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:

- **Agent or Soldier:** Mercenary Armor, except for IG Series Droid and Wookiee characters.
- **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.
- **Slicer Talent:** If you begin play with the Slicer (Novice) talent, you have a security kit.
- Field kit
- 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

CHAPTER 5

STARTING CREDITS AND EQUIPMENT

WEAPONS

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

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

Ion: These weapons fire a stream of energy that specifically effects electrical systems and reduces the Armor Rating of

Weapons						
Weapon	**Damage**	**Min. Str.**	**Range**	**Reload**	**Cost**	
Blasters (Accuracy)						
Blaster pistol	1d6+2+Per damage	—	S	—	250	
Heavy blaster	2d6+Per damage	1	S	—	750	
Ion pistol	2d6+Per **ion** damage	—	S	—	500	
Brawling (Accuracy)						
Shock gloves	1d6-1 **ion** damage	—	S	—	250	
Grenades (Accuracy)						
Flashbang	Special	—	T	Ready (1, G)	850	
Frag grenade	3d6+3+Per damage	—	T	Ready (1, G)	1500	
Smoke canister	Special	1	T	Ready (1, G)	850	
Thermal detonator	6d6+Per damage	—	T	Ready (1, G)	Illegal	
Exotic (Accuracy)						
Blaster staff*	2d6+2+Per damage	1	Melee/S	—	Rare	
Bowcaster*	3d6+2+Per damage	2	M	Minor (10, P)	Rare	
Dart launcher	1+Per damage	—	S	Minor (1, A)	Illegal	
Heavy Weapons (Accuracy)						
Blaster cannon*	4d6+Per damage	3	M	Major (5, P)	3000	
Flame projector*	2d6+1+Per **piercing** damage	2	S	Major (5, P)	1000	
Missile tube*	6d6+Per damage	2	L	Major (1,A)	1500	
Lightsabers (Fighting)						
Lightsaber	2d6+Str **piercing** damage	—	—	—	Illegal	
Lightsaber pike*	1d6+3+Str **piercing** damage	—	—	—	Illegal	
Saberstaff*	2d6+2+Str **piercing** damage	—	—	—	Illegal	
Repeaters (Accuracy)						
Repeating blaster	1d6+Per damage	—	S	Minor (10, P)	Illegal	
Repeating carbine*	1d6+3+Per damage	—	M	Minor (10, P)	Illegal	
Repeating rifle*	2d6+1+Per damage	2	M	Major (15, P)	Illegal	
Rifles (Accuracy)						
Blaster rifle*	2d6+2+Per damage	1	M	—	800	
Heavy rifle*	3d6+Per damage	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)						
Double-vibroblade*	2d6+3 Str damage	1	Melee	—	400	
Vibroaxe*	3d6+Str damage	2	Melee	—	500	
Vibroknife	1d6+Str damge	—	Melee/T	—	200	
Vibrosword	2d6+Str damage	1	Melee	—	300	

*Requires two hands

mechanical targets, such as droids, by half (rounded down). If the attack is also affected by another similar effect, such as the Pierce Armor stunt, then the damage is treated as penetrating damage.

Piercing: Most of these weapons use heat or plasma to melt or bypass armor and reduces the Armor Rating of all targets by half (rounded down). If the attack is also affected by another similar effect, such as the Pierce Armor stunt, then the damage is treated as penetrating damage. Unlike ion weapons, this applies to all targets.

Rare: These items are not commonly found in markets. They are kept as oddities or trophies and can some times are 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.

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 drain, and do not need replacing. Removing a weapon's power packs is a simple way of disarming it without a restraining bolt.

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

WEAPON DESCRIPTIONS AND APPLICABLE TALENTS

Each weapon has brief summary detailing its use and the amount of power packs required for it to operate. It also lists which talents you can benefit from while using the weapon.

> ### "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.
Talent(s): Gunslinger Style

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.
Talent(s): Gunslinger Style

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.
Talent(s): Gunslinger Style

BRAWLING

Shock Gloves: Reinforced with electrodes, shock gloves deliver a violent electrical jolt with each strike. Each glove requires one power pack to operate.
Talent(s): Unarmed Style

GRENADES

Flashbang: A flashbang creates a brilliant 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.
Talent(s): Thrown Weapon Style

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.
Talent(s): Thrown Weapon Style

Smoke Canister: This heavy cylinder spews thick smoke, creating light cover within a 4 spaces x 4 spaces area.
Talent(s): Thrown Weapon Style

