

STAR WARS
AGE OF
REBELLION
ROLEPLAYING GAME



BETA



STAR
WARS
ROLEPLAYING

CREDITS

STAR WARS: AGE OF REBELLION DESIGNED BY

Jay Little

PRODUCED AND DEVELOPED BY

Andrew Fischer

ADDITIONAL WRITING AND DEVELOPMENT

Dave Allen, Eric Cagle, Shawn Carmen, Daniel Lovat Clark, John Dunn, Sean Patrick Fannon, Tim Flanders, Sterling Hershey, Jason Marker, Katrina Ostrander, and Sam Stewart

EDITING AND PROOFREADING

Brian Casey, Molly Glover, and David Hansen

MANAGING RPG PRODUCER

Chris Gerber

GAME LINE GRAPHIC DESIGN

EDGE Studio, David Ardila, and Chris Beck

CORE BOOK GRAPHIC DESIGN

Chris Beck, Shaun Boyke, Taylor Ingvarsson, Dallas Mehlhoff, and Michael Silsby

GRAPHIC DESIGN MANAGER

Brian Schomburg

MANAGING ART DIRECTOR

Andrew Navaro

ART DIRECTION

Zoë Robinson

COVER ART

Imaginary FS Pte Ltd

INTERIOR ART

Cristi Balanescu and Magali Villeneuve

PRODUCTION MANAGEMENT

Eric Knight

LICENSING & DEVELOPMENT COORDINATOR

Deb Beck

EXECUTIVE GAME DESIGNER

Corey Konieczka

EXECUTIVE PRODUCER

Michael Hurley

PUBLISHER

Christian T. Petersen

PLAYTESTERS

"Wraith Squadron" Jordan Millward with Keri Harthoorn, Kyle Harthoorn-Burton, Kieren Smith, Julia Smith, and Malcolm Douglas Spence. "The Librarians" Pim Mauve with Gerlof Woudstra, Keesjan Kleef, Jan-Cees Voogd, Joris Voogd and Jeroen Brugman. "Forged in Death" Aric Wieder with Dawn Wildfong, Katie Shannon, Joey Shannon, and Emily Sheriff.

LUCAS LICENSING

DIRECTOR OF PUBLISHING

Carol Roeder

SENIOR EDITOR

Jennifer Heddle

CONTINUITY DATABASE ADMINISTRATOR

Leland Chee



**FANTASY
FLIGHT
GAMES**

Fantasy Flight Games
1995 West County Road B2
Roseville, MN 55113
USA

© 2013 Lucasfilm Ltd. & ® or TM where indicated. All rights reserved. No part of this product may be reproduced without specific written permission. Fantasy Flight Games and the FFG Logo are registered trademarks of Fantasy Flight Publishing, Inc.

ISBN: 978-1-61661-748-6

Product Code: BTA006

Print ID: 1817AUG13

For more information about the *Star Wars: AGE OF REBELLION* line, free downloads, answers to rule queries, or just to pass on greetings, visit us online at

www.FantasyFlightGames.com

CONTENTS

Introduction	3	Chapter VI: Conflict and Combat	136
Welcome to Roleplaying in an Age of Rebellion.....	4	Narrative and Structured Gameplay	136
It is a Time of Civil War	5	Maneuvers	139
Chapter I: Playing the Game	8	Actions.....	141
The Core Mechanic.....	10	Defense.....	144
The Dice.....	11	Soak.....	144
Lights, Camera, Action!.....	14	Range Bands.....	146
The Basic Dice Pool	15	Additional Combat Modifiers	147
Building a Basic Dice Pool	18	Environmental Effects.....	150
Interpreting the Pool.....	22	Wounds, Strain, and States of Health.....	152
Other Types of Checks.....	23	Recovery and Healing.....	155
Other Key Elements	25	Chapter VII: Starships and Vehicles	158
Experience & Development.....	27	Starship and Vehicle Weapons.....	161
Derived Attributes	28	Starship and Vehicle Combat.....	163
Chapter II: Character Creation	29	Stellar Phenomena or Terrain	172
Step 1: Determine Background.....	32	Taking Damage	173
Step 2: Determine Duty	32	Interstellar Travel	177
Step 3: Select a Species.....	36	Vehicle Profiles	178
Step 4 and 5: Select Career and Specializations....	41	Starship Profiles.....	180
Step 6: Invest Experience Points.....	66	Ship and Vehicle Modifications.....	189
Step 7: Determine Derived Attributes.....	67	Chapter VIII: The Force	191
Step 8: Determine Motivation.....	68	The Force in Age of Rebellion.....	192
Step 9: Choose Gear and Appearance.....	69	Force Emergent	192
Step 10: Acquire Rebellion Resources	70	Force Powers.....	194
Chapter III: Skills	71	Chapter IX: The Game Master	200
Choosing Skills.....	73	How to Run an Age of Rebellion Game	201
General Skills.....	74	Using Duty.....	205
Combat Skills.....	86	Using the Contribution Rank	205
Knowledge Skills.....	88	Adjudicating Destiny Points.....	207
Chapter IV: Talents	91	Chapter X: Adversaries	208
Talent Descriptions	94	The Rebel Alliance.....	210
Chapter V: Gear and Equipment	107	Imperial Bureaucracy	212
The Galactic Economy	107	Imperial Military	214
Rarity.....	108	The Galactic Underworld.....	218
Encumbrance.....	110	Droids.....	221
Combat Skills.....	111	Core World Denizens	222
Weapon Characteristics	115	Fringe Dwellers & Galactic Oddities.....	223
Weapon Maintenance.....	116	Chapter XI: Operation: Shell Game	225
Weapon Descriptions.....	117	Introduction	225
Armor	121	Adventure Summary.....	225
Armor Characteristics.....	122	Episode I: Welcome to Titan Base	226
Armor Types	122	Episode II: Lay the Hammer down.....	230
Gear.....	123	Episode III: The Battle for Corva Sector.....	237
Customization and Modifications	130	Epilogue.....	239
Weapon Attachments.....	131	Index.....	240





INTRODUCTION

Two minutes ago, the Star Destroyer came over the pole of the planet and started dumping TIEs into the mix. That's when things went right into the drive tubes.

"TIEs on your six, Blue Two!"

I hit my etheric rudder and rolled my X-wing hard to port. R2-F6 shrieked as emerald blasts flashed past the cockpit, and I heard the solid thunk behind me as one shot punched through my aft shields. Flashing displays helpfully informed me that I was now down one engine. Great.

"Fix! Get that locked down!" I continued the hard turn, the two TIEs behind me matching the maneuver with contemptuous ease. One quick glance at the display confirmed my other worries; the Star Destroyer had plowed into the middle of the convoy and was tearing into the transports with gleeful abandon. Even as I watched, one of the freighters lurched away, spewing fire all along its flank.

But I had bigger concerns at the moment, and given how preoccupied my squadmates were, I'd have to deal with them on my own. Without another thought, I dove towards the Star Destroyer, the TIEs still right on my tail.

It took a moment for the gunners to notice me; a single X-wing in a suicide dive apparently wasn't much of a threat. However, as I got within range, a few turbolasers began firing at me in great, ponderous flashes. I weaved back and forth, firing wildly with my own lasers and hoping that neither they nor the two TIEs would manage to connect.

Just before I hit the Star Destroyer, I pulled the stick back as hard as I could, bottoming out less than ten meters above the deck and shooting up the massive ship's spine. Again, the TIEs managed to make the same maneuver look absurdly easy, but I expected nothing less.

I sped toward the bridge, still firing wildly, and the Star Destroyer's crew suddenly recognized the threat. The great ship seemed to pause as massive turbolasers ceased firing at transports and turned to track me.

About a fraction of a second before the massed fire wiped me from space, I desperately wrenched the stick over and rolled sideways. My X-wing spun through the sheet of fire, which shot past me and right into my two very surprised pursuers.

I leveled the ship out and double-checked to make sure both of the TIEs were, in fact, dead. "Guess I don't get to paint those two kills on my hull."

WELCOME TO ROLEPLAYING IN AN AGE OF REBELLION

Fear rules the galaxy. The tendrils of the Galactic Empire creep into every corner of every system. The Emperor crushes the spirits of all sentients with the iron fist of his massive fleets and endless ranks of stormtroopers. However, a new hope arises to oppose the darkness: an alliance of stalwart freedom fighters striving to restore liberty to the galaxy.

In **AGE OF REBELLION**, players take the fight to the Empire as the plucky warriors of the Rebel Alliance. Regardless of skills, motivations, and ambitions, these individuals stand as the galaxy's last, best hope for survival. Each member of the Rebellion has a unique and important part to play in the galaxy-spanning conflict, and as they play **AGE OF REBELLION**, each will leave their mark on the *Star Wars* universe.

AGE OF REBELLION features a whole host of content that allows players and GMs to create an exciting and memorable adventure in the *Star Wars* universe. In character creation, players choose from a wide variety of species, careers, and specializations specific to the Rebel Alliance to create a unique and intricately customized character. They also craft their character's Duty—the individual way their character contributes to, and is rewarded by, the Rebellion. Once the game begins, these new members of the Alliance to Restore the Republic must contend with adversaries from all across the Empire, both on the ground and among the stars.

HEROES OF THE REBELLION

While the Rebellion doesn't have the strict military hierarchy and training of the Empire, it does draw upon the unique skills and talents of the people who join. When creating characters, players choose from a wide selection of options to find their character's unique role in the Alliance. Each career in **AGE OF REBELLION** explores a different area of Rebel operations. From charming diplomats to keen-eyed soldiers, the Rebel Alliance has a part for everyone to play.

As characters go about their missions for the Rebellion, they find themselves in every corner of the galaxy, working with all manner of people, and gaining experience in all manner of tasks. If the Game Master decides to allow his players to use careers or specializations from other *Star Wars* Roleplaying Games such as **EDGE OF THE EMPIRE**, these game elements are fully compatible with those in **AGE OF REBELLION**.

GUIDED BY DUTY

The members of the Rebel Alliance come from all walks of life. Whether they're an ex-Republic military officer unhappy with what has happened to the galaxy, or a wide-eyed, young fringer looking to make a name for himself as a pilot, the Rebellion takes anyone willing to join. As a result, the ranks of the Alliance are infinitely varied, filled with innumerable personalities and skill sets. Each of these individuals contributes to the Rebellion in a way that uniquely reflects his abilities and motivations. In **AGE OF REBELLION**, these contributions are guided by Duty.

Players determine their characters' Duty during character creation, and Duty can have a profound effect on how that character plays the game. A group may share the same Duty, or each player character may have his own. A character's Duty may be to recruit as many new members to the Alliance as possible, or to sabotage every Imperial operation he comes across. Duty helps tell a character's story and reinforces their role in the Rebellion.

During a campaign or adventure, Duty helps players follow their characters' motivations and use their characters' strengths during a mission. For example, the group finds themselves on board an Imperial Star Destroyer with limited time. Do they check the detention area for Rebel prisoners, try to steal Imperial intelligence from the computer system, or go to the hangar to sabotage the TIE fighters there? Duty helps the player characters make decisions, plan their long-term goals, and link together campaigns fighting the Empire.

POWERFUL STARSHIPS

Starships play a key role in the Rebel Alliance's fight against the Empire. A single daring starfighter run on the Death Star let the Rebellion win its single greatest victory. Because of this, many groups find themselves in the middle of a dogfight, chase, or even larger battle over the course of their adventures. **AGE OF REBELLION** provides an entire chapter on vehicle combat along with profiles for the powerful warships and starfighters of both the Alliance and the Empire. From the massive starships of the Mon Calamari shipyards to the agile starfighters of the Incom corporation, this rulebook provides the tools to create climactic and memorable space battles to rival even the movies.



IT IS A TIME OF CIVIL WAR

Emboldened by their victory over the Death Star, the Rebellion expands throughout the galaxy. Secret agents spy on Imperial facilities and personnel. Hidden-cell networks expand Rebel influence on Imperial-dominated worlds. Saboteurs cripple secret Imperial research projects. Rebel starfighters strike from hidden bases and the main Rebel Fleet to destroy vulnerable targets in daring hit-and-fade attacks. Rebel leaders Mon Mothma and Princess Leia negotiate with sympathetic worlds and grassroots resistance groups to bring them into the Alliance.

As successful as these efforts are, Rebel forces and sympathizers are still dwarfed by the massive Empire. There is a long way yet to go, and the Rebel leaders know it. Only through the combined effort of the different branches of the Alliance can the Rebellion hope to succeed.

ALLIANCE INTELLIGENCE

In a civil war filled with covert operations, secret alliances, hidden bases, and military defections, Alliance Intelligence is vitally important to operations of the Rebellion. Intel monitors all aspects of the Empire to discover weaknesses and gauge future intentions toward the population and the Alliance, and it provides raw data and analysis for both the civil government and the Alliance military. It also handles darker tasks for the Alliance, managing counterintelligence, infiltration, sabotage, subversion, and covert destruction of Imperial installations and assets. While not as immoral or murderous as its opponents in Imperial Intelligence, Alliance Intel agents must be intent, skilled, and utterly ruthless to accomplish their secretive and often thankless tasks.

REBEL AGENTS

Rebel agents might be recruiters, saboteurs, spies, infiltrators, intelligence agents, procurement specialists, scavengers, or even the occasional assassin. Agents might belong to virtually any part of the Alliance command structure. The only commonality is that they operate on their own or in small groups in the field. With minimal Rebel assistance, these brave souls expand Rebel influence and intelligence gathering on Imperial worlds. However, captured agents can expect harsh treatment from the Imperials, whose operatives incarcerate, interrogate, and even torture and execute any Rebel agents they capture.

GUERRILLA WARFARE

The military might of the Empire cannot be challenged in a straight fight by any other force in the galaxy. For the Rebel Alliance to even hope to defeat such a behemoth, they must call upon the unorthodox strategies and the careful application of guerrilla warfare. The Alliance retreats wherever its foes are strongest, only to strike where they are weak.

When an existing planetary or regional government or similar large-scale organization joins the Rebel Alliance, it becomes an Allied Command. Sectors with significant Rebel military units but no major Rebel governmental allies or sympathizers have Sector Force commands instead. Both command types hold extensive semiautonomous control over their own forces and regions.

SECTOR FORCES

Sector Forces comprise the primary military units of the Rebel Alliance. Each Sector Force contains every military and support unit available, including ground troops, special units, intelligence forces, starfighters, and fleets of starships. They also control any assets assigned to them by Alliance High Command. Sector Forces contain the bulk of the Alliance ground forces as regular and irregular troops.



THE JEDI ARE EXTINCT, THEIR FIRE HAS GONE OUT OF THE UNIVERSE...

Almost. Nearly all of the Jedi were killed by Darth Vader and Order 66. Of the few that survived, most went into hiding to avoid suffering the same fate. During the dark times, Vader continued the purge of any remaining Jedi he became aware of, seeking them out and destroying them himself. Most Jedi went deep underground, hiding themselves in the fringes of the galaxy. Occasionally, one would resurface to right a terrible wrong, or protect the innocent, or even seek vengeance after losing all discipline instilled by the now-dead Jedi Order. These lone Jedi occasionally helped early dissidents, often at the cost of their own lives. By the time the Rebel Alliance engaged the Death Star, only Obi-Wan Kenobi and Luke Skywalker were known Force-using mem-

bers of the Alliance. But just as the Rebellion has found a way in the galaxy, so does the Force.

Similar to how Luke Skywalker discovered and cultivated his affinity for the Force, other rare individuals throughout the galaxy can discover similar abilities inside themselves. People such as these must hide their abilities from the watchful eyes of the Empire, and they often find themselves aiding the Rebellion out of a desire to survive. Someone who wishes to play such a character in **AGE OF REBELLION** has the option of taking a special out-of-career specialization: the Force-Sensitive Emergent. This gives his character access to a new world of possibilities in the game, gaining Force powers and Force talents to aid him along the way.

Individual resistance groups that join the Rebel Alliance either become the core of a new Sector Force or join one that already exists. Although the Sector Force is a military classification, it typically fights using guerrilla warfare and other resistance tactics. Few Sector Forces have the manpower or machinery to battle the Empire head-on.

Sector Forces use their own organizational structure or integrate or adopt a version of the Rebel Alliance structure. They handle all operational duties within their Sector, coordinating as needed with Alliance High Command. Sector Forces vary widely in manpower, facilities, and abilities. Some sectors have a full range of military assets and units while others struggle along with what manpower, equipment, and intelligence they have at hand.

SPECIAL FORCES

Alliance Special Forces, commonly called SpecForce units, are the most highly trained and confident soldiers in the Rebel Alliance. Though small in number, these brave few handle major commando raids, protect Alliance High Command, train Sector Forces, and complete unique missions vital to the Rebellion's survival.

ALLIANCE FLEET

The Alliance Fleet is the Rebellion's most important military force, giving the Rebels the mobility and firepower it needs to legitimately challenge Imperial military forces. However, as the Fleet is only a small fraction of the size of the Imperial Navy, it must pick and choose its battles very carefully.

Mon Mothma heavily restricts the use of the Fleet. With the Rebel main base chased off Yavin 4, the loss of the Fleet would be a severe if not fatal blow to Rebel firepower and prestige. Thus, the Fleet balances maintaining a significant single threat with launching continuous attacks to keep the Empire off-balance, detaching up to a quarter of its ships at any one time to hit the Empire where they least expect it. Only when presented with an irresistible target would Allied Command commit the entire Fleet to a single mission.

STARFIGHTER COMMAND

Starfighters are arguably the Alliance's most useful and sought-after resource. They are deployed throughout the galaxy, serving as the primary strike force and protector of Rebel operations. Internal political wrangling between the various commands is common when it comes to starfighter deployment and assignment. As fleet operations are limited, starfighter squadrons are often called in to fill the gap and carry out missions of much greater importance.

Starfighter Command, or StarCom, handles pilot training, the assignment of starfighter wings, and operational control over specialty squadrons, such as Rogue Squadron. Starfighter wings are typically assigned to specific Allied Commands, Sector Forces or starships. Wings are often broken up into their individual squadrons in order to spread as many fighters out to as many bases, starships, and other assignments as possible. Once assigned, the local leaders typically take command, though Starfighter Command reviews the unit's use and results. Large operations may use starfighters from multiple sources.



WELCOME TO AGE OF REBELLION

For over three decades, the **STAR WARS** universe has inspired the imaginations and captured the hearts of generations of fans. Now, we invite you to indulge your creativity and lose yourselves in the fantastic world of the *Star Wars* Roleplaying experience.

To encapsulate the operatic grandeur of the *Star Wars* universe, the *Star Wars* Roleplaying Game is presented in three epic installments. These take place during the height of the Rebel Alliance's struggle against the Galactic Empire. The first of these installments was *Star Wars: EDGE OF THE EMPIRE*, which focused on the fringes of society, on the scum and villainy of the galaxy, and on the explorers and colonists of the Outer Rim. In this second installment, *Star Wars: AGE OF REBELLION*, the players take the fight to the oppressive Galactic Empire as cunning spies, cocky pilots, and dedicated soldiers in the Rebel Alliance. Finally, in *Star Wars: FORCE AND DESTINY*, the players become figures of legend; the last surviving Force users in the galaxy. Hunted by the Empire, they must stay alive, and more importantly, stay true to the ideals of their forebears—the fabled Jedi. Each of these independent game lines stands alone as a unique gaming experience while fully integrating with the others to form a single unified system.

This Beta Playtest is a complete game that provides Players and Game Masters with all the tools they need to play countless games of **AGE OF REBELLION**. However, it is important to note that many of the elements in this beta are not representative of the final product. Much of the art and background material has been removed to provide a more concise playtesting experience.

There are two main methods for you to submit your feedback. First, we have a public forum on the FFG website www.fantasyflightgames.com/ageofrebellionbeta. You can use this board to discuss the beta test with the other people involved, post questions and feedback, and get news updates from the *Star Wars* Roleplaying Game team. Second, you can submit any specific reports or feedback directly to the development team at the beta test e-mail address (ageofrebellionbeta@fantasyflightgames.com). When submitting your feedback via e-mail, it is most helpful to us if you consolidate all of your questions and comments into a single document for your entire group, waiting to send it in until you have collected all feedback into a single document. This will help the development team here more easily organize and process all of your comments.

We would like to include a note as to what constitutes useful feedback. The sort of information that is most useful to us is specific, well thought-out, and concise. Good feedback states the issue at hand and accurately cites page numbers and rules contradictions therein. We are primarily concerned with issues that affect gameplay, such as missing rules entries, examples that are inconsistent with the rules text, and balance or clarity issues. We will be adding weekly updates to our website as the testing progresses.

To close, we would like to extend our sincerest thanks to you for your enthusiasm and your diligence during this Beta Playtest. Your feedback is incredibly valuable to us and we thank you for helping us in making this game the best it can possibly be. We hope you enjoy this document and have many great adventures in **STAR WARS: AGE OF REBELLION**. May the Force be with you.

Happy gaming,
The *Star Wars* Roleplaying Game Team
August, 2013



I PLAYING THE GAME

The **AGE OF REBELLION** Roleplaying Game focuses on the struggle between the Rebel Alliance and the Galactic Empire. In an **AGE OF REBELLION** campaign, characters from fighter pilots to politicians, and from soldiers to spies, all work together to fight to free the galaxy from the oppressive rule of the Emperor.

During these adventures, the characters often find themselves facing any number of challenges, from repairing their damaged starship or slicing their way past a security panel to exchanging blaster fire with Imperial stormtroopers. The characters must rely on their innate abilities, trained skills, and special talents to survive.

This chapter provides a broad overview of the basics of **AGE OF REBELLION**. First, the section discusses what a roleplaying game is and what players need when preparing to play this game. The section then explores the various elements of the game's core mechanic and special dice. The section continues with additional rules that govern the core of **AGE OF REBELLION**'s gameplay. The section ends with a discussion of the general makeup of characters found in **AGE OF REBELLION**. Overall, this chapter covers the core rules of **AGE OF REBELLION**, and other chapters cover rules dealing with specific situations in the game.

WHAT IS A ROLEPLAYING GAME?

A roleplaying game is a collaborative storytelling game. Each player takes on the role of a character in a fictional universe—in this case, *Star Wars*. Players work together to tell a story in which those characters work together to overcome challenges, do battle with dangerous enemies, and strive to bring freedom to the galaxy. Custom dice are used to add an element of randomness to the game, so the outcome of the story isn't known beforehand. Each character has unique characteristics and rules dictating his strengths and weaknesses. He follows rules for developing as the game progresses and uses the custom dice to determine his chances of success or failure at any given task.

WHAT PLAYERS NEED

Beginning an **AGE OF REBELLION** game requires very few materials. Besides at least one copy of this rulebook, players will need pencils or pens and copies of the character sheets found on page 243 to record information about their characters. The group will also need access to one or more standard 10-sided dice. Two dice per player is recommended.

Everyone involved in the game should use the special custom dice designed specifically to manage the unique task resolution system used in the game. The dice are described in detail later in this chapter, and can be obtained through several venues.

- Packs of dice for the **EDGE OF THE EMPIRE** role-playing game are available for purchase at local hobby game retailers or can be ordered online from Fantasy Flight Games. These dice are fully compatible with **AGE OF REBELLION**.
- Fantasy Flight Games offers a *Star Wars*™ Dice app for iOS and Android devices.

However, if these dice are not available, a chart on page 12 shows how players can use standard six-sided, eight-sided, and twelve-sided dice, which are readily found at most hobby game retailers.

THE PLAYER CHARACTERS (THE PCS)

In **AGE OF REBELLION**, each player creates his own unique character. It is this character that embarks on adventures and become one of the protagonists of the story, alongside the other players' characters. Collectively, these characters are called Player Characters, or "PCs" for short. These Player Characters are cut from the same cloth as other memorable characters found in the *Star Wars* universe—tough, savvy, resourceful, and powerful people who are destined to make an impact on the galaxy. However, the PCs are also distinct from the common masses. In general, the PCs have special qualities or abilities that set them apart and make them unique. PCs are generally well trained in their field, highly capable, and often have access to a variety of resources. This distinction is what allows the PCs to face the dangers that abound in an **AGE OF REBELLION** campaign.

THE GAME MASTER (THE GM)

The Game Master (often abbreviated as "GM") is the player who sets the scenes, advances the storyline, and adjudicates the rules in an **AGE OF REBELLION** game. The GM also controls the vast cast of characters known as Non-Player Characters (NPCs). Everyone the Player Characters meet and interact with, from a common junkyard vendor to a high-ranking public official, is managed by the GM. Ultimately, the GM provides the backdrop and framework for the adventure, adding details as events unfold and the PCs make decisions that impact the story.

The GM is not the PCs' adversary or playing "against" the other players. Rather, the GM is a guide and resource to help explain the "who, what, where, and why" of the people, places, and events the PCs encounter. Ideally, the GM works with the other players to develop and resolve the story. While it is true that the GM sets the characters up to fight against opponents and may place them in dangerous situations, the goal is for the GM to provide interesting encounters, keep the players motivated, and help the story flow as smoothly as possible.

Remember, since **AGE OF REBELLION** relies on narrative and interpretive game play, all of the players work together to evaluate results and describe how the story unfolds. The GM just has the additional responsibilities of managing the NPCs, helping resolve disputes, and establishing how the game rules will be applied. Ultimately, the GM's word is final. If the GM makes a ruling, the other players should accept it and keep the story moving. More about playing as the Game Master can be found in **Chapter IX: The Game Master**.

NARRATIVE PLAY

AGE OF REBELLION asks the players to step into their characters' roles and use dramatic narrative to describe events and advance the story. While this rulebook provides specific rules on how to resolve actions, the game relies heavily on both the Game Master and the players to use their imagination—tempered with common sense—to explain what happens.

In **AGE OF REBELLION**, combat, placement of characters, and other situations are represented in an abstract fashion. This allows the game to keep the focus on the characters and their actions, rather than measurements, statistics, or minutiae. Rather than taking a ruler and measuring the distance between characters on a map, it is preferable for a player to simply state: "I'm ducking behind the computer console to get some cover while I return fire." That sort of description paints a much better picture of the action taking place.

Resolving actions also has a narrative element. **AGE OF REBELLION** utilizes a unique system of dice to determine if a given task succeeds or fails. However, the dice provide far more than a simple pass/fail result. The combination of dice types and symbols are all resources the players can use to help tell the story and add depth to the scene. The variety of results allows for interesting and compelling encounters. It is possible for a character to fail at a task, but still receive some benefit or find a brief respite. Likewise, a character may succeed at a task but at a certain cost, or with unforeseen complications.

THE CORE MECHANIC

The core mechanic of the game revolves around the skill check. The skill check determines whether specific actions performed by characters succeed or fail, and any consequences that may accompany that success or failure. This core mechanic in **AGE OF REBELLION** is quite simple, and can be broken into two key elements:

1. Roll a pool of dice.
2. After all factors have been accounted for, if there is at least one Success symbol, the task succeeds.

The first element involves rolling a pool of dice. When a character wishes to attempt an action, a dice pool must be assembled. The number and type of dice are influenced by several factors, such as the character's innate abilities, skill training, equipment, and the inherent difficulty of the task being attempted. The GM may decide that the environment or the situation warrants the addition of certain dice—repairing a starship with ample time and the proper tools is one thing, but attempting repairs in the pouring rain, without tools,

while under a hail of blaster fire is quite different. Once all the necessary dice have been assembled, the player attempting the task rolls all of the dice in his pool.

The second element involves interpreting the results on the dice. The players look at the symbols on the face-up sides of each die. Certain symbols work in pairs, one type canceling out another. Other symbols are not canceled, and their effects are applied regardless of the outcome of the task. After comparing the first set of paired symbols—Success and Failure—the players can determine if the task succeeds. Then they compare the second set of symbols—Advantage and Threat—to determine if there are any beneficial side effects or negative consequences. Finally, any other symbols are resolved to add the last details to the outcome.

This core mechanic, **the skill check**, forms the foundation of the game. Other rules and effects either modify or interact with one of these two fundamental elements—the pool of dice being assembled or the results on the dice after they are rolled.

POSITIVE DICE AND NEGATIVE DICE

Each dice pool is made up of a number of dice from several different sources. Essentially, these dice pools are composed of “positive dice” and “negative dice.”

Positive dice are added to the pool to help accomplish a task or achieve beneficial side effects. These may reflect an innate talent or ability, spe-

cial training, superior resources, or other advantages applied to the specific task. Negative dice are added to the pool to hinder or disrupt a task, or to introduce the possibility of complicating side effects. These may reflect the inherent difficulty of the task, obstacles, additional risks, or the efforts of another character to thwart the task.

TABLE 1-1: POSITIVE AND NEGATIVE DICE

Positive Dice Come From	Negative Dice Come From
The skill used to accomplish a task	The difficulty of the task attempted
The characteristic being applied	An opponent's special abilities, skills, or characteristics
An applicable talent or special ability	Opposing forces at work
Equipment or gear being used by the character	Inclement weather or environmental effects
The use of light side Destiny Points	The use of dark side Destiny Points
Tactical or situational advantages	Tactical or situational disadvantages
Other advantages, as determined by the GM	Other disadvantages, as determined by the GM

THE DICE

This section takes a closer look at the special dice and their symbols. By understanding these dice and symbols, players will have a better understanding of the core mechanic. This section also discusses how to assemble a dice pool, and when to introduce extra dice based on the circumstances. These dice may be purchased separately, or players may use the *Star Wars* Dice app to roll them electronically.

When a character makes a skill check in **AGE OF REBELLION**, the dice allow the players to quickly determine success and failure, as well as magnitude and narrative implications. To accomplish this, **AGE OF REBELLION** uses seven types of dice. Each die has a specific function and purpose. The dice differ significantly. Each die face is either blank or features one or more symbols that represent various positive or negative effects.

A typical dice pool generally ranges from five to eight dice. This pool size covers the majority of situations. Difficult, complex, or epic situations may include more dice, while mundane situations may involve fewer dice. Dice pools are generally not assembled or rolled for tasks so trivial that success is guaranteed. The impact of generating and rolling a dice pool is best used with important tasks that can influence the story.

Dice can be divided into three categories. The first type features dice which possess symbols beneficial to success and accomplishing tasks. The second type comprises dice which possess symbols that cancel those beneficial symbols and hinder the accomplishment of tasks. The third type of dice are Force dice, which are used slightly differently than the other dice.

Boost, Ability, and Proficiency dice are the beneficial, positive dice. Setback, Difficulty, and Challenge dice are the negative, disruptive dice. Force dice are distinct, and while used for a number of situations, Force dice are generally not used in a standard skill check.

POSITIVE DICE

There are three types of positive dice which provide symbols that improve the odds of successfully completing a task or achieving beneficial side effects.

BOOST DICE ■

Special advantages, or “boosts,” are represented with light-blue six-sided dice. Boost dice represent benefits gained through luck, chance, and advantageous actions taken by the characters.

They can be added to a pool for a wide variety of reasons. Boost dice are most often used to reflect the character gaining some sort of benefit or advantage, such as having ample time to complete the task or



having the right equipment. Boost dice and Setback dice are thematic opposites of each other. Boost dice are represented by ■ in text.

ABILITY DICE ◆

Ability is represented with green eight-sided dice. Ability dice form the basis of most dice pools rolled by the players. They represent the character's aptitude or skill used when attempting a skill check. These dice possess positive, beneficial symbols. Ability dice are opposed by Difficulty dice. Ability dice are represented by ◆ in text.



PROFICIENCY DICE ◆

Proficiency is represented with yellow twelve-sided dice. Proficiency dice represent the combination of innate ability and training. They are most often used when a character is attempting a skill check using a skill in which he has trained. Proficiency dice can also be added to a pool by investing a Destiny Point into an important skill check. These dice possess a greater likelihood of success, and are the only dice that feature the potent Triumph symbol (see page 13). Proficiency dice are the upgraded version of Ability dice (for more on upgrades, see page 21). Proficiency dice are represented by ◆ in text.



NEGATIVE DICE


There are three types of negative dice which impose symbols that undermine success or introduce unwanted complications.

SETBACK DICE ■

Certain complications, or “setbacks,” are represented with black six-sided dice. Setback dice represent problems or minor obstacles during task resolution. Setback dice are often used to represent relatively minor effects that impair or hinder a character, such as poor lighting, obstructive terrain, insufficient resources, or facing a hungry rancor instead of an old decrepit one. Setback dice are not as potent as Difficulty dice, and are added to represent additional circumstances and environmental effects that would not in and of themselves increase the base difficulty of the task. Setback dice and Boost dice are thematic opposites of each other. Setback dice are represented by ■ in text.




DIFFICULTY DICE

Difficulty is represented with purple eight-sided dice. Difficulty dice represent the inherent challenge or complexity of a particular task a character is attempting. In simplest terms, the more Difficulty dice in a dice pool, the more challenging it is to succeed. Difficulty dice possess negative, harmful symbols that cancel out the positive, beneficial symbols found on Ability, Boost, and Proficiency dice. Difficulty dice oppose Ability dice. Difficulty dice are represented by  in text.



CHALLENGE DICE

Challenge is represented with red twelve-sided dice. Challenge dice represent the most extreme adversity and opposition. These dice may be featured in place of Difficulty dice during particularly daunting challenges posed by trained, elite, or prepared opponents. Challenge dice can also be added to a pool by investing a Destiny Point into an important skill check. These dice feature primarily negative, obstructive results, such as Threats and Failures, but the Challenge dice also feature the potent Despair result (see page 14). Challenge dice are the upgraded version of Difficulty dice (for more on upgrades, see page 21). Challenge dice are represented by  in text.




FORCE DICE

The Force is abstracted using white twelve-sided dice. These Force dice represent the power and pervasiveness of the Force, and are generally only used in dice pools by characters (or creatures) with Force Sensitivity, or under special circumstances. One of these



special cases is when the players generate their starting Destiny pool at the beginning of a session (see Destiny Points, page 25).

Unlike the other dice used for task resolution which generate results that impact success and failure or magnitude and complication, the Force dice generate resources. Each die features both dark side and light side points. There are no blank sides on a Force die. When players roll Force dice, they always generate a number of resources—but the resources may be dark side, light side, or a mix of both.

