

STAR
AGE OF THE EMPIRE
WARS

Special Thanks To:

The "Mang Stuff" group

The Wednesday Night gaming group

Enrique Bertran for his work on Star Wars: Age of Rebellion for the AGE system

Ben for his graphic design expertise, Mel for proofreading this beast

and to my loving wife

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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.



CHAPTER 2

SPECIES

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.

Available Species

Common	Uncommon	Rare
Chiss	Bothan	Chadra-Fan
Human	Cathar	IG Assassin Droid
Mandalorian	Gand	Kel Dor
Mon Calamari	Rodian	Wookiee
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 Togrutu.

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.
- **Doublespeak:** 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

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.

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

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 + 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 x 2 + Intelligence.

- **No Vitals:** You do not need to breathe, drink or eat.
- **Slow Speed:** Your Speed is equal to 3 + 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.

KEL DOR

Tall with leathery skin, the masked kel dor are known throughout the galaxy for their proficiency with the Force. If you choose to play a kel dor, modify your character as follows:

- **Ability Adjustment(s):** Add 1 to Dexterity and Perception, and subtract 1 to Constitution.
- **Pick One Ability Focus:** Dexterity (Initiative) or Perception (Force Senses).
- **Antiox Mask:** You have a goggles and a respirator as part of an antiox mask. The antiox mask functions as electrobinoculars (see Chapter 5: Starting Credits and Equipment), and allows you to function normally in non-helium atmospheres and the vacuum of

space for up to 3 minutes. Without the antiox mask, you are blind and must hold your breath or begin to suffocate immediately when in an oxygen-rich environment.

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

Kel Dor Benefits

2d6 Roll	Benefit
2	+1 Willpower
3-4	Focus: Perception (Empathy)
5	Focus: Intelligence (Investigation)
6	Focus: Perception (Seeing)
7-8	+1 Strength
9	Focus: Perception (Searching)
10-11	Focus: Willpower (Self-Discipline)
12	+1 Accuracy

*New ability focus, see Chapter 4

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:** Strength (Climbing) or Strength (Intimidation).
- **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 + Dexterity (minus armor penalty if applicable).
- **Starting Language:** You can understand but can't speak Basic. You can understand and speak Shyriiwook.



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**



CHAPTER 3

CLASSES

BUILDING CHARACTER

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.

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 + 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:** Communication, Constitution, Fighting, Strength, and Willpower
- **Starting Health:** 25 + 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.



DIPLOMAT

Politicians occupied an important role during the days of the Republic. Even the Empire can not diminish the power of your words to bolster your allies and shake your foes.

- **Primary Abilities:** Communication, Intelligence, Perception, and Willpower
- **Secondary Abilities:** Accuracy, Constitution, Dexterity, Fighting, and Strength
- **Starting Health:** 15 + Constitution + 1d6
- **Weapon Groups:** Brawling, Blasters, Staves, Grenades or Vibroblades weapons

LEVEL 1

Influence: You use your force of personality to demoralize and thwart an enemy's efforts within 8 spaces or 4 meters of you as a major action. You make an opposed test of your Communication (Leadership) vs. the target's Willpower (Self-Discipline). If you win, the target must to re-roll its successful ability tests and take the worse result.

Stating Ability Focus: You receive one of the following ability focuses: Communication (Leadership), Communication (Disguise), or Willpower (Courage). You also receive Communication (Persuasion) if you do not have it already.

Starting Talents: You become a Novice in one of the following talents: Command, Contacts, or Observation. You also start as a Novice in Oratory.

LEVEL 2

Stunt Bonus: You can perform the Set-Up stunt for 1 SP instead of 3 SP.

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

Coordinate: You use a minor action to give all allies that can both see and hear you a +1 bonus on his or her next attack roll.

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

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 can perform the Tower of Will stunt for 3 SP instead of 4 SP.

LEVEL 7

Diplomacy: You add +1 to your Stunt Die whenever you roll a Communication-based ability test as part of an advanced test.

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 Specialization Talent: You gain the Master degree in the specialization talent already have.



LEVEL 10

Inspire: Once per combat encounter, you can use a minor action to give one ally who can see and hear you an extra 1d6 on his or her next ability test of his or her choice.

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 + 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.

Stating 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, Ithoresse, 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.

Great Fortitude: You regain twice the amount of Health you normally do when resting (*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, Intelligence, Strength, and Willpower

- **Starting Health:** 15 + Constitution + 1d6
- **Weapon Groups:** Blasters, Brawling, and Grenades or Vibroblades

LEVEL 1

Clever Cover: You make the most of your protection from behind cover. Attackers suffer an additional –1 penalty when attacking you while you are behind cover (see Chapter 7: Supplemental Rules and Vehicles).

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

pecialization. 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

**BACKGROUNDS,
ABILITY FOCUSES,
AND
TALENTS**

**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~~
- **Astrogration** (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~~

PERCEPTION

- 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.

Non-AGE of the Empire Talents: Alchemy, Archery, Horsemanship, Mounted Combat Style, and Weapon and Shield Style.

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

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, Diplomat, 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 whirls 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.

Journeyman: 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.

Journeyman: 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, Diplomat, 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 blasterstaves, electrostaves, lightsaber pikes, saberstaves, and quarterstaves.

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, Diplomat, 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.

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.

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.

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.

NEGOTIATOR

- **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.

OPERATIVE

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

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.

SHOCKTROOPER

- **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.

Journeyman: 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.

Journeyman: 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.

Journeyman: 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 Cybernetic Augment for the arm or eye.
- **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

Cost: All values are given for items in Imperial Credits, represented by **₪**. They often simply referred to as credits.

Illegal: Imperial law outlaws these weapons and armor. Exceptions are made for Imperial personnel.

Ion: These weapons deal penetrating damage to machines, such as droids.



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	
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	—	800☛	
Heavy rifle*	3d6+Per	2	L	—	2000☛	
Ion rifle*	2d6+2+Per ion damage	1	L	—	1000☛	
Staves (Accuracy)						
Electrobaton	1d6+2+Str ion damage	1	Melee	—	450☛	
Electrostaff*	2d6+Str ion damage	—	Melee	—	Rare	
Vibroblades (Fighting)						
Vibroaxe*	3d6+Str	2	Melee	—	500☛	
Vibroknife	1d6+Str	—	Melee/T	—	200☛	
Vibrosword	2d6+Str	1	Melee	—	300☛	

*Requires two hands



Rare: These items are not commonly found in markets. They are kept as oddities or trophies and can some times be traded for, but otherwise have no monetary value for anyone other than collectors.

Range: Determines the maximum number of spaces that you can optimally target an enemy. You can target enemies up to one range increment further than indicated but receive a -2 penalty on the attack.

- **Thrown (T):** Up to 4 spaces or 6 meters (approximately 19-1/2 feet).
- **Short Range (S):** Up to 8 spaces or 12 meters (approximately 40 feet).
- **Medium Range (M):** Up to 12 spaces or 18 meters (approximately 40 feet).
- **Long Range (L):** Up to 20 spaces or 30 meters (approximately 100 feet).

Distance Conversions

Range	Spaces	Meters	Feet
Thrown	4	6	19-1/2
Short	8	12	40
Medium	12	18	60
Long	20	30	100

1 space = 1.5 meters or 5 feet

All meters and feet are approximations

Reload: In order to make an attack with this weapon, you must have it loaded and this gives the action required for doing so. Also included is the number of attacks in parenthesis that is permissible until the weapon needs to be loaded again. P signifies that the weapon in question requires a power pack. Others may require multiples of the same weapon, such as the 'G' for grenades, or require ammunition, such as with the missile tube, which is signified by A.

Appropriate Weapons From Fantasy AGE: Brawling, Bows, Staves, Spears

Wait, So How Do Power Packs Work?

Power packs provide weapons with the energy to function properly. Normal use for most weapons does not drain enough energy or cause the power pack to overheat, allowing the weapon and its accompanying power packs to be taken from battle to battle without having to worry about depleted power packs. However, some weapons are so demanding on their power supplies that they are only capable of firing a certain number of times before their power packs need to be changed out. If you do not reach this shot limit before the end of the combat, your power packs have time to cool and recover from the strain, and do not need replacing. Removing a weapon's power packs is a simple way of disarming it without a restraining bolt.

"I Want Them Alive!" The result of battle does not need to be death. All blasters and rifles have a stun setting. Anyone attacking with these weapons can decide to stun the target when he or she reduces someone to 0 Health. Doing so renders the target unconscious for up to 5 minutes.

BLASTERS

Blaster Pistol: A "blaster" is a catchall term for numerous different designs of hand-held sidearm. It can be hidden with a concealed holster and requires a power pack to operate.

Ion Pistol: An ion pistol fires a stream of energy that neutralizes electrical systems, making it effective against droids, vehicles, electric devices, and cybernetically enhanced creatures. It requires a power pack to operate.

Heavy Blaster: A heavy blaster pistol combines the firepower of a rifle with the utility of a sidearm. The extra power comes from drawing from an additional power pack. It requires two power packs to operate.

BRAWLING

Shock Gloves: Reinforced with electrodes, shock gloves deliver a violent jolt with each strike. It requires two power cells to operate.

GRENADES

Flashbang: A flashbang creates a cacophany of light and sound in a 4 spaces x 4 spaces area. Anyone caught in the blast radius must succeed a TN 13 Perception (Hearing and Seeing) test or become disoriented for one round.

Frag Grenade: Fragmentation grenades come in all shapes and sizes, but are usually round or cylindrical and filled with scrap or parts that serve as shrapnel. A frag grenade deals damage in a 4 spaces x 4 spaces area.

Smoke Canister: This heavy cylinder spews thick smoke, creating light cover within a 4 spaces x 4 spaces area.

Thermal Detonator: A thermal detonator is a small sphere, containing a powerful fusion-based explosive. It is armed with an Activate action and has a timer that can be set for 1-3 rounds (6- 18 seconds). It can be reset or de-activated with another Activate action. It damages everything in a 4-space, or 6-meter, radius of its explosion. A successful TN 13 Dexterity (Acrobatics) test halves the damage. Thermal detonators at the start of the turn of the person who set it.

EXOTIC

Blaster Staff: Combines the utility of a walking stick with the firepower of a blaster rifle, it is often favored by wanderers and hermits on the Outer Rim. It can be used as a quarterstaff in melee and requires a power pack to operate.

Bowcaster: Exclusively produced by wookiees, it is a fusion of modern and ancient technologies that hurls an explosive energy bolt at a high speed, like an ancient

rail gun. Powerful, this mechanism is however very inefficient.

Dart Launcher: Often mounted on the forearm, a dart launcher fires a single poisoned dart. Unlike other projectile weapons, it uses a high-pressure spring and does not require a power pack, concealing it from most weapon scans.

HEAVYWEAPONS

Blaster Cannon: This blaster weapon is normally mounted and not meant for personnel use. It fires a massive bolt that deals full damage to the target of its attack and half damage if it misses. Any creature or object adjacent to the target must make a successful TN 13 Dexterity (Acrobatics) test or take half damage if the attack hit. It requires three power packs or a cannon battery to operate.

Flame Projector: A flame projector shoots a stream of flame at its target. It can set objects on fire. A victim can make a successful opposed Dexterity (Acrobatics) test vs. the attack roll to take half damage.

Missile Tube: A missile tube fires a single, high-speed projectile with an explosive warhead. The standard missile unleashes a storm of metal shrapnel with explosive force, affecting a 4-space, or 6-meter, radius. A successful TN 15 Dexterity (Acrobatics) test halves the damage. Replacement missiles cost 200 credits each.

LIGHTSABERS

The blade of any lightsaber weapon is generated by a power pack and focused through a kyber crystal within the hilt. Given time, it can cut through most materials, except other lightsaber blades, vibroblades, and energy shields. Kyber crystals are considered contraband throughout the Empire and the construction of a lightsaber is a closely guarded secret known to only a few.

Lightsaber: An elegant weapon from a more civilized age, lightsabers were the most common weapon used among the Jedi during the Republic Era and the Clone Wars. It requires a kyber crystal and a power pack to operate.

Lightsaber Pike: Favored by Elite Imperial Guards, a lightsaber pike operates on the same principle as a lightsaber but with a longer haft for reach and small blade for ease of use. It requires a kyber crystal and a power pack to operate.

Saberstaff: A saberstaff has a built-in lightsaber at each end, allowing it to still be functional should one end be separated from the other. It requires two kyber crystals and two power packs to operate.