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.
Talent(s): Thrown Weapon Style

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.
Talent(s): Marksmanship Style, Staff Weapon Style

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. It requires three power packs to operate.
Talent(s): Archery Style

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. The Thrown Weapon Style talent applies to the darts.
Talent(s): Thrown Weapon Style

HEAVY WEAPONS

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.
Talent(s): Gunnery Style

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.
Talent(s): Gunnery Style

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.
Talent(s): Gunnery Style

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.
Talent(s): Dual Weapon Style, Single Weapon Style, Two-Handed Weapon Style

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.
Talent(s): Staff Weapon Style, Two-Handed Style

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.
Talent(s): Dual Weapon Style, Staff Weapon Style

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.
Talent(s): Gunslinger Style

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.
Talent(s): Gunslinger Style, Marksmanship Style

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.
Talent(s): Marksmanship Style

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.
Talent(s): Marksmanship Style

Ion Rifle: An ion rifle is simply a larger version of the ion pistol. It requires two power packs to operate.
Talent(s): Marksmanship Style

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.
Talent(s): Marksmanship Style

STAVES

Electrobaton: This short cudgel is favored by Imperial Riot Troopers. It requires on power pack to operate.
Talent(s): Single Weapon Style

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.
Talent(s): Staff Weapon Style

VIBROBLADES

Double-Vibroblade: A double-vibroblade is essentially two vibroblades attached by a central hilt. It requires two power packs to operate.
Talent(s): Dual Weapon Style, Two-Handed Weapons Style

Vibroaxe: A vibroaxes bring the wielders full strength to bear to deliver devastating cuts. It requires two power packs to operate.
Talent(s): Two-Handed Weapons Style

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.
Talent(s): Dual Weapon Style, Single Weapon Style, Thrown Weapon Style

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.
Talent(s): Dual Weapon Style, Single Weapons Style, Two-Handed Weapon Style

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 is assymetrical 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 and versatility.

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

*Number in paranthesis indicates number of uses

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

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-Environs 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-environs 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

Armor Piercing: Weapons with the Armor Piercing mod reduces the Pierce Armor stunt to 1 SP. Cost: 6,000 credits.

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 treated as penetrating damage. Cost: 3,000 credits.

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 syntheropel 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. Attacks with a cyber arm deal 1d3+1 damage.

Cyber Eye: Their are various designs of cyber eye, with most fitting into the subjects eye socket or a visor if replacing both eyes. 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. Attacks with a cyber leg deal 1d3+1 damage.

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 interracted 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, the user makes a Willpower (Self-Discipline) test against the Target Number or becomes addicted. Once addicted, the user must have another dose within 24 hours or suffer −2 on all ability tests. This penalty lasts until the user makes a successful Constitution (Stamina) test, and can make one attempt per day. Droids are immune to the effects of drugs.

Booster Blue: Booster blue is known for its distinctive blue cannister 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

ADVICE: KNOWING YOUR AUDIENCE

Addiction is a chronic disease that both deserves and requires understanding, sensitivity, and support. Although recreational and performance enhancing drugs are included in this ruleset, their inclusion in your game should by no means be treated as the default, and GMs should feel more than free to exclude them should he or she feel that they are not appropriate. Substance abuse and dependency can be triggering for some and the GM should discuss if this may be a potential issue with the players. Their inclusion here does not diminish or intend to make light of this, but is here for those who wish to explore these themes.

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.

- "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.

USING THE FORCE

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 effects, 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 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 Perception (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 Perception (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 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 disorientated.

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 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.

FORCE RITUALS

A Force Ritual requires significantly more training and knowledge than Force Powers, with deep concentration and understanding of the Force. Only Adepts and those with the Witch of Dathomir specialization are capable of using them. Often times all one can do when enacting a Force Ritual is close his or her eyes and focus on the desired effect. When you use a Force Ritual in combat, you can take no other actions other than making the appropriate ability test. As these effects focus on a more narrative approach to the Force, the GM and the player are encouraged to work together in crafting how these play out at the table. Much like an Advanced Test, each Force Ritual has a Success Threshold but also has a Failure Threshold. If you have a number of failures equal to the Failure Threshold, the Force Ritual ends and you must start again.

DARK METAMORPHOSIS

Ability Test	TN	Success	Failure
Per (Dark Side)	17	20	4

Requirements: Willpower 4 or more and the Dathomiri Witch (Novice) specialization.