Force dice are represented by  in text. See **Chapter VIII: The Force** for more on using Force dice.

TEN-SIDED DICE

In addition to the custom dice described above, the game also uses standard ten-sided dice. These dice are abbreviated as “d10” when rolled by themselves. Many standard d10s feature a “zero” on one side. If this side is rolled, it is counted as “10.” This allows the d10 to generate any number between 1 and 10.



In **AGE OF REBELLION**, a more common roll using d10s is called the *percentile roll*. When making a percentile roll, the player rolls two dice, designating one die as the tens digit, and the other die as the ones digit. A result of zero on either die is counted as a zero. A result of “00” on both dice indicates a roll of 100. The percentile roll is abbreviated as d100, and is used most often as a randomizer, generating a number between 1 and 100. Percentile rolls are used to generate numbers to find results on lookup tables, such as the severity of a critical injury effect, or to determine whether or not a character’s accomplished Duty comes into play (see page 34).

CONVERTING STANDARD DICE TO TASK DICE

When playing **AGE OF REBELLION**, the GM and players ideally have access to a full complement of the special dice described here. However, there may be times when the dice are not available. This should not stop the game from continuing.

Players may use several standard 6-sided, 8-sided, and 12-sided dice to generate the results found on the custom dice by using the chart below. Players simply convert the numerical results generated to symbols used in the game.

TABLE 1-2: STANDARD TO TASK DICE CONVERSION

Die Type	1	2	3	4	5	6	7	8	9	10	11	12
Boost die (d6)	Blank	Blank	✱	✱☉	☉☉	☉						
Setback die (d6)	Blank	Blank	▼	▼	☉	☉						
Ability die (d8)	Blank	✱	✱	✱✱	☉	☉	✱☉	☉☉				
Difficulty die (d8)	Blank	▼	▼▼	☉	☉	☉	☉☉	▼☉				
Proficiency die (d12)	Blank	✱	✱	✱✱	✱✱	☉	✱☉	✱☉	✱☉	☉☉	☉☉	☉
Challenge die (d12)	Blank	▼	▼	▼▼	▼▼	☉	☉	▼☉	▼☉	☉☉	☉☉	☉
Force die (d12)	●	●	●	●	●	●	●●	○	○	○○	○○	○○

DICE SYMBOLS & RESULTS

The dice used in **AGE OF REBELLION** feature a number of unique symbols used to determine success and failure, as well as additional context and consequences during task resolution. Understanding these symbols allows the players to more fully contribute to the story, generating memorable details and describing cinematic actions over the course of their adventures. This section introduces and defines the different symbols, as well as describes how they may be used in play.




Just like dice, symbols can broadly be classified into several categories. The three types of symbols are positive results, negative results, and Force resources.

POSITIVE RESULTS

There are three positive symbols found on the task resolution dice. These results are Success, Advantage, and Triumph.

SUCCESS ✨

Success symbols ✨ are critical for determining whether a skill check succeeds or fails. Success is undermined by Failure. Mechanically, one Success symbol ✨ is canceled by one Failure symbol ▼. Based on the core mechanic, if there is at least one Success remaining in the pool after all cancellations, the skill check succeeds. In **AGE OF REBELLION**, Success symbols ✨ can also influence the magnitude of the outcome. For example, in combat, each Success is added to the damage inflicted to the target. Generating four net Successes would inflict four additional damage.

Success symbols appear on , , and  dice.




ADVANTAGE 🌀

The Advantage symbol 🌀 indicates an opportunity for a positive consequence or side effect, regardless of the task's success or failure. Some examples of these positive side effects could include slicing a computer in far less time than anticipated, finding an opening during a firefight to duck back into cover, or recovering from strain during a stressful situation.

It is possible for a task to fail while generating a number of Advantages, allowing something good to come out of the failure. Likewise, Advantages can occur alongside success, allowing for some significantly positive outcomes. It is important to remember that Advantage symbols do not directly impact success or failure, only the magnitude or potential side effects. Advantage is canceled by Threat. Each Threat symbol 🌀 cancels one Advantage symbol 🌀.

Characters may use Advantage results in a wide variety of ways—this is known as “taking the Advantage.”

If a skill check generates one or more net Advantage symbols 🌀, the player can spend that Advantage to apply one or more special side effects. This could include triggering a critical hit, activating a weapon's special quality, recovering strain, or even performing additional maneuvers. The applications of Advantage are covered in more detail on page 22.

Advantage symbols appear on , , and  dice.


TRIUMPH 🏆

The Triumph symbol 🏆 is a powerful result, indicating a significant boon or beneficial outcome. Each Triumph symbol provides two effects:

First, each Triumph symbol 🏆 also counts as one Success, in every means previously defined as a Success. This means the Success portion of a Triumph symbol 🏆 could potentially be canceled by Failure symbols generated during the same skill check.

Secondly, each Triumph symbol can be used to trigger incredibly potent effects. Two common uses are to use a 🏆 to automatically trigger a critical injury with a successful attack, or to activate a weapon's special quality—effects that usually require multiple Advantage symbols 🌀 to activate. Triumphs may activate other potent effects as well, including effects above and beyond those triggered by Advantage. These effects may be set by the GM, or they may be defined by the environment, a piece of equipment, or a special character ability. See page 13 for more information on using the Triumph symbol 🏆 to trigger effects.

Players gain both effects with each Triumph symbol; they do not have to choose between the Success or the special effect trigger. As a Success, that aspect of the Triumph symbol 🏆 can be canceled by a Failure symbol ▼ as usual; however, the second aspect of the 🏆 result cannot be canceled. Multiple Triumphs are cumulative—each Triumph adds one Success, and each can be used to generate its own special effect.




The Triumph symbol only appears on the  die.

NEGATIVE RESULTS

There are three negative symbols found on the task resolution dice. These results are Failure, Threat, and Despair.

FAILURE ▼

Failure symbols ▼ are critical for determining whether a skill check succeeds or fails. Failure undermines Success. Mechanically, one Failure symbol ▼ cancels one Success symbol ✨. Based on the core mechanic, if there is at least one Success symbol ✨ remaining in the pool after all cancellations, the skill check succeeds. Fortunately for characters, multiple net Failure symbols ▼ do not influence the magnitude of the failure.

Failure symbols appear on , , and  dice.

THREAT ☹

The Threat symbol ☹ is fuel for negative consequences or side effects, regardless of the task's success or failure. Some examples of these negative side effects could include taking far longer than expected to slice a computer terminal, leaving an opening during a firefight which allows an enemy to duck into cover, or suffering additional strain during a stressful situation.

It is possible for a task to succeed while generating a number of Threats, tainting or diminishing the impact of the success. Likewise, Threats can occur alongside Failure, creating the possibility for some significantly dire outcomes. It is important to remember that Threat symbols ☹ do not directly impact success or failure, only the magnitude or potential side effects. Threat cancels Advantage. Each Threat symbol ☹ cancels one Advantage symbol ☺.

The GM generally resolves Threat effects. There are a wide variety of possible effects that Threat may trigger. If a skill check generates one or more net Threat symbols, the GM generally applies one or more special side effects. This could include being knocked prone, losing the advantage of cover, taking more time than anticipated, suffering strain during a normally routine action, or potentially allowing an enemy to perform a maneuver. The applications of Threat are covered in more detail on page 22.

Threat symbols appear on ■, ◆, and ● dice.

DESPAIR ☹

The Despair symbol ☹ is a powerful result, indicating a significant bane or detrimental outcome. Each Despair symbol imposes two effects:

First, each Despair symbol ☹ also counts as one Failure ▼, in every means previously defined as a Failure. This means the Failure portion of a Despair symbol could potentially be canceled by Success symbols ✨ generated during the same skill check.

Secondly, each Despair can be used to trigger potent negative effects. A Despair symbol ☹ may be used to indicate a weapon has jammed, or run out of ammunition

or energy cells. Despair may activate other potent effects as well, including effects above and beyond those triggered by Threats. These effects may be set by the GM, or defined by the environment, an adversary, or a special character ability. See page 22 for more information on using a Despair symbol ☹ to trigger effects.

Players suffer both effects with each Despair symbol; they do not get to choose between the Failure or the special effect trigger. As a Failure, that aspect of the Despair symbol can be canceled by a Success symbol ✨ as usual, however the second aspect of the Despair symbol ☹ result cannot be canceled. Multiple Despair symbols ☹ are cumulative—each Despair imposes one Failure, and each can be used to generate its own special effect.

The Despair symbol only appears on the ● die.

FORCE RESOURCES

The final category of dice symbols represents resources generated by the Force dice. There are two types of resources: light side Force points ○ and dark side Force points ●. Force-sensitive characters can use these resources to help fuel special abilities, such as telekinesis or precognitive combat awareness. Powerful Force users like Jedi use Force dice frequently, and struggle with the balance of the light and dark sides of the Force.

In **AGE OF REBELLION**, such powerful Force users are generally quite rare. While Player Characters have the potential to be Force-sensitive and gain some fledgling control of the Force, there are other uses for the Force dice besides using Force powers. One of the most common applications of the Force dice in **AGE OF REBELLION** is their use to determine the group's starting pool of Destiny Points at the beginning of each session (see page 25).

Unlike the positive and negative dice used for task resolution, Force dice generate resources which are spent to fuel a power's effects, such as magnitude, range, or duration. The Force die and the mechanics that govern it are very different from the core skill check mechanics of **AGE OF REBELLION**, and are discussed in greater detail in **Chapter VIII: The Force**.

LIGHTS, CAMERA, ACTION!

During the course of an **AGE OF REBELLION** adventure, characters find themselves attempting a variety of tasks. These tasks may help resolve interactions between PCs and NPCs, keep the story moving along, or conduct a fierce firefight between the PCs and enemy mercenaries. When the outcome of a PC's task is uncertain, that character usually needs to perform a skill check to determine success or failure of a particular action. These skill checks often utilize a number of differ-

ent character attributes, such as skills, special talents, and inherent abilities.

The type of skill check required is determined by the GM. Once the type of check and its difficulty have been set, the player creates a pool of dice based on the different factors involved. This can be a combination of many types of dice, and often varies based on the characters involved and the specific situation.

After the dice pool has been created, the player rolls all of the dice assembled. The results on these dice are evaluated. Some results cancel each other out, others are cumulative. Once all evaluations have been made, the player and GM can resolve

the skill check by determining the action's success or failure. They use the information they obtain from the dice results to describe the outcome of the check, as well as any additional effects, complications, or surprises.

THE BASIC DICE POOL

AGE OF REBELLION utilizes a concept known as a dice pool, which is a collection of the custom dice needed for the game (see **The Dice** on page 11). While some advanced or complex actions may require a large dice pool, the basic dice pool is quite simple. The basic dice pool relies on three factors: the PC's inherent ability, any specialized training, and the difficulty of the task being attempted.

Following a look at these three factors in greater detail, this section describes assembling and resolving a basic dice pool, as well as discusses some additional types of dice pools and checks players might use during a game session.

CHARACTERISTICS

In **AGE OF REBELLION**, a character's intrinsic abilities are defined by six characteristics: Brawn, Agility, Intellect, Cunning, Willpower, and Presence.

Brawn and Agility are a measure of the character's physical abilities: his strength, flexibility, athletic prowess, skill with weapons, and general toughness. Intellect and Cunning are the character's mental abilities, reflecting his knowledge, analytical skill, cleverness, and deductive reasoning. Willpower and Presence represent the character's personality and force of spirit, such as his charisma, mental fortitude, and how well he relates to and interacts with others.

A character's species determines his starting characteristic ratings. However, each player has the opportunity to increase these default characteristics during character creation by investing a portion of his starting experience points. It is important to note that after character creation, increasing characteristics is a significant in-game investment—something that may only happen a few times over the course of an entire campaign. **Players need to think carefully about their characteristic ratings, and should consider investing a significant portion of their starting experience points in improving their characteristics** (more on character creation is covered on page 32).

Although it does make sense to focus on characteristics that help the character's core skills and talents (such as an Ambassador character with high Presence or a

Infiltrator with a high Agility rating), the game system offers a great deal of flexibility. Players should consider going against the stereotypes or possibly plan ahead in anticipation of moving into other careers over the course of a campaign. For example, the player may decide that his Pilot character is big and hulking, increasing the character's Brawn, thinking he might eventually become a Commando. Likewise, a Slicer with a high Presence rating could be just as deft with his words as he is with computers, opening up the opportunity to perhaps one day become a Tactician.

CHARACTERISTIC RATINGS

Characteristic ratings for both PCs and NPCs generally range from one to six. Some exceptions exist, especially in powerful or unique cases—for example, a rancor likely has a Brawn rating much higher than one of the PCs. NPCs like Darth Vader, Yoda, Han Solo, and other exceptional individuals from the *Star Wars* universe likely have abilities well beyond the scope of your typical starting NPC.

A typical humanoid has an average characteristic rating of 2. A rating of 1 is weak and below average. A characteristic rating of 3 or 4 is significantly above average, while ratings of 5 or 6 represent exceptional performance and ability. During character creation, no characteristic can be higher than five. Once play begins, PC characteristics are capped at six. Each species has a default characteristic profile, reflecting that species' particular strengths and weaknesses. This profile is then augmented and improved during creation by investing experience points.

To find the default characteristic profiles of each playable species, see **Chapter II: Character Creation**. The six characteristics are defined below.

AGILITY

The Agility characteristic measures a character's manual dexterity, hand-eye coordination, and body control. Characters with a high Agility have a good sense of balance, flexibility, and deft hands. Agility is used for a number of physical skills such as Coordination, and is key to ranged combat skills such as Ranged (Light) and Ranged (Heavy).

BRAWN

A character's Brawn represents a blend of a character's brute power, strength, and overall toughness, as well as the ability to apply those attributes as needed. Characters with a high Brawn are physically fit and hardy, rarely get sick, and have strong constitutions. Brawn is used for a number of physical skills such as Athletics and Brawl. Brawn is also used to determine a character's starting wound threshold.

CUNNING

Cunning reflects how crafty, devious, clever, and creative a character can be. Characters with a high Cunning are savvy, quickly pick up on social and environmental clues, and can more readily come up with short-term plans and tactics. Cunning is used for a number of mental skills, such as Deception, Perception, and Survival.

INTELLECT

The Intellect characteristic measures a character's intelligence, education, mental acuity, and ability to reason and rationalize. Characters with a high Intellect can extrapolate or interpolate data, can recall details and draw from previous experience, and can think of long-term strategies and envision the ramifications of present actions. Intellect is used for a number of mental skills, such as Astrogation, Computers, and all the Knowledge skills, such as Lore and Xenology.

PRESENCE

A character's Presence characteristic is a measure of his moxie, charisma, confidence, and force of personality. Characters with a high Presence make natural leaders, draw attention when they enter a room, can easily strike up a conversation with nearly anyone, and are quick to adapt to social situations. Presence is the key characteristic for interpersonal skills such as Charm and Leadership.

WILLPOWER

The Willpower characteristic reflects a character's discipline, self-control, mental fortitude, and faith. Characters with a high Willpower can withstand stress and fatigue, remain composed during chaotic situations, and exert influence over the weaker-willed. Willpower is used for a number of skills, such as Coercion and Vigilance. Willpower is also used to determine a character's starting strain threshold.

CHARACTERISTICS IN PLAY

Different careers and professions rely on different characteristics more than others. Characteristics also influence skills, a wide variety of character abilities, and some derived statistics. For example, in addition to being used for Athletics and Melee combat skill checks, Brawn is used to determine a character's starting wound threshold and forms the basis of a character's soak value.

As mentioned previously, characteristics are one of the three determining factors when a player creates a dice pool to perform a check (the other factors being skill training and task difficulty). See page 15 for more information about dice pools.

SKILLS & TRAINING

While characteristics are extremely important and create the foundation of a character's abilities, skills and specialized training are also key components of a character's makeup. Skills represent the character's training or experience in performing specific tasks and actions. Although a character can attempt almost anything without the proper training or skill, he will be far more effective and capable if he is skilled at performing the task at hand.

Skills represent specific training, hands-on experience, or focused knowledge in a certain area. Each skill is linked to a specific characteristic that is the default ability a character uses when performing a task with that skill. For example, the Athletics skill is based on Brawn, Deception relies on Cunning, and Lore uses Intellect. The proper skill training can compensate for a low characteristic rating. However, the most proficient characters are those who have both the proper training and a strong linked characteristic.

A character's career choice provides **career skills**. Characters start out with training, or "ranks," in some of their career skills. Over the course of a campaign, a character can learn and improve any skills he chooses; however, improving career skills costs fewer experience points than skills outside his current career.

For a more in-depth look at skills and their application, see **Chapter III: Skills**.

DIFFICULTY

The third factor in defining a dice pool (in addition to a characteristic and related skill) is the difficulty of the task being attempted. The characteristic and skill ranks add positive dice to the dice pool. Difficulty adds negative dice, which make success more challenging. In addition to the task's inherent difficulty, other dice may be added to reflect additional complications based on the environment or specific situation.

While the characteristic and related skill training are defined by the character attempting the task, the difficulty of a task is set by the GM. There are six basic difficulty levels (see the **Impossible Tasks** sidebar on page 17 for an optional seventh difficulty level). Some modifiers or situations may warrant checks higher than Formidable, based on the GM's discretion.

In addition to providing a general classification which describes a task's inherent challenge, the dif-

difficulty level also indicates how many purple Difficulty dice are added to the dice pool when attempting that particular task. A task performed against a set difficulty level is referred to as a standard check.

DEFINING TASK DIFFICULTY

When used to describe the difficulty of checks or tasks, difficulty levels are represented using one of the defined difficulty labels, followed by the number of Difficulty dice added to the dice pool in parentheses. For example, a player might face an **Easy (◆)** Perception check or a **Hard (◆◆◆)** Mechanics check. More detailed examples of each difficulty level are provided here to give players a clear idea of what the different levels represent.

SIMPLE TASKS (–)

A simple task is something so basic and routine that the outcome is rarely in doubt. Success is assumed for the majority of simple tasks. If failure is virtually impossible, the task should not even require a check—the GM may simply state the proposed action succeeds. If circumstances make the outcome uncertain, then a simple task may require a roll. This is generally only the case if one or more Setback dice are introduced, such as Setback dice added from injuries, the environment, or opposition.

A simple task adds no Difficulty dice to the skill check's dice pool.

EASY TASKS (◆)

An easy task represents something that should pose little challenge to most characters, but something could go wrong and failure is still possible. A typical character with the proper training, resources, and the right tools for the situation should reasonably expect to succeed at most easy tasks he attempts. Often, the magnitude or potential side effects are more uncertain than the success itself.

IMPOSSIBLE TASKS

There are some situations in which the chance of success is impossibly low. In almost all cases, the GM simply states that any such check automatically fails without needing to assemble and roll a pool of dice.

However, the GM may decide to allow a PC to attempt a check where success is extremely improbable—throwing a grenade in hopes that it will put out a fire, scaling a perfectly smooth, slick wall, or using reason to calm down a rampaging rancor, for example. Allowing the PCs to make an impossible task should be relegated to critical moments in a story's arc or truly life-or-death situations only.

To prevent players from abusing these opportunities, attempting an impossible task automatically requires the player to spend one Destiny point. The player gains no benefits for doing so, beyond being able to attempt the task in the first place. He also may not spend any additional Destiny Points on the check. For simplicity, an impossible task imposes the same number of Difficulty dice as a formidable task (◆◆◆◆◆).

An easy task adds one Difficulty die (◆) to the skill check's dice pool.

AVERAGE TASKS (◆◆)

An average task represents a routine action where success is common enough to be expected, but failure is not surprising. A typical character with the proper training, resources, and the right approach to the situation should reasonably expect to succeed at average tasks slightly more often than he fails.

An average task adds two Difficulty dice (◆◆) to the skill check's dice pool.

TABLE 1-3: DIFFICULTY LEVELS

Difficulty Level	Dice	Example
Simple	–	Routine, with the outcome rarely in question. Usually not rolled unless the GM wishes to know the possible magnitude of success, or Setback dice indicate the possibility of complications.
Easy	◆	Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at close range.
Average	◆◆	Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range or trying to strike a target while engaged.
Hard	◆◆◆	Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting at a target at long range.
Daunting	◆◆◆◆	Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, shooting at a target at extreme range.
Formidable	◆◆◆◆◆	Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without breathable atmosphere.

HARD TASKS (◆◆◆)

A hard task is much more demanding of a character. Success is certainly feasible, but failure is far from surprising. A typical character with the proper training, resources, and the right tools for the situation should accept that he might fail at hard tasks more often than he succeeds—especially without Destiny on his side or other advantages.

A hard task adds three Difficulty dice (◆◆◆) to the skill check's dice pool.

DAUNTING TASKS (◆◆◆◆)

A daunting task taxes a character and may push him to his limits. Success may be difficult to achieve, but it is possible. A typical character with the proper training, resources, and the right tools for the situation will likely fail more often than he succeeds at daunting

tasks, and he may wish to look for some advantages to aid him.

A daunting task adds four Difficulty dice (◆◆◆◆) to the skill check's dice pool.

FORMIDABLE TASKS (◆◆◆◆◆)

Formidable tasks seem nigh impossible. In fact, a formidable task most likely is impossible if approached casually. However, with proper planning, a well-trained and well-equipped character has a chance at success. Typical characters almost always fail formidable tasks. Even trained veterans fail formidable tasks more often than they succeed. Failure seems inevitable unless the character can apply one or more advantages, such as investing Destiny points, or adding bonuses from specific equipment, talents, or assistance.

A formidable task adds five Difficulty dice (◆◆◆◆◆) to the skill check's dice pool.

BUILDING A BASIC DICE POOL

Now that the three primary building blocks of a skill check's dice pool have been discussed, the following section shows how the dice pool is actually assembled.

When a character wants to attempt some sort of action that might have a chance of failure, the player makes a skill check. The skill check utilizes the appropriate skill of the character—Athletics for breaking down doors, Knowledge for recalling facts, or Charm for convincing a guard to let the character get past, for example. Each skill also has a linked characteristic—Brawn for Athletics, Intellect for Knowledge, and Presence for Charm. To make a skill check, he assembles a dice pool.

There are two sides to every basic dice pool—the side the player contributes (in the form of Ability dice ◆ and Proficiency dice ◐) and the side the GM contributes (in the form of Difficulty dice ◆, Challenge dice ●, Boost dice ◻, and Setback dice ◼). Additional factors may modify the number and type of dice for a check. When building a dice pool, every aspect of both the player's and GM's contributing dice should be explained and defined before the roll is made. The GM sets the difficulty level of the task once, prior to the roll. After creating the base dice pool, either side may have the opportunity to upgrade dice.

APPLYING SKILLS & CHARACTERISTICS

The active character's skill training and the skill's associated characteristic are equally important when building a dice pool. When performing a task, the GM and player determine which skill is most appropriate. This also determines which characteristic is used. For example, if the character is attempting to bypass a security terminal by slicing its alarm system, the skill check would use the Computers skill which is linked to the Intellect characteristic. The ratings for these two attributes determine the number of Ability and/or Proficiency dice that are added to the dice pool.

Once the characteristic and skill are determined, the player can start building his dice pool. The player compares his ranks of skill training and the linked characteristic's rating.

The higher value between the two determines how many Ability dice are added to the skill check's dice pool. Then the player **upgrades** a number of those Ability dice into Proficiency dice based on the lower of the two values. If a character is unskilled (possesses no ranks) in the necessary skill, that is automatically the lower value—zero—and the character will rely solely on the appropriate characteristic. (This would also apply if the character had no ranks in the characteristic in question; however, in practice, it is almost impossible for a character to have no ranks in a characteristic.)

EXAMPLE 1: TR-72

TR-72 is attempting to slice his way past a locked down security terminal. This uses TR-72's Computers skill and Intellect rating. TR-72 has Computers 2 and Intellect 3. His Intellect is higher, so the player begins by adding three Ability dice (◆◆◆) to his pool. His Computers skill is lower, so he upgrades that many dice (two) into Proficiency dice (◇◇). To attempt this action, TR-72 starts out with three dice in his pool: ◆◇◇ (one Ability die and two Proficiency dice).

EXAMPLE 2: ESHE

Later, Eshe the human soldier must attempt to slice past the same security terminal. Eshe is more experienced with slicing and has the skill Computers 3. However, her Intellect is only 2. Her Computers skill is higher, so the player begins by adding three Ability dice (◆◆◆) to her pool. Her Intellect rating is lower, so she upgrades that many dice (two) into Proficiency dice (◇◇). To attempt this action, Eshe starts out with three dice in her pool: ◆◇◇ (one Ability die and two Proficiency dice).

Note that both TR-72 and Eshe begin with the same size and type of dice pool, despite the fact their ranks in the Computers skill and Intellect ratings are different. The system allows a character to compensate for a lack of innate ability by improving his trained skills, and vice versa.

EXAMPLE 3: ANTO

Finally, Anto the hotheaded Duros Ace tries to get past the same security terminal. He has Intellect 2 but no ranks of training in Computers. His Intellect is higher, so the player begins by adding two Ability dice (◆◆) to his pool. Since he has no ranks in Computers, that value is considered zero and no Ability dice are upgraded to Proficiency dice. To attempt this action, Anto starts out with only two dice in his dice pool: ◆◆ (two Ability dice).

APPLYING TASK DIFFICULTY

After determining which skill and related characteristic are required to attempt the task, the GM then chooses the level of difficulty for the task by consulting **Table 1–3: Difficulty Levels** on page 17. The difficulty level of the task determines the number of Difficulty dice that the player must add to his pool. For example, an **Average (◆◆)** skill check means the

player adds two Difficulty dice to the dice pool.

In some cases, the GM may **upgrade** one or more of these Difficulty dice—removing them from the dice pool and replacing them with an equal number of Challenge dice. Difficulty dice are most often upgraded into Challenge dice when facing skilled opposition, particularly challenging circumstances, or when Destiny points are invested to make a check more challenging.

After setting the difficulty level for the task, the GM adds the corresponding number of Difficulty dice to the action's dice pool. If there are no other factors influencing the outcome of the attempt, the basic dice pool is now complete and can be rolled to determine success or failure, as well as any potential side effects.

EXAMPLE: SETTING DIFFICULTY

Following the prior examples, the GM reviews the table of difficulty levels. She decides that this terminal is outdated and security is generally lax in this area, so she assigns a difficulty of **Average (◆◆)** to the task. Two Difficulty dice are added to the players' dice pools when attempting to slice past this terminal's security.



MODIFYING A DICE POOL


If there are no other influences or contributing factors that may impact the outcome of a task, the dice pool may consist of dice based solely on the acting character's skill and characteristic, along with the difficulty level set by the GM. However, in a setting as diverse and action-packed as *Star Wars*, few actions occur in a vacuum. In fact, if an action is important enough to assemble and roll a dice pool, there's a good chance other factors are involved.


These other factors can affect or modify the dice pool in a number of ways. The most common ways are by adding dice, upgrading/downgrading dice, and removing dice. These modifications may be triggered by the players, the GM, or may simply make sense given the environment and situation. Any number of factors may warrant modification of the dice pool, such as obstructing terrain, poor lighting, tactical advantages, time constraints, superior equipment, special talents, unlocked career abilities, investment of Destiny points, or critical injuries. The following sections describe these modifications in more detail.




It is also important to note that when modifying a dice pool, players perform the modifications in a specific order. First, players assemble the basic pool. Then they add additional dice. Then they upgrade dice. Then they downgrade dice. Finally, they remove dice.

ADDING DICE

One way to modify the basic dice pool is to add dice to reflect environmental conditions or various advantages and disadvantages. This is done primarily through the use of Boost and Setback dice. As a general rule, one Boost die  is added to the dice pool for each bonus that would help the character succeed, and one Setback die  is added for each disadvantage or obstacle impeding success.









A single Boost die  is often enough to represent the benefits provided by useful gear, ample time, superior position, or the element of surprise. If more than one of these advantages are applicable, the GM may allow multiple Boost dice to be added to the dice pool.

Likewise, a single Setback die  is usually enough to reflect the impact of detrimental or obstructing effects like poor lighting, inferior supplies, harsh environments, or outside distractions. If more than one of these disadvantages are applicable, the GM may add multiple Setback dice to the dice pool.

It is important to note that while these dice are essentially mirror opposites in their use, **Boost dice and Setback dice do not cancel each other out.** If the situation warrants the addition of two Boost dice and one Setback die, all three dice () are added to the dice pool.

The use of Boost dice and Setback dice is a common resource all players can use to help reinforce im-

UPGRADING AND DOWNGRADING ABILITY AND DIFFICULTY

Certain rules may call for a player to upgrade or downgrade the ability or difficulty of a dice pool. For example, the Dodge talent allows characters to upgrade the difficulty of a combat check by a certain value. Upgrading or downgrading the ability of a pool refers to upgrading Ability dice  into Proficiency dice  or downgrading Proficiency dice  to Ability dice . Likewise, upgrading or downgrading the difficulty of a pool refers to upgrading Difficulty dice  into Challenge dice , or downgrading Challenge dice  into Difficulty dice .

portant elements of the story. Players are encouraged to describe their actions in detail, and point out both advantages and disadvantages that may influence a particular action.

Some equipment may add Boost dice to a pool to reflect superior craftsmanship, or certain talents may allow a player to add Boost dice to a pool to reflect special training that applies to the situation. Maneuvers like aiming may also allow a player to add Boost dice to a pool. Conversely, some effects may specifically impose Setback dice, such as the defined effects of a critical injury, or a penalty for using inferior tools for a delicate task.

While the players may suggest the addition of Boost or Setback dice, the GM is the final arbiter, deciding which and how many dice are added to the pool. The GM does have access to helpful guidelines when making those decisions, and should use common sense depending on the way the scene and action have been described. See the **Positive Dice and Negative Dice** sidebar on page 10 for examples of the types of situations that may warrant the addition of Boost or Setback dice.




INCREASE, UPGRADE, OR ADD?

There may come times when the GM is unsure whether a situation should have the difficulty level increased or whether dice should be added or upgraded. The difficulty should be set based on the task itself, not on the circumstances surrounding that specific attempt at the task. In general, once set, the difficulty level remains the same, regardless of who, what, when, or why that particular task is attempted.

Upgrading (or downgrading) dice is not usually necessary unless a specific rule or ability calls for it. These situations are defined by the individual abilities, and are generally not applied arbitrarily by the GM.

If the circumstances for this particular execution of the task are unique, then the GM may decide the task warrants the addition of Boost or Setback dice. Added dice should reflect the elements that make this attempt distinct or special. As a general rule, if the GM feels that a skill check has distinct factors that would modify the outcome, he should consider using Boost and Setback dice.





EXAMPLE: ADDING AND







For example, in the computer terminal slicing example used previously, the scene may have been described to reflect the character attempting the task while under heavy fire from enemy forces (a disadvantage) and after suffering a broken wrist (a disadvantage). Fortunately, the character acquired a fragment of the terminal's passcode algorithms earlier (an advantage). Based on how the scene has been set up and described, the GM adds two Setback dice and one Boost die () to the pool.

UPGRADING AND DOWNGRADING DICE




In addition to dice being added to the pool, some game effects improve a weaker die into a more potent die, or turn a potent die into a weaker die. Improving a die is called upgrading. Weakening a die is called downgrading. Upgrading and downgrading dice most often occurs when one of the participants invests a Destiny point into a skill check. Certain talents or special abilities may also allow a character to upgrade or downgrade dice.




UPGRADING DICE

Upgrading dice is a mechanic specific to Ability dice and Difficulty dice. These are the only two types of dice that can be upgraded. When an Ability die  is upgraded, it is converted into a Proficiency die . When a Difficulty die  is upgraded, it is converted into a Challenge die .





When a special talent or effect calls for one or more dice to be upgraded, the player first determines how many dice are to be upgraded. Once he determines this, he removes that number of Ability dice  or Difficulty dice  from the pool and replaces them with an equal number of either Proficiency dice  or Challenge dice . When an effect requires a character to upgrade dice, the rules always state whether Ability dice  or Difficulty dice  are being upgraded.

UPGRADING MORE DICE THAN AVAILABLE

There may be situations in which a player needs to upgrade Ability dice into Proficiency dice, but there are no more Ability dice remaining in the pool. In this case, the player performs the following steps. First, he determines how many dice upgrades remain. Then, using one upgrade, he adds one additional Ability die  to the pool. If any upgrade opportunities remain, he then upgrades the newly added Ability die  into a Proficiency die . This process is repeated until all potential upgrades have been applied.





Likewise, if a player needs to upgrade Difficulty dice into Challenge dice but there are no more Difficulty dice remaining, the same process is followed. First, one additional Difficulty die  is added, then if there are any more upgrades remaining, the Difficulty die  is upgraded into a Challenge die , and so on.







DOWNGRADING DICE

Downgrading dice is also a specific mechanic, and applies only to Proficiency dice and Challenge dice. When a Proficiency die  is downgraded, it becomes an Ability die . When a Challenge die  is downgraded, it becomes a Difficulty die .





When a special talent or effect calls for one or more dice to be downgraded, the player first determines how many dice are to be downgraded. Once he determines this, he removes that number of Profi-

UPGRADE VERSUS INCREASE

Upgrading Difficulty dice  in a dice pool is different than *increasing* a skill check's difficulty. Increasing or decreasing difficulty is simply a measure of how many Difficulty dice  are added to the initial dice pool, and is covered in more detail on page 16. Upgrading Difficulty dice  into Challenge dice  is generally triggered by a special ability or the investment of Destiny points by one of the participants.

ciency dice  or Challenge dice  from the pool and replaces them with an equal number of either Ability dice  or Difficulty dice . When an effect requires a character to downgrade dice, the rules always state whether Proficiency dice  or Challenge dice  are being downgraded.





DOWNGRADING MORE DICE THAN AVAILABLE

There may be situations where a player needs to downgrade Proficiency dice  into Ability dice  or Challenge dice  into Difficulty dice . If all the potential dice are already in their downgraded form, any further downgrades are ignored.

UPGRADES & DOWNGRADES IN THE SAME POOL

Sometimes abilities will call for both dice upgrades and downgrades. When this occurs, all upgrades are applied first. Then, any downgrades are applied. This is important, since upgrading dice could potentially add more dice to the overall pool.