REPEATERS

Repeaters are heavily modified versions of more commonly found blasters and rifles, often overriding the safety features so that the power pack overheats in exchange for a more rapid rate of fire.

Rapid Fire Mode: Players can use an Activate action with a repeater weapon to start Rapid Fire mode. While in Rapid Fire mode, you make one attack roll when firing and compare it to the Defense of up to three targets within short range. Stunts affect targets individually. A Mighty Blow, for example, would apply to one target of your choice, not all targets. You cannot use Lightning Attack with Rapid Fire mode, but you can Dual Strike. Each time you attack while in Rapid Fire mode costs 3 shots.

Repeating Blaster: The repeating blaster is a favorite of thugs and enforcers who favor a 'spray and pray' approach. It requires one power pack to operate.

Repeating Carbine: The repeating carbine combines the range of a rifle with the lightweight and ease of use of a blaster. It requires two power packets to operate.

Repeating Rifle: The repeating rifle has the best balance of heavy damage and rapid fire, but the cost of being very demanding on power packs. It requires four power packs to operate.

RIFLES

Blaster Rifle: The blaster rifle is standard issue for Imperial stormtroopers and soldiers of fortune across the galaxy. It requires two power packs to operate.

Ion Rifle: An ion rifle is simply a larger version of the ion pistol. It requires two power packs to operate.

Heavy Rifle: The heavy blaster rifle is a larger and higher energy capacity version of the standard blaster rifle. It requires three power packs to operate.

STAVES

Electrobaton: This short cudgel is favored by Imperial Riot Troopers. It requires one power pack to operate.

Electrostaff: A hold over from the Clone Wars where it was used by the Separatists to counter Jedi lightsabers. It requires two power packs to operate.

VIBROBLADES

Vibroaxe: A vibroaxes bring the wielders full strength to bear to deliver devastating cuts. It requires two power packs to operate.

Vibroknife: The weapon of choice for petty street thugs and assassins, it is not subject to any regulation since it so commonly used. It can be thrown as a missile weapon and requires a power pack to operate.

Vibrosword: Most consider this weapon to be archaic, but it is favored by soldiers and mercenaries that prefer close-quarter combat. It requires a power pack to operate.

ARMORS

Armors			
Armor	AR	Penalty	Cost
Light Armor			
Blast helmet & vest	1	0	500*
Padded flight suit	3	0	2000*
Mercenary armor	4	-1	1500*
Armored flight suit	5	-1	4000*
Mandalorian armor*	6	-1	Rare
Heavy Armor			
Stormtrooper armor	6	-2	Illegal
Bounty hunter armor*	7	-2	5000*
Light battle armor	8	-3	8000*
Heavy battle armor	10	-3	10,000*

*Capable of equipping Armor Add-Ons

LIGHT ARMOR

Blast Helmet & Vest: Consisting of a lightweight helmet and protective vest, it offers very limited protection but is affordable and widely available.

Padded Flight Suit: Incorporating a blast helmet with gauntlets and blast vest, a padded flight suit not only offers limited protection against attacks. It also protects the wearer from decompression, g-forces, and harmful environments.

Mercenary Armor: This armor is typically a piecemeal combination of a helmet, pauldrons, a breastplate that may or may not have a back, with gauntlets and greaves. As such, the design asymmetrical and is never uniform in appearance.

Armored Flight Armor: A suit of armored flight armor provides the protection of a fitted set of armor with the utility of a flight suit. It is favored by elite squadrons of TIE fighter pilots.

Mandalorian Armor: With its distinctive T-shaped visor, Mandalorian armor is lightweight while providing optimal protection. You can also equip bounty hunter armor add-ons.

HEAVY ARMOR

Stormtrooper Armor: Recognized across the galaxy as the uniform of the Empire's foot soldiers, stormtrooper armor is an 18-piece cocoon that surrounds the soldier. This armor includes a built-in short-range comlink and environmental controls that enable the wearer to be in hazard level 1 environments without penalty. Outside ownership of this armor is strictly prohibited.

Bounty Hunter Armor: Like mercenary armor, the typical set of bounty hunter armor is usually cobbled together from a variety of different sources. The pieces are better fitted to the wearer and can make use of built-in modifications, such as comlinks and rocket packs.

Light Battle Armor: A suit of battle armor is custom-made to the wearer that combines lightweight composite materials that are optimized for deflecting blaster fire and ordinance.

Heavy Battle Armor: Heavy battle armor sacrifices the mobility of the lighter version for nearly impenetrable protection.

GEAR

Gear	
Item	Cost
Communication Devices	
Comlink, short-range	25 ⁷
Comlink, long-range	500 ⁷
Com jammer	350 ⁷
Holo-messenger	300 ⁷
Computer/Security Devices	
Binder cuffs	50 ⁷
Code cylinder	500 ⁷
Datapad	200 ⁷
Restraining bolt	600 ⁷
Consumables*	
Explosive charge (1)	2000 ⁷
Lock breaker (3)	300 ⁷
Medpac (7)	100 ⁷
Ration pack (10)	25 ⁷
Repair kit (5)	500 ⁷
Stimpack (4)	50 ⁷
Life Support	
Aquata breather	350 ⁷
Breath mask	200 ⁷
Flight suit	1000 ⁷
Survival Gear	
All-environs cloak	100 ⁷
Chain (3 meters)	25 ⁷
Field kit	1000 ⁷
Syntherope (20 meters)	20 ⁷
Tools	
Electrobinoculars	1000 ⁷
Glow rod	10 ⁷
Hand scanner	50 ⁷
Hoist cable	200 ⁷
Security kit	Illegal
Tool kit	250 ⁷
Utility belt	500 ⁷

*Number in paranthesis indicates number of uses

Gear (Cont.)	
Item	Cost
Weapon Accessories	
Bandolier	100 ⁷
Cannon battery	800 ⁷
Dampener	700 ⁷
Holster, concealed	50 ⁷
Holster, hip	25 ⁷
Power pack	25 ⁷
Power pack recharger	100 ⁷
Rifle tripod	50 ⁷
Weapon scope	1000 ⁷

COMMUNICATION DEVICES

Comlink: Comlinks are portable communication devices. Comlinks come in a variety of shapes and sizes. Short range comlinks have a range of 50 km (approximately 31 miles) or low orbit, while a long range comlink has a range of 200 km (approximately 124 miles) or high orbit. For 10 times the base cost, comlinks can be encrypted, adding to the difficulty of intercepting transmissions.

Com Jammer: This portable device disrupts all short-range comlink transmissions. If you have the Intelligence (Computers) focus, you can set an open channel that allows you to use comlinks while blocking that of your enemies.

Holo-Messenger: A palm-sized unit used for sending, receiving, and recording holos. You can modify a recording with a TN 13 Intelligence (Computers) test. A successful TN 17 Intelligence (Computers) test can detect any modifications done to the data. A holo-messenger stores 1 hour of high quality holos.

COMPUTERS/SECURITY DEVICES

Binder Cuffs: Binder cuffs are durasteel restraints designed to lock two limbs of a prisoner together, normally at the wrists or ankles. Breaking them requires a TN 19 Strength (Might) test. They can also be unlocked with a TN 13 Dexterity (Disable Device) test.

Datapad: A must-have for any would-be slicer. This hand held personal computer serves many functions. It can also be used to plug into systems for purposes of diagnostics or slicing.

Code Cylinder: A small, encoded security device issued to many military, political or corporate officials. It accesses data via a droid link and can provide entry into restricted areas and facilities. Each cylinder features the user's security clearance data. If an Intelligence (Computers) test is failed while using a code cylinder, its contents are wiped, ruining it and the data inside.

Restraining Bolt: This small device, when placed on a droid or energy weapon, inhibits certain functions. More often than not, it is used to disable the device. It requires a TN 15 Dexterity (Disable Device) or a TN 19 Strength (Might) test to remove for anyone who does not have the corresponding key.

CONSUMABLES

Explosive Charge: An explosive charge delivers a high-energy plasma explosion to a specific point, making it perfect for demolishing structures. It deals 6d6 damage to everything in a 2-space, or 3-meter, radius of its explosion. A successful TN 15 Dexterity (Acrobatics) test halves the damage. Setting an explosive charge requires a major action.

Lock Breaker: A lock breaker can be inserted into any security port. It

automatically succeeds on TN 15 Dexterity (Disable Device) tests or lower, but remains locked in its final position and can't be used again.

Medpac: Medpacs are compact packages designed to apply first aid in emergencies. A medpac is required when attempting a Heal action.

Ration Pack: A small, compact meals designed to nourish a person for one day. The food is bland, and water is not included.

Repair Kit: This includes spare parts that are specified for a number of different repairs: droids, ships, artillery, etc. A repair kit has a specific use, such as a droid repair kit being used for droid repairs. A repair kit is required when making Intelligence (Engineering) tests for repairs.

Stimpack: A single use syringe with steroids, anesthetic, adrenaline, and other compounds used to get the body up and going again. Unlike medpacs, it does not require an Intelligence (Healing) test and the user regains 5 Health with each use. This has no effect on droids.

LIFE SUPPORT

Aquata Breather: While under water, this mouth breather provides 2 hours of breathable air.

Breath Mask: This personal atmosphere-filtering system provides 1 hour of breathable before the filter and atmosphere canister must be replaced. It consists of a mask and a hose that connects to a portable life support system.

Flight Suit: The flight suit is a one-piece coverall (plus helmet) that provides life support, protects the wearer from hostile environments, and prevents the wearer

from succumbing to the effects of gravity, both terrestrial and in space. A flight suit includes a helmet and gloves that seal around the wearer, but provides no protection from blaster fire.

SURVIVAL GEAR

All-Enviorns Cloak: This wrap around cloak protects its wearer from the elements, providing a +4 bonus to Constitution (Stamina) tests against extreme temperature hazards.

Chain: This 3-meter (approximately 10 feet) chain can support 5 metric tons.

Field Kit: A field kit is backpack full of survival gear. It contains two canteens with water purification systems, a week's worth of rations, two glow rods, two breath masks, replacement filters, replacement atmosphere canisters, and an all-enviorns cloak.

Syntherope: A coil of this rope contains 20 meters (approximately 65 feet), and can support up to 760 kg or 1,675 lbs.

TOOLS

Electrobinoculars: This device magnifies distant objects in most lighting conditions. The internal display provides information on range, elevation, heat, etc. They also feature a night vision mode. Electrobinoculars provide a +2 bonus to Perception (Search) tests when using them to search 100 meters away. They have a range of 1.5 kilometers (approximately 1 mile).

Glow Rod: A simple illumination device that projects a beam of light up to 4 spaces or 6 meters. When used in low-light conditions, it allows you to ignore penalties to Perception (Searching) and Perception (Seeing) tests.

Hand Scanner: This is a general-use scanner that can check for atmospheric contaminants, toxins, life-signs. It provides a +1 to any ability tests used to assess an environment, object, or person, such as evaluating the severity of an injury.

Hoist Cable: A hoist capable is pistol-like tool that instead launches up to 35 meters (approximately 115 feet) of durasteel cable with a magnetic grapnel at its end. Most stationary targets can be struck with TN 11 Accuracy (Blasters) ability test, but it can also be fired so as to wrap around and catch on an object like a tree branch or slender piping. Doing so is much more difficult, with a target number determined by the GM. The reel then can be attached to a utility belt or another object to lift the payload at a rate of 3 meters (approximately 10 feet) per second. The hoist cable can support up to 240 kg or 530 lbs, and will not reel if the target is unable to support the weight of the load.

Security Kit: A security kit is a set of special tools for bypassing electronic and mechanical locks. Possession of such kits is illegal on most worlds, except when used by authorized personnel. Despite this, they are fairly easy to come by, especially for anyone who is resourceful enough or with the right connections. A security kit is needed for all Dexterity (Disable Device) tests.

Tool Kit: A tool kit is used to reprogram a droid, repair a bad motivator, or fix a faulty hyperdrive. Toolkits are assumed to include most of the necessary tools for repairing vehicles and droids. Toolkits, along with a Repair Kit, are required when attempting repairs making Intelligence (Engineering) tests.

Utility Belt: A utility belt has several pouches containing a three day supply of rations, a medpac, a tool kit, a power pack, a glow rod, and a two empty pouches.