You use the Dark Side to twist and mold the body of a willing or unwilling subject. After completion of the ritual, the subject increases his or her Constitution, Dexterity, or Strength by 2 and increases the other two abilities by 1. However, the subject reduces his or her Communication, Intelligence, and Willpower by 1. The subject also suffers a –2 penalty on all ability tests to resist Dark Side powers. This permanently remains in effect.
Component(s): One subject and three or more participants with the Force Sensitivity (Novice) talent.

DOMINATE BEAST

Ability Test	TN	Success	Failure
Per (Dark Side)	13	15	3

Requirements: Willpower 3 or more and the Dathomiri Witch (Novice) specialization.

You use your power in the Dark Side to break the will of a creature. This can either be one Large beast or a number of smaller beasts equal to 1d6 + your Willpower.

Creatures subdued in this way obey non-dangerous commands without question, requiring a Free action. Dangerous commands, such as charging into battle, require you spend Minor action and the creature can make an opposed Willpower (Self-Discipline) test vs. your Forcepower to break your hold over it. The beast or beasts remain loyal for up to 48 hours, wherein they wander off dazed and confused unless further provoked.
Component(s): A subdued beast or beasts that are caged, shackled or otherwise tethered.

COMMUNE

Ability Test	TN	Success	Failure
Per (Force Senses)	17	10	3

Requirements: Perception 2 or more and the Force Sensitivity (Novice) talent.

You allow your mind to wander into the Force to seek guidance and answers. These answers are often vague, merely images or sounds without context. This may become clearer if using an aid to enhance your abilities, such as a Jedi or Sith holocron. Alternatively you can try to summon a Force Spirit for 1 minute. The Force Spirit acts as he or she did in life, but is somewhat detached, and can not compelled to answer with even a Communication test. Once summoned, a Force Spirit can not be summoned again for 30 days.

Component(s): A kyber crystal or a personal belonging of a deceased force-user.

HIBERNATION

Ability Test	TN	Success	Failure
Per (Force Control)	17	15	4

Requirements: Willpower 3 or more and the Force Sensitivity (Novice) talent.

You draw upon the living Force to mend and restore the body by drifting off into a deep sleep. You or one subject regains 1d6 Health per hour of sleep and ignores hazards such as from extreme environmental effects. This can also be used to resuscitate the recently slain with the GMs approval, often requiring that the body remain intact and the subject had given his or her life in a selfless act.
Component(s): None.

TELEKENESIS

Ability Test	TN	Success	Failure
Per (Force Alter)	11	5-15	3

Requirements: Willpower 2 or more and the Force Sensitivity (Novice) talent.

You reach out to the Force to levitate a creatures or objects within site. The GM sets the success threshold depending on the size and number of targets you are affecting. The use of an object to focus your concentration, such as an amulet or staff, often reduces the success threshold. The effected creatures or objects move very slowly, the equivalent of one space (2 meters or 5 feet) per turn. The upper limits of this are lifting and moving single to two-person vehicles, such as an X-Wing.
Component(s): None.

Ability Test	TN	Success	Failure
Per (Dark Side)	13	10	3

Requirements: Willpower 4 or more and the Dathomiri Witch (Novice) specialization.

You call out to the Force to the spirits of the dead. You raise a number of Walking Dead equal to 1d6 + your Willpower. Alternatively, you raise a Large beast. This creature has half the amount of Health it normally has, but its Armor Rating is increased by 4.

Creatures raised in this way obey your commands without hesitation, requiring only a Free action. They remain animated for 1 hour, wherein they crumble to ash and dust.
Component(s): A boiling cauldron with the bones of the type of creature you wish to raise.

OPTION: NON-FORCE WIELDERS AND FORCE POINTS

The Force affects more than just those who can wield it. To represent this concept, all characters start the game session with one Force Point. Force Points can be spent with any ability test to allow the player to re-roll and use this result instead. Although many talents allow players to do this, being able to "use the Force" to assure success in this way allowed players to take a lot more risks. To make force-wielders a little more unique in how this resource can be used, these characters can spend them to re-charge a Force Power without having to roll for it. Force Points are typically awarded for outstanding roleplaying, taking heroic risks, or accomplishing certain tasks such as defeating a particularly challenging opponent or overcoming a formidable obstacle.

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.

- **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.

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 a also a short list of ability focuses that may be appropriate:

- **Communication (Animal Handling):** Spuring 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.

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 hyperdive 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

SP	Stunt
Ship Combat Stunts	
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.

OPTION: SHIP FAILURE

The 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 takes 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 ships 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 everyway, 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.