REMOVING DICE

Just like some effects add Boost dice  or Setback dice  to a pool, some effects remove dice from the pool before they are ever rolled. Most often this comes from character talents that allow the removal of Setback dice  from a pool, reflecting a level of expertise in overcoming minor distractions or disadvantages that would rattle a less experienced character. In a similar fashion, a skilled enemy may have a talent that removes Boost dice  from skill checks made against that enemy.

The individual talent or effect describes what circumstances warrant the removal of dice, as well as the number and type of dice to be removed. If an ability would remove more dice of a type than there are in the dice pool, the maximum number of dice available are removed, and any additional removals are ignored.

Removing dice is done after all other dice have been added and all upgrades or downgrades have been applied.

INTERPRETING THE POOL

After a dice pool is rolled, the players evaluate the results to resolve the outcome. The first outcome to resolve is determining the success or failure of the skill check. Then, the players can determine if any significant side effects—good, bad, or both—are triggered.

SUCCESSSES & FAILURES

If a skill check results in both Success symbols ✨ and Failure symbols ▼, the total numbers of each type of symbol are compared. Each Failure symbol ▼ cancels one Success symbol ✨. After all Failure symbols ▼ have canceled Success symbols ✨, a pool will either have one or more Success symbols ✨, one or more Failure symbols ▼, or everything evenly canceled out.

During this step, it is important to note that a Triumph symbol ☘ contributes one Success ✨ to the pool, in addition to any special effects it may trigger. Likewise, a Despair symbol ☹ contributes one Failure ▼ to the pool, in addition to its special effects.

If all Successes ✨ and Failures ▼ in the pool are canceled out, or if there are any net Failures ▼ remaining, the skill check fails. If at least one Success ✨ remains, the skill check succeeds. **Remember, a dice pool must have at least one Success symbol ✨ remaining for a skill check to succeed.**

ADVANTAGES & THREATS

It is also likely that a skill check results in either Advantage symbols ☺, Threat symbols ☹, or both. The player adds up the total number of Threat symbols ☹ and compares them to the total number of Advantage symbols ☺. Each Threat symbol ☹ cancels one Advantage symbol ☺. After all Threat symbols ☹ have canceled Advantage symbols ☺, a pool will have one or more Advantage symbols ☺, one or more Threat symbols ☹, or have everything evenly canceled out.

Having one or more net Advantage symbols ☺ indicates a positive side effect or benefit. Having one or more net Threat symbols ☹ indicates a negative side effect or complication with the check. If all the Advantages ☺ or Threats ☹ cancel each other out, there are no additional effects. This possibility for a positive or negative side effect can occur regardless of whether the task succeeds or fails.

Advantage and Threat can be used to fuel a wide variety of side effects. The player rolling the skill check generally chooses how to spend Advantage, such as triggering a weapon's special ability, performing an additional maneuver, or possibly recovering some strain. Different weapons, talents, or equipment may have special uses for Advantage.

Threat is generally spent by the GM to impose some sort of complication, with more severe complications requiring more Threat. Threat can result in a number of side effects such as a task taking longer to complete than expected, suffering strain, providing an opportunity to an opponent, falling prone, or being subjected to an environmental effect. Different talents, environments, or opponents may have special uses for Threat.

For more about taking Advantage or suffering from Threat, see page 13.

TRIUMPH & DESPAIR

Two symbols represent far more potent effects than the others. Triumph ☘ and Despair ☹ are special cases and operate slightly differently than the other symbols. Unlike Success and Failure (✨ and ▼) or Advantage and Threat (☺ and ☹), Triumph and Despair (☘ and ☹) do not completely cancel each other out. Rather, they indicate an especially positive or unfortunately dire side effect.








Remember that it is possible for a skill check to result in both ☘ and ☹ symbols. In this case, **both results are interpreted separately.** Just like Threat, it is possible for a skill check to succeed but still impose a Despair effect, or a skill check may fail but still trigger a Triumph effect. For more about the specific applications of Triumph and Despair, see page 13.



TRIUMPH ☘

A Triumph symbol ☘ has two effects. First, each Triumph symbol ☘ counts as one Success symbol ✨. Second, a Triumph result indicates an unexpected boon or significantly beneficial effect related to the task. Many weapons and talents have side effects that can be triggered using a Triumph result. Otherwise, the scenario or GM may have other options for using Triumph. It is important to keep in mind that while a Triumph symbol ☘ does add a Success symbol ✨ to the pool, the presence of one or more Triumph symbols ☘ does not automatically mean a successful skill check.

Triumph can be thought of as an enhanced, more powerful version of Advantage. For example, a single Triumph symbol ☘ can trigger any weapon's special quality or inflict a critical injury, rather than requiring a certain number of Advantage symbols ☺. Or, while Advantage may allow a character to recover strain, in the right situation a Triumph may allow recovery of a wound.

DESPAIR

A Despair symbol  also has two effects. First, each Despair symbol  counts as one Failure symbol . Second, a Despair result indicates an unfortunate consequence, significant complication, or dire effect related to the task. Opponent's abilities, the environment, or the encounter description may offer different options for using Despair. Otherwise, the GM adjudicates the results of Despair symbols  based on the situation. It is important to keep in mind that while a Despair symbol  does add a Failure symbol  to the pool, the presence of one or more Despair symbols  does not automatically mean a failed skill check.

Despair can be viewed as an upgraded, more potent form of Threat. For example, a single Despair symbol  may trigger effects that would normally require several Threat symbols . Otherwise, Despair may be significant enough to warrant inflicting wounds instead of strain, mean an important piece of equipment breaks, that a weapon jams or runs out of ammo, or coupled with failure, a grenade hits an unintended target.

OTHER TYPES OF CHECKS

The standard skill check using a basic dice pool can be used to resolve the vast majority of tasks in a game session. However, there may be some situations that require a slightly different approach to properly resolve. In addition to the standard skill check, **AGE OF REBELLION** uses opposed checks, competitive checks, and assisted checks.

Opposed checks are often used when the success or failure of the task is strongly influenced by an opponent. **Competitive checks** can be used to determine which character performs better when two or more characters are attempting the same task. **Assisted checks** are simply variations of other checks but with two or more characters working together.

OPPOSED CHECKS



Sometimes a task is more difficult to accomplish because someone is actively trying to prevent the character from succeeding, or one character is trying to overcome or bypass another character. For example, a suspected thief lies to the local governor, claiming he had nothing to do with the burglary of medical supplies. The thief's Deception check might be opposed by the governor's Vigilance.







Opposed checks are most often applicable when a task involves directly opposing the task that another character is performing, or when a task involves trying to go unnoticed, undetected, or undiscovered by someone else.

UNLIMITED POSSIBILITIES














With the opportunity for success or failure, as well as the myriad side effects possible through multiple Advantages, Threats, Triumphs, and Despairs, no two skill checks are the same. There are hundreds of possible outcomes with almost every skill check. A character may achieve a high-magnitude success with no other complications, or a low-magnitude success with Advantages, or a moderate success with Advantages that are tempered with Despair. Likewise, failed checks may have a silver lining by also featuring Advantage or Triumph, or create truly dire situations in which failure is accompanied by both Threats and Despair.

The sheer number of possibilities provide opportunities to narrate truly memorable action sequences and scenes. Players and GMs alike are encouraged to take these opportunities to think about how the symbols can help move the story along and add details and special effects that create action-packed sessions.

Opposed checks add  and potentially  to the skill check's dice pool, similar to standard checks. However, rather than assigning a general difficulty level to an opposed check, a quick comparison between the active and opposing characteristics and skill ratings determines the difficulty of an opposed check.

The active character's dice pool starts out using the same rules as building a basic dice pool, using  and potentially upgrading some into  based on his characteristic and skill rating. The opposition then introduces  and  based on its relevant characteristic and skill rating. The opposition's higher value between its characteristic and skill determines how many  are added to the pool, while the lower value indicates how many of those dice are upgraded into  (see upgrading on page 21).

EXAMPLE: OPPOSED CHECKS

For example, Varesk the Bothan Spy is trying to sneak past a security patrol. Varesk has Agility 4 and Stealth 2, building an initial dice pool of four Ability dice, two of which are upgraded to Proficiency dice (    in total). The security patrol has Cunning 2 and Perception 1. Therefore the opposition adds two Difficulty dice ( ) to the check, one of which is subsequently upgraded to a Challenge die . If there are no other factors, the skill check has six dice:      .

COMPETITIVE CHECKS

Sometimes, several people are trying to accomplish the same goal at the same time, or are trying to determine who performs a task better than the other. When multiple characters are attempting the same task and trying to determine who accomplishes the task first, performs the task better, or measure some other outcome, they are engaging in a competitive check.

For example, two characters engage in a friendly arm-wrestling contest at the local cantina. Each one has the same goal—to win the match by pinning his opponent’s arm. This is a competitive check to see who outperforms the other. Other competitive checks could include several pilots navigating the Kessel Run to find who completes the run in the shortest distance, or two politicians trying to win over an undecided crowd during a council hearing.

For a competitive check, the GM assigns a difficulty level for the task, and each character involved in the competition makes a skill check based on that difficulty. When characters make a competitive check, it is important to track how many total ✨ they generate with their respective dice pools. The character with the most total ✨ “wins” the check. If neither character succeeds in their check, then neither character wins, and the competitive check results in a draw. If two or more characters generate the same number of ✨, the check goes to a tiebreaker to see if the draw can be resolved.

Although 🌀 and 🌀 still provide their customary effects in these situations, they also provide one additional benefit. If the two characters tie with the number of net ✨ they generate, the character with the greater number of 🌀 becomes the winner. If the characters are also tied for number of 🌀, the character with more total 🌀 is declared the winner.

If the characters are still tied after evaluating these categories, the competitive check is a draw. In this case, the GM must determine a sole winner; this case could count as all tied parties losing, or the GM may decide to resolve the draw using another competitive check, or find some other means to settle the competition.

ASSISTED CHECKS

Some tasks are important or challenging enough that help is required—or at the least appreciated. Fortunately, characters can provide assistance to each other when performing a variety of tasks. Over the course of normal narrative play, providing assistance is easy. A player simply needs to explain how his character is helping with the task. If the explanation is reasonable, the GM may award assistance. There are two types of assistance that can be provided—skilled assistance and unskilled assistance.

SKILLED ASSISTANCE

Assistance works best when the assisting party brings additional insight or expertise to the task. When a character with a higher characteristic or skill rating provides assistance to another character, the dice pool may use one PC’s characteristic, and the other PC’s skill rating.

UNSKILLED ASSISTANCE

If the assisting party does not have a higher characteristic or skill rating, so that using either rating provides no benefit to the other character, the GM may add 🌀 to the dice pool (representing the fact that the additional assistance is still providing some benefit).

ASSISTANCE RESTRICTIONS

The GM may stipulate certain conditions or requirements to offer assistance. To assist with tending to an injury, the assisting character needs to be next to the person being tended to, or to assist with translating an ancient holocron, the assisting character may need access to the holocron.

Generally, only one character can provide assistance at a time. However, the GM may decide that certain situations accommodate more people. In this case, only one assisting character can offer his characteristic or skill rating—all other participating characters contribute 🌀 to the check.

ASSISTANCE AND TIMING

During combat or structured encounters, when initiative and the order in which people act is more important, assistance can be accomplished by performing the assist maneuver. The assist maneuver allows an ally to benefit from assistance provided by an engaged ally on his next skill check. Assistance only lasts until the assisted character’s next activation.

For more on the assist maneuver, see **Chapter VI: Conflict and Combat**.

OTHER KEY ELEMENTS

In addition to the fundamental concepts discussed previously in this chapter, there are several other concepts that inform gameplay, advance the story, and help PCs overcome adversity. This section describes a number of these key elements, including character talents, Destiny Points, experience and development, and derived attributes such as wound and strain thresholds.

TALENTS

Where skills represent what a character knows, his practiced disciplines, or the experience he applies to a topic, talents are a much broader class of special ability. Talents represent various tricks, techniques, and knacks characters pick up over their career, or reflect their sheer determination to get things done. Each talent is a distinct special ability that provides the character with an edge in certain situations.

While characteristics and skills are fairly universal—every character has six characteristics, and everyone has access to all the skills—talents are far more specific. Each career is defined by a series of unique talents bundled together in a format called talent trees. These talent trees represent the specializations within each career, and help distinguish characters advancing along separate career paths.

Talents are divided into several categories and are either active or passive. Active talents typically require the player to state that his character is using them. Some active talents have a cost or requirement associated with them, such as investing a Destiny Point, suffering strain, or using it as part of an attack action. Other talents are passive, meaning they are always “on” and don’t need to be activated by the player. Passive talents either constantly provide their benefit or are automatically triggered under certain circumstances.

Some talents belong to a series of related talents. These may either represent improved versions of lower level talents or identical talents taken multiple times for a cumulative effect. In the former case, an improved version of a talent completely replaces the lower level version. In the latter case, the talent is measured with a series of ranks. The more times that talent is taken, the more ranks it has, and the greater the magnitude of its effects.

The majority of talents are specific to a character’s given profession. Talent trees represent the natural flow of learning and experience that a character gains throughout adventures. Talent trees are divided up into five tiers—the higher tiers representing remarkable abilities. Some talents may appear across multiple specializations, but at different tiers or costs. There are also some special talent trees, such as Force Emergent, which are not tied to a specific profession or career.

DESTINY POINTS

Player characters are cut from a different cloth than most NPCs that populate the galaxy. Not only do they have access to skills and special talents to help them succeed, PCs are intimately connected to destiny. Destiny is that special spark that elevates heroes above commoners, imbuing an individual with enough significance in the galaxy’s events to be a Player Character. Over the course of the PCs’ adventures, destiny may intervene on their behalf for good or ill. Destiny may manifest in a positive way and provide a temporary advantage or boost to a PC’s abilities. Or destiny may prove an ill omen and impose additional hardships and complications.

The concept of destiny and the Player Characters’ ability to tap into and influence this resource is represented by Destiny Points. Destiny is interwoven with the Force, which pervades the galaxy with both light energy and dark energy. Destiny is one way the Force guides and surrounds the characters.

Destiny Points are a resource that can be invested by either the players or the GM for a variety of different effects. For example, Destiny Points may be used to upgrade Ability dice or Difficulty dice, or trigger certain talents or special abilities.

THE POOL OF DESTINY

Like the Force, destiny has both a light side and a dark side. Light side Destiny Points favor the characters and can be used to aid them in their actions. Dark side Destiny Points impede the characters, and are used by the GM to imperil and complicate their actions. However, the light side and dark side are two sides of the same coin, struggling for balance, enduring the other side’s strengths, and exploiting the other side’s weaknesses. As the pool of light side Destiny ebbs, the dark side’s Destiny pool grows. As dark side Destiny Points are consumed, light side Destiny Points are replenished.

PREPARING THE DESTINY POOL

To determine the current Destiny pool, at the beginning of each game session, each player with a PC rolls one Force Die \square (the GM does not roll a \square). The results of the Force dice are tallied to become the starting Destiny pool for that session. For example, if a player rolls one light side symbol (\circ), he adds one light side Destiny Point to the session’s Destiny pool. If a player rolls two dark side symbols ($\bullet\bullet$), he adds two dark side Destiny Points to the Destiny pool.

Once set, the size of the Destiny pool does not change for that session. Before the next session, play-

ers will roll and generate a new Destiny pool which may have a different number and composition of Destiny Points. While the Destiny pool size is fixed for a session, the number of light side and dark side Destiny Points available can change frequently as players and GM call on destiny to influence their actions.

TRACKING DESTINY POINTS

Destiny Points can be easily tracked using the Destiny Point tokens found in the **EDGE OF THE EMPIRE DICE PACK**, or with gaming tokens, glass beads, or any other convenient method. Two-sided tokens or chips work especially well. Ideally, one side is colored or designated to represent light side Destiny Points, and the other side designated to represent dark side Destiny Points.

HOW DESTINY POINTS ARE USED

All players and the GM can tap into destiny by using the Destiny Points in the pool. There are several distinct ways players and GMs spend destiny. However, the Player Characters may only spend light side Destiny Points, and the GM may only spend dark side Destiny Points.

When a player spends a light side Destiny Point, it is converted into a dark side Destiny Point after the current action is resolved. When the GM spends a dark side Destiny Point, it is then converted into a light side Destiny Point in the same fashion. Conversion takes place at the end of the action during which the Destiny Point was used, preventing players or GMs from immediately spending a just-converted Destiny Point. Destiny is a powerful resource, but it is limited. A player can only spend one light side Destiny Point during a single action, and so should think carefully about how they want to use their destiny before doing so. The GM likewise is limited to spending one dark side point per action.

The following section explains some of the ways in which Destiny Points can be used. Unless noted otherwise, either the players or the GM may use these options.

A HELPING HAND

All characters have the opportunity to call on destiny to enhance any skill check they are about to attempt. A player may spend one Destiny Point to upgrade his starting dice pool by one step. This refers to upgrading an Ability die into the superior Proficiency die. The GM may spend a dark side Destiny Point in this way to upgrade one of his NPC's dice pools. Additional information on upgrading dice can be found on page 21.

RAISING THE STAKES

Destiny can also be used to help keep characters out of harm's way. Characters can call on destiny to make an opponent's skill check more challenging. A single player may spend one light side Destiny Point to upgrade the difficulty in any NPC's skill check by one step. This refers to upgrading a Difficulty die into the more potent Challenge die. The GM may spend a dark side Destiny Point in this way to upgrade one of the PC's dice pools. Additional information on upgrading dice can be found on page 21.

SPECIAL ABILITIES AND TALENTS

Many powerful talents allow characters to spend Destiny Points for various effects. For example, a savvy Ambassador can spend a Destiny Point to immediately recover from strain equal to his Presence rating. Many other uses exist as well—see the individual talent descriptions for details.

LUCK AND DEUS EX MACHINA

Destiny can also be used by the players to introduce "facts" and additional context directly into the narrative. The GM already does this by managing and directing the story, **but** this use of Destiny Points provides the players with a means to make contributions as well.

Imagine the characters land on a planet they expected to have a breathable atmosphere, only to find a leak at the gas mining facility has rendered the air toxic. One of the players suggests spending a Destiny Point, saying "*Good thing you remembered to pack those rebreathers last time we were in dry dock, Eshe.*" While none of the players may have specifically mentioned or listed rebreathers before, it's a sensible and creative addition to the game. If the GM agrees, the Destiny Point is spent and the player's contribution is now a true statement—there are rebreathers handy.

Similarly, a player may spend a Destiny Point in this manner to suggest finding a spare stimpack while quickly scavenging through a medical facility, or introducing a terrain feature the character can duck behind for cover.

Using Destiny Points narratively is a great way to keep all of the players involved and keep the story moving forward. However, the GM has final say over what is or is not acceptable. Players should not abuse this use of Destiny Points; the more outrageous or unlikely the suggestion, the more likely the GM will curtail the players' use of Destiny Points. Ultimately, this use of Destiny Points allows the players to feel empowered as active participants in both the game *and* the story by rewarding creativity and roleplaying. If the Destiny Point use would fulfill this goal, the GM should consider allowing it.

DESTINY POINT ECONOMY IN GAMEPLAY

All players and the GM are encouraged to use destiny regularly, creating an ebb and flow of destiny over the course of a session. While the players could theoretically “lock” all the Destiny Points and simply not spend any light side Destiny Points to prevent the GM from using dark side Destiny Points against them, this works both against the spirit of the mechanics and the setting. Players that hoard their Destiny Points may find the GM using other methods of putting pressure on the group, forcing them to reconsider their plan. It’s perfectly acceptable for the GM to remind the players about using Destiny Points in play, such as suggesting the use of Destiny Points if they are feeling overmatched by a tough enemy.

The Player Characters are wrapped up in the fate of the galaxy, and through their adventures destiny will work both for and against them. When used wisely, Destiny Points provide tension and excitement by making routine checks more significant, adding an element of drama to the mundane, or helping provide a boost when the players are overwhelmed.

THE LIMITS OF LUCK

Destiny is a powerful resource and should not be abused. Destiny must also be used wisely—each player can only invest one Destiny Point into any single check. If a player chooses to invest a Destiny Point to upgrade an Ability die into a Proficiency die, for example, he cannot also invest a Destiny Point to trigger one of his character’s talents. The GM may also choose to invest one Destiny Point per skill check. This does introduce the possibility that both the player and the GM invest destiny into the same skill check, resulting in no net difference to the overall Destiny pool balance.

The active player (the player or GM forming the dice pool) always has the first chance to use a Destiny Point. Once he has decided whether or not he will use a Destiny Point, the other party involved in the check (the targeted player, or the GM in the case of an NPC) has the opportunity to respond and spend a Destiny Point as well. For example, if the GM declares he will be spending a Destiny Point to upgrade an enemy’s Ability die into a Proficiency die for an attack against a PC, that PC’s player has the opportunity to then use a Destiny Point, either to upgrade one of the Difficulty dice in the attack pool into a Challenge die, or perhaps to trigger one of the PC’s talents.

EXPERIENCE & DEVELOPMENT

Experience is the primary means by which players customize their characters. Each character starts with a beginning pool of experience points that can be spent during character creation to train skills, improve characteristics, or acquire talents. During a campaign, players also receive additional experience for each session of **AGE OF REBELLION**, which can also be spent to improve their characters.

STARTING EXPERIENCE POINTS

Characters begin with a budget of experience points based on their species. The experience points used during character creation are the same “currency” as experience points received during play. If a player chooses to spend fewer experience points during character creation than his budget, those points carry over into the game and the PC will begin with more experience points to spend once his adventures begin. More information on spending these experience points can be found in **Chapter II: Character Creation** on page 66.

IMPROVING CHARACTERISTICS

Raising a characteristic during character creation costs ten times the value of the next highest rat-

ing. During character creation, no characteristic can be increased higher than five. During the course of play, no characteristic can be increased higher than six. Characteristics may only be purchased with experience points during character creation, not at any later time. During gameplay, characteristics can only be increased by acquiring specific, high-tier talents. For more on raising characteristics, see page 66.

SKILL TRAINING

Each skill has five ranks of training available. A character may have already acquired several ranks of skill training from his starting career and profession for free. Characters may train additional skills and gain additional ranks during character creation. Regardless of any species or career bonuses, no skill can be raised higher than rank 2 during character creation.

The cost for training skills falls into one of two categories—career skills and non-career skills. Training a career skill costs five times the value of the next highest rank. Training a non-career skill costs five times the value of the next highest rank plus 5 additional experience points. Characters may purchase ranks in skills during character creation or later during gameplay.

ACQUIRING TALENTS

Talents are acquired from a character's available talent trees, generally provided by their specialization choices. A character can purchase any talents he is eligible for. An eligible talent is any talent in the top row (which cost 5 experience points each), or any talent that is directly connected to an already acquired talent. Talents cost a variable amount, based on which tier the talent is on. Similar talents may cost differently for different characters based on their specializations. Characters may purchase talents during character creation or later during gameplay.

ACQUIRING NEW SPECIALIZATIONS

Each character starts with a single specialization within his chosen career. However, characters may purchase

additional specializations, giving them access to a broader range of skills and talents. There is no limit as to the number of specializations a character possesses.

Acquiring a specialization allows the character to spend experience points in the new specialization's talent tree, in addition to any he was able to access before. Also, most specializations have one or more career skills. These skills now count as career skills for the character. Characters can purchase specializations from any career. Purchasing an additional specialization within a character's career costs 10 times the total number of specializations he would possess with this new specialization. Purchasing non-career specializations costs 10 times the total number of specializations he would possess with this new specialization, plus an additional 10 experience.

DERIVED ATTRIBUTES

Some character attributes are based on other choices made during character creation or over the course of a campaign. Some of these attributes may change frequently over the course of play, or be modified by talents, equipment, or other special abilities.

WOUND THRESHOLD

A character's wound threshold represents how much physical damage he can withstand before he is knocked out. Wounds can be serious and lead to critical injury. Wounds can be treated with Medicine but may take time to recover (droids use Mechanics to repair wounds).

A character's starting wound threshold is determined based on his species and his Brawn rating. After determining this initial value, increases to a character's Brawn rating do not increase his wound threshold—wound threshold improvements are acquired by purchasing the appropriate talent, such as Toughened.

STRAIN THRESHOLD

A character's strain threshold represents how much duress a character can withstand before he is stunned, dazed, or otherwise incapacitated. Strain represents psychological or mental "damage" to the character. Strain is more easily suffered than wounds, and can even be used as a resource by players to trigger certain character abilities. Thankfully, characters recover from strain more quickly than from wounds.

A character's starting strain threshold is determined based on his species and his Willpower rating. After determining this initial value, increases to a character's

Willpower rating do not increase his strain threshold—strain threshold improvements are acquired by purchasing appropriate talents, such as Grit.

DEFENSE

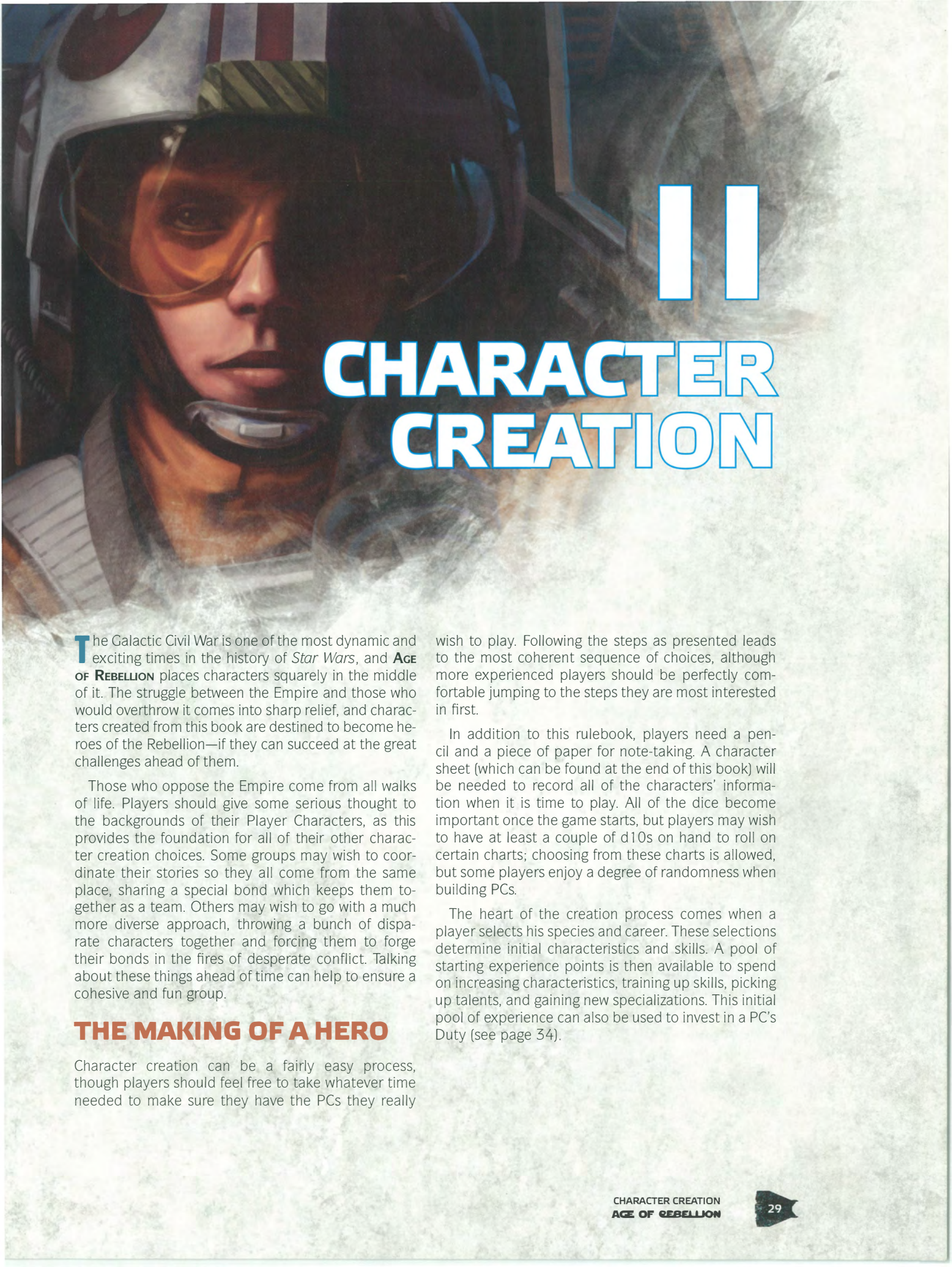
Defense determines how difficult a character is to hit in combat situations. Characters have both a ranged defense and a melee defense. A character's default value in both ranged defense and melee defense is zero. If a character's defense value is listed simply as "Defense" and not specifically defined by separate ranged and melee values, then the same value is applied to both his ranged and melee defense.

Defense is most commonly gained by wearing armor, or by adopting a defensive position in combat, such as gaining cover. Some special talents may also increase one of the character's defense ratings.

SOAK VALUE

A character's soak value determines how much incoming damage he can shrug off before taking real damage. The soak value is subtracted from any incoming damage to the character. Any remaining damage after subtracting the soak value becomes wounds applied against the character's wound threshold.

A character's default soak value is equal to his Brawn rating. After determining this initial value, increases to a character's Brawn rating do increase his soak value. Additional soak value bonuses are most often gained by wearing armor. Some talents may also increase a character's innate soak value.



CHARACTER CREATION

The Galactic Civil War is one of the most dynamic and exciting times in the history of *Star Wars*, and **AGE OF REBELLION** places characters squarely in the middle of it. The struggle between the Empire and those who would overthrow it comes into sharp relief, and characters created from this book are destined to become heroes of the Rebellion—if they can succeed at the great challenges ahead of them.

Those who oppose the Empire come from all walks of life. Players should give some serious thought to the backgrounds of their Player Characters, as this provides the foundation for all of their other character creation choices. Some groups may wish to coordinate their stories so they all come from the same place, sharing a special bond which keeps them together as a team. Others may wish to go with a much more diverse approach, throwing a bunch of disparate characters together and forcing them to forge their bonds in the fires of desperate conflict. Talking about these things ahead of time can help to ensure a cohesive and fun group.

THE MAKING OF A HERO

Character creation can be a fairly easy process, though players should feel free to take whatever time needed to make sure they have the PCs they really

wish to play. Following the steps as presented leads to the most coherent sequence of choices, although more experienced players should be perfectly comfortable jumping to the steps they are most interested in first.

In addition to this rulebook, players need a pencil and a piece of paper for note-taking. A character sheet (which can be found at the end of this book) will be needed to record all of the characters' information when it is time to play. All of the dice become important once the game starts, but players may wish to have at least a couple of d10s on hand to roll on certain charts; choosing from these charts is allowed, but some players enjoy a degree of randomness when building PCs.

The heart of the creation process comes when a player selects his species and career. These selections determine initial characteristics and skills. A pool of starting experience points is then available to spend on increasing characteristics, training up skills, picking up talents, and gaining new specializations. This initial pool of experience can also be used to invest in a PC's Duty (see page 34).

GENERATION STEPS

To create a character, each player follows ten steps. Each step is summarized here, then fully explained throughout the chapter.

STEP 1: DETERMINE BACKGROUND

Every character has a history that has made him the person he is. Before creating a character, each player should think about who he wants his character to be and how he got where he is. If a player is choosing to be a laconic starfighter pilot, what's his story? Did he once fly for the Empire? Did he see or do things which haunt him to this day, causing him to be terse and distant from others? Or did he fly for a freighter company until it was ruined by Imperial trade policies, so now he is flying with the Rebellion to get some payback?

He could have any number of stories, all of which help inform the player about how to craft his character from this point forward. It also serves to help the Game Master figure out the best way to introduce and involve the character into the story.

More on Determining Background can be found on page 32.

STEP 2: DETERMINE DUTY

Hand-in-hand with the PC's background is his Duty to the Rebellion, a driving part of his role in the campaign. While it's true all of the Player Characters can be said to have an overall duty to fight the Empire and restore the Republic (though not all of them may agree on the second point), each PC has a specific expression of the larger goal. Some are oriented towards ensuring the Alliance's technical or space combat advantages, while others are focused on destroying Imperial assets or recruiting new allies. Whatever this Duty is, it has a strong impact on both the individual's, and the group's, relationship with the Alliance, and it influences the character building process.

More on Duty is found on page 32.

STEP 3: SELECT A SPECIES

The immense diversity of sentient life in the galaxy is one of the greatest strengths the Alliance has over the human-centric Empire. Many species have suffered terribly at the hands of xenophobic Moff's and governors, turning more and more of them towards the Alliance along with the support and resources of their people and planets.

The selection of a species establishes many important core aspects of a character: his beginning ratings in the characteristics of Brawn, Agility, Intellect, Cunning, Willpower, and Presence; his initial wound and strain threshold values; special abilities innate

to the particular species; and the initial pool of experience points the PC has to spend of further initial development.

The various species available for PCs in **AGE OF REBELLION** are found starting on page 36.

STEP 4 AND 5: SELECT CAREER AND SPECIALIZATIONS

Steps 4 and 5 are handled together, but represent two distinct choices about a character: that character's career, and his specializations.

CAREER

A character's career establishes the central focus of his training, education, and professional experience. While not particularly limiting, it does establish what kinds of skills and talents are going to make the most sense for the character to possess, as well as the group role in which he is most likely to excel. Players should think of a career as an archetype that forms the initial framework around which the rest of the PC will be constructed.

One of the most important things the career choice does is establish which eight skills are considered career skills for the Player Character. Each of these eight should be marked on the character sheet accordingly, as they are always easier to improve in the future as the PC gains more experience. As soon as a career is selected, the player may select four of those eight skills to gain a free initial rank in; no skill may be selected more than once.

The six careers can be found starting on page 41.

SPECIALIZATIONS

If a career is the initial framework for building a character, specializations can be viewed as the details being added to the framework to more fully flesh it out and give the character distinction. Each career has three distinct specializations associated with it, each possessing unique aspects and—more specifically—talent trees which get into the truly special things a PC can do for himself and his team.

