	Minor (10, P)	Illegal	
Repeating carbine*	1d6+3+Per	—	M	Minor (10, P)	Illegal	
Repeating rifle*	2d6+1+Per	2	M	Major (15, P)	Illegal	
Rifles (Accuracy)						
Blaster rifle*	2d6+2+Per	1	M	—	1000	
Heavy rifle*	3d6+Per	2	L	—	2000	
Ion rifle*	2d6+2+Per ion damage	1	L	—	800	
Staves (Accuracy)						
Stun baton	1d6+2+Str ion damage	1	Melee	—	450	
Vibroblades (Fighting)						
Vibroaxe*	3d6+Str	2	Melee	—	500	
Vibrodagger	1d6+Str	—	Melee/T	—	200	
Vibrosword	2d6+Str	1	Melee	—	300	

*Requires two hands