WEAPON ACCESSORIES

Bandolier: Depending upon the weapon the wearer carries, a bandolier may contain power packs, grenades, knives, or any number of other forms of ammunition. A bandolier has 12 slots and retrieving an item from the bandolier is a free action once per round.

Cannon Battery: Either carried on a back-mount by personnel or as part of a stationary defense, a cannon battery provides all the energy needed to operate a blaster cannon without needing multiple power packs. When connected, a blaster cannon can be fired without depleting its power supply. A minimum of 3 Strength is required to equip a cannon battery.

Dampener: When installed over the barrel of a blaster pistol or rifle, it renders the shot nearly inaudible. However, it also causes the power pack(s) to overheat and must be replaced after use.

Holster: Holsters are generally available for blasters, larger weapons are usually carried on shoulder straps. Hip holsters hold weapons in easily accessible and seen locations, while concealed holsters help keep a weapon out of site. A concealed holster can be detected via an opposed test of the searcher's Perception (Search) against the holster owner's Dexterity (Legerdemain).

Power Pack: A power pack is a compact rectangular battery that fits into the grip or barrel of most energy weapons, such as a blaster pistol or blaster rifle, to provide the power needed to fire it. A power pack can be recharged with a power recharger.

Power Pack Recharger: A power pack recharger can recharge one power pack at a time by connecting to the power supply of a ship or building. This takes 2 hours.

Rifle Tripod: Deploying a rifle tripod requires an Activate action. When you lie prone and use the Aim action, your next attack gains an additional +1 attack bonus on top of your usual bonus.

Weapon Scope: This operates on the same technology as electrobinoculars, but does not include night vision. When installed on a blaster or rifle, it extends its range by one step.

MODIFICATIONS: WEAPONS, ARMOR, AND CYBERNETICS

You can change the qualities of your weapons and armor, improving and customizing them to your preferences. You can further alter your character with cybernetics, but this comes at a cost in more than just credits.

WEAPON MODIFICATIONS

Finesse (Melee only): Weapons with the Finesse mod have the option of exchanging Dexterity for Strength on damage. Cost: 800 credits.

Knockback (Ranged only): Weapons with the Knockback mod can move a target 2 extra spaces when using the Skirmish stunt. Cost: 1,500 credits.

Heavy: Weapons with the Heavy mod take -1 to attack rolls, but gain a +1 to damage rolls. Note, that this penalty can be offset by Precision mods. Cost: 600 credits for +1/-1, +1,200 credits for 2/-2, and 3,000 credits for +3/-3.

Incendiary (Ranged only): Weapons with the Incendiary mod can cause targets to burst into flame. Whenever you use the Mighty or Lethal Blow stunt with an incendiary weapon, the extra damage is penetrating damage. Cost: 3,000 credits.



Piercing: Weapons with the Piercing mod ignore 2 points of AR. Cost: 2,000 credits for 2 AR, 5,000 credits for 3 AR, 8,000 credits for 4 AR.

Precision: Weapons with the Precision mod always gain a +1 bonus to attack. Cost: 1,000 credits for +1, 3,000 credits for +2, and 5,000 credits for +3.

ARMOR ADD-ONS

Armor Add-Ons	
Add-On	Cost
Com antennae	100*
Lasso launcher	400*
Flamethrower	900*
Rocket booster	1500*
Visor interface	1200*

Com Antennae: A short-range comlink built into the armor's helmet.

Lasso Launcher: Built into one of your gauntlets, it fires a length of synthrope up to 4 spaces, or 6 meters. The target must succeed a TN 15 Dexterity (Acrobatics) test or become restrained.

Flamethrower: Mounted on top of a gauntlet, it delivers one shot as if from a flame projector. It costs 300 credits to replace the assembly before it can be fired again.

Rocket Booster: This back-mounted propulsion pack enables flight up to 30 spaces, with a maximum of 10 spaces each round. If you do not continue your flight or end your movement on a level surface, you begin to fall at the end of your turn.

Visor Interface: Miniaturizing the technology to fit inside a helmet, installation of a visor interface gives you all the benefits of electrobinoculars.

CYBERNETICS

Cybernetics not only replace but augment certain body parts. They can be implanted into organic subjects or can be installed into droids. Organics become more vulnerable to ionic energy the more implants he or she has.

- **TN:** After hit with an attack that deals ion damage you must make a Constitution (Stamina) test to avoid taking penetrating damage, with a success the damage is normal. Additional augments increase the target number.

Cybernetics		
Cybernetic	TN	Cost
Cyber Arm	13 or +2	600*
Cyber Eye	13 or +2	800*
Cyber Leg	13 or +1	400*
Synthskin	—	2000*

Cyber Arm: A cyber arm replaces a missing arm for any humanoid. You receive +1 damage with melee attacks per implant, and +1 Strength (Might) with two implants.

Cyber Eye: Their are various designs of cyber eye, with most fitting into the subjects eye socket or a visor if replacing both. You receive +1 damage with ranged attacks, and +1 Perception (Seeing) with two implants.

Cyber Leg: Like a cyber arm, efforts are made to match the artificial limb, but pairs of implants often features reversed knees, clawed feet, and other additions. You receive +1 Strength (Jumping) per implant, and +1 Speed with two implants.

Cyber Leg: Like a cyber arm, efforts are made to match the artificial limb, but pairs of implants often features reversed knees, clawed feet, and other additions. You receive +1 Strength (Jumping) per implant, and +1 Speed with two implants.



Synthskin: Synthkin seamlessly conceals the subjects cybernetic implants with a layer of artificial skin. Unless damaged, analyzed with scans, or interacted with directly, it is impossible for an observer to tell the difference.

THE BLACK MARKET: DRUGS & POISONS

There are many illicit wares available in the back alleys and shadowy shops of the galaxy. These items are strictly prohibited by the Empire and dubious even among the Rebellion. GMs should feel free to set the rarity and cost of these items themselves.

DRUGS

- **TN:** After taking a drug, its effect lasts for 5 minutes. After which, the user makes a Willpower (Self-Discipline) test against the Target Number or becomes addicted. Once addicted, the person must have another dose of the drug within 24 hours or suffer -2 on all ability tests. Droids are immune to the effects of drugs.

Booster Blue: Booster blue is known for its distinctive blue can and the industrial dye used to make it. The user receives +1 Defense and can Activate or Ready as a free action once per turn for 5 minutes.

Gree Spice: Gree spice creates a sense of euphoria and empowerment within the user and has only recently been outlawed by the Empire. The user receives +1 on ability tests for 2 hours.

Pol Pollen: Pol pollen is an inhaled stimulant. The user receives +2 Speed for 5 minutes.

Sansanna Spice: This variety is so ubiquitous that Sansanna spice is simply referred to as 'spice.' It causes the user to become disoriented for 1 minute.

Black Market Items		
Item	TN	Cost
Drugs		
Blue booster	17	Illegal
Gree spice	13	Illegal
Pol pollen	13	Illegal
Sansanna spice	11	Illegal
Poisons		
Malkite themfar	15	Illegal
Sennari	13	Illegal
Somniject	13	Illegal
Zolall	17	Illegal

POISONS

- **TN:** After hit with an attack from a dart launcher, the target makes a Constitution (Stamina) test against the Target Number or suffer the effects of the poison. Droids are immune to the effects of poisons.

Malkite Themfar: A powerful nerve-toxin that renders its victims with paralysis, malkite themfar comes in a variety of forms but is most often applied to poison darts. The target becomes immobilized until he or she makes a successful Constitution (Stamina) test.

Sennari: Sennari is a fast-acting, lethal poison. The target takes 1d6+3 penetrating damage until he or she makes a successful Constitution (Stamina) test.

Somniject: Somniject is a tranquilizer favored by bounty hunters. The target loses consciousness until injured or up to 5 minutes. The target can make a Constitution (Stamina) test every minute to regain consciousness.

Zolall: Zolall is a powerful surgical anesthetic. The target becomes disoriented until he or she makes a successful Constitution (Stamina) test.

CHAPTER 6

USING THE FORCE

- **“For my ally is the Force, and a powerful ally it is. Life creates it, makes it grow. Its energy surrounds us, and binds us.” —Yoda**

FORCE POWERS

All sentient life is connected to the Force, but wielding this mysterious energy is known only to a few. While all are capable of acquiring the training or insight into the Force through the Force Sensitivity talent (see the Chapter 4: Backgrounds, Ability Focuses, and Talents), some have an innate ability to wield the Force and are known as Force Adepts, or “Adepts” for short (see Chapter 3: Classes). A character’s Perception, being able to sense the living Force, determines how successful he or she is in utilizing force powers. However, how effective a force power is determined by a force-user’s strength of will and uses Willpower. Force powers are divided into four categories: Alter, Control, Senses, and Dark Side. Using powers from the Dark Side come with potential drawbacks (see below).

Using a Force power is much like casting spells. The way it differs from spellcasting is in two important ways: Force Power Stunts and Recharge rolls. Each Force Power has its own set of stunts that are triggered when attempting to use it, which are defined with each Force Power description. Whether a character is successful or unsuccessful in using a Force Power, he or she must use a Recharge action in before that Force Power can be used again. This is a free action, rolling 1d6 for a value equal or above the indicated recharge number.

**Force Roll = 3d6 + Perception
+ Force-related Focus (If
Applicable)**

**Forcepower = 10 + Willpower
+ Perception Force-related
focus (If Applicable)**

Force Powers vs. Forcepower: This language is admittedly very confusing. “Force Powers” is the name traditionally used for different Force-related affects, while “forcepower” has its roots in “spellpower” that shares mechanics in Fantasy AGE. It can be remembered that forcepower, the difficulty in which to resist a force powers, is one one word and will always be singular, whereas Force Powers are two words (two describe more than one ability) and may or may not be used in the plural.

ALTER FORCE POWERS

Alter Force Powers channels the Force to manipulate objects.

DEFLECT

Time	TN	Range	Recharge
Interrupt	13	Personal	5+

Test: None

You use the Force to block an attack made against you. When you are hit by an attack, you make the ability test as a free action and effectively negate the hit.

Deflect Stunts

SP	Stunts
1-3	Shield: You receive a +1 bonus to your Defense for every 1 SP you spend (maximum +3 Defense) on the next attack against you or until the start of your next turn.
3	Redirect: You change the target of the attack to an adjacent enemy if it was made with a melee weapon or an enemy within range if it was made with a ranged weapon.
4	Reflect: You change the target of the attack to the attacker.

FORCE PULL

Time	TN	Range	Recharge
Major	13	Medium	4+

Test: Strength (Might)

You extend your will to move a creature or object to you. The target can not weigh more than 120 kg (265 lbs) and can be moved up to 5 + Willpower spaces toward you that ignores difficult terrain. This also allows you to move objects from a distance to your hand or use the object to make an attack against enemies, using your Force (Alter) vs. their Defense -2 and dealing 2d6 + Willpower damage. A successful Strength (Might) test reduces the spaces moved by half. If you have the Force (Alter) focus, you can Force Pull a creature or object weighing up to 245 kg (540 lbs).

Force Pull Stunts

SP	Stunts
1-3	Utilized: You gain a +1 bonus for every 1 SP you spend (maximum +3 bonus) on any subsequent ability test made with or on the creature or object.
3	Impact: You inflict an extra 1d6 damage with the attack.
4	Yank: You only use a minor action to use this Force Power.

FORCE PUSH

Time	TN	Range	Recharge
Major	13	Medium	4+

Test: Dexterity (Acrobatics)

You extend your will to move a creature or object away from you. The target can not weigh more than 120 kg (265 lbs) and can be moved up to 4 + Willpower spaces away from you, ignoring difficult terrain, and is prone. A successful Dexterity (Acrobatics) test prevents the target from being Force Pushed off a ledge. If you have the Force (Alter) focus, you can Force Push a creature or object weighing up to 245 kg (540 lbs).

Force Push Stunts

SP	Stunts
1+	Shove: You increase the spaces you can move by 1 for every 1 SP you spend.
3	Cast Off: You affect two additional targets.
4	Hard Landing: You inflict 1d6 + Willpower damage on the target(s).

THROW WEAPON

Time	TN	Range	Recharge
Major	15	Medium	5+

Test: None

You throw a melee weapon, using the Force to guide it to its target. This allows you to make a melee attack from up to 8 spaces away, or up to 12 spaces, or 18 meters, with a -2 penalty. However, the attack only deals half damage (rounded down) and does not generate combat stunt points. After the attack is resolved, the weapon returns to your hand.