When a specialization is selected, the player should take note of the additional four career skills listed for it. Any that are not a match for those from the career selection should be added to the PC's total list of career skills. Two of these four specialization skills can be selected for a free rank. Though two separate skills must be selected for one rank each at this stage, if the specialization has a skill that is a duplicate from the career's list of eight, the player may elect to put a second rank in this skill.

In any situation where a player is able to select more than one specialization at creation (whether from using experience points or by some other means), he

must select only one specialization from which to take his two additional free skill ranks.

The specializations for each career are described within their associated careers. A full list with descriptions of the talents can be found on page 94.

STEP 6: INVEST EXPERIENCE POINTS

The selection of a species establishes an initial pool of experience points which act as a kind of currency. This currency can be spent on making improvements to the PC in five different ways—upgrading characteristics, increasing ranks in skills, acquiring talents, adding new specializations, and allowing the PC to start with a higher value than 0 in his Duty. All of these choices create numerous combinations, so even two characters with the same species, career, and specialization choice may end up significantly different from one another.

Additional experience points are earned by Player Characters throughout the campaign, enabling players to further enhance his character. GMs award these experience points according to guidelines established in **Chapter IX: The Game Master**.

Players can learn more about spending experience points, both at this stage of character creation as well as during the campaign, starting on page 66.

STEP 7: DETERMINE DERIVED ATTRIBUTES

This step must be taken only after the previous steps are completed; certain statistics cannot be established and recorded until after the initial pool of experience points are spent. There are four of these; wound threshold, strain threshold, defense, and soak value.

More on Derived Attributes and how they are determined is found on page 67.

STEP 8: DETERMINE MOTIVATION

While a Player Character's Duty establishes what the character must accomplish on behalf of the Alliance, his Motivation determines why he is determined to do it. Motivations should derive directly from the background the player has crafted for his PC. In fact, though it is possible to roll randomly on the charts in the Motivation section, players should seriously consider the specific relationship between a character's background, Duty, and Motivation. It may be more internally consistent to select Motivation results to best fit the story the player has already begun to tell.

There are three general categories of Motivation—Idealism, Revenge, and Necessity. Each of these Motivations has a list of specific manifestations. Additionally, with the Game Master's permission, a player may create his own Motivation and specific details.

Motivation has an important value to the PC: play in keeping with the Motivation can gain the Player Character bonus experience points at the end of a session. This is a pretty hefty encouragement for the player to choose a Motivation he feels comfortable inhabiting with the PC on a regular basis.

Information and the charts for Motivation begin on page 68.

STEP 9: CHOOSE GEAR AND APPEARANCE

With species, career, specialization, and derived statistics determined, the players can now get into more descriptive detail. This includes basic bio data like height, weight, eye color, hair (or tentacle, or horn) color, type of skin, homeworld, etcetera. Each of these aspects should tie directly into the background and other key choices the player made about his PC.

A Player Character begins his career with the Alliance with 500 credits worth of personal weaponry, armor, and other equipment for starting gear. Once he begins going on missions for the Rebellion, he may be granted additional gear for those missions (though he may not always be allowed to keep such gear).

Specifics on gear for Player Characters are located in **Chapter V: Gear and Equipment**.

STEP 10: ACQUIRE REBELLION RESOURCES

Though the Alliance to Restore the Republic is strapped for resources against the juggernaut which is the Empire, it is not bereft of assets to assign toward its goals. However, management of those assets is vital to its continued survival, so the Player Characters may not always be able to keep what they are given for each mission.

At the beginning of each new mission, the Game Master may allow the PCs to select a ship for their use, or even a few starfighters if appropriate. He may instead provide them other equipment (for example, arranging for their transport to where they are needed and then dropping them off). This may manifest in an additional allotment of gear they can choose within a credit limit, or specifically assigned gear.

More about potential resources is explained on page 70.

STEP 1: DETERMINE BACKGROUND

Members of the Rebellion come from everywhere across the galaxy, and from every imaginable background. This diversity makes the forces of the Alliance complex and chaotic, but it also provides extraordinary strength. Each player has before him a limitless pool of creativity from which to draw his character's personal story.

Understanding where a PC comes from makes every other choice in character creation considerably easier. As well, this understanding provides a powerful source of inspiration for how the PC is to be played, how he reacts to situations presented to him, and what he ultimately chooses to do when all hope seems to be lost.

When constructing a background, players often find it easiest to start with the nature of the PC's family. Were they wealthy, noble, and highly connected? Perhaps they owned a rather large and successful ship-

ping company, or maybe they were among the elite of Coruscant itself.

Or, perhaps the family owned a much smaller company, with only one or two ships running to places far outside normal traffic. They could be hardscrabble farmers on a distant colony, or paupers indentured to a criminal cartel or corrupt local government. A PC's family could even be among the destitute in the eternal shadows of a Core World city, barely scraping by and relying on handouts just to survive.

It is entirely possible for a PC to come from an otherwise unremarkable family, firmly entrenched in the middle class in which the vast majority of the civilized galaxy lives. His parents may have been mildly content wage earners, vaguely concerned over the greater issues of the galaxy so far as it affected their taxes and the price of food, but otherwise focused on matters of their day-to-day lives.

STEP 2: DETERMINE DUTY

The relationship a Player Character has with the Alliance is a vital one. It not only defines the conflicts he faces and the challenges he must overcome, but this relationship also determines what support he receives to face those challenges, and what he is expected to accomplish. For each character, this relationship should have a specific definition and nature, weaving the complex tapestry that the PCs and the GM use to tell the story.

AGE OF REBELLION denotes this relationship with the concept of Duty. Duty defines the specific goals and driving impulses of each Player Character, establishing what each of them is trying to accomplish as their part in the Rebellion. This personal Duty is a clear indication of what a PC is either tasked or motivated to do for the Alliance, not just on a given single mission, but throughout his career with the forces of the Rebel Alliance.

While a PC's Duty is a key part of the roleplaying of the character, there are also real game effects tied to the Duty system. How much trust and influence a PC group has with the Alliance is based on their overall Duty Contribution score; individual Duty ratings can also impact the level of influence one PC may have over command decisions compared to another. Access to equipment, upgrades, and general support for missions is also directly affected by how effectively the Player Characters have performed their Duties.

WHAT IS DUTY?

As a part of the Rebellion, each Player Character has a specific realm of Duty he is committed to. This is his main focus not just on a single mission, but in everything he does for the Alliance. It may be one of the driving factors for why he joined, or it may be the area of focus he discovered particular talents for. Whatever the reason he adopted this expression of Duty, it has become how he is judged in terms of successful contributions to the effort to overthrow the Empire.

A player may choose a Duty which best fits his character concept ideas from those listed on **Table 2-1: Duty**. If he prefers a more random approach, the chart has percentile die results for this purpose. With the GM's permission, a player may even construct a personalized Duty which he feels best represents his character's relationship with the Alliance..

A specific Duty is expressed with two elements:

- A title and narrative description: This is the story and roleplaying part of the Duty, presenting the player and the Game Master with what they need to incorporate the Duty into the game sessions and stories.
- A numeric value: The level of accomplishment the Player Character has attained in his Duty is measured by this value. Most PCs begin with a value of 0 and work to increase this over time.

TABLE 2-1: DUTY

D100	Duty Type
01-08	Combat Victory: The Player Character is driven to show the Alliance can hold its own against Imperial forces in any troop vs troop engagement. He wants to engage the Empire's military—their best whenever possible—and provide more victories for the Alliance to tout to the galaxy as proof they can ultimately win the war. This means daring raids, excellent tactics, and acquiring the best firepower possible.
09-16	Counter-Intelligence: The PC knows the survival of the Alliance depends upon its ability to hide from the Empire and avoid complete destruction at the hands of its overwhelming military superiority. To this end, he wants to hunt down and eliminate enemy agents and threats; feed false information to their intelligence networks; and cover the movements of all Alliance assets from observation and reporting.
17-24	Intelligence: The PC knows every victory hinges on knowing as much about the Empire's military might and other assets as possible. He is driven to gather any and all potentially useful data, wishing to provide vital and vulnerable targets for Rebellion forces to strike. He not only wants to know what the Imperial military factions are up to, but also the state of technological research, economic policies, and other aspects of their strength.
25-32	Internal Security: The most dangerous threat to the Alliance comes from within its own ranks. Any Rebel soldier or operative or ally could be an insidious threat waiting to take an action at a critical moment to bring entire operations crashing down, costing lives and assets. The PC knows vigilance against these threats is the truest form of devotion to the cause of the Alliance, and he watches for any and all signs of betrayal.
33-40	Personnel: More than machines, credits, or information, the people of the Alliance are the most important and vital assets there are, and the Player Character knows this. He is devoted to seeing to their safety, well-being, and capacity for success. No one should ever be left behind, and the most successful missions may not gain every goal, but are successful nonetheless if no one dies.
41-48	Political Support: Every blaster, starfighter, and thermal detonator in the galaxy is useless if the political will doesn't exist to truly challenge and overthrow Palpatine and his New Order. The PC understands this all too well, and he is determined to see to it that as many factions, systems, and sectors as possible come to the side—and the aid—of the Alliance against the Empire.
49-56	Recruiting: Every engagement with the Empire is a war of attrition, and that is a war the Rebellion simply cannot win. Nonetheless, more people must be found to serve, and they are needed in every capacity. Not only does the Alliance Military need more soldiers and pilots; they need more technicians, engineers, mechanics, scientists, doctors, slicers, and just about every other kind of role filled. This Player Character understands the risks of recruitment, as well as the needs, and he is constantly on the lookout for both talented and trustworthy allies.
57-64	Resource Acquisition: There is never enough of anything against the juggernaut that is the Empire, and this PC knows it very well. He is determined to seek out new sources of raw materials, food, clothing, weapons, armor, and equipment of all kinds. One spare crate of medpacs can save quite a few lives, and a handful of comlinks can mean the difference between success and failure on a mission. He will trade, beg, borrow, and steal whatever he can for the cause.
65-72	Sabotage: The largest and most powerful military force in the history of the galaxy is also the most vulnerable to acts of destruction and asset denial. The character is focused on disrupting Imperial operations in any way possible, whether its the manufacture of weapons, troop movements, supply shipments, banking systems, or anything else causing the Empire to act more slowly and less capably. Truly showy acts of destruction also work to erode the will of the population to continue supporting the war, or so the PC often believes (though the Alliance expressly forbids actual acts of terrorism).
73-80	Space Superiority: As the Combat-Victory-driven PC feels about troop conflicts, so this Player Character expresses his Duty in terms of ship-to-ship combat and naval engagements. To him, the war will ultimately be decided in the stars, and what the Alliance may lack in sheer numbers, it more than makes up for in the quality and tenacity of its pilots. Every single space battle is an opportunity to show the rest of the galaxy the Alliance not only can win the war, but is destined to do so.
81-88	Tech Procurement: There is no more prolific or productive time for technological developments than during a war, and this one is no exception. This Player Character sees the true opportunity for victory for the Alliance in the hands of the scientists, engineers, and technicians. Not only can they get the most performance from existing machines and resources, but design and develop new ships, weapons, medical techniques, and other equipment which can provide the vital edge necessary to survive against the Empire's might. The way this PC sees it, stealing the best developments of the Empire is a powerful way to even the odds.
89-96	Support: Individually, the lone agents of the Alliance don't stand a chance against the combined might of the Galactic Empire. Only by working together can they hope to achieve a victory in this civil war. This PC is devoted to helping his fellow rebels achieve their Duties by providing whatever assistance they need. Although he may not get the same amount of reward or recognition as the people he is helping, the PC has many more opportunities than his fellows to enact his Duty to the Rebellion.
97-00	Roll twice on this chart. The PC's Duty is equally split between two different areas of focus, and success in either is good for increasing the Duty score.

STARTING DUTY

New recruits to the Alliance generally start with a 0 value in their Duty scores. They have yet to really do anything to prove themselves and directly contribute to the Rebellion. Over time, they attain higher and higher values in their individual Duty scores, indicating the level of service they've managed to perform directly related to their area of Duty focus. In **Chapter IX: The Game Master**, the GM is given guidance on how to award points to each PC's Duty score.

Players may choose to spend some of their starting experience pool on their Duty value; this is done on a one-for-one basis, with one experience point adding one to the Duty value. This can only be done at initial character creation—further experience awards cannot be spent this way. Any PC starting with a Duty value higher than 0 is assumed to have already done some service for the Alliance prior to the campaign starting.

Note that more than one PC may start with the same Duty focus, either by design or random rolls. This could mean direct partnership towards this mutual goal, or variations of the goals for each individual. A GM and players may even decide on a subset of Duties that fits a specific kind of group; for example, a team of covert operatives may focus

on Intelligence, Counter-Intelligence, Sabotage, and Tech Procurement.

DUTY IN PLAY

Not only does each Player Character's Duty impact story and roleplay, the value has a specific effect on the game. Every session, the GM determines whether the group's current level of Duty affects the game.

Before each session, the GM rolls percentile dice and compares the result to the group's current Duty chart (see "Assembling the Group's Duty").

If the roll is greater than the party's total Duty value, then they have not yet collectively achieved enough to positively affect their situation or their outlook.

However, if the roll is equal to or less than the group's total Duty value, positive effects related to achieving their Duty emboldens them in their efforts, giving them the strength to push through anything in the way of the completion of their mission, even injury. First, rolling equal to or lower than the group's total Duty value means that all characters increase their wound threshold by 1 for the remainder of the session.

In addition, the GM can determine exactly whose Duty triggered by comparing the results of his roll to

ASSEMBLING THE GROUP'S DUTY CHART

The Game Master needs to take each Player Character's Duty choice and assemble a single table reflecting their Duty values. There is a sheet for this in the back of this book; alternately, it is very easy to just write it down as needed. The table has three columns—Duty Value, Duty Type, and the Character to which the Duty Value and Type belong to.

This is never a "standardized" chart, however—it is unique for each group, changing constantly based on the accrued (and reset) Duty Values of the PCs. The chart creates a range of percentiles, representing the whole group's contributions. This enables the GM to roll and get a specific result connecting to a specific PC.

As an example to illustrate—Karvon Roh (Human starfighter pilot), Innu Mond (Sullustan squad leader), Veyak Ven'ya (Bothan saboteur), and Ziin Mandos (Gran medic) are a team of Alliance specialists being sent on various missions. When they first began, none of the players spent any experience points on their starting Duty values, so there was no point in making a chart. However, they've been on a couple of missions now, so their chart has been crafted and updated.

Karvon Roh has the Duty of Internal Security (he's very concerned a lone pilot could cause an entire fleet's destruction from within) while Innu's Duty is Space Superiority (he knows SoroSuub ships can win the war, if more can be acquired or made). Veyak has the Sabotage Duty (not surprisingly), and Ziin is committed to the Duty of Personnel (she will save all she can). Karvon's Duty score is 9, Innu's is 11, Veyak has a score of 8, and Ziin's is 13.

With this information, the Game Master creates the following chart:

Duty Value	Duty Type	Character
0-13	Personnel	Ziin
14-24	Space Superiority	Innu
25-33	Internal Security	Karvon
34-41	Sabotage	Veyak

As can be seen, one character's value is added to the previous value to create a range which, when fully filled out, can be rolled against with percentile dice. As well, the chart is organized so the highest value (Ziin's 13) is at the top of it, while the lowest (Veyak's 8) falls at the bottom. This allows the GM to determine, at a quick glance, who is currently the leader in terms of Duty value.

the chart. If, for example, the GM rolled a 21, then the character with the Duty value 14-24 would have his Duty triggered. This Player Character increases his wound threshold by 2 (instead of 1) for the remainder of the session.

Finally, if the GM triggered a Duty and the roll was doubles (an "11" or a "44" for example), the effects of triggering that Duty also double. All characters increase their wound threshold by 2 for the remainder of the session, and the Player Character whose Duty triggered increases his wound threshold by 4.

These mechanical effects represent the bolstering effects of morale and resolve on the Player Characters as a result of achieving their personal commitments to the Rebellion. It could be as simple as the characters having pride in their accomplishments, and that positive attitude emboldening them. Additionally, (especially if the GM rolls doubles) triggered Duty can also result in tangible opportunities in the current session. Depending on the nature of the Duty triggered, the PCs could come across a new opportunity to aid the Alliance by finding a previously undocumented group of prisoners, uncovering secret Imperial battle plans, or meeting an unexpected new ally.

Ultimately, even though the mechanical effects always come into play, it's up to the GM as to how this affects the characters narratively. One thing the GM should not feel obligated to do, however, is disrupt his own narrative or story in order to represent a triggered Duty. Remember, the effects of a triggered Duty can always be mental. If a PC's "space superiority" Duty gets triggered, but the GM is in the middle of an ongoing adventure and doesn't want to complicate things by having to integrate a space combat, he can just tell the player that his PC has gained a higher wound threshold because he is emboldened thinking about his recent victories.

DUTY AS A THRESHOLD

Duty can also be used as a threshold, a measure of the group's renown and standing within the Alliance based on their recent achievements, depending on the volume and type of Duty.

Generally, as the characters in **AGE OF REBELLION** increase their Duty value, they become more well known within the Rebellion. Their accomplishments have made them more trusted and more respected throughout the Rebellion. Due to this, the GM has the option to set thresholds for the group's total Duty (or individual characters' Duty value). In these cases, the GM may determine that the group's total Duty value must either be less or more than the set threshold in order for them to attempt a certain task. For example, an Alliance leader may not be willing to meet with a group whose Duty is less than 60, but a neutral gov-

ernor may not be willing to associate a group whose Duty is higher than 50. In both cases, it's a matter of how the NPCs perceive the group's overall reputation.

A group's larger reputation can also be affected by their contribution rank which is explained in the following section. More on Duty thresholds and contribution rank is covered on page 205 in **Chapter IX: The Game Master**. At this stage it is sufficient for players to know that the more Duty their characters have, and the higher their contribution rank, the easier a time they're likely to have dealing with other rebels, and the harder a time they're likely to have dealing with Imperial allies and agents.

CONTRIBUTION TO THE ALLIANCE

Over the course of a campaign, the party's total Duty value slowly builds up as PCs achieve their unique objectives. Once the party's total Duty value exceeds 100, they reach a milestone in the campaign. Their individual accomplishments have combined to create a sizable, meaningful contribution to the Rebellion.

When a meaningful contribution like this is achieved, three things happen: the party's contribution rank increases by one, the Alliance rewards the party for their achievements, and the party's Duty values are all set back down to zero.

CONTRIBUTION RANK

In **AGE OF REBELLION**, the number of times a party of PCs achieves a meaningful contribution to the Alliance is tracked by their contribution rank. This is a value that starts at zero at the beginning of a campaign and is shared by all PCs in the party. When the PCs' combined Duty values exceed 100, their contribution rank is increased by one.

While the party's Duty value can be used to represent the amount of recognition they receive for their immediate actions (see **Duty as a Threshold**), contribution rank represents the general level of respect and recognition the party receives for their lifetime achievements for the Alliance. As the party's contribution rank increases, they are trusted with more important missions, they are recognized and respected by more Alliance members, and they are hunted by more dangerous Imperial agents. At the GM's discretion, this can be represented by an actual rank increase within the Alliance, or by a simple change in attitude and treatment by the PCs' peers.

In addition to these effects, a party's contribution rank also affects the level of reward received from the Alliance for further actions.

ALLIANCE REWARDS

As members of the Rebel Alliance prove themselves trustworthy and capable through their actions, the Alliance makes every effort to supply them with better resources with which those members can continue to forward the cause. When the PCs' combined Duty value exceeds 100, the Alliance rewards them for their contribution by supplying them with a reward of their choice. The players can choose to either receive individual pieces of equipment, a party-owned vehicle, or a different strategic asset.

EQUIPMENT

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

VEHICLE

If the party chooses a party-owned vehicle as their reward, they can choose one vehicle or starship to gain from the Alliance for free. This vehicle or starship cannot have a rarity greater than 3 plus the party's cur-

rent contribution rank. At the GM's discretion, the vehicle or starship acquired this way can be restricted.

STRATEGIC ASSET

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

DUTY VALUE RESET

Once the PCs have increased their contribution rank and chosen their reward from the Alliance, all of their Duty values are reset to 0. However, this doesn't mean they are back to square one. They have simply entered into a new level of importance within the Rebellion with the increase of their contribution rank. Alliance agents who may have required a certain Duty threshold to trust the players before now just inherently trust them and more important agents of the Empire have begun hearing whispers of their names.

STEP 3: SELECT A SPECIES

With a galaxy full of billions of planets, there is no practical limit to the choices of species a player could conceivably draw from to play as his character. Though this diversity is in many ways anathema to the Empire, it serves as a tremendous source of strength for the Alliance to Restore the Republic. The Rebellion is populated by beings from every planet known to have sentient beings, all of whom are dedicated to ending Emperor Palpatine's reign of evil.

What follows are eight species types, all well known from the *Star Wars* universe. They have excellent potential for building many great characters, but players and Game Masters should feel free to consider other possibilities if they wish. Simply use these species as guidelines in creating any new ones desired.

CHOOSING A SPECIES

A player must choose a species for his character, even before he commits to a career. The choice of species and career can go hand-in-hand and stress a character's background story above all else.

Each species has idiosyncratic abilities and characteristics that influence the next stage of character creation, the picking of careers. Species selection determines the initial ratings of characteristics, like Brawn and Cunning, and starting experience points (xp). Players use the allotment of xp for modification of characteristics or for the acquisition of new skills and talents appropriate to their character's background and their career.

Remember, a wide range of characteristic distributions can be created by spending starting xp, so do not feel forced to choose a specific species for its characteristics. In addition, the characteristics of a character do not define him completely. Good role-playing and storytelling do more to create a character than numbers ever do.

BOTHANS

Masters of manipulation and collectors of data, Bothans are known to excel as both spies and diplomats. Though it is perhaps unfair to universally characterize them as untrustworthy, it is generally unwise to forget most Bothans are raised believing their own interests are genuinely paramount.

Averaging 1.5 to 1.6 meters tall, Bothans are bipedal humanoids with, from a human's perspective, an interesting mix of feline, equine, and canine traits. With multi-directional and oversized ears, keen olfactory senses contained in their tapered snouts, and eyes capable of a much wider range of focus than the average humanoid, Bothans are highly capable of picking up the vast diversity of information they instinctively crave.

Though the planet of Bothawui is officially neutral in the conflict between the Empire and the Alliance (and, in fact, there are plenty of Bothans who play both sides for their personal gain), the upper echelons of the Alliance know the galaxy-spanning Bothan Spynet is working actively in their interests.

SPECIES ABILITIES

1	2	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 xp
- **Special Abilities:** Bothans begin the game with one rank in Streetwise. They still may not train Streetwise above rank 2 during character creation. They also start with one rank in the Convincing Demeanor talent.

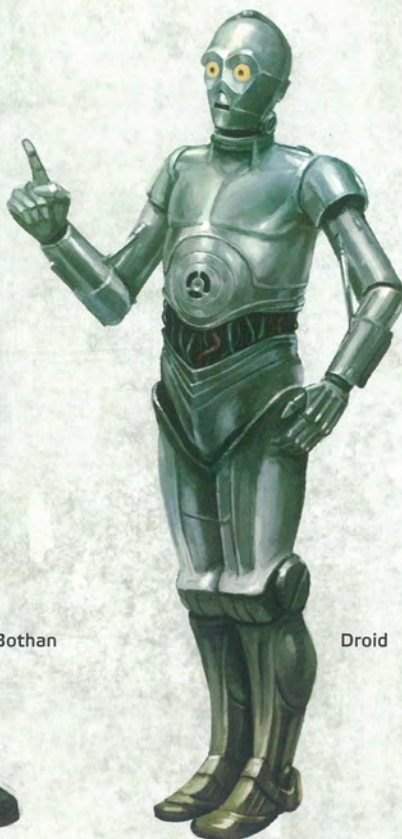
DROID

Whereas the Empire generally treats its droids as little more than self-directed tools and disposable assets, the Alliance has come to value the contributions and involvement of droids in their efforts. Droids help fill the personnel gaps across the board, especially in non-combat roles. Astrogation, engineering, medicine, and even piloting when there aren't enough breathing pilots around—are all tasks droids readily and loyally fulfill as part of the effort to overthrow the Empire.

In the wider galaxy, most droids are mere functionaries within a society which completely relies upon them



Bothan



Droid



Duros



Gran

DROIDS AND EQUIPMENT

With virtually all equipment organics need to carry, a Droid PC may instead declare such gear as intrinsic to its construction. The GM has final say on what may or may not be allowed, but most such gear is permissible to treat as inherent to the droid's construction, or added in as an upgrade when the gear is purchased.

and expects them to obey. Within the Alliance, however, they have come to know a higher level of respect overall. Though many in the Alliance's overall structure still hold with the idea of memory wipes and clear programming towards necessary tasks (especially when droids are acquired from Imperial or questionable sources), more and more leaders and commanders have taken the long view on allowing trusted droids to continue to develop a sense of personal independence and purpose. On more than one occasion, this has proven to be a brilliant strategy, and will likely continue.

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 175 xp
- **Special Abilities:** Droids do not need to eat, sleep, or breathe, and are unaffected by toxins or poisons. Droids have a cybernetic implant cap of 6 instead of their Brawn rating. In addition, after selecting their career, a Droid Player Character may train one rank in six of the eight career skills (instead of the usual four). After selecting their first specialization, a Droid PC may train one rank in three of the four specialization skills (instead of the usual two).
- **Inorganic:** Since droids are inorganic, they do not gain the benefits of recovering with a bacta tank, stimpak, or medicine skill checks. Droids do recover naturally by resting, as their systems attempt self-repairs. Otherwise, droids need to be tended to with a Mechanics check, using the same difficulties and results of medicine checks for organic beings. Emergency repair patches can be used to repair damage just like stimpaks are used on organic beings. See page 156 for more on droid repairs and healing. Due to their resilient metallic construction, droids start the game with one rank in the Enduring talent.
- **Mechanical Being:** Droids cannot become Force sensitive, nor acquire a Force Rating by any means. Droids cannot use Force powers, and also cannot be affected by mind-altering Force powers.

DUROS

The species most often celebrated as granting the gift of hyperspace travel to the rest of the galaxy, Duros are revered as pilots, explorers, and storytellers. They are also widely sought after as ships engineers and mechanics, which the Alliance needs in abundance.

Descended from reptiles, Duros are bipedal humanoids with large red, slitted eyes; smooth blue-green skin; long fingers; bald, bulbous heads; and no nose (just tiny slits below the eyes which provide their olfactory sense). Their young hatch as larva from eggs laid by the females, but they are raised in a recognizable family unit. Duros aren't particularly powerful physically, but they possess sharp minds and keen intellects. Though both males and females are bald, other sex characteristics make them easily distinguishable.

Most scholars believe the Duros actually invented the first hyperdrive craft, and their contributions to interstellar navigation are impossible to overstate. They are inquisitive and adventurous, and take great pride in their extensive travels throughout the galaxy. It is, in fact, considered polite to refer to any Duros by the honorific "Traveler," such is their passion for astrogration and exploration of the galaxy.

SPECIES ABILITIES



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 xp
- **Special Abilities:** Duros begin the game with one rank in Piloting (Space). They still may not train Piloting (Space) above rank 2 during character creation.
- **Intuitive Navigation:** Duros may add 🌀 to all Astrogration checks they make.

GRAN

Keen of sight, inherently peaceful and loving of nature, and intrinsically in need of social contact, the Gran are easily abused by the policies of the violent and careless Empire. This has driven even the most pacifistic to seek fellowship and service with the Rebellion.

Descended from mammalian herbivores, Gran are bipedal humanoids with an appearance made very distinctive by their three stalked eyes. Their snout-shaped faces resemble those of goats, and they tend towards larger hands and feet. Some even suffer from a genetic mutation causing abnormal enlargement of the extremities, though this tends to have more social than practical effects on the sufferer's life.

Peace and unity has always defined the foundation of Gran civilization, starting from the herd nature of their earliest days. They unite in close-knit communities, staying close to extended families and friends, and the endeavor to live in harmony with their beautiful agricultural environment. Family elders have strong leadership roles, and gatherings of elders form the government administering the planet and its people.

HUMAN

Ubiquitous and dominant, humans are found throughout the galaxy. The Empire believes humans to be the rightful rulers of all civilization; the Alliance feels differently, yet most of the leadership of even this egalitarian organization is made up of humans. They are the least homogenous and most active species in known space. Where they go, things happen.

SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 100 xp
- **Special Abilities:** Gran begin the game with one rank in Charm or Negotiation. They still may not train Charm or Negotiation above rank 2 during character creation.
- **Enhanced Vision:** When making ranged combat or Perception checks, Gran remove up to ■■ imposed due to environmental conditions or concealment (but not defence).

Averaging 1.8 meters in height (with females averaging slightly shorter), humans are mammalian bipeds with an internal biology which handles a wide variety of oxygenated environments well. With mostly hairless skin, they have a wide range of colors spanning from very dark to very light; most range in the pale-tan to dark brown colors, but there are distinctive variants, especially among those offshoots considered "Near-Human." As omnivores, humans have a wide range of available food sources.

Though the Empire would make it otherwise, humans are far too diverse and widespread throughout the Galaxy to represent a single society. Every form of government ever devised can be found in place where humans choose to live, and economic and sociological differences are just as varied. Humans helped advance technological developments throughout known space, yet there are still human cultures living as true primitives. Generally, humans yearn for independence and



self-determination, yet there are countless billions who gladly subjugate themselves under tyrannical rule for the promise of prosperity and security.

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 xp
- **Special Abilities:** Humans start the game with one rank in two different non-career skills of their choice. They still may not train these skills above rank 2 at character creation.

ITHORIAN

In Basic, they are called Hammerheads (though the nickname is not to their liking), as they possess one of the most unique head structures of any known biped. Ithorians are often considered the caretakers of the galaxy, so profound is their love of natural environments of all kinds and their desire to repair the damage sentient beings wreak upon their worlds.

Ithorians have long, spindly bodies (ranging from 1.8 to 2.3 meters tall) and long fingers. At the top of an Ithorian's torso, the neck and head emerge as a continuous, curved structure which reaches forward and ends with a vaguely "T"-shaped protrusion. The Ithorian's eyes are large orbs inset into the structure, one on either end of the "T." Back near where the neck emerges from the torso, there is a mouth on either side. With four throats and these two mouths, Ithorians have the capacity to speak and sing in stereo, and they possess powerful sonic capabilities which can, with effort, be used offensively.

Ithorian society is one based on a spiritual connection to "Mother Jungle," which is how they refer to the spirit of their lush, rainforest-covered planet of Ithor. The entire civilization is dedicated to never desecrating the planet; as soon as they had access to repulsorlift technology, the Ithorians built giant floating communities—called herd ships—which allows them to float above and travel over their planet while minimizing their impact on its pristine beauty.

SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 xp
- **Special Abilities:** Ithorians begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation.
- **Ithorian Bellow:** With two mouths and four throats, Ithorians have a unique natural weapon they can call upon when threatened (Ranged (Light); Damage 6; Critical 4; Range (Short); Blast 3, Concussive 1, Slow Firing 2, Stun Damage). Each time this ability is used, the Ithorian suffers 3 strain.

MON CALAMARI

Artisans, dreamers, and devoted allies to their chosen causes, the Mon Calamari are one of the most respected species in the galaxy with a long history of service to the Republic. Unfortunately, their planet has been utterly subjugated by the Empire, and the Mon Cal are a species enslaved to serve the Imperial war machine. Those who have escaped this fate are determined to see their planet—and the galaxy—free.

Natural amphibians, Mon Calamari live primarily above their homeworld's oceanic surface on small islands and floating cities. Their height ranges between 1.3 and 1.8 meters, and they have a very fish-like appearance, even as bipeds. This includes mottled salmon skin, large wide-directional eyes (which can move independently), webbed hands and feet, and domed skulls. Other species tend to note they have a not-unpleasant smell of sea and salt.

The Mon Calamari are one of the most advanced and developed species in the galaxy, despite Imperial propaganda to the contrary. Governed by a highly lawful and egalitarian representative republic system, the vast majority of Mon Cal are altruistic and giving by nature. Hard workers, determined to defend what they believe is right, and committed to aesthetics as much as industrialism, it is difficult to not view the Mon Calamari as a society worth emulating.

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 xp
- **Special Abilities:** Mon Calamari begin the game with one rank in Knowledge (Education). They still may not train Knowledge (Education) above rank 2 during character creation.
- **Amphibious:** Mon Calamari can breathe underwater without penalty and never suffer movement penalties for traveling through water.

SULLUSTAN

Born underground with a yearning for the stars, most Sullustans find their way to space as pilots and astro-gators. Affable, curious, and free-spirited, Sullustans are not fond of the Empire, and even less fond of the fact that the corporatocracy which runs their government from the offices of SoroSuub has sold their entire planet to the Imperial war machine.

Despite their very distinctive features, Sullustans are genetically Near-Humans. Their skin is generally pink in tone, with very little body hair. Their height tends to fall within 1 to 1.8 meters. They have large, dark eyes;

large, rounded ears; and notable flaps of skin to extending down from their cheeks which are called “dewflaps.”

Another evolutionary adaptation enables all Sullustans to always know what direction they are going, regardless of conditions or lack of physical signs; this enables the entire species to navigate the complex warrens and tunnel networks in which they live. For reasons not yet fully understood, this natural direction sense in any situation extends all the way to space travel, even including hyperspace navigation.

Sullustans have a very clan-oriented culture, where a single female has many male mates, and the group lives together and raises the children. Females grow to a certain maturity, after which they go on to find their own group of males to start another family group (called a “warren-clan”).

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 xp
- **Special Abilities:** Sullustans begin with 1 rank in Astrogation; they may not train this skill above rank 2 at character creation. They also start with one rank in the Skilled Jockey talent.

STEP 4 AND 5: SELECT CAREER AND SPECIALIZATIONS

At this stage, the player chooses his character’s career (which remains with the PC permanently) and his starting specialization (which may be only one of many the character undertakes over the course of his story). Both are critical choices as they establish the history and the potential future of the character.