Throw Weapon Stunts

SP	Stunts
1-3	Assault: You gain a +1 bonus on the attack roll for every 1 SP you spend (maximum +3 bonus).
3	Wide Arc: You can make an additional attack against an enemy in range.
4	Critical Blow: You inflict full damage with the attack(s).

CONTROL FORCE POWERS

Control Force Powers hone the body.

FORCE DASH

Time	TN	Range	Recharge
Minor	13	Personal	4+

Test: None

You move with extraordinary speed. This allows you to move with a speed of 12 + Willpower. You can also move up walls, but must end your movement on a horizontal surface or else you immediately begin to fall.

Force Dash Stunts

SP	Stunts
1+	Haste: You gain 1 space of movement for every 1 SP you spend.
3	Blur: Your movements are too quick to follow. You gain a +2 bonus to Defense until the beginning of your next turn.
4	Force Charge: You gain a +2 bonus on your attack roll(s) until the start of your next turn.

FORCE JUMP

Time	TN	Range	Recharge
Major	15	Personal	5+

Test: None

You leap into the air, propelled by the Force.



This allows you to move with a speed of 10 + Willpower and you ignore difficult terrain. You can distribute your maximum speed between horizontal and vertical spaces moved if you are counting for verticality.

Force Jump Stunts

SP Stunts

- 1+ **Jumper:** You gain 1 space of movement for every 1 SP you spend.
- 3 **Leap Attack:** You gain a +3 damage bonus on your next attack.
- 4 **Shockwave:** Your landing causes a violent tremor. All creatures within a 4-space radius must make an opposed test with their Strength (Might) vs. your Forcepower. If you win, the target is prone.

FORTITUDE

Time	TN	Range	Recharge
Minor	15	Personal	5+

Test: None

You focus your will through the Force, your mind overcoming matter. You gain resistance equal to your Stunt Die + Willpower until the start of your next turn. Just as penetrating damage ignores Armor Rating, so to does resistance negate penetrating damage. You also ignore any harmful environmental effects for the duration, such as extreme heat or cold.

Fortitude Stunts

SP Stunts

- 1+ **Mind Over Matter:** You gain 1 resistance for every 1 SP you spend.
- 3 **Invigorated:** You gain +2 to any opposed ability tests until the end of your next turn.
- 4 **One With the Force:** You automatically succeed any Willpower (Self-Discipline) tests until the start of your next turn.

HEALING

Time	TN	Range	Recharge
Minor	15	Touch	5+

Test: None

You call upon the Force to heal wounds. You can heal yourself or another, and the target regains Health equal to 1d6 + your Willpower. If you have the Perception (Force Control) focus, you instead heal 2d6 + your Willpower.

Healing Stunts

SP Stunts

- 1+ **Force Healer:** You heal +1 Health per 1 SP you spend.
- 3 **Regenerate:** You heal 1d6+3 extra Health.
- 4 **Aura of Healing:** You gain an aura of Force energy that extends in a 4-space radius from you until the end of your next turn. Any ally that begins or ends their turn in the aura regains Health equal to your Willpower.

SENSES FORCE POWERS

Senses Force Powers extend your awareness or manipulate others.

FORCE SENDING

Time	TN	Range	Recharge
Minor	15	Special	5+

Test: None

You call out to the Force to relay a message. The receiver gains insight into your feelings, such as in distress or happiness. The receiver must be on or orbiting the same planet as you. If you have the Perception (Force Senses) focus, your range is unlimited.



Force Sending Stunts	
SP	Stunts
1+	Message: You can convey one word for every 1 SP you spend.
3	Guidance: You and the receiver get a sense of where each other are, gaining a sense when you are moving toward or away from one another, but not an exact location.
4	Glimpse: You or the receiver can see through the other person's eyes for 5 seconds.

INSPIRE

Time	TN	Range	Recharge
Minor	15	Medium	5+

Test: None

You inspire your allies toward acts of bravery. You and all allies within range receive a +2 bonus on your attack roll until the start of your next turn.

Inspire Stunts	
SP	Stunts
1+	Press On: You and your allies gain +1 Speed for every 1 SP you spend until the start of your next turn.
3	Urge Forward: You and your allies can immediately move up to 4 spaces as a free action.
4	Rally: You and your allies automatically succeed any Willpower (Courage) and Willpower (Morale) tests until the start of your next turn.

MIND TRICK

Time	TN	Range	Recharge
Minor	15	Short	5+

Test: Willpower (Self-Discipline)

You subtly use the Force to bend others to your will. The target must be a living sentient creature and takes one non-hazardous

minor action of your choice. If the GM decides that this action is against the convictions of the target, the target can make an opposed Willpower (Self-Discipline) vs. your Forcepower to try to resist.

Mind Trick Stunts	
SP	Stunts
1-3	Extension of Your Will: You act through the target. The target receives a +1 bonus for every 1 SP you spend (maximum +3 bonus) on any ability tests associated with the action it performs.

3 **Mind Wipe:** You can manipulate memories. The target makes a Willpower (Self-Discipline) vs. your Forcepower. If you win, the target forgets you for 5 minutes.

4 **Bewitch:** You force your will to make others attack their allies. The target makes an attack against an enemy within range.

SENSE LIFEFORMS

Time	TN	Range	Recharge
Minor	13	Long	5+

Test: Willpower (Self-Discipline)

You reach out with your feelings to sense the Force in other living things around you. The closest sentient living creature that you are not already aware of makes an opposed test of his or her Willpower (Self-Discipline) vs. your Forcepower. If you win, you know how far away the target is and if he or she has the Force Sensitivity talent, but do not learn its exact location. Each round you can maintain this ability with a minor action, revealing the general location of the next closest creature.



Sense Lifeforms Stunts

SP	Stunts
1+	Pinpoint: You reveal the exact location of one target within range for every 1 SP you spend.
3	Sense Feelings: You can discern if a creature is hostile, friendly, or neutral.
4	Search Thoughts: You reveal the motivations of those you sense, often this is one word, like “ambush” or “hide.”

Dark Side Drawbacks

Stunt Die	Drawback
1	Blight: You immediately take 2d6 penetrating damage.
2	Sever: You are unable to use Force powers for 1d6 rounds.
3	Backlash: You are disoriented for 1 round.
4	Spurned: You receive -1 penalty to recharge rolls, except on Dark Side powers.
5	Doomed: You receive -1 penalty to all opposed ability tests, but gain +1 Defense for the remainder of the encounter.
6	Fury: You receive -1 penalty to attack rolls and Defense, but gain +1 to damage rolls for the remainder of the encounter.

DARK SIDE POWERS

The Dark Side holds unique abilities that many of which most force-users consider to be maligned or taboo. Unlike other Force Powers, those from the Dark Side have the potential to backfire upon the Force-user. When you roll a Force (Dark Side) ability test and the result does not reach the Target Number, you immediately suffer one of the drawbacks listed below according to the Stunt Die.

DARK RAGE

Time	TN	Range	Recharge
Minor	13	Personal	5+

Test: None

You embrace your anger and enter Dark Rage mode. You receive a +2 bonus on Willpower (Courage) and Willpower (Morale) tests while in Dark Rage. You also receive a +3 bonus on your damage rolls in melee combat. However, you suffer a -1 penalty to Defense and -2 to Force tests while in Dark Rage. You return to normal at the end of the encounter or if you force yourself out of your rage with another Activate action.

Dark Rage Stunts

SP	Stunts
1-3	Reave: You regain Health equal to your Willpower +1 for every 1 SP you spend when you enter Dark Rage.
3	Surge: You gain a minor action upon entering Dark Rage mode.
4	Bloodlust: You attack an adjacent enemy as a free action upon entering Dark Rage mode.

EMPOWER

Time	TN	Range	Recharge
Minor	15	Personal	5+

Test: None

You draw deeply upon the Dark Side, anger building upon hatred. You receive +2 Forcepower to the next Force Power you use.

Empower Stunts

SP	Stunts
1-3	Power of the Dark Side: You gain +1 to your next ability test to use a Dark Force power for every 1 SP you spend (maximum -3 penalty).
3	Aura of Dark Force Energy: You gain an aura of Force energy that extends in a 4-space radius from you until the end of your next turn. Any enemy that begins or ends their turn in the aura has -2 Defense.
4	Unlimited Power! You immediately recharge one Force Power.

FORCE CHOKE

Time	TN	Range	Recharge
Major	15	Short	5+

Test: Willpower (Self-Discipline)

Your enemies are grasped by your will and the Force, crushing the breath out of them. One living creature within range disoriented and immobilized and must make an opposed Willpower (Self-Discipline) ability test vs. your Forcepower or take 2d6 + Willpower penetrating damage. Force Choke can be maintained with subsequent major actions, each round dealing 1d6 penetrating damage, but can be broken by a successful Willpower (Self-Discipline) ability test or if you take damage.

Force Choke Stunts

SP	Stunts
1-3	Terror: Your target suffers -1 penalty on his or her first opposed ability tests for every 1 SP you spend (maximum -3 penalty).
3	Tightening Grasp: You clench your grip tighter the more they struggle. The target takes 1d6 penetrating damage whenever they fail their Willpower (Self-Discipline) ability test.
4	Crushing Fists: You can affect one additional target within range.

FORCE LIGHTNING

Time	TN	Range	Recharge
Major	15	Medium	5+

Test: Constitution (Stamina)

You draw power from the Dark Side, launching bolts of lightning from your fingertips. One target within range takes 4d6 + Willpower ion damage and must make an opposed Constitution (Stamina) ability test vs. your Forcepower or become disoriented.

Force Lightning Stunts

SP	Stunts
1-3	Rapid Recharge: You gain a +1 bonus to your recharge roll in order to recharge this power for every 1 SP you spend (maximum +3 bonus).
3	Chain Lightning: You can affect two additional targets within range.
4	Overpower: You turn the ion damage into penetrating damage.

FALLING TO THE DARK SIDE

Aligning to the Dark Side of the Force has tremendous repercussions and often comes at great personal cost. Doing so dramatically changes the tone of character, becoming an antihero whose path is forever stained by what led to his or her fall to the Dark Side. There is often a single crucial moment that marked this transition, wherein the character committed a grievous crime against his or her own conscience, such as betraying a friend or loved one. Afterward, he or she may feel that nothing is left but to embrace the darkness within and that he or she is beyond redemption.

In game terms, characters after this point are aligned to the Dark Side of the Force and do not suffer the drawbacks of using Dark Side Force Powers. Instead, the character begins to manifest signs of his or her corruption. After failing a Perception (Dark Side) ability test to use a Force Power, roll 2d6 and apply the result from the table below. Note that not all manifestations have a benefit.

Dark Side Manifestations

Roll

2d6 Manifestation

2	Shadow: Darkness and shadows cling to you, deepening and further obscuring you from view. You gain a +1 bonus to Dexterity (Stealth) ability tests.
3-4	Eyes: Your eyes blaze with fury and smolder with hatred, becoming red with a yellow ring around the irises.
5	Voice: Your cloying tones reverberate with subtle Dark Force energy, seducing the listener. You gain a +1 bonus to Communication (Bargaining, Deception, and Seduction) ability tests.
6	Skin: Your scars and skin thicken and harden. You gain +1 Armor Rating.
7-8	Deformity: Outward signs of corruption physically manifest in any number of ways, such as your wounds scar rather than heal, your skin pales, your eyes bulge or you develop a persistent hacking cough.
9	Destructive: Passion and pride do not make you a victim of your whims but instead gives you strength. You gain a +1 bonus to Strength (Intimidation and Might) ability tests.
10-11	Aggression: Heightened by anger and suspicion, you are weary and always ready for an altercation. You gain a +1 bonus to Dexterity (Initiative) ability tests.
12	Malevolence: A faint aura of Dark Force energy surrounds you at all times. Animals and non-intelligent sentient creatures do not willingly approach you or immediately become hostile.
6	Fury: You receive -1 penalty to attack rolls and Defense, but gain +1 to damage rolls for the remainder of the encounter.



CHAPTER 7

SUPPLEMENTAL
RULES AND
VEHICLES

COVER

Firing from behind cover is the best way to stay alive in a fight. To determine whether your target has cover from your ranged attack, if any line from corner of the space you occupy passes through a space taken up by an obstacle, then the target has cover. However, this is just a general rule. the GM is the ultimate arbiter and should feel to make rulings based on the context of the situation. The following table gives some guidance on how to handle cover:

Types of Cover	
Description	Your Ranged Attack Penalty
Your target is behind a pillar, corner, or slightly concealed, such as being behind a tarp or in fog.	-1
The target has half cover: something that can be easily ducked behind and protects more than half of its body.	-2
The target has three-quarters cover: something that the target can easily peak over and only leaves a portion of its head exposed.	-3

CONDITIONS

Damage is not the only way of disabling a foe. **Immobilized** means that the target is unable to move of their own will, such as taking a move action on his or her turn. **Disoriented** is where the subject is unable to get their bearings and can only take a minor action on their turn, but are normally fine afterward. **Restrained** does both of these things, but also gives the subject an option to possibly break the hold over him or her.



ENVIRONMENTAL HAZARD LEVELS

The galaxy is full of strange and inhospitable worlds. Extreme heat or cold, high or low gravity, atmospheric pressure and chemical composition all can threaten life that is not native to the planet.

Surviving in these types of environments can be handled using advanced tests (*Fantasy Age Basic Rulebook*, page 98) with the amount of time, target number, success threshold and potential damage being determined by the environment's severity as provided by the table below.

Environmental Hazard Levels				
Level	Time	TN	Success	
			Threshold	Description
1	8 hours	13	5	Planet has wide range between day and night temperature, food and water may be scarce, but with normal gravity (example: Tatooine). 2d6 penetrating damage on failure.
2	4 hours	15	10	Planet has severe high or low temperature and gravity may be greater or less than normal (example: Hoth). 3d6 penetrating damage on failure.
3	10 mins	17	15	Planet has an extreme high or low temperature, high or low or even shifts in gravity, or atmosphere may be composed of chemicals hazardous to most life (example: Mustafar). 5d6 penetrating damage on failure.

As advanced tests require multiple ability tests, the GM decides which ability tests are needed but here is also a short list of ability focuses that may be appropriate:

- **Communication (Animal Handling):** Spurring your mount or herd animals effectively.
- **Constitution (Stamina):** Your body's fortitude to resist exhaustion.
- **Dexterity (Acrobatics):** Keeping your feet on rough terrain.
- **Intelligence (Cartography):** Finding the fastest/easiest path with a map.
- **Intelligence (Natural Lore):** Knowing which plants are edible and which ones will eat you.

- **Perception (Searching):** Looking for signs of life or sources of water.
- **Perception (Tracking):** Identifying what animals have passed through or alternate routes.
- **Strength (Climbing):** Scaling rugged terrain, whether it be mountains or caves.
- **Willpower (Morale):** Keeping up your spirits during a daunting journey.
- **Willpower (Self-Discipline):** Being able to avoid distractions or succumb to mirages.

RANGED WEAPONS IN MELEE

The prevalence and power of ranged weapons makes them quite deadly. No less dangerous though is a sharp vibroblade or lightsaber when an opponent is within reach. Firing a ranged weapon in an adjacent space (within 1.5 meters or 5 feet) to an opponent wielding a melee weapon triggers an immediate attack called an **Interrupt Attack**. An Interrupt Attack is a free action, which can generate Stunt Points and is resolved before the triggering ranged attack takes place.

SHIP COMBAT ENCOUNTERS

There could not be Star Wars without ships and likewise, combat between ships. Unlike encounters with individual combatants, this uses a different approach that is more theatre of the mind. The GM and the players should feel free to work together on forming and unfolding the events of the battle, using these rules more as guidelines to inform rather than dictating the narrative. These rules are not meant to be the ultimate arbiter of what happens at the table.

DECIDE ON THE TYPE OF ENCOUNTER

Most ship combat encounters fall into either chases or dogfights. The goal of chases is evasion of hazards and attacking ships long enough to make the jump to lightspeed. Dogfights focus on removing enemy ships, whether by forcing a retreat or destroying the opposition. These distinctions may seem like common sense, but they are important to keep in mind as you run through the encounter and decide how events develop and that there can be multiple variations on these two themes. For example, a dogfight may involve destroying a particular ship or structure, or a chase may center on keep another ship safe until they make the jump to lightspeed.

KEEP THE NUMBER OF SHIPS INVOLVED TO A MINIMUM

No more than five ships should participate in any ship combat encounter as a general rule, player ships included. Even during larger battles, ships and their pilots do not have perfect awareness of the battlefield and typically break-off into smaller conflicts.

CONSIDER THE ENVIRONMENT

Whether over a snowy tundra, drifting asteroids, or the bowels of a massive space

station, the environment plays an equal role to play just as it would in any other encounter.

AVOID USING VISUAL AIDS, IF YOU CAN

It can be tempting to put minis out on the table to represent where everyone is and how they are moving. However, it is a slippery slope from doing this and a tactical miniatures game, with its own set of rules that are more in-depth than those here. Other games do this kind of thing a lot better. Theatre of the mind is very difficult to achieve and maintain but it is tremendously rewarding.

ROUND ORDER

- PHASE 1, Determine Number of Combatants:** Even if it is part of a larger battle, the GM decides who is actively involved in the combat encounter. If a ship is involved in the combat encounter, it is assumed that they are within range of at least one other ship's weapons, although this is ultimately decided by the GM.
- PHASE 2, Determine Ship Positioning:** Resolve where each ship involved in the combat encounter is in relation to each other. This is also where it is determined if a ship is in range to attack another. Positioning determines which side of a ship is vulnerable (damage is applied to Health, not Deflector Shields) and which side is effectively blocked from attack. A pilot can change which side is exposed by performing a maneuver (see Roles).

Ship Position

Ahead

Blocked: Your front

Vulnerable: Your back

Behind or Head-to-Head

Blocked: Your back

Vulnerable: Your front

Flanking

Blocked: Your opposite flank

Vulnerable: Your front

- **PHASE 3, Choose Your Role:** Each ship's crew determines what roles they will fill on their turn. A player can only occupy one role at a time.
- **PHASE 4, Turn Order:** Ships Take Their Turns In Descending Initiative Order And In Descending Role Order For Each Ship. Combat begins, with each ship's pilot having rolled and acting out their turns.
- **Phase 5: Changes in the environment:** After every ship has taken a turn, something should be different in the environment. For example, an asteroid could drift into the players' flight path or a ship not involved in the encounter explodes and sends out debris that must be avoided.

ROLE 1: CAPTAIN

Command (Major Action): You provide direction and coordinate the actions of your allies to ensure success. This is a TN 11 Communication (Leadership) test. If you are successful, one of your ally gains a bonus on their next ability test equal to the Stunt Die.

ROLE 2: PILOT/CO-PILOT

Attack Maneuver (Major Action): You alter your flight path to optimize your next attack. You must succeed on opposed Dexterity (Piloting) tests to gain +1 attack on your or crewmember's next attack roll.

Barrel Roll Maneuver (Major Action): You change positions with one of your attackers so that you are now behind them. You must succeed on opposed Dexterity (Piloting) tests to switch positions so that you are behind and he or she is in front of you.

Evasive Maneuver (Major Action): You spiral and pitch the ship to avoid danger. You must make a successful TN 15 Dexterity (Piloting) with this maneuver to negate vulnerability on attack rolls against you. When avoiding obstacles,

if you fail a Dexterity (Piloting) test, you can re-roll it, but you must keep the results of the second roll.

Fly (Minor Action): You fly the ship, keeping it aloft. This may also require a Dexterity (Piloting) ability test depending on the environment and situation.

Dive (Major Action): You turn the ship downward, focusing on gaining speed. Doing so increases the speed category by one but also makes you vulnerable from one other position for one round.

Jump to Lightspeed (Major Action): Once the success threshold has been reached, you can engage the hyperdrive to make the jump to lightspeed.

Wingover Maneuver (Major Action): You change directions so that you now move in the opposite direction. You must make a successful TN 15 Dexterity (Piloting) with this maneuver or become vulnerable.

ROLE 3: MECHANIC

Repair (Major Action): You make quick repairs to the ship. You must have a ship repair kit ready and is a TN 13 Intelligence (Engineering) test. If you are successful, the ship gets back an amount of Health equal to the Stunt Die + your Intelligence. The ship cannot benefit from another Repair action until additional damage is taken.

Shield Boost (Major Action): You divert power to the ship's deflector shields. This is a TN 11 Intelligence (Engineering) test. If you are successful, the ship gets back an amount of Shields equal to the Stunt Die.

Speed Boost (Major Action): You get as much speed from the ship's main drive as you can. Doing so increases the speed category by one until your next turn.



ROLE 4: NAVIGATOR

Astrogation (Major Action): You engage the navigation computer for the jump to lightspeed. Doing so requires an advanced test with Intelligence (Astrogation) with the GM determining the task difficulty and success threshold.

ROLE 5: GUNNER

Lock On (Major Action): You use the targeting computer to line up your next shot. If you miss an attack roll against the target, you can re-roll it, but you must keep the results of the second roll.

Switch Weapons (Major Action): You swap one of the ship's weapons for another. For example, switching from twin cannons to a proton torpedo.

SHIP COMBAT STUNTS

Combat between ships differs significantly from battle between individuals. Stunts that are triggered during a ship combat encounter are drawn from the table below

Ship Combat Stunts	
SP	Stunt
1-3	Don't Get Cocky: You gain +1 to your next ability test for every 1 SP you spend.
2	Mighty Shot: If you do damage, the target takes an extra d6 damage.
2	Defensive Positioning: The ship gains a +2 bonus to Defense until the beginning of your next turn.
3	Set Up: Pick an ally. On their next turn, the ally receives a +2 bonus on their next ability test.
3	Wrong Vector: Choose one enemy. That opponent cannot attack you until your next turn.
4	Fast Act: You can perform one additional ship action on your turn.
4	Shields Up: A power surge regenerates the deflector shields. The ship regains 3d6 shields.
4	Quick Calculations: You lower the successful threshold needed to jump to light-speed by 3.
5	Seize the Initiative: You move to the top of the initiative order. This means you and your allies may get to take another turn before some of the combatants get to act again. You remain at the top of the order until someone else seizes the initiative.
5	Lethal Shot: If you do damage, the target takes an extra 2d6 damage.

SHIP FAILURE (OPTIONAL RULE)

Ships often do not remain at their optimum level of functioning up to the point they are destroyed. When a ship is reduced to half its Health (rounded down) or less, one crewmember rolls a 1d6 for one of the following effects to immediately take place.

Ship Failures	
Roll	
1d6	Stunts
1	Critical Failure: Damage to vital ship functions put it in danger of exploding. The critical failure must be repaired with a repair kit and a TN 13 Intelligence (Engineering) ability test within 3 rounds or the ship will be destroyed.
2	Injury: One crewmember randomly determined by the GM is dealt 2d6+2 penetrating damage.
3-4	System Failure: One role randomly determined by the GM cannot act during the ship's next turn.
5	Disabled Engine: The ship's speed is reduced by one category.
6	Off Course: The successful threshold needed to jump to lightspeed is increased by 2.

VEHICLE QUALITIES

Crewmembers: The first number given is the number of people required to operate the vehicle, with the number behind the “/” indicated the number of crewmembers that the ship can support.

Maneuverability: A pilot adds this value to all Dexterity (Initiative) and Dexterity (Piloting) ability tests.

Speed: These are broad categories for relative speed from slowest to fastest. This mostly determines if a ship can escape another's weapon range.

Defense: The first number given is for NPC pilots, with the number behind the “/” indicating the value for player character pilots.

Deflector Shields: Ships do not have an Armor Rating but a separate pool that is like a secondary reserve of Health instead. There are multiple ways in which Deflector Shields can recover in combat and regenerate 1d6 Health per minute out of combat.

Health: A ship's health can only be recovered by making repairs.

Armaments: Describes the types of weapons that are installed on the ship. Ship weapons are in the Accuracy (Heavy Weapons) weapon group.



SHIPS

TIE Fighter

Statistics

Crewmembers: 1/1

Fragile: If the Mighty Shot or Lethal Shot stunt is performed on a Tie Fighter, the GM immediately rolls a for a ship failure.

Flight

Maneuverability: +4

Speed: Fast

Hull

Defense: 14/ 12 + Dexterity (Piloting)

Deflector Shields: 20

Health: 50

Armaments

Twin Cannon: 3d6+3

These starfighters form the backbone of the Empire's starfighter fleet.