It is a good idea for each player to look over all of the options before deciding. The idea is not only to look at the immediate capabilities of a character, but to look forward to that character’s growth potential. If a player imagines his PC will one day fly an X-wing along the surface of an Imperial space station, it’s a very good idea to make sure good piloting options are along the chosen development path.

What a player chooses as a career for his character defines the overall and ongoing commitment to a way

of life for that character. A career is more than just what a character does for a living—it is his way of life, encompassing his goals, his passions, his training, and his destiny. Areas of focus may change over time, but a character will never truly stop being whatever it is he chose to be at his core.

Specializations, on the other hand, represent a character’s current areas of interest and focus. Where a career expresses the nature of a character, a specialization indicates what a character really does in the galaxy. The text that appears on the specialization talent trees on the following pages is a truncated shorthand, presented for quick reference and ease of use. The full text for each talent can be found in **Chapter IV: Talents**.

An Ace's eight career skills are **Astrogration**, **Cool**, **Gunnery**, **Mechanics**, **Perception**, **Piloting (Planetary)**, **Piloting (Space)**, and **Range (Light)**. He automatically gains a rank in four of these skills without spending experience, and gains a discount on increasing them with future experience points.

AN ACE'S ROLE

Just getting from one place to another is not enough for the Ace; he wants to get there faster, and he wants to do so with style. He'd rather dive headlong into an asteroid field with half a dozen ships on his tail than safely move cargo down a well-traveled hyperspace lane. Aces are not the kind of people most transport companies want to hire to move their goods. They are, however, in very high demand when it comes to ship-to-ship combat of any kind, or when war machines need to be maneuvered into place during a planet-side battle.

ACE SPECIALIZATIONS

The three Ace specializations delineate where they find their niche within the military structure of the Alliance.

DRIVER—STEADY AT THE WHEEL

On or above the ground, the Driver makes himself a part of the machine and does things no designer ever put into the specs. Most are good at keeping their machines going, which is a good thing considering how much they abuse their toys.

Drivers have the additional starting career skills of **Cool**, **Gunnery**, **Mechanics**, and **Piloting (Planetary)**; when this is a PC's first specialization, the player may choose two of these skills in which to gain a free rank. Mastery of his machines is a primary focus for a Driver. So many things can go wrong on a planet, especially when piloting a vehicle at insane speeds; being prepared for the worst is also a major part of training for most Drivers.

GUNNER—ALWAYS ON TARGET

For the Gunner, the output of a vehicle or ship weapon is the ultimate expression of projected power. He sees mastery of such weapons as a way for a single person to show the Empire what it means to fight for freedom and justice, and does so to great effectiveness. He also sees his role as being a defender of all who ride with him in whatever vehicle he's crewing.

Gunners gain **Discipline**, **Gunnery**, **Ranged (Heavy)**, and **Resilience** as additional career skills; they get a free rank in two of these if this is their first specialization. Gunners are often faced with terrifying odds or unknown threats requiring nerves of steel, and when their positions are overrun, hand-to-hand fighting is often the only choice they have. Larger blasters and similar ranged weapons are also often of interest to the Gunner.

PILOT—BOUND FOR THE STARS

Out among the stars, engines screaming through the cockpit while performing a maneuver that would send lesser beings into seizures or unconsciousness, only then is the Pilot truly himself. While the sheer joy of flying is often rewarding, most Pilots gain true satisfaction when they pit themselves and their machines against an aggressor force and duel it out in the blackness of space.

For Pilots, **Astrogration**, **Gunnery**, **Piloting (Planetary)**, and **Piloting (Space)** are additional career skills. In addition to being skilled at flying and knowing where to go, Pilots must also be exceedingly tough and trained to endure the harshest conditions if they are going to have the remotest chance of living when the worst happens.



Ace: Driver Talent Tree

Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Range (Light)

Driver Bonus Career Skills: Cool, Gunnery, Mechanics, Piloting (Planetary)

ACTIVE

PASSIVE

FULL THROTTLE

Take a Full Throttle action; make a **Hard** (◆◆◆) **Piloting** check to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.

COST 5

ALL-TERRAIN DRIVER

Do not suffer usual penalties for driving through difficult terrain when using Piloting (Planetary).

COST 5

FINE TUNING

When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.

COST 5

GEARHEAD

Remove ■ per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

COST 5

GRIT

Gain +1 strain threshold.

COST 10

SKILLED JOCKEY

Remove ■ per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.

COST 10

RAPID REACTION

Suffer a number of strain to add an equal number of ✨ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

IMPROVED FULL THROTTLE

Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to **Average** (◆◆).

COST 15

TRICKY TARGET

Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.

COST 15

FINE TUNING

When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 15

DEFENSIVE DRIVING

Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.

COST 20

SKILLED JOCKEY

Remove ■ per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.

COST 20

NATURAL DRIVER

Once per session, may re-roll any 1 Piloting (Planetary) or Gunnery check.

COST 20

GEARHEAD

Remove ■ per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

COST 20

SUPREME FULL THROTTLE

When performing Full Throttle, top speed increases by 2 instead of 1.

COST 25

FULL STOP

When piloting a ship or vehicle, take a Full Stop maneuver to reduce speed to zero and suffer system strain equal to the speed reduced.

COST 25

MASTER DRIVER

Once per round when driving a vehicle, may suffer 2 strain to perform any action as a maneuver.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

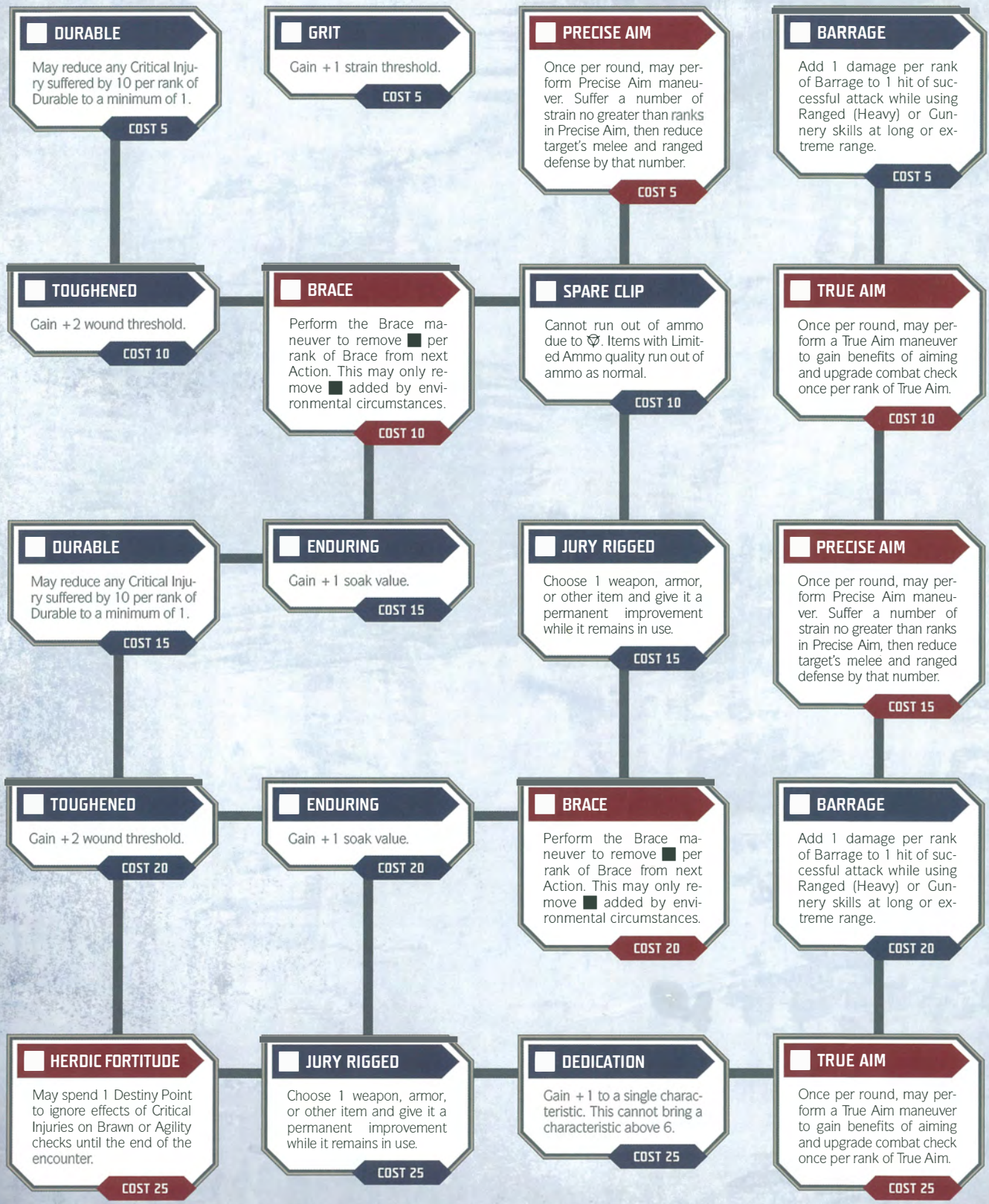
COST 25

Ace: Gunner Talent Tree

Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Range (Light)
 Gunner Bonus Career Skills: Discipline, Gunnery, Ranged (Heavy), Resilience

ACTIVE

PASSIVE



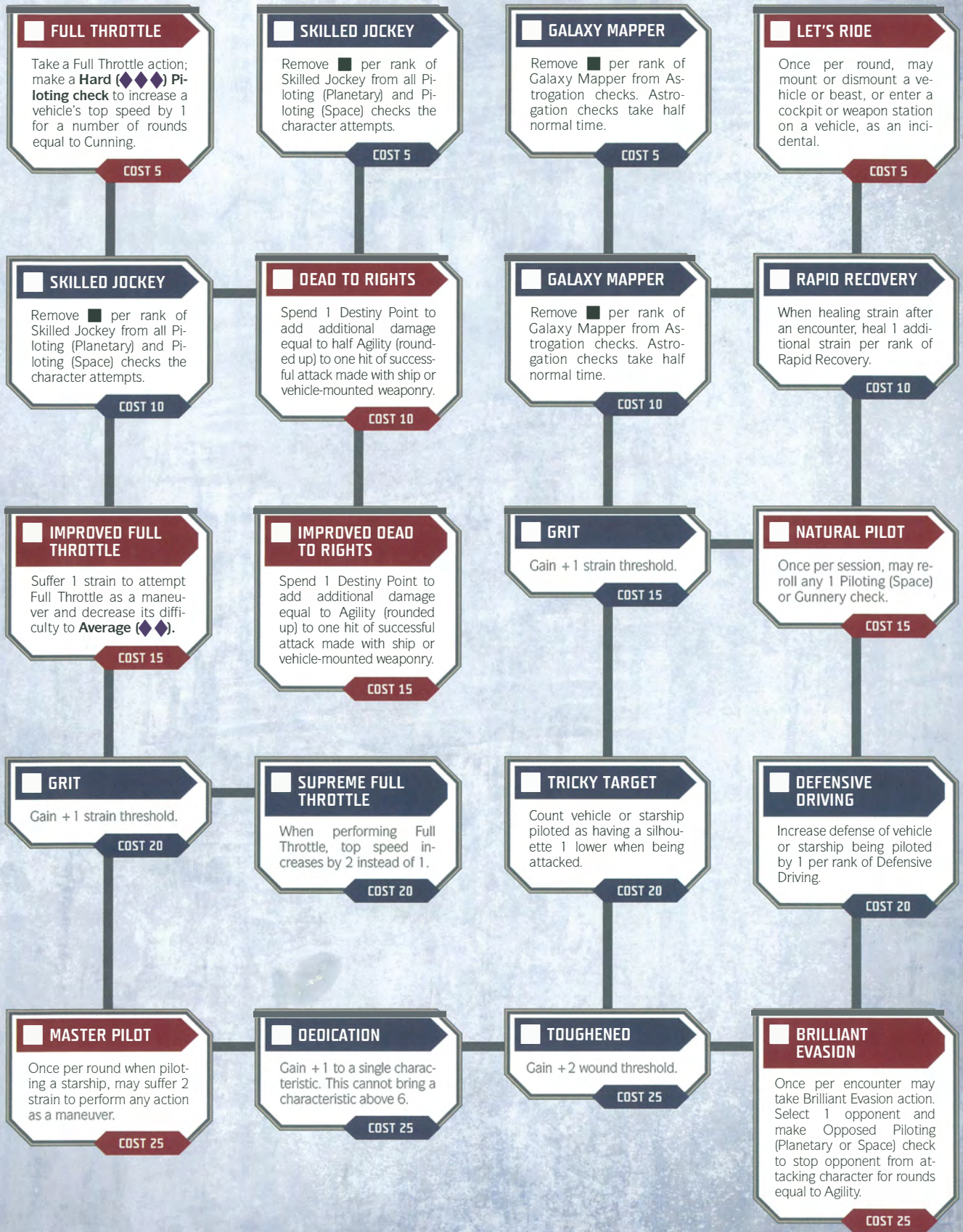
Ace: Pilot Talent Tree

Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Range (Light)

Pilot Bonus Career Skills: Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)

ACTIVE

PASSIVE



COMMANDER

COMMANDER

A Commander's eight career skills are **Coercion**, **Cool**, **Discipline**, **Knowledge (Galactic Civil War)**, **Leadership**, **Perception**, **Ranged (Light)**, and **Vigilance**. He automatically gains a rank in four of these skills without spending experience, and gains a discount on increasing them with future experience points.

A COMMANDER'S ROLE

The role of a Commander is to organize, manage, and lead the fighters and other people who serve in a military force so they accomplish truly great things together. He must see the bigger picture, make the very hard decisions, and motivate his people to charge into the jaws of death for a greater cause, while at the same time never wasting personnel or resources he doesn't have to. Without good Commanders, true victory is impossible for any military.

COMMANDER SPECIALIZATIONS

Commanders have three areas where they are needed in the Alliance, and the three specializations reflect those niches.

COMMODORE—CAPITAL COMMAND

Each and every capital ship the Alliance has is valuable, which means each Commodore given one to command has earned tremendous respect and trust. Even those Commodores who may not actually be captains of particular ships, instead operating in another key support role, have established great gifts for strategic thinking and resource management on a large scale.

Commodores add **Astrogration**, **Computers**, **Knowledge (Education)**, and **Knowledge (Outer Rim)** to their career skills. If this is the first specialization for a PC, two of these four skills gain a free rank when they are chosen. In addition to maintaining extraordinary calm in stressful situations and providing strong guidance to those around him, a Commodore is best served by understanding the incredibly technical aspects of navigating the stars and managing the technical resources of his ship.

SQUAD LEADER—SHIP-TO-SHIP

Though perhaps the most important engagements involve capital ships, the daily struggle for survival and hopeful victory happens at a much smaller scale.

Snubfighters, small gunships, combat airspeeders, and hover tanks go hammer-and-tongs against the massive Imperial war machine, and it's only the tactical genius and daring of those who lead these units keeping them alive. The best Squad Leaders even manage to pull out more than their fair share of victories.

Squad Leaders have access to **Gunnery**, **Mechanics**, **Piloting (Planetary)**, and **Piloting (Space)** as their additional career skills. As the first specialization choice, two of these skills can begin with a free rank. Squad Leaders tend to know their machines very well, and of course they need to be able to operate the same types of vehicles they are commanding.

TACTICIAN—ON THE GROUND

All of the victories in space, in the air, and even on the ground mean nothing if the winning force cannot hold the territory taken. At the end of the day, a few troops with blasters and bombs can disable any installation, disrupt an entire defensive grid, and create the conditions for victory. They do so under the courageous and savvy leadership of a Tactician.

The additional career skills for a Tactician are **Brawl**, **Discipline**, **Leadership**, and **Ranged (Heavy)**. Two of these four skills begin with a free rank if this is the first Specialization chosen for a PC. Tacticians often need to be able to fight even without weapons if called upon to do so, and many prefer heavier weapons for combat. Additionally, they are the ones who must be true leaders, even in the face of the worst possible odds.



Commander: Commodore Talent Tree

Career Skills: **Coercion, Cool, Discipline, Knowledge (Galactic Civil War), Leadership, Perception, Ranged (Light), Vigilance**
 Commodore Bonus Career Skills: **Astrogation, Computers, Knowledge (Education), Knowledge (Outer Rim)**

ACTIVE

PASSIVE

SOLID REPAIRS

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

COST 5

COMMAND

Add 1 per rank of Command when making Leadership checks. Affected targets add 1 to Discipline checks for next 24 hours.

COST 5

RAPID REACTION

Suffer a number of strain to add an equal number of ✨ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 5

GALAXY MAPPER

Remove 1 per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

COST 5

KNOWN SCHEMATIC

Once per session, may perform the Known Schematic maneuver; make a **Hard (Knowledge (Education))** check. Success grants familiarity with a building or ship's design.

COST 10

COMMANDING PRESENCE

Remove 1 per rank of Commanding Presence from Leadership checks.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

FAMILIAR SUNS

Once per session, may perform a Familiar Suns maneuver; make a **Hard (Knowledge (Outer Rim) or (Core Worlds))** check to reveal the current type of planetary environment and other useful information.

COST 10

SOLID REPAIRS

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

COST 15

COMMAND

Add 1 per rank of Command when making Leadership checks. Affected targets add 1 to Discipline checks for next 24 hours.

COST 15

RAPID REACTION

Suffer a number of strain to add an equal number of ✨ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 15

GALAXY MAPPER

Remove 1 per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

COST 15

HOLD TOGETHER

Spend 1 Destiny Point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn it into system strain.

COST 20

COMMANDING PRESENCE

Remove 1 per rank of Commanding Presence from Leadership checks.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

MASTER STARHOPPER

Once per round, suffer 2 strain to decrease the difficulty of next Astrogation check by 1 to a minimum of **Easy (Knowledge)**.

COST 20

SOLID REPAIRS

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

COST 25

FIRE CONTROL

Take the Fire Control action; all combat checks made from current starship or vehicle count their target's silhouette as one higher than normal until beginning of next turn. Does not stack.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

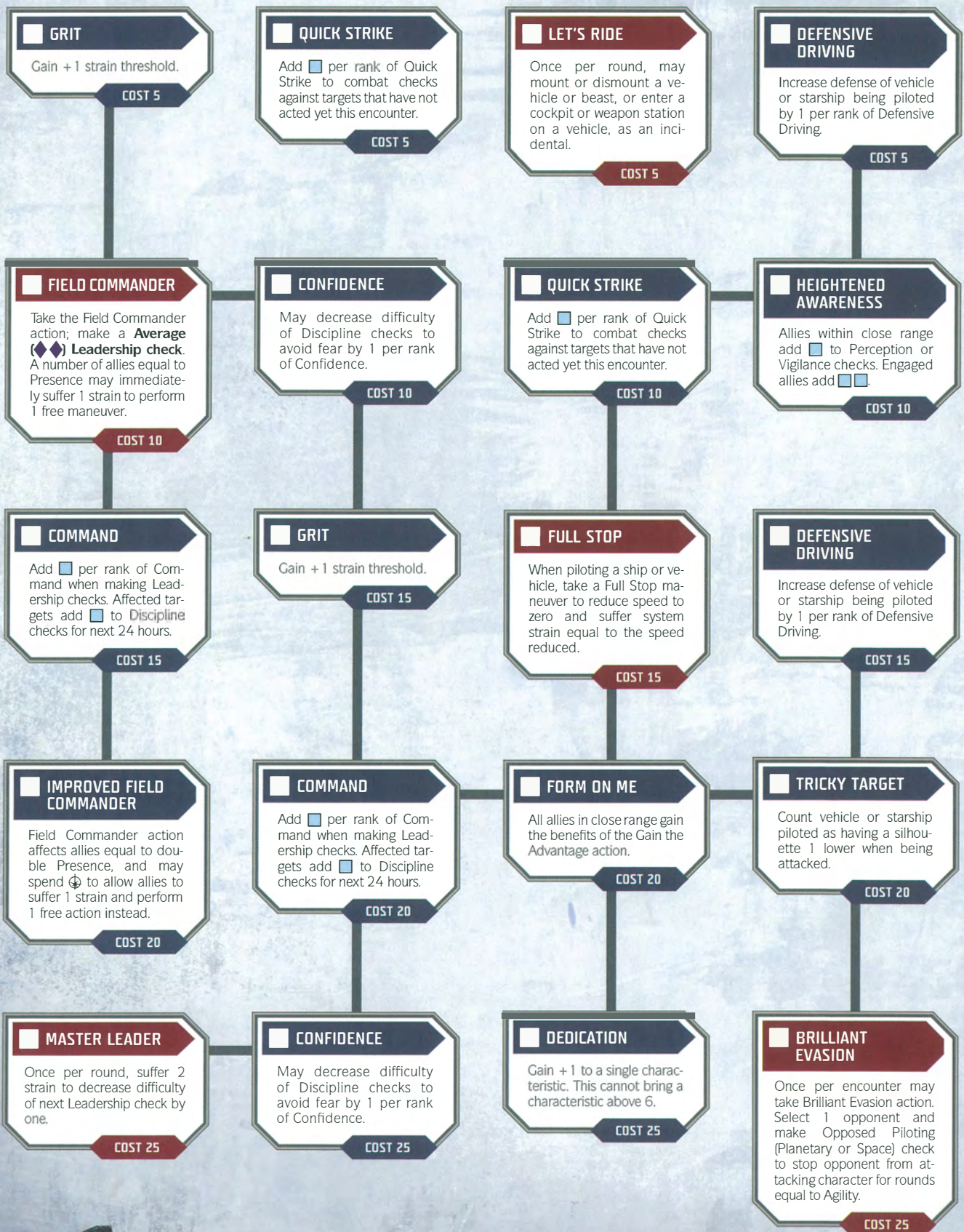
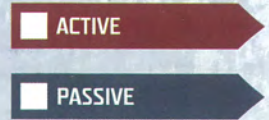
GALAXY MAPPER

Remove 1 per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

COST 25

Commander: Squad Leader Talent Tree

Career Skills: Coercion, Cool, Discipline, Knowledge (Galactic Civil War), Leadership, Perception, Ranged (Light), Vigilance
 Squad Leader Bonus Career Skills: Gunnery, Mechanics, Piloting (Planetary), Piloting (Space)



Commander: Tactician Talent Tree

Career Skills: Coercion, Cool, Discipline, Knowledge (Galactic Civil War), Leadership, Perception, Ranged (Light), Vigilance
Tactician Bonus Career Skills: Brawl, Discipline, Leadership, Ranged (Heavy)

ACTIVE

PASSIVE

OUTDOORSMAN

Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

COST 5

COMMANDING PRESENCE

Remove ■ per rank of Commanding Presence from Leadership checks.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

SIDE STEP

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.

COST 5

OUTDOORSMAN

Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

COST 10

CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 10

QUICK DRAW

Once per round, draw or holster a weapon or accessible item as an incidental.

COST 10

SWIFT

Do not suffer usual penalties for moving through difficult terrain.

COST 10

NATURAL OUTDOORSMAN

Once per session, may re-roll any 1 Resilience or Survival check.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 15

BODY GUARD

Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.

COST 15

BODY GUARD

Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.

COST 15

CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 20

COMMANDING PRESENCE

Remove ■ per rank of Commanding Presence from Leadership checks.

COST 20

FIELD COMMANDER

Take the Field Commander action; make a **Average** (◆◆) Leadership check. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.

COST 20

SIDE STEP

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.

COST 20

COORDINATED ASSAULT

Take the Coordinated Assault maneuver; a number of engaged allies equal to Leadership ranks add Ⓢ to combat checks until beginning of next turn. Range increases per rank of Coordinated Assault.

COST 25

NATURAL LEADER

Once per session, may re-roll any 1 Cool or Leadership check.

COST 25

IMPROVED FIELD COMMANDER

Field Commander action affects allies equal to double Presence, and may spend Ⓢ to allow allies to suffer 1 strain and perform 1 free action instead.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

DIPLOMAT

710 JOKK ↓

A Diplomat's eight career skills are **Charm**, **Deception**, **Knowledge (Core Worlds)**, **Knowledge (Lore)**, **Knowledge (Outer Rim)**, **Knowledge (Xenology)**, **Leadership**, and **Negotiation**. He automatically gains a rank in four of these skills without spending experience, and gains a discount on increasing them with future experience points.

A DIPLOMAT'S ROLE

The single most important resource in any war is people, and the Diplomat is both the procurer of this resource and the one who guides its use. Diplomats may not directly wage the war, but they ensure there is a chance for victory, and they are utterly indispensable for arranging and managing the peace to follow.

At the negotiating table, in the streets of a planet in discord, or in a warehouse full of desperately needed medical supplies, the Diplomat wields words and plans. His success or failure has dramatic impact on a great many lives, which drives him to passionately pursue his own form of victory at all costs.

DIPLOMAT SPECIALIZATIONS

Diplomats serve in three distinctive ways; some ply their trade with potentially helpful factions while others urge people to action. Some Diplomats seek out the supply flows and keep them moving.

AMBASSADOR—COURTING SUPPORT

An ambassador seeks out those who can help a cause and works to ensure they do. He brings the best arguments he can for planets, systems, corporations, and other groups to make them want to side with the forces he serves; he also brings every asset he can arrange to convince them to see things his way.

Ambassadors gain **Charm**, **Discipline**, **Knowledge (Core Worlds)**, and **Negotiation** as added career skills, and may get a free rank in two of them if this is the first selected specialization for the PC. Masters of the bargaining process between governments and similar factions, Ambassadors also know how to keep their wits about them and resist being manipulated themselves.

AGITATOR—ROUSING THE MASSES

The Empire's main weapon, above all of the incredible firepower at its disposal, is fear. Fear is how it maintains order and authority against the countless

number of beings in its thrall. The Agitator's main goal is to remove that fear and replace it with anger, or courage, or a sense of righteousness.

For Agitators, **Coercion**, **Deception**, **Knowledge (Underworld)**, and **Streetwise** are all added as career skills. So long as this is the first specialization for the PC, he gains a free rank in two of these four skills. Agitators often bully bullies to move them out of the way, and when they are able to get the people to follow them, they know how to lead. Understanding the ways of the streets is also vital to survival and success.

QUARTERMASTER—MANAGING THE RESOURCES

The Quartermaster's job is to ensure weapons, ammunition, medical supplies, and everything else needed gets where it should be and into the right hands. Managing the logistics flow is one of the most difficult tasks in any military organization, and the Quartermaster is the master of it.

Quartermasters gain **Computers**, **Negotiation**, **Skulduggery**, and **Vigilance** as additional career skills. If this is a PC's first specialization, two of these four skills begin with a free rank each. Searching and manipulating data to their unit's benefit is a trick many Quartermasters employ, as is finding and stealing necessary resources when the cupboards are otherwise bare. Anyone involved in supply is inherently enamored of preparedness at all times, as well.



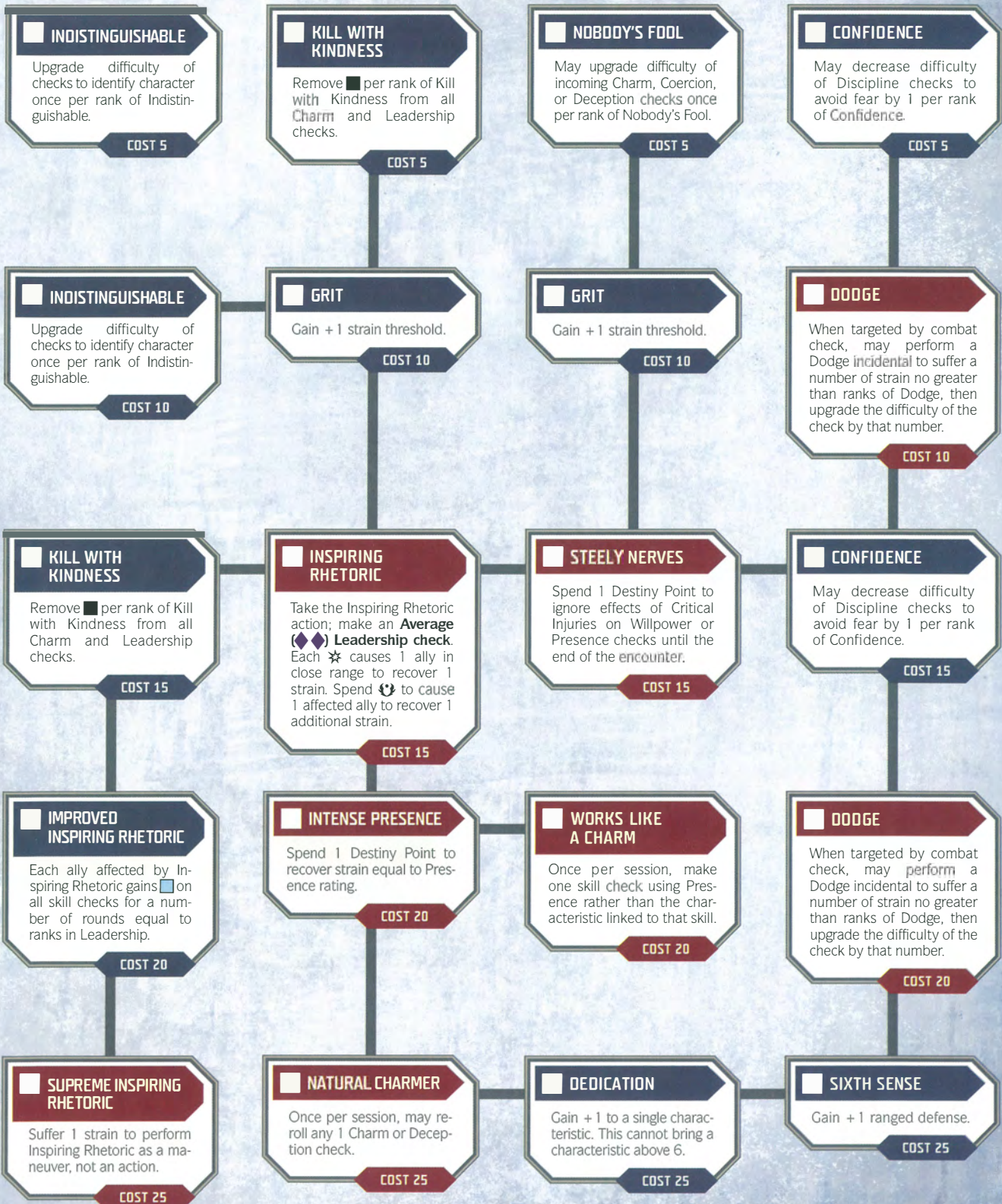
Diplomat: Ambassador Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Ambassador Bonus Career Skills: Charm, Discipline, Knowledge (Core Worlds), Negotiation

ACTIVE

PASSIVE



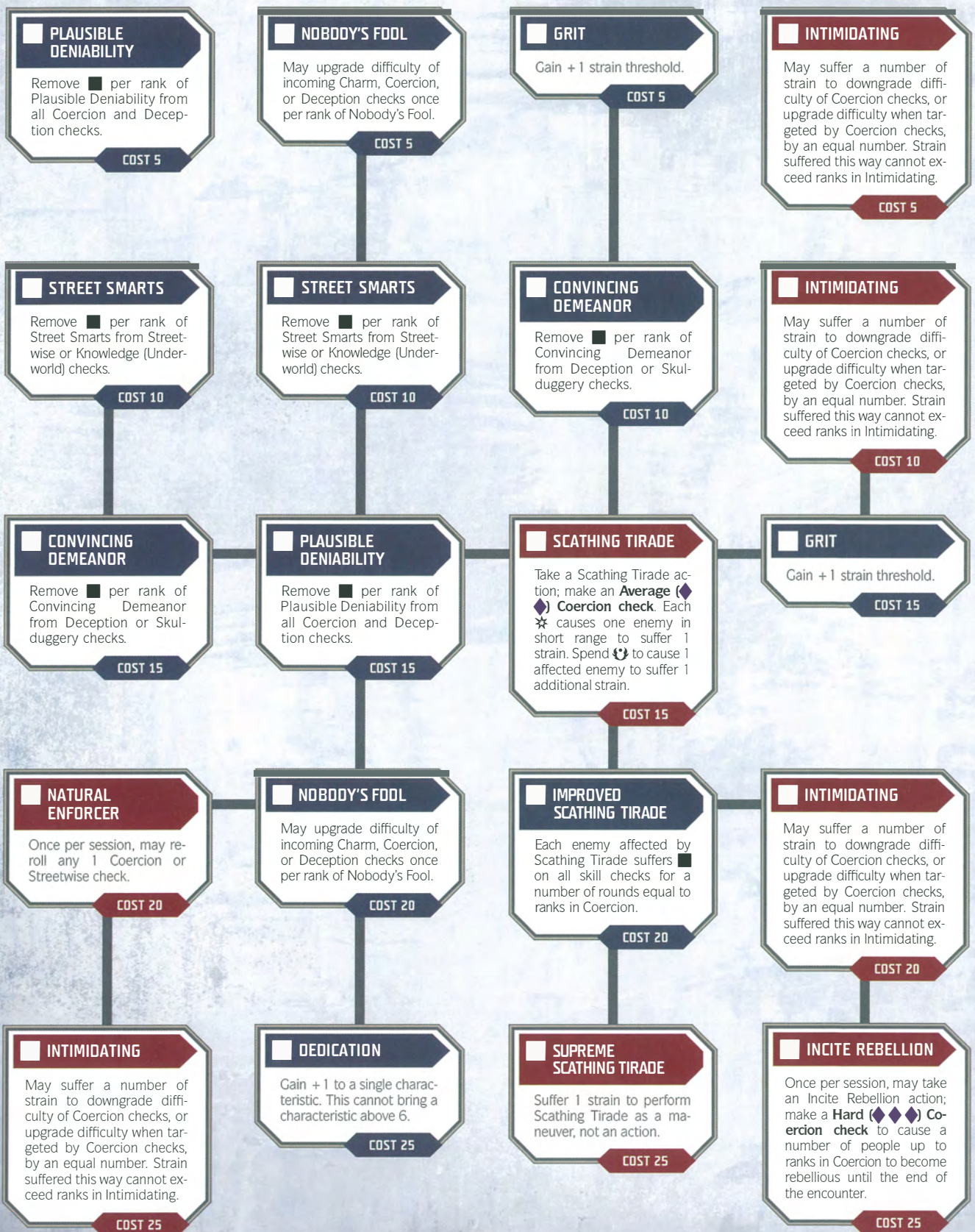
Diplomat: Agitator Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Agitator Bonus Career Skills: Coercion, Deception, Knowledge (Underworld), Streetwise

ACTIVE

PASSIVE



Diplomat: Quartermaster Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Quartermaster Bonus Career Skills: Computers, Negotiation, Skulduggery, Vigilance

ACTIVE

PASSIVE

KNOW SOMEBODY

Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

COST 5

SMOOTH TALKER

When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend Ⓞ to gain additional ✨ equal to ranks in Smooth Talker.