TIE Interceptor

Statistics

Crewmembers: 1/1

Stunt Bonus: A TIE Interceptor can perform the Defensive Positioning stunt for 1 SP.

Flight

Maneuverability: +4

Speed: Faster

Hull

Defense: 14/ 13 + Dexterity (Piloting)

Deflector Shields: 30

Health: 60

Armaments

Proton Torpedo (1): 5d6+3

Twin Cannon: 3d6+3

Improving on the TIE Fighter in almost every way, these starfighters are often at the head of elite Imperial squadrons.

X-Wing

Statistics

Crewmembers: 1 (plus astromech)/1

Astromech: An X-Wing has a port for an astromech. An installed astromech can only perform the mechanic and navigator roles.

Flight

Maneuverability: +2

Speed: Faster

Hull

Defense: 13/10 + Dexterity (Piloting)

Deflector Shields: 30

Health: 70

Armaments

Quad-Cannons: 4d6+4

Proton Torpedo (2): 5d6+3

More than a symbol of the Rebellion, these starfighters have almost perfect balance of maneuverability, speed, and offensive capabilities.

YT-1300 Light Freighter

Statistics

Crewmembers: 1 (plus co-pilot)/6

Cargo Capacity: The ship can support 5 tons of cargo, along with one land-based vehicle. It also includes numerous hidden compartments where illicit cargo can be stored.

Co-Pilot: The ship can have two crewmembers perform the pilot role. However, only one of them can perform a maneuver during a round.

Flight

Maneuverability: +1

Speed: Fast

Hull

Defense: 11/10 + Dexterity (Piloting)

Deflector Shields: 40

Health: 90

Armaments

2 Quad-Cannons: 4d6+4



An out-of-date civilian shipping vessel that was in service during the latter years of the Republic and is now favored smugglers.

VEHICLES

614-AvA Speeder Bike

Statistics

Crewmembers: 1/1

Overland

Maneuverability: +3

Speed: Fast

Hull

Defense: 13/11 + Dexterity (Piloting)

Health: 50

Armaments

Blaster Cannon: 3d6

A militarized repulsorlift speeder bike.

X-34 Landspeeder

Statistics

Crewmembers: 1/4

Cargo Capacity: The vehicle can support 340 kg (750 lbs.) of cargo.

Overland

Maneuverability: +1

Speed: Faster

Hull

Defense: 11/10 + Dexterity (Piloting)

Health: 70

A civilian repulsorlift passenger vehicle.

CHAPTER 8

ALLIES, ADVERSARIES, AND BESTIARY

ALLIES

R2 Astromech

Abilities (Focuses)

- 2 **Accuracy**
- 0 **Communication**
- 1 **Constitution**
- 2 **Dexterity** (Disable Device)
- 0 **Fighting**
- 4 **Intelligence** (Astrogation, Computers, Engineering)
- 1 **Perception** (Searching)
- 0 **Strength**
- 0 **Willpower** (Courage)

Speed	Health	Defense	AR
5	45	13	2
Weapon	Attack	Damage	Range
Probe	+3	1d6 ion	Melee

Special Qualities

Fire Extinguisher: An R2's fire extinguisher serves as a smoke screen that provides light cover within a 4 spaces x 4 spaces area.

Talent: Your choice of talent between either being a Novice in Medicine or Slicer.

Equipment: Electric welder, circular saw, fire extinguisher, computer interface probe, holo recorder and projector. It speaks binary, but understands Basic.

R2 series are the most common droids of their kind and can be found fulfilling a variety of roles.

Alley Doc

Abilities (Focuses)

1	Accuracy
0	Communication
1	Constitution
2	Dexterity
-1	Fighting
4	Intelligence (Healing, Natural Lore)
2	Perception (Smelling, Touching)
0	Strength
1	Willpower (Self-Discipline)

Speed	Health	Defense	AR
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6	20	12	0
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Weapon	Attack	Damage	Range
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Blaster Pistol	+1	1d6+3	Short
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Special Qualities

Services: Alley docs provide the following services for sale:

- **Emergency Care (100 credits):** You restore 10 Health.
- **Overnight (350 credits):** By spending the night in one of Bazz's bacta tanks, you are restored to your maximum Health.

Talents: Medicine (Master).

Equipment: Blaster pistol, medpacs (10), stimpacks (8).

Alley doc's provide healthcare to anyone who manages to make it through the door and without asking too many questions of how their patients received their injuries. They mostly cater to mercenaries, thugs, and hired guns, but the Rebellion has been known to seek out their services as well.

Bartender

Abilities (Focuses)

0	Accuracy
3	Communication (Etiquette, Investigation)
0	Constitution
2	Dexterity
0	Fighting
2	Intelligence (Evaluation, Galactic Lore)
3	Perception (Empathy, Tasting)
1	Strength
0	Willpower

Speed	Health	Defense	AR
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6	20	12	0
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Weapon	Attack	Damage	Range
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Improvised Weapon	+1	1d6	Melee
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Special Qualities

Services: Bartender's provide the following services for sale.

- **Brool (5 credits):** Your basic swill, cheap and refreshing.
- **Ebla (6 credits):** A light beer that is a favorite among Imperial Stormtroopers.
- **Red Cloud (13 credits):** Although it is served in shots, you would be a fool to drink it in one pull. If you do so, you must make a TN 15 Constitution (Drinking) ability test or be knocked unconscious for 5 minutes. This is especially potent to Twi'leks, who suffer a -2 penalty and generally avoid ordering it.
- **Frothy Wampa (250 credits):** The "house special." The bartender will ask you, "how you take it?" Depending on your response, the bartender will pass you a glass of water of the corresponding color along the last message she received from other the Empire (Blue), Hutts (Green), or Rebels (Red).

Talents: Contacts (Journeyman), Intrigue (Novice).

Equipment: Bartender's apron.

The galaxy is full of cantinas and bartenders are an excellent source of information.



Rebel Spy			
Abilities (Focuses)			
1	Accuracy	(Blasters)	
0	Communication	(Disguise)	
1	Constitution		
2	Dexterity	(Stealth)	
1	Fighting		
2	Intelligence	(Cryptography)	
2	Perception	(Hearing, Seeing)	
0	Strength		
2	Willpower	(Morale)	
Speed	Health	Defense	AR
6	20	12	0
Weapon	Attack	Damage	Range
Blaster Pistol	+3	1d6+3	Short
Special Qualities			
Services: Rebel spies provide the following services:			
<ul style="list-style-type: none"> • Encryption/Decryption: Deciphers or protects data, such as on a code cylinder • Carrier: Passes along a message to or from the Rebel Alliance 			
Talents: Observation (Novice), Slicer (Journeyman).			
Equipment: Blaster pistol, code cylinder, a disguise, security kit.			

The Rebellion has informants strewn throughout the Empire. They often work alone or in small, secretive cells, being the eyes and ears of the Rebellion.

CRAFTING A SUPPORTING CAST

Heroes are defined by adversity and no hero acts alone. Here are some quick rules for making simple NPCs:

- **10-Point Buy:** Distribute value across all the different abilities starting at 0, emphasizing what you want the NPC to focus on. Generally, this means one ability is at 3 or 4.
- **6 Foci:** NPCs should not contend with the PCs in the combat department and are often sought out for their knowledge or skills. This is also a good place to add any quirks.
- **Personality over numbers:** Giving a NPC character at the table goes much further than any bonus or ability value. A distinctive personality can be difficult to cultivate, but toward movies, games, and comics for ideas.
- **Rules are meant to be broken:** Have fun with design and do what you feel will work. Breaking the “10-Point Buy” for example made the Gamorran Brute quite the meat brick and a lot of fun to GM.



ADVERSARIES

Cantina Brawler

Abilities (Focuses)

- 1 **Accuracy** (Brawling)
- 0 **Communication**
- 3 **Constitution** (Drinking)
- 1 **Dexterity**
- 1 **Fighting**
- 0 **Intelligence**
- 0 **Perception**
- 2 **Strength**
- 2 **Willpower**

Speed	Health	Defense	AR
4	15	11	0

Weapon	Attack	Damage	Range
Improvised Weapon	+3	1d6+1	Melee
Fist	+3	1d3+1	Melee

Special Qualities

Favored Stunts: Skirmish

Talents: Carousing (Novice)

Equipment: A credstick with 11 credits.

Threat: Minor

Every cantina has someone looking for trouble. Although quick and easy to anger, these types back down just as quickly given the right incentive.

Flame Trooper

Abilities (Focuses)

- 1 **Accuracy** (Heavy Weapons, Pistols)
- 0 **Communication**
- 3 **Constitution** (Running, Stamina)
- 1 **Dexterity**
- 1 **Fighting**
- 0 **Intelligence**
- 1 **Perception** (Seeing)
- 3 **Strength**
- 1 **Willpower**

Speed	Health	Defense	AR
4	25	11	6

Weapon	Attack	Damage	Range
Flame Projector	+3	2d6+2 penetrating	S
Heavy Blaster	+3	2d6+3	M

Special Qualities

Favored Stunts: Rapid Reload, Threaten

Talents: Armor Training (Novice)

Equipment: Blaster rifle, stormtrooper armor, sabacc deck, utility belt, and a credstick with 17 credits.

Threat: Minor

Flame troopers are often deployed on raids against Rebels and Rebel sympathizers, enforcing the Empire's dominance through use of terror and collective punishment. Their flame projectors are just as destructive against food stockpiles, weapons caches, and vital medical supplies as they are to civilians.



Gamorran Brute

Abilities (Focuses)

- 0 **Accuracy** (Brawling)
- 1 **Communication**
- 6 **Constitution** (Drinking)
- 0 **Dexterity**
- 1 **Fighting** (Vibroblades)
- 1 **Intelligence**
- 1 **Perception** (Smelling)
- 4 **Strength** (Intimidation)
- 0 **Willpower**

Speed	Health	Defense	AR
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4	40	10	4
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Weapon	Attack	Damage	Range
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Blaster Pistol	+0	1d6+3	Short
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Fist	+2	1d3+6	Melee
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Vibroaxe	+3	3d6+6	Melee
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Special Qualities

Favored Stunts: Mighty Blow, Knock Prone

Talents: Armor Training (Novice), Two-Hander Style (Novice)

Ion Vulnerability (TN 17): A gamorran brute must make a TN 17 Constitution (Stamina) test whenever it takes ion damage. If it fails, it takes penetrating damage from the attack.

Equipment: Blaster pistol, x2 cybernetic arms, mercenary armor, vibroaxe and a credstick with 47 credits.

Threat: Moderate

Gamorran brutes are notorious for their ill-temper and strength. Many mercenaries also take advantage of cybernetics to augment their abilities, whether because they are often unable to promptly treat their injuries or the desire for power. The gamorran brute is an enforcer and often surrounded by a posse of hired guns.

Heavy Trooper

Abilities (Focuses)

- 3 **Accuracy** (Grenades, Heavy Weapons, Pistols)
- 0 **Communication**
- 2 **Constitution** (Stamina)
- 2 **Dexterity**
- 0 **Fighting**
- 0 **Intelligence**
- 1 **Perception** (Seeing)
- 3 **Strength** (Might)
- 0 **Willpower**

Speed	Health	Defense	AR
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6	40	12	6
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Weapon	Attack	Damage	Range
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Blaster Cannon	+5	4d6+1	M
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Thermal Detonator	+5	4d6+1	T
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Special Qualities

Favored Stunts: Mighty Blow, Rapid Reload

Talents: Armor Training (Journeyman), Ship Gunnery (Novice)

Equipment: Blaster cannon, cannon battery, thermal detonators (2), stormtrooper armor, utility belt, and a credstick with 37 credits.

Threat: Moderate

Heavy troopers are often used to support infantry and protect artillery. It is not unusual for Rebels to encounter them on raids against Imperial bases, especially if a VIP is present or if it is the site of secret R&D.

Hired Gun**Abilities (Focuses)**2 **Accuracy** (Blasters, Brawling, Rifles)0 **Communication** (Gambling)3 **Constitution** (Drinking)1 **Dexterity**2 **Fighting**0 **Intelligence**1 **Perception** (Smelling)2 **Strength** (Intimidation)0 **Willpower****Speed Health Defense AR**

5 15 11 4

Weapon Attack Damage Range

Blaster Pistol +4 1d6+4 Short

Blaster Rifle +4 2d6+3 Long

Fist +4 1d3+2 Melee

Special Qualities**Favored Stunts:** Mighty Blow, Skirmish**Talents:** Armor Training (Novice)**Equipment:** Blaster pistol or a blaster rifle, mercenary armor, a set of playing cards, and a credstick with 14 credits.**Threat: Minor**

There is no shortage of scum in the galaxy willing to blast someone for a quick cred. Hired guns are often found in the employ of a more established thug or criminal enforcer, and will flee if their employer is defeated.

Imperial Shocktrooper**Abilities (Focuses)**3 **Accuracy** (Grenades, Rifles)0 **Communication**2 **Constitution** (Running, Stamina)3 **Dexterity** (Initiative)2 **Fighting** (Vibroblades)0 **Intelligence**3 **Perception**4 **Strength** (Jumping)0 **Willpower** (Courage)**Speed Health Defense AR**

8 60 14 6

Weapon Attack Damage Range

Frag Grenade +5 3d6+3 T (2 space radius)

Repeating Rifle +5 2d6+4 M

Vibro-blades +4 2d6+4 Melee

Special Qualities**Favored Stunts:** Seize the Initiative, Skirmish**Talents:** Armor Training (Journeyman), Marksmanship (Novice)**Avalanche Charge:** An imperial shock trooper inflicts an extra 1d6 damage if it hits with an attack during a Charge.**Equipment:** Heavy blaster, jet pack, x5 missiles, missile tube, stormtrooper armor, utility belt, and a credstick with 43 credits.**Threat: Moderate**

Distinguished by their red streaks over their white armor, imperial shocktroopers are often used to break Rebel lines and infantry formations during large-scale battles.

Jump Trooper

Abilities (Focuses)

3 **Accuracy** (Blasters, Heavy Weapons)

0 **Communication**

2 **Constitution** (Stamina)

4 **Dexterity** (Initiative, Piloting)

0 **Fighting**

2 **Intelligence** (Engineering)

2 **Perception**

2 **Strength** (Jumping)

0 **Willpower** (Morale)

Speed	Health	Defense	AR
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8	45	14	6
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Weapon	Attack	Damage	Range
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Heavy Blaster	+5	2d6+4	S
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Missile Tube	+5	6d6+2	L (4 space radius)
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Special Qualities

Favored Stunts: Seize the Initiative, Skirmish

Talents: Armor Training (Journeyman), Gunslinger (Novice)

Jet Pack: A jumptrooper can Activate the jet pack to fly 12 spaces (18 meters). The jump trooper needs use Activate in successive rounds in order to stay aloft or safely land on the ground. The jet pack has 10 charges.

Emergency Shield: A jump trooper can Activate a small personal shield, granting a pool of 20 Health. Damage is subtracted from this health pool, but is not reduced by AR.

Equipment: Heavy blaster, jet pack, x5 missiles, missile tube, stormtrooper armor, utility belt, and a credstick with 43 credits.

Threat: Moderate

Jump troopers are dispatched for swift hit-and-run assaults against important Rebel assets, such as communication arrays and ship yards. Although their sole purpose is destruction, each jumptrooper has a personal shield generator to ensure that he or she survives to complete the mission.

Scout Trooper

Abilities (Focuses)

3 **Accuracy** (Pistols, Rifles)

1 **Communication** (Investigation)

1 **Constitution**

4 **Dexterity** (Piloting, Stealth)

-1 **Fighting**

0 **Intelligence**

2 **Perception** (Hearing, Seeing)

1 **Strength**

0 **Willpower**

Speed	Health	Defense	AR
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7	30	14	6
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Weapon	Attack	Damage	Range
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Heavy blaster	+5	2d6+4	S
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Ion rifle	+5	2d6+2 ion	L
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Special Qualities

Favored Stunts: Defensive Stance, Skirmish

Talents: Armor Training (Journeyman), Scouting (Novice)

Equipment: Heavy blaster (w/ weapon scope) or ion rifle (w/ rifle tripod), electrobinoculars, datapad (w/Imperial intelligence report), holo-messenger, stormtrooper armor, utility belt, and a credstick with 24 credits.

Threat: Moderate

Although often found in pairs or small groups, each scout trooper is meant to be self-sufficient and trained to flee in order to report hostile movements, rather than engaging. Scout troopers are usually seen riding speeder bikes.



Shadow Trooper

Abilities (Focuses)

3	Accuracy (Grenades, Rifles)
0	Communication (Investigation)
0	Constitution
5	Dexterity (Stealth)
2	Fighting (Vibroblades)
1	Intelligence (Cryptography)
2	Perception (Hearing, Searching)
1	Strength
0	Willpower

Speed	Health	Defense	AR
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9	40	15	6
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Weapon	Attack	Damage	Range
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Heavy rifle	+5	3d6+2	L
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Smoke canister	+5	None	T
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Vibroknife	+4	1d6+1	Melee
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Special Qualities

Favored Stunts: Pierce Armor, Skirmish

Talents: Armor Training (Journeyman), Scouting (Novice)

Cloaking Device: A shadow trooper can activate the cloaking device, turning invisible. Opponents suffer -5 to attack rolls and Perception (Seeing) tests against the shadow trooper while invisible. Rain, dust, and other effects reduce this penalty to -3. A shadow trooper remains invisible for 1 round or until attacking with cloaked strike.

Cloaked Strike: A shadow trooper inflicts an extra 2d6 damage if it hits with an attack while invisible.

Equipment: Heavy rifle (w/ weapon scope), code cylinder (w/ mission objectives and extraction points), x3 smoke canisters, stormtrooper armor (modified for cloaking), utility belt (w/ cloaking device), and a credstick with 38 credits.

Threat: Moderate

Employing personal cloaking devices, shadow troopers are used for targeted assassination and infiltration by the Empire.

Snow Trooper

Abilities (Focuses)

3	Accuracy (Rifles)
1	Communication
2	Constitution (Stamina)
2	Dexterity (Initiative, Stealth)
0	Fighting
0	Intelligence
2	Perception (Searching, Seeing)
1	Strength
0	Willpower (Morale)

Speed	Health	Defense	AR
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6	20	12	6
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Weapon	Attack	Damage	Range
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Heavy Rifle	+5	3d6+2	L
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Special Qualities

Favored Stunts: Mighty Blow, Skirmish
Talents: Armor Training (Journeyman)

Snow Camouflage: Snow troopers receive +2 to Dexterity (Stealth) tests while in snow.

Equipment: Heavy rifle, stormtrooper armor (modified to withstand Level 3 hazard cold environments), utility belt, and a credstick with 27 credits.

Threat: Minor

Snow troopers represent the Empire's resolve in pursuing the Rebellion to even the most inhospitable worlds in the galaxy.



Stormtrooper

Abilities (Focuses)

- 1 **Accuracy** (Rifles)
- 0 **Communication**
- 3 **Constitution** (Running)
- 1 **Dexterity**
- 1 **Fighting**
- 0 **Intelligence**
- 0 **Perception** (Hearing)
- 2 **Strength**
- 1 **Willpower**

Speed	Health	Defense	AR
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4	10	11	6
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Weapon	Attack	Damage	Range
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Blaster Rifle	+3	2d6+4	M
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Special Qualities

Favored Stunts: Knock Prone, Skirmish

Talents: Armor Training (Novice)

Equipment: Blaster rifle, stormtrooper armor, sabacc deck, utility belt, and a credstick with 13 credits.

Threat: Minor

Your average buckethead is narrow-minded, weak-willed, and is a faceless drone that is only interested in performing his or her duties until relieved. Stormtroopers are used for the most part to control civilian populations.

Stormtrooper, Officer

Abilities (Focuses)

- 2 **Accuracy** (Pistols, Rifles)
- 1 **Communication** (Leadership)
- 2 **Constitution**
- 2 **Dexterity** (Piloting, Stealth)
- 0 **Fighting**
- 0 **Intelligence**
- 1 **Perception** (Hearing, Searching)
- 2 **Strength**
- 0 **Willpower**

Speed	Health	Defense	AR
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6	20	12	6
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Weapon	Attack	Damage	Range
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Heavy Rifle	+4	3d6+1	L
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Ion Pistol	+4	2d6+1 ion	S
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Special Qualities

Favored Stunts: Defensive Stance, Pierce Armor

Talents: Armor Training (Journeyman)

Equipment: Heavy rifle or ion pistol, binder cuffs, handscanner, holo-messenger, stormtrooper armor, utility belt, and a credstick with 37 credits.

Threat: Minor

Those that demonstrate modicum of ability are eventually raised to the officer ranks. Stormtrooper officers can be seen fulfilling a variety of roles, such as leading a patrol of stormtroopers or piloting a TIE Fighter. In the case of the latter, a stormtrooper officer will be equipped with an armored flight suit (Armor Rating 5). Others may be technicians, replacing the Dexterity (Piloting) focus with the Intelligence (Engineering) focus.

Trandoshan Hunter

Abilities (Focuses)

2	Accuracy (Blasters, Rifles)
1	Communication
3	Constitution (Running)
2	Dexterity
1	Fighting (Vibroblades)
0	Intelligence
2	Perception (Seeing, Tracking)
1	Strength
0	Willpower

Speed	Health	Defense	AR
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6	40	12	4
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Weapon	Attack	Damage	Range
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Blaster Pistol	+4	1d6+4	Short
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Heavy Rifle	+4	3d6+2	Long
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Vibro-blade	+3	2d6+1	Melee
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Special Qualities

Favored Stunts: Pierce Armor, Regeneration (2 SP)

Talents: Armor Training (Novice), Rifleman Style (Novice)

Regeneration (2 SP): A trandoshan hunter regains health equal to the Stunt Die x 2.

Equipment: Blaster pistol, flashbang heavy rifle, mercenary armor, vibroblade and a credstick with 63 credits.

Threat: Moderate

Trandoshans are widely known for their hunting skills. Many can be found as bounty hunters or hunting dangerous game in the far corners of the galaxy. They have a longstanding enmity with wookiees, who they have hunted for sport in the past.

Tusken Chieftan

Abilities (Focuses)

2	Accuracy (Blasters, Exotic, Staves)
1	Communication (Leadership)
4	Constitution (Stamina)
2	Dexterity (Riding, Stealth)
2	Fighting
0	Intelligence
2	Perception (Seeing)
2	Strength (Intimidation)

Speed	Health	Defense	AR
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6	45	13	4
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Weapon	Attack	Damage	Range
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Blaster Staff	+4	2d6+4	Melee/S
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Club	+4	1d6+2	Melee
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Heavy Blaster	+4	2d6+4	S
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Special Qualities

Favored Stunts: Mighty Blow, Threaten

Talents: Armor Training (Novice), Scouting (Novice)

Equipment: Blaster staff, club (gaderffi stick), electrobinoculars, heavy blaster, mercenary armor, waterskin, and a credstick with 13 credits.

Threat: Moderate

Sometimes, the sand people will rally under a particularly forceful leader. Although he or she would never abandon a trusty gaderffi stick, he or she often also sees the value of other species' technology.



Tusken Raider

Abilities (Focuses)

2	Accuracy (Exotic, Staves)
0	Communication
3	Constitution (Stamina)
2	Dexterity (Riding, Stealth)
2	Fighting
0	Intelligence
1	Perception (Seeing)
2	Strength
0	Willpower

Speed	Health	Defense	AR
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6	20	12	0
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Weapon	Attack	Damage	Range
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Blaster Staff	+4	2d6+3	Melee/S
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Club	+4	1d6+2	Melee
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Special Qualities

Favored Stunts: Skirmish, Taunt
Talents: Scouting (Novice)
Equipment: Blaster staff, club (gaderffi stick), waterskin.

Threat: Moderate

Scourge of the sands, tusken raiders or sand people believe that all water is sacred and belongs to them. This belief puts them in near constant conflict with settlements and moisture farmers.

Zombie Trooper

Speed	Health	Defense	AR
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4	25	8	6
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For all other stats, see the 'Walking Dead' entry in the **Fantasy Age Basic Rulebook**.

Threat: Minor

Whether by a failed Imperial experiment or an alien parasite, these horrid creatures throw themselves against anything living, killing both foe and former friend alike in their ravenous hunger.