COST 5

WHEEL AND DEAL

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

SMOOTH TALKER

When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend Ⓞ to gain additional ✨ equal to ranks in Smooth Talker.

COST 10

GREASED PALMS

Before making a social check, may spend credits. For every 50 credits spend, upgrade the ability of the check once.

COST 10

MASTER MERCHANT

When buying or selling goods, may suffer 2 strain to sell for 25% more, buy for 25% less.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 10

GRIT

Gain +1 strain threshold.

COST 15

WHEEL AND DEAL

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

COST 15

BOUGHT INFO

Instead of making a Knowledge check, may take a Bought Info action; spend credits equal to 50 times the difficulty of the check to pass with one ✨.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

KNOW SOMEBODY

Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

COST 20

SOUND INVESTMENTS

At the start of each session, gain 100 credits for each rank of Sound Investments.

COST 20

SOUND INVESTMENTS

At the start of each session, gain 100 credits for each rank of Sound Investments.

COST 20

INTENSE FOCUS

Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.

COST 20

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

NATURAL NEGOTIATOR

Once per session, may reroll any 1 Cool or Negotiation check.

COST 25

SUPERIOR REFLEXES

Gain +1 melee defense.

COST 25

TOUGHENED

Gain +2 wound threshold.

COST 25

ENGINEER

VTAL71AVT7

An Engineer's eight career skills are **Athletics**, **Computers**, **Knowledge (Education)**, **Mechanics**, **Perception**, **Piloting (Space)**, **Ranged (Light)**, and **Vigilance**. He automatically gains a rank in four of these skills without spending experience, and gains a discount on increasing them with future experience points.

AN ENGINEER'S ROLE

Engineers speak the languages of computers, engines, and electrical conduits. Most engineers prefer working with technology over people, especially in light of how chaotic the latter are. While some Engineers are fully—and eagerly—aware of the massive destruction their creations are capable of, most are merely fascinated with the challenge of creating something new, or repairing something thought beyond repair. Some focus their attentions on disrupting the machines of others, pitting their knowledge and talents against those of rivals working for the opposition.

ENGINEER SPECIALIZATIONS

Whether it's fixing a busted droid, inventing a new type of droid, or setting up a droid to roll in and explode in an Imperial command center, the Engineer's three specializations all serve important functions.

MECHANIC—MAKING THINGS GO

Virtually no Alliance military unit can function without a competent Mechanic, due to the constant wear and tear on the mechanical and technical assets the unit relies upon to do battle. Mechanics do everything from minor tune-ups and adjustments to massive overhauls and repairs.

Mechanics gain four additional career skills—**Brawl**, **Mechanics**, **Piloting (Space)**, and **Skulduggery**. They gain a free rank in two of these (as long as this is the first specialization chosen). Tough and pragmatic, Mechanics tend to be able to take care of themselves in a fight, and they know the best places to get what they need when normal supply chains fail.

SABOTEUR—MAKING THINGS STOP

Almost anathema to the usual technician's mentality, the Saboteur specializes in disrupting and destroying technical and mechanical assets. His job is to hinder the enemy's capacity to wage war by denying the enemy use of his weapons and vehicles. Of course,

it takes a high degree of understanding about how something works in order to ensure it ceases working; better still, to ensure it never works again.

For a Saboteur, **Coordination**, **Mechanics**, **Skulduggery**, and **Stealth** are all additional career skills, and if this is the first chosen specialization, the PC gains a free rank in two of these.

SCIENTIST—MAKING NEW THINGS

With a fraction of the resources and funding of the Empire, the Alliance is constantly forced to find creative solutions to problems. These problems include matters of supply, housing, transport, effective weaponry and defenses, and a host of others. The people they turn to for those creative solutions are folks trained and driven to identify a need and seek out a technical solution to it—Scientists.

The additional career skills for Scientists are **Computers**, **Knowledge (Education)**, **Knowledge (Lore)**, and **Medicine**. As a first specialization, the PC gains a free rank in two of these skills. Unsurprisingly, Scientists are among the most educated people in the galaxy, with a wide range of advanced knowledge in areas like medicine and celestial mechanics.



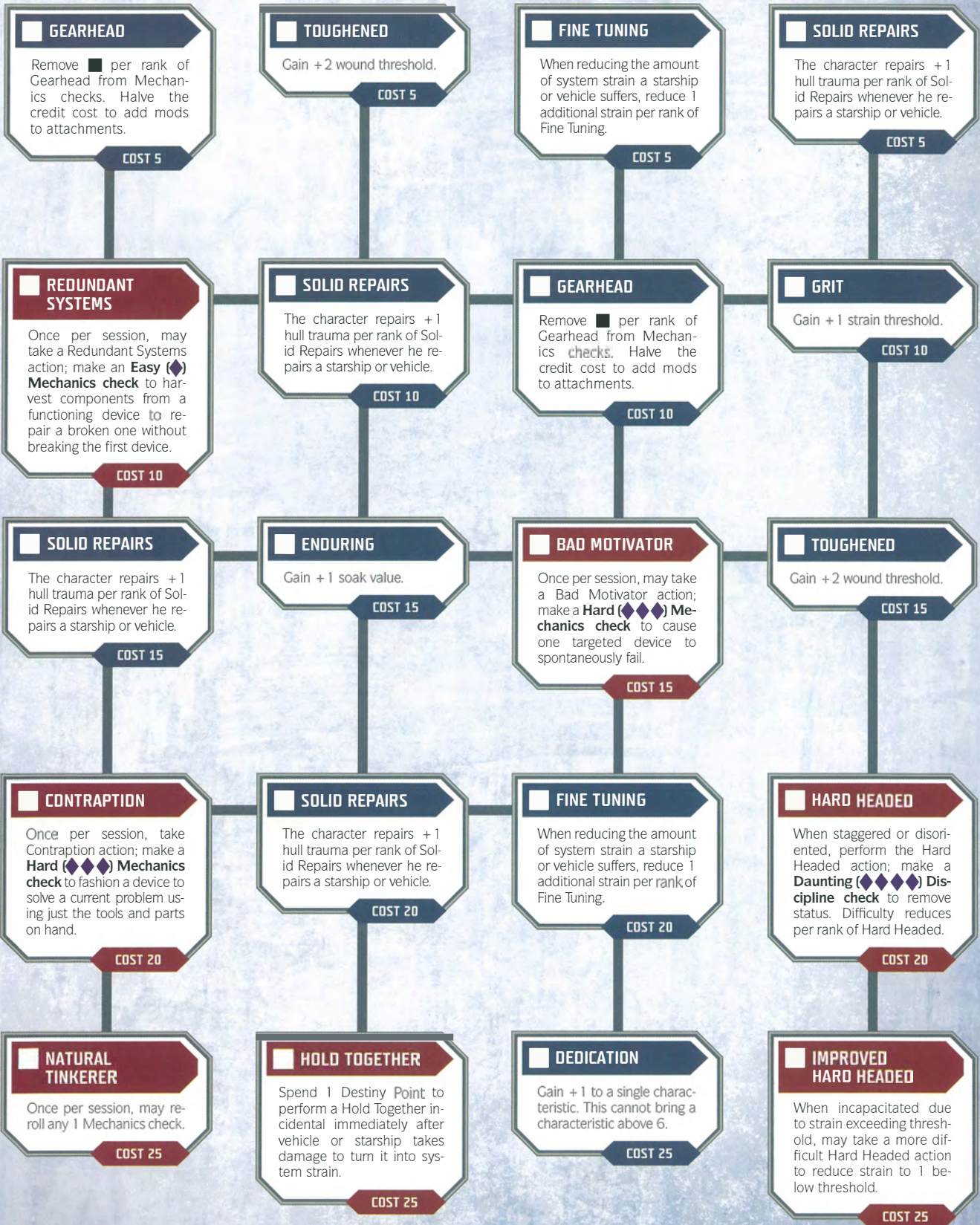
Engineer: Mechanic Talent Tree

Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Mechanic Bonus Career Skills: Brawl, Mechanics, Piloting (Space), Skulduggery

ACTIVE

PASSIVE

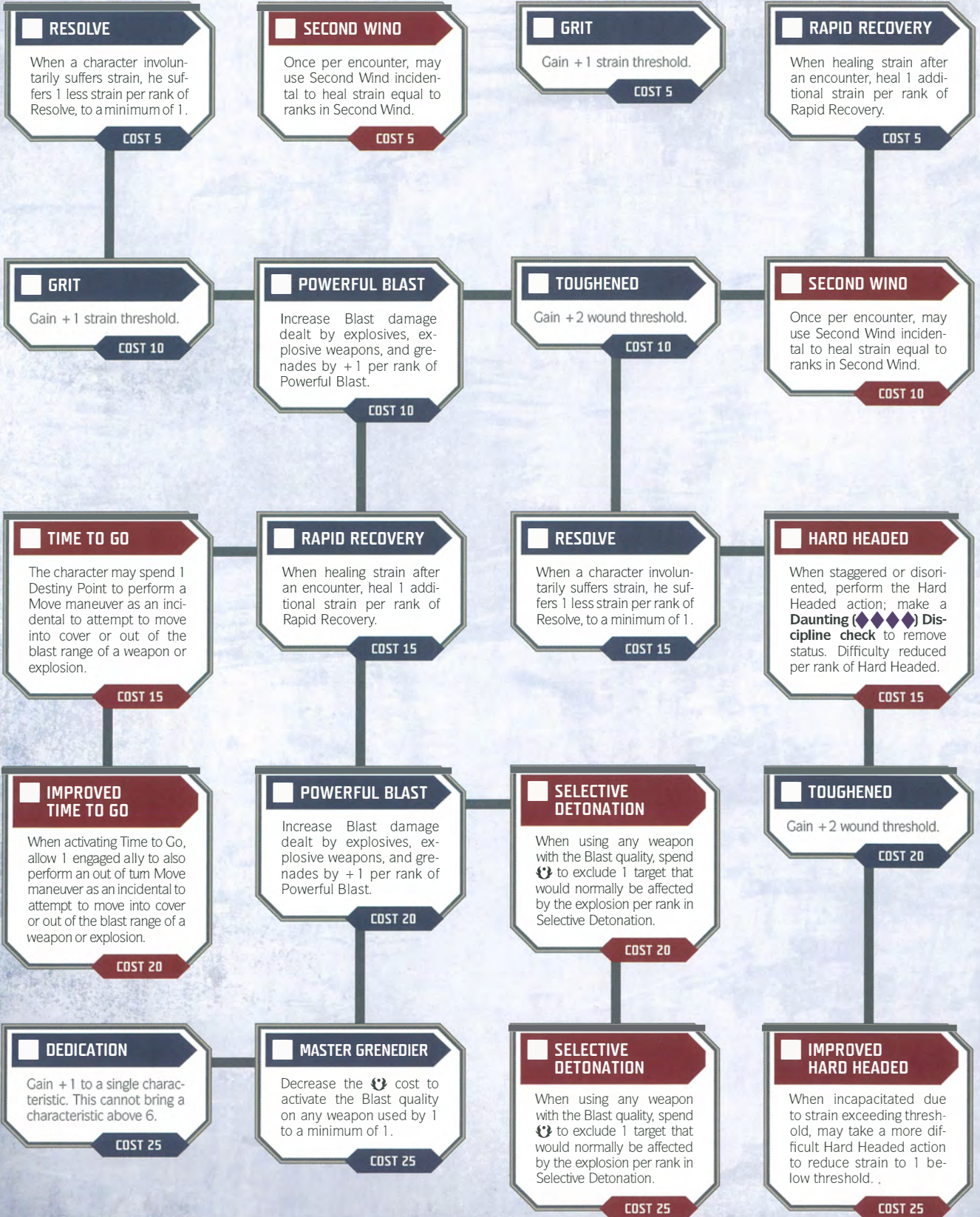


Engineer: Saboteur Talent Tree

Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Saboteur Bonus Career Skills: Coordination, Mechanics, Skulduggery, Stealth

- ACTIVE
- PASSIVE



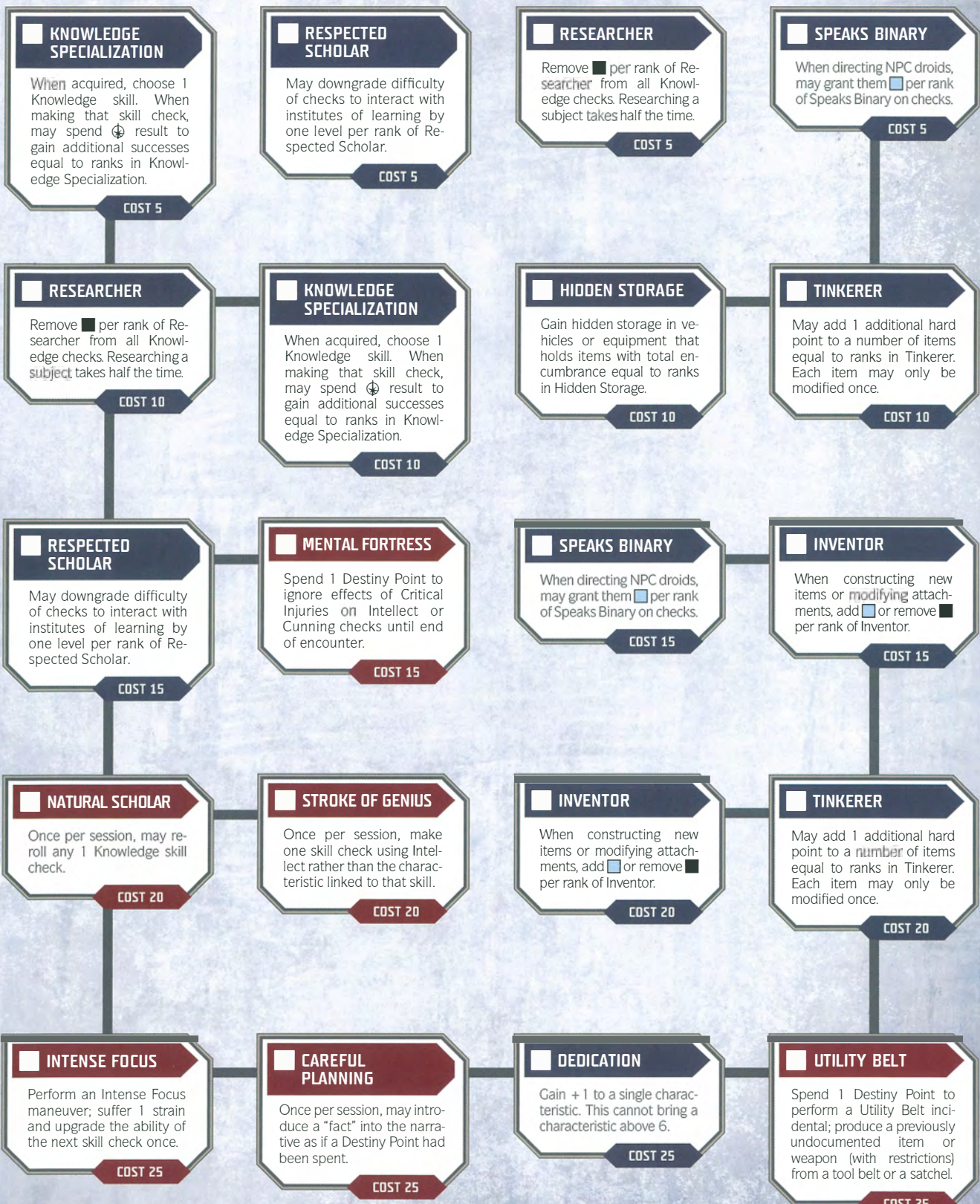
Engineer: Scientist Talent Tree

Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Scientist Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Lore), Medicine

ACTIVE

PASSIVE



SOLDIER

NOJ71V7

A Soldier's eight career skills are **Athletics**, **Brawl**, **Knowledge (Galactic Civil War)**, **Medicine**, **Melee**, **Ranged (Light)**, **Ranged (Heavy)**, and **Survival**. He automatically gains a rank in four of these skills without spending experience, and gains a discount on increasing them with future experience points.

A SOLDIER'S ROLE

Administrators and politicians craft policy, commanders dictate how the policy is to be implemented, and Soldiers are the tools of that implementation. Most care only a little for whatever the policy is; for them, the job is to take out the enemy and stay alive (not necessarily in that order). Some Soldiers are more invested in the causes they are fighting for, motivated by knowing they fight for something worthy.

SOLDIER SPECIALIZATIONS

Many millions of troops serve simply in the rank-and-file; for the Soldier career, however, the specializations grant more variety and depth. This makes such Soldiers more effective in the kinds of special missions Player Characters are likely to be assigned.

COMMANDO—STRIKE THE TARGET

Commandos are specialists who train to strike the enemy from unexpected directions to do the most damage in the most vulnerable locations. Commando teams are often used like surgical instruments by the commanders who have access to them. A Commando knows how to find a target, attack it, disable it, survive the aftermath, and find his way home.

Commandos gain **Brawl**, **Melee**, **Resilience**, and **Survival** as additional career skills. If Commando is the character's first specialization, two of these new career skills gain a free rank each. Commandos are masters of close combat and surviving in all conditions. They are usually good at sneaking past enemy guards and listening posts, as well.

MEDIC—SAVE THE TEAM

The Alliance cannot afford to fight a war of attrition the way the Empire can. The enemy can pour thousands of stormtroopers and other forces into a meat-grinder of a battle, taking horrific casualties, without blinking an eye over its losses. Every soldier of the

Rebellion is, on the other hand, a valuable asset that Alliance high command feels the loss of keenly. The Medic serves to prevent as many of those losses as possible.

Medics go into the field with **Knowledge (Xenology)**, **Medicine**, **Resilience**, and **Vigilance** as additional career skills; if this is the first specialization taken, two of these four begin with a free rank. Medics know how to keep their head when everyone else is panicking, and they know how to be prepared for any contingency. They are skilled at treating the wounds of anyone in their unit, regardless of species.

SHARPSHOOTER—TAKE THE SHOT

With a love of firearms and a pride in personal accuracy, the Sharpshooter is the most desirable asset a team can ask for when a firefight erupts. He maintains his composure under a blanket of blaster bolts, takes careful aim, and eliminates threats with ruthless efficiency and lightning speed. Sharpshooters are, simply, the masters of personal scale ranged combat.

Not surprisingly, Sharpshooters gain **Cool**, **Perception**, **Ranged (Heavy)**, and **Ranged (Light)** as career skills, and two of these gain a free rank if this is the first specialization for the PC. The focus on personal scale ranged weapons is a natural fit for Sharpshooters, and their ability to take in their surroundings completely and assess targets carefully under high-stress situations is essential to their survival.



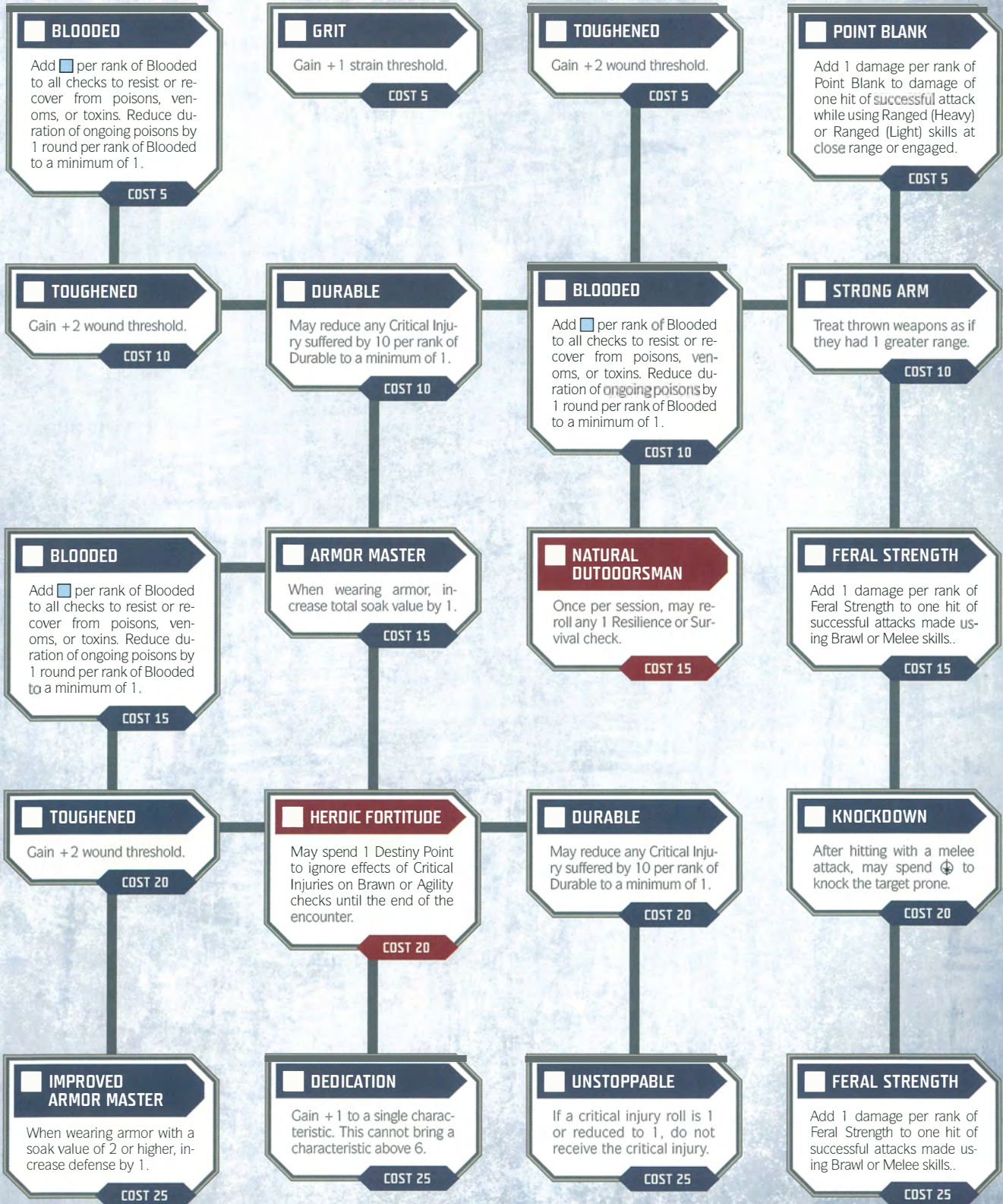
Soldier: Commando Talent Tree

Career Skills: Athletics, Brawl, Knowledge (Galactic Civil War), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Commando Bonus Career Skills: Brawl, Melee, Resilience, Survival

ACTIVE

PASSIVE



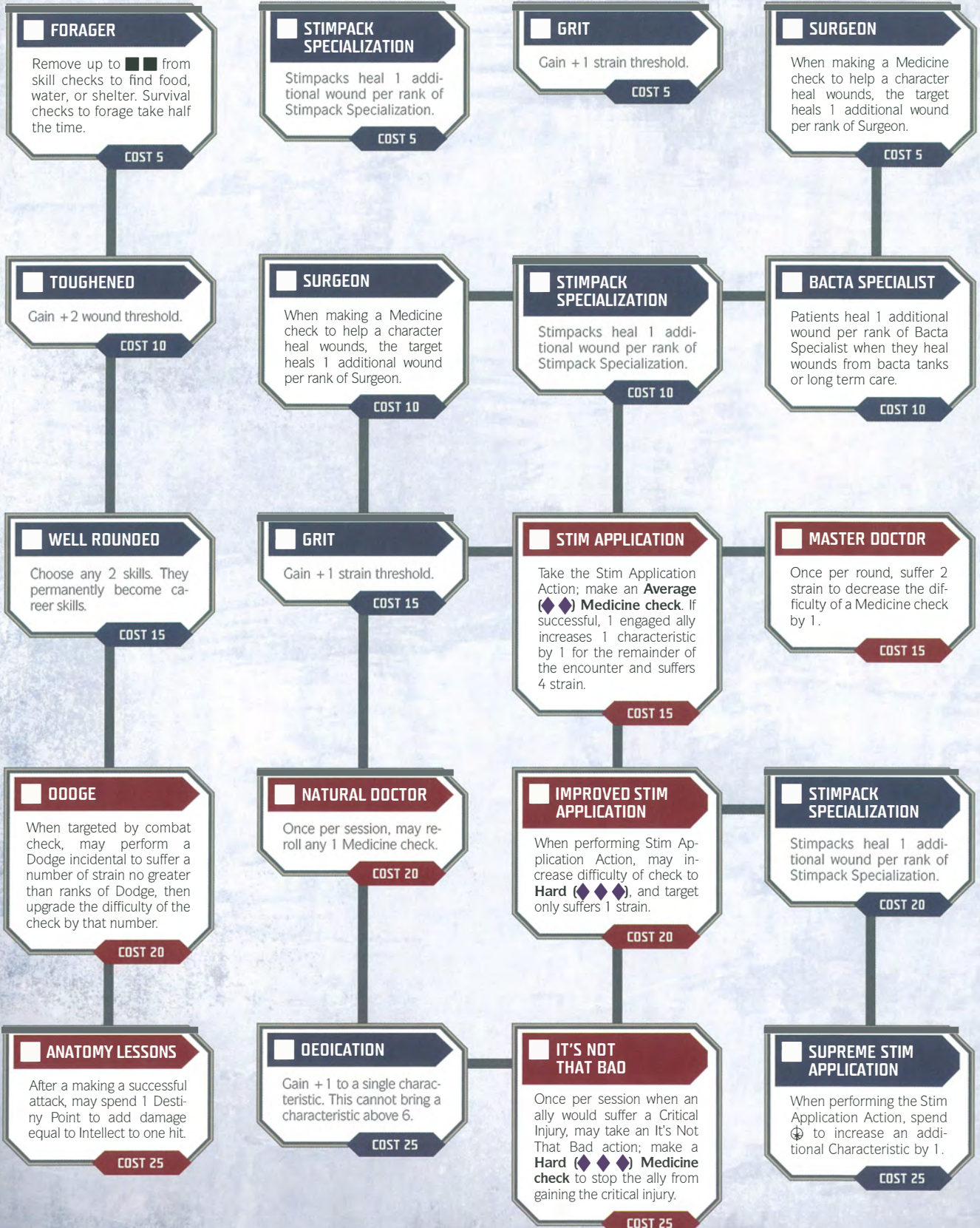
Soldier: Medic Talent Tree

Career Skills: Athletics, Brawl, Knowledge (Galactic Civil War), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Medic Bonus Career Skills: Knowledge (Xenology), Medicine, Resilience, Vigilance

ACTIVE

PASSIVE



Soldier: Sharpshooter Talent Tree

Career Skills: Athletics, Brawl, Knowledge (Galactic Civil War), Medicine, Melee, Ranged (Light), Ranged (Heavy),

Survival

Sharpshooter Bonus Career Skills: Cool, Perception, Ranged (Light), Ranged (Heavy)

ACTIVE

PASSIVE

EXPERT TRACKER

Remove █ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

COST 5

SNIPER SHOT

Before making a non-thrown ranged attack, may perform a Sniper Shot maneuver to increase the weapon's range by 1 range band per rank in Sniper Shot. Upgrade the difficulty of the attack by 1 per range band increase.

COST 5

BRACE

Perform the Brace maneuver to remove █ per rank of Brace from next Action. This may only remove █ added by environmental circumstances.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

GRIT

Gain +1 strain threshold.

COST 10

TRUE AIM

Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.

COST 10

DEADLY ACCURACY

When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attack made using that skill.

COST 10

LETHAL BLOWS

Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.

COST 10

BRACE

Perform the Brace maneuver to remove █ per rank of Brace from next Action. This may only remove █ added by environmental circumstances.

COST 15

LETHAL BLOWS

Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.

COST 15

SNIPER SHOT

Before making a non-thrown ranged attack, may perform a Sniper Shot maneuver to increase the weapon's range by 1 range band per rank in Sniper Shot. Upgrade the difficulty of the attack by 1 per range band increase.

COST 15

TRUE AIM

Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.

COST 15

EXPERT TRACKER

Remove █ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

COST 20

DEADLY ACCURACY

When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attack made using that skill.

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

CRIPPLING BLOW

Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever he moves for the remainder of the encounter.

COST 20

QUICK FIX

Once per session, make one skill check using Agility rather than the characteristic linked to that skill.

COST 25

NATURAL MARKSMAN

Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

TARGETED BLOW

After making a successful attack, may spend 1 Destiny Point to add damage equal to Agility to one hit.

COST 25

A Spy's eight career skills are **Computers**, **Cool**, **Coordination**, **Deception**, **Knowledge (Galactic Civil War)**, **Perception**, **Skulduggery**, and **Stealth**. He automatically gains a rank in four of these skills without spending experience, and gains a discount on increasing them with future experience points.

A SPY'S ROLE

The primary role of any Spy is the gathering of information. There are many ways to do this, meaning there are many types of Spies with divergent specialties. Some focus on infiltrating the ranks of the enemy and gathering data from within, while others focus on external observations of troop and asset movements. Some take advantage of the dependency of all modern military forces upon electronic means of data collation, tapping into their opponents' networks and siphoning off everything which can be snagged.

SPY SPECIALIZATIONS

The specializations for Spies cover the three main arenas. Many Spies play the deadly cat-and-mouse game of infiltration, subversion, and counter-intelligence with Imperial Intelligence. Others do battle with codes and data packets. Still others brave the harshest and most dangerous conditions across the galaxy, armed with little more than a blaster, a small ship, and their wits.

INFILTRATOR—FINDING THE SECRETS

When most people hear the word Spy, Infiltrators are often what come to mind. They endeavor to place themselves inside the very den of the beast. All too often, Infiltrators face the worst possible odds without the benefit of direct backup, and often without a way out if they are discovered by the wrong people.

Infiltrators gain **Deception**, **Melee**, **Skulduggery**, and **Streetwise** as their additional career skills; taking this as the first specialization for a PC grants a free rank in two of these skills. Infiltrators know how to con or lie their way past almost anyone, and they know all of the tricks necessary to break into and out of places, as well as everything else needed for underhanded operations. They tend to prefer silent and deadly attacks, preferably with hand-to-hand weapons.

SCOUT—FINDING THE WAY

Before an army dares commit its forces to action, it must know where the enemy is, what that enemy is

doing, and what the conditions of the area of operations are. Scouts are the vital source for this flow of information.

A Scout gains access to **Athletics**, **Medicine**, **Piloting (Planetary)**, and **Survival** as his additional career skills. If this is a PC's first specialization, two of these skills gain a free rank. The ability to travel to and on planets is vital to Scout operations, and Scouts are trained to survive in the worst conditions.

SLICER—FINDING THE DATA

In a war, the vast majority of those who fight use weapons, explosives, and other tools of violence and destruction to confront the enemy. There are those warriors, however, who do battle with codes, data packets, lighting programming, and intuitive rewiring of communication networks. These tech warriors are called Slicers.

Slicers gain **Computers**, **Knowledge (Education)**, **Knowledge (Underworld)**, and **Stealth** as their added career skills. For PCs choosing this as their first specialization, two of these skills gain a free rank. Computers and electronic systems are the instruments a Slicer uses to create his own kind of virtuoso music. Most Slicers also know their way around the streets and the criminal world.



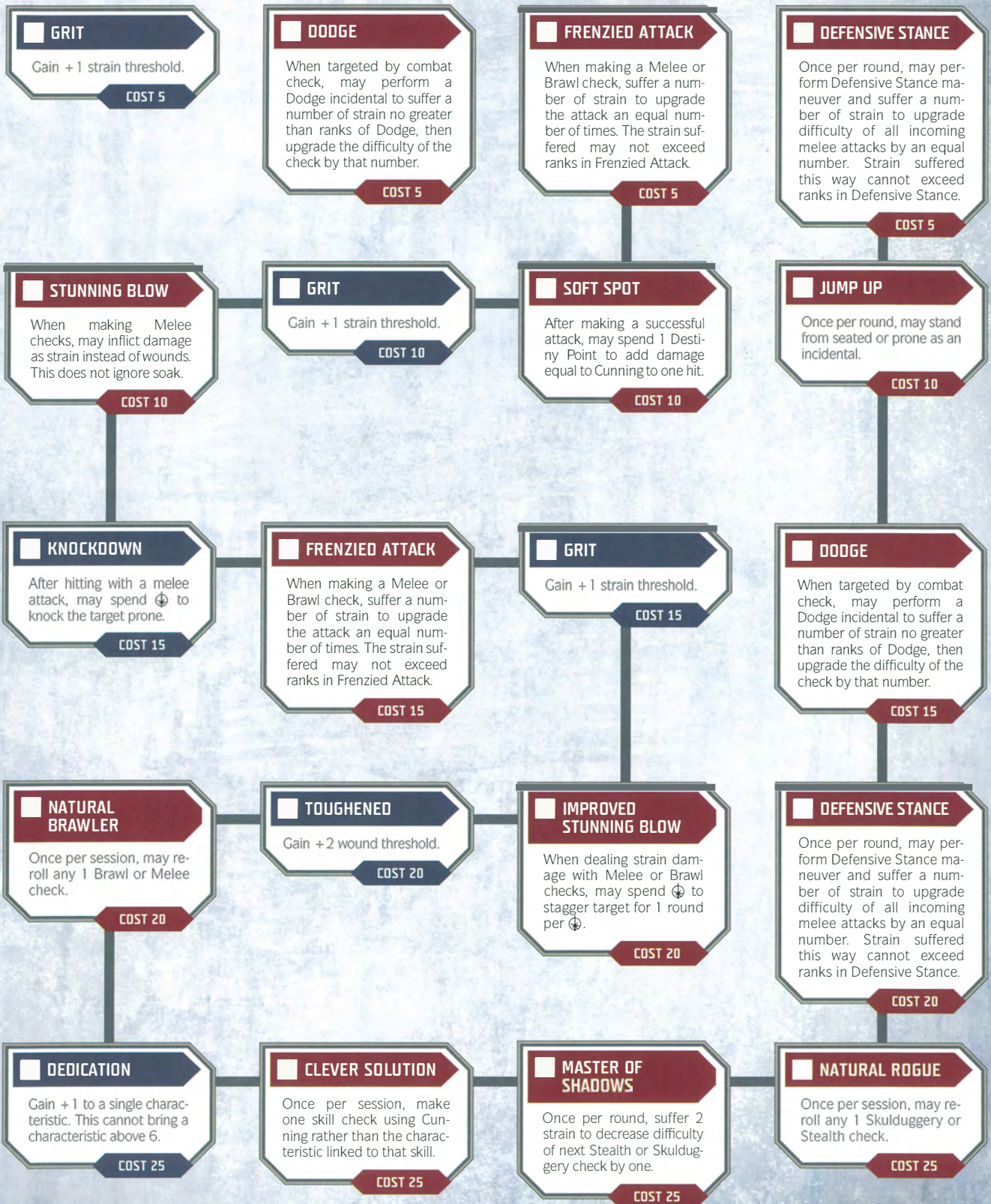
Spy: Infiltrator Talent Tree

Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Galactic Civil War), Perception, Skulduggery, Stealth

Infiltrator Bonus Career Skills: Deception, Melee, Skulduggery, Streetwise

ACTIVE

PASSIVE



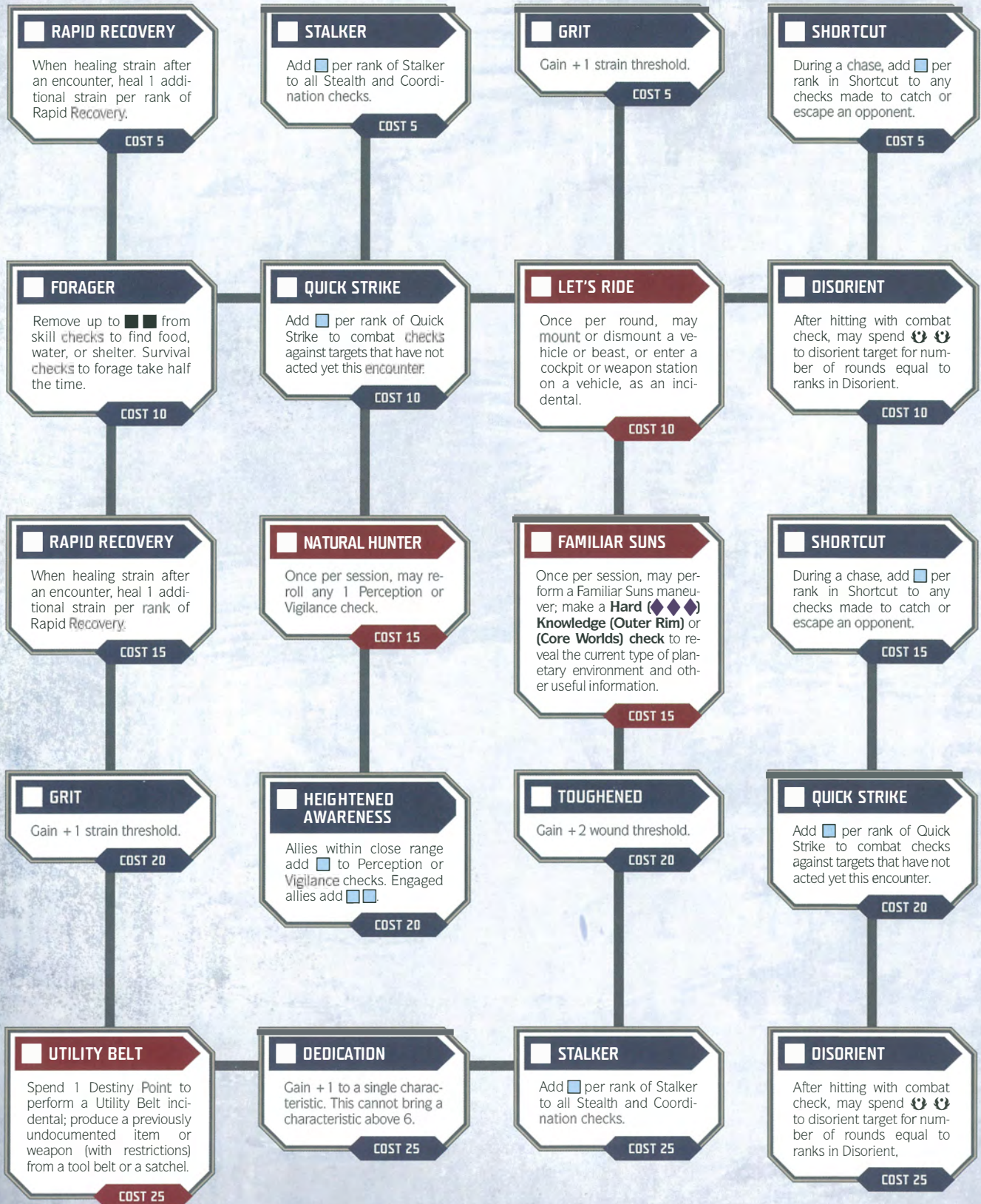
Spy: Scout Talent Tree

Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Galactic Civil War), Perception, Skulduggery, Stealth

Scout Bonus Career Skills: Athletics, Medicine, Piloting (Planetary), Survival

 ACTIVE

 PASSIVE



Spy: Slicer Talent Tree

Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Galactic Civil War), Perception, Skulduggery, Stealth

Slicer Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Underworld), Stealth

ACTIVE

PASSIVE

CODEBREAKER

Remove ■ per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

TECHNICAL APTITUDE

Reduce time needed to complete computer-related tasks by 25% per rank.

COST 5

BYPASS SECURITY

Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 5

DEFENSIVE SLICING

When defending computer systems, add ■ per rank of Defensive Slicing to opponents' checks.

COST 10

TECHNICAL APTITUDE

Reduce time needed to complete computer-related tasks by 25% per rank.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

BYPASS SECURITY

Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 10

NATURAL PROGRAMMER

Once per session, may re-roll any 1 Computers or Astrogation check.

COST 15

BYPASS SECURITY

Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 15

DEFENSIVE SLICING

When defending computer systems, add ■ per rank of Defensive Slicing to opponents' checks.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

DEFENSIVE SLICING

When defending computer systems, add ■ per rank of Defensive Slicing to opponents' checks.

COST 20

IMPROVED DEFENSIVE SLICING

Defensive Slicing now upgrades opponents' difficulty once per rank of Defensive Slicing; this replaces the usual benefits.

COST 20

CODEBREAKER

Remove ■ per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

COST 20

RESOLVE

When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.

COST 20

SKILLED SLICER

When making a Computers check, may spend ♣ to make further Computers checks within this system as maneuvers.

COST 25

MASTER SLICER

Once per round, may take a Master Slicer incidental to suffer 2 strain and decrease difficulty of Computers or other slicing checks by 1, to a minimum of Easy (♣).

COST 25

MENTAL FORTRESS

Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

STEP 6: INVEST EXPERIENCE POINTS

Experience is the primary means by which players customize their characters. Each player starts with a beginning pool of experience points that can be used to improve aspects of his character. Players also receive additional experience as they play **AGE OF REBELLION**, which can be spent to improve their characters.

STARTING EXPERIENCE POINTS

Characters begin with a budget of experience points based on their species. The experience points used during character creation are the same as experience points received during play. If a player chooses to spend fewer experience points during character creation than his budget, those points carry over into the game and the Player Character starts with more experience points to spend once his adventures begin.

Players may spend experience points in the following primary ways to improve their characters. These are also detailed on **Table 2–2: Spending Starting Experience**.

IMPROVING CHARACTERISTICS

During character creation, raising a characteristic to the next highest rating costs ten times the value it is being raised to. For example, raising a character's Brawn from 3 to 4 would require 40 experience points.

Each improvement must be purchased separately. This means that raising a character's Brawn from 3 to 5 would cost 90 experience points (40 for raising it from 3 to 4, then 50 more for raising it from 4 to 5).

During character creation, no characteristic can be increased higher than 5. During the course of play, no characteristic can be increased higher than 6. Characteristics may only be purchased with experience points during character creation, not at any later

time. (During gameplay, however, characteristics can be increased by purchasing specific talents).

SKILL TRAINING

Each skill has five ranks of training available. A character may have already acquired several ranks of skill training from his starting career and profession for free. Characters may train additional skills and gain additional ranks during character creation. However, it is important to note that, regardless of any species or career bonuses, no skill can be raised higher than rank 2 during character creation.

The cost for training skills falls into one of two categories—career skills and non-career skills. The character should have check marks next to a number of skills based on his starting career and profession.

Training a career skill to the next highest rank costs five times the rank it is being raised to. For example, training a career skill from rank 0 (untrained) to rank 1 requires 5 experience points. Improving a rank 1 career skill to rank 2 requires 10 experience points. Each rank must be purchased separately. This means that acquiring a rank 2 career skill during creation costs 15 experience points (5 for raising it from zero to rank 1, then 10 more for raising it from rank 1 to rank 2).

A character can also purchase ranks of non-career skills. Each rank of a non-career skill costs 5 times the rank it is being raised to, plus 5 additional experience points. For example, training a non-career skill from rank 0 (untrained) to rank 1 requires 10 experience points. Improving a rank 1 non-career skill to rank 2 requires 15 experience points. Each rank must be purchased separately. This means that acquiring a rank 2 non-career skill during creation costs 25 experience points (10 for raising it from zero to rank 1, then 15 more for raising it from rank 1 to rank 2).

Characters may purchase ranks in skills during character creation or later during gameplay.

TABLE 2–2: SPENDING STARTING EXPERIENCE

Options	Cost	Character Creation Limits
May spend experience to increase characteristics. This is the only time characters can increase characteristics with experience points.	Ten times the purchased rating in experience. Each rating must be purchased sequentially.	May not purchase any characteristic above 5 during character creation.
May spend experience to purchase ranks in skills.	Five times the purchased rank in experience. Each rank must be purchased sequentially. (Each rank in a non-career skill costs 5 additional xp)	May not purchase any skill above 2 during character creation.
May spend experience to purchase talents within specializations.	Depends on talent's position within specialization tree.	No special limits, only standard limits apply.
May spend experience to purchase new specializations.	Ten times the number of purchased specializations including new specialization (non-career specialization costs 10 additional xp).	No special limits, only standard limits apply.
May spend experience to purchase starting Duty value.	Equal to the amount of Duty value purchased.	No special limits.

ACQUIRING TALENTS

Talents are acquired from a character's available talent trees, generally provided by their specialization choices. Talent trees provide a unique format for purchasing talents that comes with several special rules and restrictions.

Each specialization talent tree has four columns and five rows. This means each talent tree has a total of twenty talents that characters may purchase. The cost of each talent depends on the row it occupies. The talents in the topmost row are the cheapest, costing 5 experience points each. The next row's choices cost 10 experience points each, the third row costs 15, the fourth row costs 20, and the fifth and final row's choices cost 25 experience points each.

Note that the choices on each tree are connected by a series of lines that link some talent choices with others. Characters may only purchase talents for which they are eligible. Characters are eligible to select any talents in the first, topmost row, plus any talents that are connected via one of the aforementioned links to a talent the character has already acquired.

When selecting talents on a specialization tree, remember that each selection on the tree may only be purchased once. In the case of ranked talents (talents that may be purchased multiple times, and have effects that stack the more times they are purchased), the only way to purchase them multiple times is if there are multiple selections of the same talent on the available specialization trees. In some cases, a character may have already acquired a talent in one specialization, but will need to purchase it again in another specialization in order to reach further into the tree. If it is a ranked talent, he must purchase it again (gaining another rank in the talent). If it is not a ranked

talent, he counts as already having purchased it, and may proceed through the second specialization tree.

Characters may purchase talents during character creation or later during gameplay.

ACQUIRING NEW SPECIALIZATIONS

Each character starts with a single specialization within his chosen career. However, he may purchase access to additional specializations.

Purchasing a specialization is basically the character buying the ability to purchase talents within that specialization. In addition, each specialization has career skills. These skills now count as career skills for the character (although he does not gain free advances in them, as he did with his first specialization). Characters may purchase any specialization in any career.

Purchasing an additional specialization within a character's career costs 10 times the total number of specializations he would possess with this new specialization. So a character with one specialization could purchase a second career specialization for 20 experience. If he wished to purchase a third career specialization, it would cost 30 experience.

Characters may also purchase additional specializations outside of their career. Purchasing non-career specializations costs 10 times the total number of specializations he would possess with this new specialization, plus an additional 10 experience. So a character with one specialization could purchase a second non-career specialization for 30 experience. If he had two specializations already, a third specialization that was also a non-career specialization would cost 40 experience.

STEP 7: DETERMINE DERIVED ATTRIBUTES

Some attributes of a character are derived from a player's other choices during character creation.

WOUND THRESHOLD

A character's **wound threshold** is, basically, how many wounds—physical damage—a character can withstand before he is knocked out. A character's starting wound threshold is determined by adding his species' wound threshold to his Brawn rating (after spending starting xp). After determining this initial value, further increases to a character's Brawn rating

do not increase his wound threshold—wound threshold improvements are acquired by purchasing talents such as Toughened.

STRAIN THRESHOLD

A character's **strain threshold** determines how much strain—psychological and mental damage—a character can withstand before he is stunned, dazed, or incapacitated. A character's starting strain threshold is determined by adding his species' strain threshold to his Willpower rating (after spending starting xp). After

determining this initial value, further increases to a character's Willpower rating do not increase his strain threshold—strain threshold improvements are acquired by purchasing appropriate talents, such as Grit.

DEFENSE

Defense determines how difficult a character is to hit in combat situations. Defense is divided into ranged defense and melee defense. A character's default value in each defense rating is zero.

Defense is most commonly gained by wearing armor, or by adopting a defensive position in combat (such as gaining cover). Some talents may also increase one of the character's defense ratings.

SOAK VALUE

Soak value determines how much incoming damage a character can shrug off before being seriously wounded. A character's soak value is subtracted from any incoming damage. Any remaining damage after subtracting soak becomes wounds, and is applied towards the character's wound threshold.

A character's default soak value is equal to his Brawn rating. After determining this initial value, increases to a character's Brawn rating increase his soak value. Additional soak value is most often gained by wearing armor. Some talents may also increase a character's innate soak value, such as Enduring. Later increases to Brawn rating also increase soak.

STEP 8: DETERMINE MOTIVATION

While a character's Duty determines what he is attempting to accomplish as part of the Alliance, his Motivation determines why he does what he does, and why he sought to join up in the first place. Duty can play a key role in the Game Master's plotting efforts as he generates missions and stories, and Motivation can play just as vital a role in aiding players with their roleplaying and decision making. Motivations are not intended as straight-jackets, restricting a PC tightly around a highly limited concept. Instead, they are meant to act as underlying guides to the player's decision making process as he determines his character's likely reaction to various situations.

While many players will wish to determine their PC's Motivation as part of the character creation process, others may enjoy randomly generating their Motivation, with the challenge of figuring out how it fits their background and other character generation decisions. Either way, **Table 2-3: Random Motivation** will be helpful in providing the three key sources of Motivation for an **AGE OF REBELLION** game. Once the general type of Motivation is established, the players may then roll on or select from the following tables to determine a more specific manifestation of that Motivation.

TYPES OF MOTIVATION

There are three types of Motivations in **AGE OF REBELLION**: Belief, Connection, and Quest. Whether a player rolled a result randomly or selected the type, he needs to narrow the type down to a specific result. In most cases, rolling percentile dice on the appropriate chart is the way to go. However, some Game Masters may permit their players to choose specific Motivations to best suit their backgrounds.

BELIEF

A character with a Motivation from this Type is driven by a set of beliefs that form how he sees the galaxy and his role in it. He serves the Alliance because his beliefs support the goal of the Rebellion, or are absolutely in contradiction with the Empire. He may not need to spread his beliefs to others, but he will epitomize those beliefs with word and deed, and he will hope what he believes has a hand in building what comes after the Empire falls.

TABLE 2-3: RANDOM MOTIVATION

d10	Motivation Type Result
1-3	Belief
4-6	Connection
7-9	Quest
10	Roll once on each of any two Motivation Types

TABLE 2-4: SPECIFIC BELIEFS

d100	Result
01-10	The Republic
11-20	Honor
21-30	Free Enterprise
31-40	Justice
41-50	Species Rights
51-60	Peace
61-70	Religion/Philosophy
71-80	Liberty
81-90	Order
91-100	The Force

CONNECTION

The character has some kind of connection or relationship to the Alliance that draws him into its cause. He may not have had any desire to fight in the Rebellion otherwise, only joining because the connection he is tied to is either a part of it or because serving the Alliance somehow enhances that connection. Over time, his commitment to the Rebellion may become more personally ingrained, but it all begins with the desires or influences of another.

QUEST

A character with this type of Motivation seeks something specific from his participation with the Rebellion. He joined as a means to accomplish his quest, believing somehow that serving the Alliance or defeating the Empire will result in him achieving his ultimate goal. Some quests have a specific and definitive object or person that is the target, while others are more open-ended and may never be fully attained. The quest may be the primary drive for the PC, yet he may also come to embrace the larger goals of the Rebellion as equally important, or perhaps ascendant over his own needs.

TABLE 2-5: SPECIFIC CONNECTIONS

d100	Result
01-10	Political
11-20	Family
21-30	Military
31-40	Intelligence
41-50	Friends
51-60	The Underworld
61-70	Economic
71-80	Rival
81-90	Rescuer
91-00	Love Interest

TABLE 2-6: SPECIFIC QUESTS

d100	Result
01-10	Redemption
11-20	Glory
21-30	Vengeance
31-40	Influence
41-50	Rescue
51-60	The Jedi Knights
61-70	Freedom
71-80	Lost Treasures
81-90	Purpose
91-00	The Sith

STEP 9: CHOOSE GEAR AND APPEARANCE

At this stage of character creation, all that remains is determining a physical description for the PC and determining his personal gear. Aside from the gear, these details have no direct impact on game play. However, they are key to establishing the narrative elements of the experience for the players, as well as the Game Master. Creating a picture in the minds of the participants of the game helps each person invest more of himself into the experience.

STARTING GEAR

Though troopers and operatives for the Alliance get gear assigned to them as needed for each mission (more on this in the following section, **Step 10: Rebellion Resources**), each person who joins the Alliance arrived with some amount of equipment owned by him personally. The Alliance is strapped enough for resources that such personal gear is welcomed, rather than set aside for standard-issue-only gear. So long as the gear functions and the character indicates any proficiency with it, Rebellion commanders tend to be fine with such equipment remaining part of the character's load out.

The initial allotment of personal gear each character begins with is measured in terms of credits; each PC has 500 credits the player may use to purchase his character's initial gear load. Any leftover credits are treated as part of what money the PC has left to his name before signing on. PCs may not purchase anything that is listed as Restricted (R) without the Game Master's approval (most of this kind of gear will be attained via service to the Alliance).

Once he has finished buying all of the gear he wants for his PC, the player rolls d100 and adds this amount to whatever he had left from his purchases. This is his beginning personal stash of credits at the start of the campaign. This added amount cannot be used for more gear purchases until after the game begins.

PHYSICAL DESCRIPTION

The wide variety of species that a player may choose automatically establishes some aspects of a PC's physical description. However, individuals within each species can vary widely from each other; Humans have a fairly impressive range of skin tones, hair color,

and even eye shapes, while Bothans may possess varying lengths of fur with varying colors and tones as well. Droids are especially capable of an extraordinary range of shapes, types, and structures.

PERSONALITY

A Player Character's personality is something that the player is utterly in control of developing. Even when species have general personality traits that the galaxy at large expects to encounter when interacting with any member thereof, a specific individual is entirely able to defy all expectations and be true to his personal nature.

That nature is made up of beliefs, quirks, upbringing,

experiences, fears, desires, achievements, disasters, and a host of other influences that the player must decide upon for his character. Motivation, Duty, background, and related parts of the character creation process should all feed into this. Establishing some aspects of personality as a framework is probably a good idea before the game begins.

However, many players will discover the fun and effectiveness of allowing much of a PC's personality to evolve over time, as the game is being played. By looking at situations and how he decided his character reacted to them, a player will uncover new and more interesting elements of the character's personality. This part of the game can be a very enjoyable journey of discovery all its own.

STEP 10: ACQUIRE REBELLION RESOURCES

Those who sign on with the Alliance become part of a great gathering of people from all over the galaxy, united for the purpose of fighting and overthrowing the Empire. First and foremost, the Alliance is fighting a war, a Rebellion against the current ruling order. A war is fought by soldiers, spies, and other operatives acting against the forces of the enemy, and that's who the Player Characters are.

Though it struggles against the far greater might of the Empire, the Alliance is not without resources of its own, and it arms its warriors as best it can. The typical group of PCs will act as a special team of operatives, uniting their diverse talents and training to go out into the galaxy and accomplish missions of strategic (and sometimes moral) importance for the Rebellion. When they are sent out, they are given access to at least some of the equipment and gear they may need to achieve success.

There are three options for starting resources for a group. Based on the campaign, the GM can choose which option he would like the party to use, or he can allow them to choose it themselves.

COMMANDEERED LAMBDA-CLASS SHUTTLE

Many of the Rebellion's resources are not built or purchased by them, but instead stolen from the Empire. The T-4a Lambda-class Long Range Shuttle is a slow yet sturdy and reliable cargo and transport vessel used by the Empire. With forged ID codes, parties that want a reliable way of getting around

the galaxy should choose the Lambda-class Shuttle (see page 182).

Y-WING SQUADRON

A mainstay that has served the Alliance since its inception, the Y-wing is a trusty medium-attack fighter. Groups who want the flexibility of multiple ships while still having hyperdrive capabilities can choose to start with a small number of Y-wings (see page 181). The party gets a number of BTL-S3 Y-wings equal to half the size of their group rounded up.

BASE OF OPERATIONS

Many cells of the Rebellion don't send their agents far afield, but instead operate in a specific system or sector, coordinating their efforts against the Empire locally. Groups interested in this style of play can start with a base of operations instead of a ship. This limits their party's mobility, but provides them with a stable safe-haven and additional resources. By working with the GM, the players can decide on a good, subtle location for their base such as in a garage disguised as a speeder chop-shop. Although this can limit a group's ability to move within the galaxy, they can still get around by commissioning smugglers or other allies to transport them as they need.

To represent the additional resources provided by a base of operations, each PC in the party starts with an additional 2,500 credits worth of starting gear.



SKILLS

The vast majority of a Player Character's actions are governed by abilities that he has learned through education or experience. Any time he attempts an action which has a reasonable chance of success or failure, his skills come into play as a means of determining the result. In some instances, the task may be so trivial or the character so capable that the Game Master may not call for a check. Other times, the task is so outlandish that the player might choose to act differently once the odds are calculated. Ultimately, when there is a reasonable chance of failure, the player must depend upon his character's skills to see him through to success.

Skill values fulfill this role in conjunction with characteristics. These two values interact to directly establish the Ability and Proficiency dice used when attempting any action. A character's innate abilities are generally described by characteristics, while skills require learning and practice. In this way, the intersection of education and natural ability contributes to a character's chances of success or failure.

WHAT ARE SKILLS?

Anything that a character might learn could be considered a skill. The galaxy is a vast place, however, and not everything a person might learn has applications that fit well within a dramatic game. To reflect this, **AGE OF REBEL-**

LION includes a list of skills that are most likely to come up in the course of dramatic adventures set within the *Star Wars* galaxy. The list may not cover every imaginable situation, but it should address those that are most likely to come up during the course of a game session.

Skills are divided into three categories based upon their general application and use. Knowledge skills are entirely cerebral. They do not govern action—only understanding. Combat skills deal with how a character may act and react in a direct physical confrontation. Other skills may be useful during an altercation, but combat skills can seldom be used without violence. All skills that deal with characters taking non-combat actions are considered General skills.

SKILL RANKS

Every time a character prepares to check for an action, he begins by forming a dice pool. The higher value of the relevant characteristic or skill is used to determine the total number of Ability dice. The smaller of these two values indicates how many of those dice are upgraded to Proficiency dice. A character who has no ranks in a skill is considered unskilled. This character has a value of 0 for the skill in question, so would make checks using that skill without upgrading any Ability dice to Proficiency dice.

TABLE 3-1: SKILL LIST

Skill	Characteristic	Type
Astrogation	Intellect	General
Athletics	Brawn	General
Brawl	Brawn	Combat
Charm	Presence	General
Coercion	Willpower	General
Computers	Intellect	General
Cool	Presence	General
Coordination	Agility	General
Core Worlds	Intellect	Knowledge
Deception	Cunning	General
Discipline	Willpower	General
Education	Intellect	Knowledge
Galactic Civil War	Intellect	Knowledge
Gunnery	Agility	Combat
Leadership	Presence	General
Lore	Intellect	Knowledge
Mechanics	Intellect	General
Medicine	Intellect	General
Melee	Brawn	Combat
Negotiation	Presence	General
Outer Rim	Intellect	Knowledge
Perception	Cunning	General
Piloting (Planetary)	Agility	General
Piloting (Space)	Agility	General
Ranged (Heavy)	Agility	Combat
Ranged (Light)	Agility	Combat
Resilience	Brawn	General
Skulduggery	Cunning	General
Stealth	Agility	General
Streetwise	Cunning	General
Survival	Cunning	General
Underworld	Intellect	Knowledge
Vigilance	Willpower	General
Xenology	Intellect	Knowledge

CUSTOM SKILLS

At the Game Master's discretion, new skills may be introduced to a campaign. The most common of these might pertain to Knowledge skills. The six Knowledge skills included represent a broad overview, but a campaign focused within a particular portion of the galaxy or on a particular style of play might benefit from alternative options. Similarly, games that focus on other aspects of *Star Wars* might also consider alternative general skills. If the Player Characters regularly visit worlds where beasts serve as the primary form of transportation, then Animal Handling might be in order. Alternatively, if the characters travel incognito as a troupe of actors, then Perform might be an appropriate skill. Before adding such skills, Game Mas-

ters should carefully consider whether the addition is critical for the campaign tone and how often it might come into play. Each new skill rank that a character needs to purchase represents XP that might have been spent on existing skills.

When adding a new skill, the Game Master and players work together to decide which careers or specializations might offer it as a class skill. In some cases, it may be most effective to remove a standard skill from the list prior to adding a new skill so as to maintain comparable levels of flexibility between archetypes. In other cases, a more generalized skill might be available to everyone at career skill pricing.

Aside from the game terms, it may also be useful to consider what skill ranks represent in a more narrative sense. Even a single rank in a skill represents a significant amount of time spent learning and practicing its use. It is generally reasonable to assume that other characters in the game world rely heavily upon their characteristics for actions outside their field of expertise. For example, almost everyone can pilot a speeder in routine traffic, but most people do not have a rank of Piloting (Planetary). Instead, they default to using their Agility characteristic for the routine tasks.

Each rank of a skill represents a substantial degree of training and practice. Further, that practice must often come under strenuous conditions. A character who spends endless days performing the same task on a droid assembly line does not improve his Mechanics skill. However, if that same character were regularly working on a range of different droids that came for repairs after being exposed to harsh environmental conditions, it is likely that he could soon improve his skill rank.

The first two ranks of a skill represent someone who has a thorough grounding in a skill but little practical experience. Such a character may have just completed a formal education, be taking part in an apprenticeship, or have begun an entry level job. At this level of competency, he knows the basics of the skill but hardly realizes how little he knows. He may accomplish routine tasks, but is often overwhelmed by complex ones.

CHOOSING SKILLS

During character creation, it is vital that each player selects the skills to cover his character's core area of expertise. A soldier must be able to use his weapon, a diplomat must be able to negotiate, and a pilot must be able to fly. This does not mean that every character should maximize his core skills, but those who fail to at least take a rank are likely to regret it.

Skills beyond that central focus must be chosen carefully. Skills related to a character's profession are substantially more economical than those outside his career. Players who spread their characters too thinly at the early stages may discover that the sacrifices necessary were worthwhile. Routine uses do not generally

The third and fourth ranks are indicative of a true professional. These are individuals who have honed the skill thoroughly and can make their living at it. They might be talented and capable physicians, respected pilots, or gifted mechanics. They are aware of how much more they have to learn, but capable of handling most tasks when they have prepared for them.

Few individuals actually attain the fifth rank of a skill. Few can adequately appreciate the artistry of a master, so those who attain this level must deliberately challenge themselves to perfect their expertise. Characters with this degree of expertise may have a reputation for their particular talents that extends far beyond their community. These individuals are generally driven and passionate about the skill that they have mastered.

SKILL DESCRIPTIONS

This section details all of the skills used throughout a game. Each skill is presented with clarifications of how it may best be used, along with key differences from similar skills. In addition, examples are provided highlighting potential ways that a skill might use Advantages.

Sometimes, through particular fortune, a character may roll more ✨ than are needed to accomplish a task. Each entry presents ways that these additional ✨ may be used. These are not necessary, but are intended to add additional flavor. Game Masters and players are encouraged to work together to provide alternative ways that extra ✨ might appropriately and dramatically modify a given situation.

require a dice roll. A retired ambassador may not need to be a talented pilot if he only uses his speeder for transport, and never finds himself in a high-speed chase.

At the same time, some skills are much more likely to come up during the course of a hero's adventures. Injuries that require Medicine are common. In some situations, it can be critical to move with Stealth. Other times, a character's life may depend upon his Vigilance or Athletics. Often, it is in a group's best interest to discuss skills collectively, so that the players and the Game Master have a shared expectation about how often particular skills may be used.

GENERAL SKILLS

This group of skills represents the majority of the actions that a character attempts. In dramatic situations, the entire success or failure of a mission might ride on how effectively a given character uses one of these skills. While general skills do not govern violent actions, life and death may ride upon their effective use.

ASTROGATION (INTELLECT)

There are many billions of stars within the galaxy, all of which are in motion relative to one another. Planets and other smaller masses constantly orbit many of these stars. There are also huge numbers of nebulae and other astronomical anomalies. Traveling between the worlds of the galaxy requires a rudimentary knowledge of the galaxy's organization and composition. It also requires a navicomputer that is well-informed as to the current time and the relative motion of all of these objects. The Astrogation skill represents a character's ability to use his knowledge of the galaxy to most effectively program the hyperspace coordinates for any jump.

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

The difficulty of a hyperspace jump is based upon the area being targeted and the distance being traveled. Travel to a nearby system along a well-established route is generally an **Easy (◆) check**, and the difficulty increases based on the accuracy of navigational information and other factors. See page 177 for more information on hyperspace travel.

Additional ✨ beyond those required to calculate a hyperspace jump may be used to better target the location. While a single net ✨ reaches the target system without incident, extras might place the character's vessel directly into orbit around the target planet. Alternatively, characters may use additional ✨ to reduce the time spent calculating, when rushed.

☉ rolled as part of an Astrogation check are most commonly used to reduce the travel time. On extended

journeys, they might be used to identify convenient stopovers en route, where the vessel can resupply or conduct additional business to help defray the overall cost of the trip. A ⚙️ could be spent to either complete Astrogation calculations in the minimum amount of time, or greatly reduce the travel time involved. It could also reveal some highly valuable but previously unknown information, such as a much better, alternative travel route.

Likewise, ⚙️ generated on an Astrogation check could decrease the accuracy or increase the travel time of a hyperspace jump, or simply cause a character to miss relevant details when analyzing hyperspace routes or galactic maps. ☹️ can be spent in the same way but to greater magnitude, or it could trigger something truly awful happening, such as jumping out of hyperspace into the path of an asteroid.

ATHLETICS (BRAWN)

Player Characters lead dramatic lives, filled with constant physical confrontations. Often, that confrontation comes from an enemy with a blaster, but sometimes it may be a mountain to be scaled, a river to be swum, or a chasm that must be leapt. The Athletics skill governs these actions. It serves as a measure of the character's overall fitness and physical conditioning. Those who actively engage in a regimen of physical training such as field infantry or scouts are most likely to have a high rank in Athletics.

- Any aspects of climbing—including rappelling or swinging on a line—fall under the purview of the Athletics skill. The difficulty of these tasks is calculated by the surface and weather conditions during the attempts.
- Characters who attempt to swim in difficult conditions must check their Athletics. Water conditions—particularly waves, current, and tides—dictate the overall challenge of any efforts to swim.
- A character's vertical and horizontal jump are both determined through use of an Athletics check. Gravitational conditions and the distance required factor into the difficulty.
- Any character can run, but sprinting or running for an extended time may fall under the purview of an Athletics check.

The difficulty of an Athletics check is set by the severity of the task and the conditions. Attempting to perform a routine task under normal conditions should never require a check. A more challenging task—jumping more than a person's body length or staying afloat for hours—should require ◆ equal to the equivalent difficulty of the task. Adverse condi-

tions—extreme rain, rough winds, or aggressive pursuit—could impose one or more ■. A combination of these elements can make a check significantly more difficult. Extremely adverse conditions—hurricane force winds or a surface covered in oil—and superhuman feats may introduce one or more ◆.

Additional ✨ on an Athletics check can either reduce the time required to make the check or increase the distance traveled with that check.

☪ ☪ on an Athletics check may be used to grant the character an additional maneuver during the course of his turn that can only be taken to move or perform some sort of physical activity. See page 139 for more information, and remember characters can only take a maximum of two maneuvers in their turn. Advantage can also generate bonus □ on other physical checks performed by allies that turn, or on physical checks the character performs later.