BESTIARY

Bantha			
Abilities (Focuses)			
1	Accuracy	(Stamp)	
0	Communication		
4	Constitution	(Stamina)	
0	Dexterity		
2	Fighting	(Ram)	
0	Intelligence		
2	Perception	(Hearing, Smelling)	
5	Strength	(Might)	
2	Willpower		
Speed	Health	Defense	AR
6	50	10	4
Weapon	Attack	Damage	Range
Ram	+4	2d6+5	Melee
Stamp	+3	1d6+5	Melee
Special Qualities			
Favored Stunts: Knock Prone, Trample (2 SP)			
Heavy: A bantha is immune to Force Push and similar Force Powers that have restrictions on weight.			
Large and Stable: Banthas are sturdy beasts of burden. It is immune to the combat stunts skirmish and knock prone, except by other large creatures or vehicles.			
Tough Hide: A bantha's tough hide gives it a natural AR of 4.			
Trample (SP 2): A bantha can move up to 4 spaces and makes Stamp attacks against all prone creatures it passes over.			
Equipment: Bridle and harness.			
Threat: Moderate			

Tusken raiders prize banthas almost as much as water. Although they can be found on numerous worlds, these large pack animals are most notable for the nearly symbiotic relationship they have with their savage riders on the deserts of Tatooine, even going so far as to perishing if the rider is slain.

Dewback			
Abilities (Focuses)			
3	Accuracy	(Bite)	
0	Communication		
2	Constitution	(Running)	
0	Dexterity		
1	Fighting		
0	Intelligence		
2	Perception	(Tasting, Tracking)	
4	Strength		
0	Willpower		
Speed	Health	Defense	AR
7	30	10	3
Weapon	Attack	Damage	Range
Bite	+5	1d6+5	Melee
Stamp	+3	1d6+4	Melee
Special Qualities			
Favored Stunts: Pierce Armor, Trample (SP 2)			
Heavy: A dewback is immune to Force Push and similar Force Powers that have restrictions on weight.			
Trample (SP 2): A dewback can move up to 4 spaces and makes Stamp attacks against all prone creatures it passes over.			
Tough Hide: A dewback's tough hide gives it a natural AR of 3.			
Equipment: Bridle and harness.			
Threat: Minor			

Smaller, faster, and not nearly as temperamental as banthas, dewbacks are common among the more settled species of Tatooine. Scout Troopers often utilize dewbacks as mounts, especially on search missions to utilize their tracking abilities.

Dianoga

Abilities (Focuses)

- 2 **Accuracy** (Bite)
- 1 **Communication**
- 5 **Constitution** (Stamina, Swimming)
- 2 **Dexterity**
- 1 **Fighting** (Tentacles)
- 1 **Intelligence**
- 2 **Perception** (Seeing, Smelling)
- 6 **Strength**
- 1 **Willpower**

Speed	Health	Defense	AR
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3 (8*)	70	8 (14*)	3
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Weapon	Attack	Damage	Range
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Bite	+4	1d6+7	Melee
Tentacle	+3	2d6+6	Melee

Special Qualities

- *Values are for when submerged**
- Favored Stunts:** Dual Strike, Mighty Blow
- Far Reach:** A dianoga can reach up to 2 spaces (3 meters).
- Flurry of Tentacles:** A dianoga makes two tentacle attacks on its turn.
- Voracious Hunger:** When a dianoga hits with both its tentacles against the same enemy, it can make an attack with its bite as a free action.

Threat: Moderate

Dianogas feed on the abundance of food available in trash and garbage located in sewers and space stations. Peeking above the water with their single eyestalk, they are always watchful for a potential meal.

Krayt Dragon

Abilities (Focuses)

- 4 **Accuracy** (Bite)
- 0 **Communication**
- 8 **Constitution** (Stamina)
- 2 **Dexterity**
- 2 **Fighting** (Tail Bash)
- 0 **Intelligence**
- 2 **Perception** (Tracking)
- 8 **Strength** (Might)
- 4 **Willpower** (Courage)

Speed	Health	Defense	AR
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6	180	12	8
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Weapon	Attack	Damage	Range
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Bite	+6	2d6+6	Melee
Claw	+2	1d6+8	Melee
Tail Bash	+4	1d6+8	Melee

Special Qualities

- Favored Stunts:** Knock Prone (1 SP), Tail Bash (SP 2)
- Large-Sized:** Due to their large size and reach, krayt dragons are immune to the combat stunts Skirmish and Knock Prone except by other large creatures and is immune to Force Push and similar Force Powers that have restrictions on weight. It also treats enemies up to 2 spaces away as adjacent.
- Tail Bash:** As a special 2 SP stunt, a krayt dragon can make a tail bash attack against any adjacent opponent. Rolling doubles on this attack does not generate stunt points.
- Tooth & Claw:** A krayt dragon can make one bite and one claw attack as a single attack action. Both of these attacks can generate stunt points.
- Tremorsense:** Creatures must make an opposed Willpower (Self-Discipline) test vs. the krayt dragon's Perception (Tracking) in order to hide.
- Tough Hide:** A krayt dragon's tough hide gives it a natural AR of 8.
- Sand Camouflage:** A krayt dragon gains the Dexterity (Stealth) focus while in sandy environments. This improves to +3 if the krayt dragon is keeps still.

Threat: Dire

Krayt Dragon, Greater

Abilities (Focuses)

6	Accuracy (Bite)
0	Communication
10	Constitution (Stamina)
0	Dexterity
4	Fighting (Claw, Tail Bash)
0	Intelligence
2	Perception (Tracking)
10	Strength (Burrowing, Might)
4	Willpower (Courage, Morale)

Speed	Health	Defense	AR
4	260	10	10
Weapon	Attack	Damage	Range
Bite	+8	2d6+10	Melee
Claw	+2	1d6+10	Melee
Tail Bash	+6	2d6+10	Melee

Special Qualities

Favored Stunts: Knock Prone (1 SP), Tail Bash (SP 2), Swallow Whole (SP 4)

Huge-Sized: Due to their large size and reach, greater krayt dragons are immune to the combat stunts Skirmish and Knock Prone except by other huge creatures and is immune to Force Push and similar Force Powers that have restrictions on weight. It also treats enemies up to 4 spaces away as adjacent.

Tail Bash: As a special 2 SP stunt, a greater krayt dragon can make a tail bash attack against any adjacent opponent. Rolling doubles on this attack does not generate stunt points.

Tooth & Claw: A greater krayt dragon can make one bite and one claw attack as a single attack action. Both of these attacks can generate stunt points.

Tremorsense: Creatures must make an opposed Willpower (Self-Discipline) test vs. the greater krayt dragon's Perception (Tracking) in order to hide.

Tough Hide: A greater krayt dragon's tough hide gives it a natural AR of 10.

Sand Camouflage: A greater krayt dragon gains the Dexterity (Stealth) focus while in sandy environments. This improves to +3 if the krayt dragon is keeps still.

Swallow Whole (SP 4): As a special 4 SP stunt, a creature hit by the greater krayt dragon's bite enters its mouth and takes 1d6+3 penetrating damage at the start of its turn. A creature can make attacks while in the greater krayt dragon's mouth and ignore AR. A swallowed creature is restrained and must succeed an opposed Dexterity (Acrobatics) or Strength (Might) test vs. the greater krayt dragon's Strength (Might). A restrained creature is unable to move and can make another opposed ability test as a Minor action to break free.

Threat: Dire

Krayt dragons are the stuff of legends — rare, massive, and extremely dangerous. Smaller species make their lairs in deep caves, while the larger ones are able to swim through sand like water, devouring any game unlucky enough to come across their path.

Rancor

Abilities (Focuses)

0	Accuracy (Bite)
-1	Communication
6	Constitution (Stamina)
-1	Dexterity
3	Fighting (Claw, Stomp)
0	Intelligence
4	Perception (Hearing, Smelling)
9	Strength (Might)
0	Willpower

Speed	Health	Defense	AR
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3 spaces	80	9	5
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Weapon	Attack	Damage	Range
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Bite	+2	1d6+9	Melee
Claw	+5	2d6+10	Melee
Stomp	+5	1d6+9	Melee

Special Qualities

Favored Stunts: Mighty Blow (1 SP), Stomp (1 SP)

Large-Sized: Due to their large size and reach, rancors are immune to the combat stunts Skirmish and Knock Prone except by other large creatures and is immune to Force Push and similar Force Powers that have restrictions on weight. It also treats enemies up to 2 spaces away as adjacent.

Stomp: As a special 1 SP stunt, a rancor can make a stamp attack against any immediately adjacent opponent, this is an exception to the rancor's reach. Rolling doubles on this attack does not generate stunt points.

Swiping Claws: A rancor can make two claw attacks as a single attack action. Both of these attacks can generate stunt points.

Tough Hide: A rancor's tough hide gives it a natural AR of 5.

Threat: Dire

An arsenal of massive claws and crushing jaws, rancors are walking killing machines. Although many varieties exist, the one here is the most common, typically being kept as an oddity or for entertainment.

Sarlacc

Abilities (Focuses)

4	Accuracy (Bite)
-1	Communication
7	Constitution (Stamina)
-3	Dexterity
3	Fighting (Tentacles)
0	Intelligence
2	Perception (Tasting)
6	Strength (Might)
1	Willpower

Speed	Health	Defense	AR
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0	180	7	9
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Weapon	Attack	Damage	Range
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Bite	+6	1d6+6	Melee
Tentacle	+5	2d6+6	Melee

Special Qualities

Favored Stunts: Dual Strike, Grab (SP 2)

Grab: A sarlacc makes an opposed ability test with Strength (Might) vs. the target's Strength (Might) or Dexterity (Acrobatics). If the target fails, it is restrained. A restrained creature is unable to move and can make another opposed ability test as a Minor action to break free. A sarlacc can move a restrained creature 1 space as a minor action.

Reach: A sarlacc can reach up to 2 spaces (3 meters) with its tentacles.

Flurry of Tentacles: A sarlacc makes two tentacle attacks on its turn.

Immovable: Sarlaccs are tremendously large with bodies buried deep underground. It is immune to the combat stunts skirmish and knock prone.

Ingest: Creatures that enter the sarlacc's mouth take 1d6+3 penetrating damage at the start of its turn. A creature can make attacks while in the sarlacc's mouth and ignore AR.

Threat: Dire

These sunken behemoths wait with gaping maws for anything unfortunate to fall within their grasps.

Wampa			
Abilities (Focuses)			
0	Accuracy (Bite)		
-1	Communication		
6	Constitution (Stamina)		
2	Dexterity		
2	Fighting (Claws)		
-1	Intelligence		
2	Perception (Smelling, Tracking)		
6	Strength (Might)		
1	Willpower		
Speed	Health	Defense	AR
6	60	12	7
Weapon	Attack	Damage	Range
Bite	+2	1d6+6	Melee
Claw	+4	1d6+7	Melee
Special Qualities			
Favored Stunts: Dual Strike, Grab (SP 2), Mighty Blow (1 SP)			
Big: Knock Prone and Skirmish stunts used against wampas require 1 additional SP than normal to work.			
Grab: A wampa makes an opposed ability test with Strength (Might) vs. the target's Strength (Might) or Dexterity (Acrobatics). If the target fails, it is restrained. A restrained creature is unable to move and can make another opposed ability test as a Minor action to break free. A wampa can move a restrained creature 1 space as a minor action.			
Heavy Hitter: Wampas can perform the Mighty Blow stunts for -1 SP.			
Swiping Claws: A wampa can make two claw attacks as a single attack action. Both of these attacks can generate stunt points.			
Snow Camouflage: A wampa gains the Dexterity (Stealth) focus while in snowy environments. This improves to +3 if the wampa is keeps still.			
Tough Hide: A wampa's tough hide gives it a natural AR of 6.			
Threat: Moderate			

Womp Rat			
Abilities (Focuses)			
2	Accuracy (Bite)		
0	Communication		
1	Constitution		
4	Dexterity (Stealth)		
-1	Fighting		
0	Intelligence		
1	Perception (Smelling)		
0	Strength		
1	Willpower		
Speed	Health	Defense	AR
7	10	14	3
Weapon	Attack	Damage	Range
Bite	+4	1d6+1	Melee
Special Qualities			
Favored Stunts: Lightning Attack, Skirmish			
Darkvision: Womp rats can see in the dark as if it were daylight.			
Pack Tactics: If a womp rat is attacking with at least three other womp rats, they may perform stunts for 1 less SP than normal.			
Tough Hide: A wampa's tough hide gives it a natural AR of 6.			
Threat: Minor			

Considered to be little more than vermin, womp rats are vicious scavengers that will attack anyone that gets between them and their next meal.