⚡ results on successful checks should allow the character to perform the check with truly impressive results—instead of heaving a boulder aside, he can hurl it into the air, and instead of grabbing onto the edge of a hovering platform, the character could use his momentum to flip atop it, landing on his feet.

As Athletics is usually used to perform physical actions, ☪ and ☪ results should most often result in physical penalties. Small amounts of ☪ may cause the character to suffer strain, while larger amounts of ☪ may cause the character to fall prone, or even suffer a wound from sprains and bruises. ☪ could even inflict a Critical Injury, chosen by the GM to be thematic or rolled randomly.

CHARM (PRESENCE)

For a character with a kind smile and a silver tongue, it may be possible to travel the galaxy depending upon the kindness of others. An individual with this knack is capable of giving just the right compliment to his target—often by deciphering the subject's social and cultural background. Note that the use of the Charm skill requires the acting character to maintain a degree of sincerity in his statements. A character who is flagrantly flattering with no basis in reality may be better suited to using the Deception skill. See **Social Skill Interactions** on page 81 for more information. Politicians, salesmen, and con artists are all renowned for their Charm.

- Persuading an individual to make a special exception to his usual practices through flattery, flirting, and grace typically relies upon Charm.
- Appeals to a target's better nature—even if it does not exist—generally require a character to use Charm. These sorts of requests may often require the target to go out of his way to aid the characters, without any hope of remuneration.

- Seduction attempts for most species typically rely upon Charm, but for situations where the interest is entirely feigned it is often more appropriate to use Deception.

Charm is often an opposed check, using the subject's Presence and Cool, except in situations where the PC is trying to Charm large groups, in which case it's often a set difficulty. Of course, situational modifiers may also apply based upon the character's style of dress, species, and other characteristics. For instances in which the desired outcome is directly opposed to the target's interests, an additional ◆ may be added.

For situations in which the character is attempting to sway multiple subjects or a target who is already predisposed to react favorably toward the character, the character does not make an opposed check. Instead, the difficulty of the check is determined by the number of subjects and their disposition. Larger crowds or groups who are predisposed against the character's desired outcome require a more difficult check, while Charming those already favorable towards the character may require few, if any, ◆.

Extra ✨ on a Charm check may be used to extend the target's support for additional scenes. Each Success spent in this way gains the character an extra scene in which the target is willing to support him.

☪ may be spent to affect unexpected subjects beyond the original target. These may be bystanders or others not directly involved in the scene, but who may aid the character in their own way. With a ⚡, the player may choose to have a target NPC become a recurring character who remains predisposed to assist his character. This individual may not join the character's crew, but might offer a better than usual price for fencing goods, or may let certain legal charges slide.

☪ and ☪ are, in a reverse fashion, harmful to a character's standing with those he is trying to sway. Threat may be spent to reduce the number of people the character is able to influence or to turn those affected negatively against the character. The GM may use ☪ to turn a single NPC against the character and to make him a minor recurring adversary.

COERCION (WILLPOWER)

Some people believe that the only way to be respected is to be feared. Others may only grant respect to those whom they fear. When a character attempts to instill obedience in a target through the use of threats or acts of physical intimidation, they utilize Coercion. See **Social Skill Interactions** on page 81 for more information. Sith, military dictators, and organized crime leaders are all known for their ability to coerce their subjects.

- Any time a character issues a threat, whether or not it is accompanied by hostile actions, he is using Coercion against the subject. An implied

threat—such as gesturing or pointing towards a weapon—is sufficient to invoke Coercion.

- If a target is questioned or persuaded under conditions of physical captivity, the acting character should make a Coercion check.
- Acts of physical torture always invoke Coercion. Of course, physical violence may also induce strain or wounds in a subject. Such actions are separate from the actual Coercion attempt.

Coercion is an opposed check, resisted by the subject's Willpower and Discipline. Situational modifiers, such as the degree to which a subject is helpless or if the acting character's degree of threat is less significant than expected, may significantly affect the dice pool. Attempting to persuade a subject to betray his core beliefs should always add **◆** to the pool.

In situations in which the character is attempting to intimidate multiple subjects or a target who is already threatened by the character, the character need not make an opposed check. In such circumstances, the difficulty of the check is determined by the number of subjects and their disposition. Larger crowds or groups who are more likely to resist forced authority require a more difficult check, while Coercing those already cowed by the character may require few, if any, **◆**.

Extra **✱** on a Coercion check may be used to inflict strain upon the target at a rate of one strain per **✱✱**.

By spending **☹☹**, the character may affect unexpected subjects beyond the original target. These may be bystanders or others not directly involved in the scene, but who may be cowed by the character as a result of witnessing the Coercion attempt. With **☹**, the character may completely break the subject's willpower. The target's allegiance shifts to that of a subjugated ally of the acting character rather than an opponent. The newfound follower may be exploited to gain additional information, assets, or even a spy within the ranks of a former foe. However, if the betrayal is discovered, this forced loyalty may not be permanent.

Intimidation and strong-arm tactics are only as successful as the strength and thought behind the attempt. The GM may spend **☹** and **☹** to undermine the outcome of a character's Coercion attempt. Extra **☹** may be spent by the GM to represent a building resentment to the Coercing character. Regardless of the success or failure of the Coercion attempt, the subject may grow to despise the character as a result of being strong-armed. **☹**, on the other hand, may be spent to represent the character slipping up and revealing something about his goals and motivations to the target. For instance, a character attempting to coerce a target to give up security codes for an Imperial base might let slip information concerning movement of the Imperial fleet within the region around the characters.

COMPUTERS (INTELLECT)

The galaxy could scarcely function without the constant assistance of computers. Devices everywhere are linked together and coordinated by computers and droid brains. Those talented with computers can sometimes exploit these resources, or they might know how best to avoid those systems under computer control. Many people are so unconsciously dependent upon computers that those who can cleverly manipulate them may commit crimes without their victims even being aware of the offenses. Even using the HoloNet for communications or entertainment requires the use of computers—particularly if there are forces interfering with the system. This skill also governs the repair of a damaged computer system, defensive actions against an intruding slicer, and routine maintenance necessary to keep the software on a computer or droid running effectively.

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

The difficulty for a Computers check is calculated based upon any defenses present within the system and the inherent sophistication of the system against intrusion. Slicing into a tapcafé's systems to alter a transaction might be trivially easy, while a military outpost could be hardened and prepared for a slicer's assault. In general, the more vital the materials protected by the system, the more difficult the system should be to overcome.

Additional **✱** may be spent to reduce the time required for the action undertaken. This is generally representative of the character's extensive familiarity with systems of the type targeted.

☹ may be spent to uncover additional information about the system. The character might discover additional assets that could be targeted, the owner's personal journal entries, or the presence of well-concealed defenses. Once the presence of such systems is discovered,

a character may attempt to gain access to them with further Computers checks. A ⚙️ may be spent to obfuscate any actions the character may have taken while slicing the system. Each ⚙️ may be spent to add 🔴 to the check if another slicer should attempt to detect or identify the character's actions with a Computers check.

The GM may spend 🌀 generated on a character's Computers check to represent the character doing a poor job of concealing his presence in the system. Security systems are alerted to the presence of the character within the system, while other slicers attempting to discover evidence of the character's actions may add 🟩 to their check for each 🌀 generated by the character's initial Computers check.

🔍 may be spent by a GM to represent the character leaving behind trace information of his own system in the computer system he was attempting to slice. For each 🔍 generated by the character's Computer check, the GM may add 🟩 to any future Computer checks in which an NPC uses the target system to slice the character's own computer system.

COOL (PRESENCE)

Life in the Alliance is filled with an endless variety of dangers. The ability to stay calm and think as one's life hangs in the balance can be essential for survival among the constant stream of Imperial threats. By remaining emotionally centered, the character is much more likely to be able to effectively prioritize issues and solve the most critical problems first. These characters are also better able to remember and focus upon achieving their goals, allowing outside influences to have much less effect.

In some combat situations, a character's Initiative may be determined by his Cool skill. This is applicable under circumstances in which the acting character has calmly prepared to take action. See page 137 for the full details.

A character's Cool may permit him to ignore many of the lies that come as part of a discussion. It is used to resist Charm and Negotiation. See **Social Skill Interactions** on page 81 for more information.

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

There is rarely an extra ✨ on a Cool check, as it is generally used to oppose another's actions, or to determine Initiative, which takes all ✨ into account.

An 🌀 from a Cool check may be spent to give the character an additional insight into the situation at hand. He may notice an additional complication before it comes into play against him or identify an object that can be directly used against his opponent. Examples could be a rogue asteroid during a dogfight, a security officer near a sniper's target, or a magistrate's predilection towards a particular style of argument.

A character who generates a ⚙️ result during a Cool check has not only stood unflinching as chaos erupts around him, but has actually come away better for it. For each ⚙️ result on a Cool check, the character may recover 3 strain.

Sometimes a situation is so frantic that it can overwhelm even the most steadfast of souls. The GM may spend 🌀 generated as a result of a Cool check to cause the character to miss a vital detail or event. For instance, if a character generates a 🌀 during a duel, he may be so focused on his target that he fails to notice the target's ally on the sidelines pulling a weapon of his own. If the situation goes badly enough, the character may lose all sense of where he is and what he is doing, effectively succumbing to minor shell-shock. The GM may spend any 🔍 generated on a Cool check to Stun the character for one round as he is overwhelmed by the chaos around him.

COORDINATION (AGILITY)

When a character needs to go somewhere without being seen, it often requires him to balance upon unstable surfaces, crawl through narrow openings, or even to tumble down from a dangerous height. Overcoming these types of challenges requires a tremendous sense of balance and a heightened degree of flexibility. While both of those abilities depend heavily upon a person's natural characteristics, they can be further developed through regimens of practice and exercise.

Any time a character needs to contort his body into an unusual position, Coordination is used to calculate the dice pool. Note that some species may be inherently more flexible than the norm. This benefit is discussed in their species description where applicable.

Many infiltrators and scouts become known for their natural flexibility and grace. For some, their lives may frequently depend upon their expertise in the skill. For others, the skill serves as an important complement to their other techniques.

- A character may attempt to reducing damage suffered when falling, diminishing the impact by rolling into a tumble on a successful Coordination action. See **Falling** on page 152 for more information.

- Walking across a narrow surface, whether a wide beam or a thin pipe, requires a tremendous sense of balance and a successful Coordination check.
- Characters can use Coordination to escape from restraints, contorting their limbs at unusual angles so that bindings slip free.
- Crawling through the twists and turns of a sewage pipe, ventilation duct, or garbage chute may require a successful Coordination check to avoid a sudden fall, or worse yet—becoming stuck in place.

Any additional ✨ received when using Coordination may be spent to increase the distance travelled during the action checked, or decrease the time it takes to perform the action. Each Success spent in this way can increase the distance moved by 25%, up to a maximum of ✨ ✨ ✨ ✨.

☹ ☹ on a Coordination check may be used to grant the character an additional maneuver during the course of his turn. (However, during an encounter a character can only use two maneuvers per turn). ☹ on a Coordination check may be spent to accomplish the task with truly impressive results, either with narrative flair, or granting additional benefits in the course of completing it. For example, instead of walking across a rope to get across a chasm, the character could cut the rope, swing across, and in doing so deny anyone the ability to follow him.

To represent a character doing harm to his body in the process of a Coordination check, the GM could spend ☹ generated during that check to cause the character to lose his free maneuver for one round per Threat. ☹ represents something truly harmful happening to the character during his check. A character could suffer a wound as a result of ☹ during a Coordination check, or could lose a vital piece of equipment.

DECEPTION (CUNNING)

Sometimes a character needs to persuade someone to act a certain way, but lacks any leverage for the discussion. In times like this, a certain degree of moral flexibility may be necessary. Whether it is an effort to persuade someone to make a purchase, do a favor, or simply be somewhere else, a well-timed and convincing lie can often be the difference between success and failure. When a falsehood plays the central part of a persuasive effort, that character is employing the Deception skill. Agitators, infiltrators, and many less reputable merchants are all masters of Deception. Many individuals outside of these fields make use of this skill, but it is seldom a critical focus of their development.

Attempts to deceive are subject to the perceptions of the target. Deception is opposed by the subject's Discipline. See **Social Skill Interactions** on page 81 for more information. In situations in which the character is attempting to trick multiple subjects or a

target who believes that character to be trustworthy, the character need not make an opposed check. In such circumstances, the difficulty of the check is determined by the number of subjects or their disposition (or both). Larger crowds or groups who are more likely to disbelieve the character require a more difficult check, while deceiving those already fooled by the character may require a lower difficulty.

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

Extra ✨ on a Deception attempt may be spent to extend the duration of the Deception action. This could give the acting character ample time to travel off world before the treachery is noticed or might even leave the target less likely to notice the fraud and more susceptible to further deceptions.

☹ may be used to increase the value of any goods or services gained through the action. The subject might simply believe that he is agreeing to fair terms with the liar. ☹ may be spent to fool the target into believing that the character is a trustworthy sort. Future Deception checks against the target do not require an opposed check, they are simply made at a baseline difficulty depending on the nature of the lie.

☹ during a Deception check gives away a portion of the lie. Perhaps the target realizes that it has been lied to, but is unable to identify how much of the interaction is false, thereby becoming more suspicious of the character. ☹ may represent a more extreme example of this phenomenon; the target not only distrusts the character, but spreads the word of his deceit and harms his reputation amongst a small community of people. Additionally, the target may realize that he is being lied to and use the situation to his advantage, perhaps to insert some false information of his own. Perhaps the target is able to slip shoddy gear past the character by playing along with the lie.

DISCIPLINE (WILLPOWER)

There are boundless horrors present across the span of the galaxy. Some—like the rancor, the wampa, and the krayt dragon—are natural entities, which are horrifically violent as an outgrowth of their environs. Others, such as Sithspawn horrors or the Death Star, are deliberate creations made by sentient life, which serve little purpose save to spread terror and destruction. Through the course of their adventures, characters may often

encounter creatures that seek to dismember or devour them. The ability to maintain their composure and react in an effective manner is governed by their Discipline. This skill represents a character's ability to overcome his biological instincts, so that he can overcome things that might induce utter panic in a person of lesser resolve.

A character's Discipline may enable him to overcome treachery and threats that others attempt to impose upon him. It is used to resist Leadership, Coercion, and Deception. See **Social Skill Interactions** on page 81 for more information.

Discipline plays a key role in the development of Force abilities. See **Chapter VIII: The Force** for the full explanation.

- If a character is pinned down by heavy fire, he may need to pass a Discipline check in order to act normally.
- When confronted by a creature with inherently horrifying aspects, a character's ability to engage the foe rather than flee before its might is governed by the Discipline skill.
- Sometimes, a business contact might offer a character a deal that seems far too good to be true. The ability to resist such temptations is based upon Discipline.
- Mentally sorting truth from fiction and determining when someone is lying (and not letting oneself be swayed by those lies), is often a function of Discipline.

Discipline is often used to oppose another's actions—where there is no roll—so it may not always be possible to generate an extra ✨. In situations where an extra ✨ can be earned, one may be spent to downgrade ● to a ◆ on the character's next action.

🕒 from a Discipline check may be spent to give the character an additional insight into the situation at hand. He might notice a particular vulnerability on a seemingly indomitable foe or an unusual pattern to the suppressing fire that gives the character a moment to leap from cover. Often, the sight of an ally looking danger in the eyes and refusing to blink is all it takes to bolster one's resolve. ⚡ generated during a Discipline check may be spent to add 🟦 to any Discipline checks made by the character's allies during the following round.

The GM may spend 🕒 generated during a Discipline check to undermine the character's resolve, perhaps inflicting a penalty on further actions in the face of distressing circumstances. 🕒 may be spent to overwhelm the character entirely. In this case, the character is unable to perform more than a single maneuver during the following round of combat.

LEADERSHIP (PRESENCE)

Even the greatest of heroes may sometimes need the assistance of others to complete their goals. Certainly the most foul of villains consistently use legions of flunkies to assist them in their criminal rampages. The ability to lead such companions and devotees can play a crucial part in the success or failure of any endeavor. While some may follow out of fear or the promise of tremendous riches, ultimately most individuals choose to work with a person in whom they have faith and trust. The Leadership skill represents a character's ability to instill that belief in the people with whom he chooses to interact. Politicians, military officers, and crime bosses all determine their degree of success based upon their abilities to lead others.

Leadership is a combination of being able to make smart decisions, being firm and decisive when doing so, and instilling a sense of loyalty and respect in one's subordinates. See **Social Skill Interactions** on page 81 for more information.




- If a character's allies have become subject to the effects of fear (see page 202), they may be rallied through a Leadership check.
- When acting in a public venue, a character may use Leadership to sway a crowd to take action, most commonly of a political nature.
- If a character's underlings have fallen before the guile of an opponent, he may reassert their loyalty to his cause by making a successful Leadership check.

The difficulty of a Leadership check is based on the complexity of the orders a character is attempting to convey and the intelligence and professionalism of the subjects he is attempting to command. Particularly complex orders, or stubborn or particularly dull subjects, require a larger number of ◆, while a simple order given to a loyal servant may require few, if any, ◆.

When a character attempts to command a target to perform an action that could result in his harm or is in some other way against his nature or best interest, an opposed check is required. The character's Leadership check is opposed by the Discipline or Willpower of the target, depending on the particulars of the order given.

Extra ✨ on a Leadership check may be used to extend the target's support for additional scenes or may increase the efficiency or effectiveness of the target during the ordered actions.

🕒 may be used to affect bystanders in addition to the target. With ⚡, the player may choose to have the target NPC become a recurring character who decides to faithfully follow the acting character. This individual may decide to join the character's crew, offering his services as a permanent aide de camp.


The GM may spend  generated during a Leadership check to decrease the efficiency of the ordered actions, causing them to take longer or be done poorly.  may be used to undermine the character's authority, damaging the character's ability to command the target or those who witnessed the attempt. Should a character accrue multiple  on a single leadership check, the target may become a recurring thorn in the character's side, either by refusing future orders outright or turning others against the character.



MECHANICS (INTELLECT)




Space travel is fraught with dangers. A failed life support system can leave a crew desperate to find any haven where they might safely land. A failed hyperspace engine might strand them hopelessly far from the nearest repair yard. Individuals who accept these dangers need to either have tremendous faith in the quality of their craft or the mechanical skills of its crew. Even in those cases where confidence is based upon a craft's quality and maintenance regimen, the presence of a capable mechanic can still be crucial to the ship's ultimate survival.




Planetary and atmospheric craft, droids, and even a trusty blaster can break down at the least convenient possible moment. These different devices use vastly different technologies, but there are core concepts that any technical expert can carry over from one device to another. The Mechanics skill represents the expertise required for any of these repairs. The skill plays a critical role for any technician, but is also relevant for pilots, survivalists, and support staff who serve in the field.

- Any device that suffers physical damage may be repaired using the Mechanics skill with proper tools.
- A character may use Mechanics prior to beginning a repair job, so that he can identify the parts and tools necessary for the job along with their approximate cost. This information may be particularly useful to a character seeking to pay for repairs.
- Sometimes, a character may have access to an extensive supply of discrete components or damaged devices. In this situation, attempts to construct a completely new device are dependent upon the Mechanics skill.

At the Game Master's discretion, it may be impossible to complete a repair without the necessary tools or components. Alternatively, the Game Master may choose to apply additional  to represent temporary fixes.

Additional  on a Mechanics check may be used to increase the efficiency of the action. Each additional  may be used to reduce the time required to make the check by 10-20%.

 generated during a Mechanics check can mean especially high-quality repairs, possibly making the item into a higher quality than it originally was. This may grant  when using the item, or may even make the item count as having the Superior quality for a session.  earned on a Mechanics check may give a device an additional function, which is only good for a single use. Examples might include a temporary engine speed boost or a more powerful blaster shot. The nature and precise details of this temporary function are subject to the Game Master's discretion. Mechanics checks may have specific rules when applied to repairing starships and vehicles, see page 176.

 during a Mechanics check may represent particularly shoddy repairs or temporary measures. The GM may spend  to cause the target object or system to malfunction shortly after the Mechanics check is completed.  may be spent to cause further harm to the target object or system, or to cause other components of the target to begin to malfunction.

MEDICINE (INTELLECT)

Through the course of their travels, characters are certain to suffer injuries. Minor injuries may not require medical intervention, but more serious ones may need the attentions of a trained professional. The Medicine skill is that training, and can be used to heal cuts and bruises as well as life-threatening injuries.

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



The difficulty of the check is based on the target's current state of health. See **Table 3-2: Medicine Check Difficulty**. On a successful check, the target recovers a number of wounds equal to the number of successes generated by the Medicine roll, and an amount of strain equal to the number of advantages generated. Note that a character may attempt only one Medicine check per week when helping a character to recover from critical wounds. Note also that droids may not benefit from Medicine, but they may substitute the Mechanics skill for these same healing checks. Characters attempting to treat their own injuries increase the difficulty of the Medicine check by  .

TABLE 3-2: MEDICINE CHECK DIFFICULTY

State of Health	Medicine Check
Current wounds equal half or less of wound threshold	Easy (◆)
Current wounds equal more than half of wound threshold	Average (◆◆)
Current wounds exceed wound threshold	Hard (◆◆◆)
Recover Critical Injury	Critical Injury Severity Rating

Each ★ on a Medicine check normally heals a single wound, up to the maximum number of wounds the target is currently suffering. Beyond that, additional ★ have no mechanical effect but may represent particularly competent medical aid.

⊕ generated during a Medicine check may be spent to eliminate one strain from the target. ⊕ generated during a Medicine check to heal a Critical Injury may also heal additional wounds, or vice versa.

A GM may use ⊕ during a Medicine check to inflict strain on the target to represent the shock of the procedure or to increase the amount of time the procedure takes. ⊖ represents a truly terrible accident, perhaps the character unintentionally inflicting further wounds on a target whom he was attempting to heal of a Critical Injury.

NEGOTIATION (PRESENCE)

Often, the easiest way to get someone's cooperation is by giving them exactly what they want. The art of Negotiation deals with determining exactly how much of what a subject wants must be surrendered in order to get a particular good or service in return. A master negotiator might need to make only the most minimal of sacrifices in exchange for a vital service, while a novice could be forced to dramatically overpay—particularly if he lets his desperation show. This skill is essential for anyone who regularly acquires new equipment, and is vital to characters who support the Rebellion via diplomacy.

Characters need to effectively negotiate at times to fulfill the conditions of certain Duties. Negotiation is opposed by the subject's Presence and Cool. See **Social Skill Interactions** on this page for more information.

- Any time a character wishes to purchase goods or services, he must either pay the seller's asking price or utilize the Negotiation skill.
- If a character wishes to sell goods or services, the final price is determined by a Negotiation check.
- When two individuals create an agreement or treaty, they may make an opposed or competitive Negotiation check. The winner gains the better end of the resulting agreement.

SOCIAL SKILL INTERACTIONS

Not every conflict must be resolved by force of arms. In fact, it can often be in a character's best interest to resolve a situation amicably.

Whenever one character attempts to convince another character to act in a specific way, this is an Influence check. These checks are commonly used to determine how the target reacts to the attempt. They are often opposed checks, although not when dealing with groups. If the acting character is successful, the target is turned to his point of view—at least for the duration of the scene. On failure, the arguments presented fail to sway the opposing character.

If the characters have a previous relationship, this may add ■ or ■ to the check. If the target has prior evidence that the acting character is trustworthy,

then he is much more likely to cooperate. However, if there are prior acts of betrayal, the situation may become far more challenging.

Ultimately, the different skills are indicative of the way that a character is attempting to manipulate his target. Charm governs trying to persuade a target by being nice to him. Coercion represents efforts to scare an opponent into submission. Deception entails lying to the target so that he might cooperate. Leadership reflects the use of authority—real or imagined. Negotiation reflects persuading someone to cooperate by offering him something that he wants. **Table 3-3: Social Skill Interactions** illustrates the skill oppositions. Refer to the individual skill descriptions for additional details on the various social skills involved.

TABLE 3-3: SOCIAL SKILL INTERACTIONS

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

Negotiation is usually an opposed check, using the target's Cool or Negotiation. Situational modifiers may also apply based upon any past relationship between the characters involved and the overall desirability of the goods and services. The cases where this skill may be used without an opposed check are exceedingly rare.

Extra ✨ on a Negotiation check may be used to increase the acting character's profit by 5% per ✨. They may alternatively be used to modify the scope of the agreement, so that the contract can extend for a longer period of time or more goods may be obtained for a given price.

🎯 generated during a Negotiation check may be spent to earn unrelated boons from the target, either concessions if the check is failed, or extra perks if it is passed. With a 🎯, the player may choose to have the target NPC become a regular client or specialist vendor. The NPC might thereafter keep an eye out for specific goods the PC may be interested in, or offer referrals to other clients in regards to the quality of his service.

🎯 during a Negotiation check may be spent to increase the cost of goods the character is attempting to purchase, to decrease the value of those he is trying to sell, or to shorten contracts he is trying to negotiate. A GM may spend 🎯 to seriously sabotage the character's goals during the interaction.

PERCEPTION (CUNNING)

Characters must often maintain a careful awareness of their environment. Subtle cues can hint at imminent danger or unexpected advantage. The Perception skill represents the character's constant, passive state of awareness. This is how a character notices concealed or subtle cues when he is not actively seeking them out. The skill is critical for anyone who faces dangers on a regular basis—whether they are in the wilds of a frontier world or among the urban jungle of a sprawling city.

Note that Perception encompasses all of a character's natural senses. Humans without cybernetic augmentation are limited to five. However, many alien races have additional means to perceive their surroundings.

- If a character is unprepared for a trap or an ambush, he may have an opportunity to make a Perception check to avoid being surprised. Alternatively, this might oppose an attacker's Stealth check.
- Opposed Skulduggery checks are often opposed by a target's Perception.
- Perception may be checked any time the character has an opportunity to notice a subtle clue—an overheard conversation, the telltale scent of explosive materials, or a drug introduced to their beverage.
- Perception can be used in surveillance situations, where the user is trying to observe an unaware target from a distance.

Perception may be opposed by skills used for concealment or might have a difficulty set by the environment. The noise of a loud factory could conceal a conversation just as a spicy drink might prevent a character from noticing a poison.

Extra ✨ on a Perception check may be spent to reveal additional details. Perhaps the character recognized the speaker's accent, the flash-burns from a certain kind of blast, or the number of attackers lying in ambush.

An 🎯 may be spent to recall additional information associated with the object noticed. Perhaps a passing familiarity with a field of study represents the reason why the character initially realized that something was out of place. A 🎯 may be spent to notice details that can be useful later, so characters can gain 🎯 on future interactions with the noticed element.

🎯 resulting from a Perception check may be spent by the GM to conceal a vital detail about the situation or environment from the character. A 🎯 may be spent to cause the character to obtain false information about his surroundings or the target in question.

PILOTING (PLANETARY) (AGILITY)

When characters travel across the surface of one of the galaxy's numerous worlds, they often stray far from their spacecraft. Smaller craft, particularly ones best suited to a given planet's habitats, are commonly used for surface transportation. This can include repulsorlift vehicles, watercraft, and aircraft. No matter how the vehicle moves—rolling, gliding, walking, flying, or floating—the skill that governs its use is Piloting (Planetary).

Under normal traffic and environmental conditions, a character should never need to actually check the Piloting (Planetary) skill. Its use is reserved for the most extreme of conditions. This might include a high-speed pursuit, travel in treacherous weather conditions, the use of a failing vehicle, or any combination of these complications. For some, this skill is a passion and a livelihood; for others, it is simply a necessity of their lifestyle.

- If a character is confronted by a completely foreign type of atmospheric craft, they must make a Piloting (Planetary) check to decipher its basic controls.
- Any time two characters are involved in a race upon a world's surface, the results are determined by an opposed check using Piloting (Planetary).
- If a character is either chasing another or being chased, losing the follower or maintaining the tail is done through an opposed Piloting (Planetary) check.

The difficulty of a Piloting (Planetary) check may be determined based upon the difficulty of any particular maneuver, the prevailing weather conditions, and any features or failures on the vehicle involved.

Extra ✨ on a Piloting (Planetary) check allow the acting character to gain insights into the situation. Alternatively, he might deduce a way that his vehicle could be modified so that it could be more effective in the future.

☹ generated during a Piloting (Planetary) check may be spent to reveal a vulnerability in an opponent's piloting style or vehicle, giving the character a benefit in later rounds of combat. ⚙ on a Piloting (Planetary) check may be used to let the character take an additional maneuver action while continuing to pilot a vehicle.

A GM may spend ⚙ ⚙ during a Piloting (Planetary) check to give opponents ■ on checks against the character and his vehicle to represent a momentary malfunction in one of the vehicle's systems. ☹ may be spent to deal actual damage to the vehicle, as the character strains systems throughout the vehicle during his check.

PILOTING (SPACE) (AGILITY)

Those involved in the conflict between the stars often find the ability to pilot a starship paramount. Some use these craft as weapons of war, flying for the oppressive Empire or the desperate Rebel Alliance. Others use their vessels to transport equipment, soldiers, and persons of interest involved in this grand galactic conflict. Whether a crew is attempting to bring down enemy fighters or slip past a blockade undetected, their success or failure most often depends upon the person at the helm.

Routine actions—like taking off or landing without additional complications—do not require a Piloting (Space) check. When those actions are complicated by a blinding sandstorm, a failed motivator, or enemy fire, then skill checks come into play.

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

The difficulty of a Piloting (Space) check may be determined based upon the difficulty of any particular maneuver, any unusual navigational hazards, and any features or failures on the spacecraft involved.

Extra ✨ on a Piloting (Space) check allow the acting character to gain insights into the situation. Alternatively, he might deduce a way that his vehicle could be modified so that it could be more effective in the future.

☹ generated during a Piloting (Space) check may be spent to reveal a vulnerability in an opponent's piloting style or vehicle, giving the character a benefit in later rounds of combat. A ⚙ on a Piloting (Space) check may be used to let the character take an additional maneuver action while continuing to pilot a vehicle.

A GM may spend two ⚙ during a Piloting (Space) check to give opponents ■ on checks against the character and his vehicle to represent a momentary malfunction in one of the vehicle's systems. ☹ may be spent to deal actual damage to the vehicle, as the character strains systems throughout the vehicle during his check.

RESILIENCE (BRAWN)

The galaxy doesn't stop moving just because a character needs a break. To achieve their objectives, characters must often have the perseverance to overcome the most challenging obstacles. These can include sleep deprivation, hideous climates, and malnutrition. They might also ingest toxins, either inadvertently when scavenging for food or due to the malicious actions of an infiltrator.



Resilience represents a character's physical fortitude against all threats of this sort. This skill reflects the body's ability to be pushed beyond reasonable limits. When characters make a Resilience check, their actions are typically taking them into situations that most would consider bad ideas.

- When a character attempts to go without sleep for significantly longer than is healthy for his species, he must make a Resilience check to remain awake.
- If a character ingests a toxin, he uses Resilience to resist its effects.
- When a character endures prolonged exposure to a hostile environment—including heat, cold, or toxic pollution—the consequences may be mitigated with a successful Resilience check.
- Dehydration and malnutrition can quickly leave a character badly fatigued, and Resistance protects against this.

The difficulty for a Resilience check is based upon the severity of the effects that the character attempts to overcome. Going 24 hours without sleep could add only a single ♦, but marching across Hoth in a vicious blizzard should be far more difficult.

Extra ✨ on a Resilience check may be used to extend the effects of the Success, so that the character may go for a longer period of time prior to making an additional check.

An ☹ earned on a Resilience check may be used to identify a way for the character and his allies to reduce the difficulty of future checks against the same threat, while a ⚙ may be spent to recover three strain as the character resolves to work through the adversity.


The GM may spend  generated during a Resilience check to overburden the character, inflicting penalties on subsequent checks.  may be spent to inflict a wound or a minor Critical Injury on the character as he succumbs to the harsh conditions.



SKULDUGGERY (CUNNING)


Skulduggery encompasses a broad range of skills that are used to perform covert or criminal actions. These include the physical abilities to perform such actions as well as the mental familiarity with different techniques. This includes picking locks, breaking into and out of secure facilities, covert operation, disguise, setting traps, and other mischievous actions. At the Game Master's discretion, a particular Skulduggery check may use Agility instead of Cunning, to reflect a more physical approach.


- If a character attempts to pick a lock or pocket, he often uses Skulduggery. Some electronic locks could require Computers or Skulduggery, or both.
- Once an imprisoned character slips his bonds using Coordination, escaping from a cell depends upon Skulduggery for picking locks and avoiding security.
- Identifying the most vulnerable aspects of a security scheme can be nearly intuitive for a character that has become practiced in Skulduggery.

Skulduggery is often opposed by a target's Perception. In instances where another character is not directly involved, the quality of the object being over-come should determine the degree of difficulty.

One or more  on a Skulduggery check should indicate additional insights that the acting character gained about the nature of his opposition. This might suggest that the infiltrator could better plan his strategy against the current foe to avoid future complications.

A character may spend  earned on a Skulduggery check to identify an additional potential target, or gain additional items. Perhaps as the characters make their escape, they discover their captor's cache of Imperial intelligence. A  may be spent to earn the character a boon he had not expected. In such cases, the value of the item stolen might exceed his expectations, and might also provide vital information. When using Skulduggery to pick a lock, the character might devise a near permanent means of overcoming the lock, perhaps by crafting a makeshift key or by getting access to the actual key itself.

By generating  during a Skulduggery check, a character gives the GM the opportunity to catch him immediately after the act. Depending on the amount of Threat spent by the GM, the character will be in varying degrees of danger; the more Threat, the more immediate the discovery and ensuing danger. The GM

may spend  to cause the character to leave behind some evidence of his larceny. Perhaps a recognizable piece of equipment traceable by its serial numbers slips off into the target's pocket as the character attempts to pick it.

STEALTH (AGILITY)


Often, a character may have business to conduct that is best completed with a certain degree of privacy. It might be that there are powerful individuals—usually agents of the Empire—who are directly opposed to his choice of actions. Other times, a character might either be avoiding an Imperial bounty. Under such conditions, a successful mission may depend entirely upon how talented the character is at not being noticed. The Stealth skill reflects this ability under virtually all situations.



Any spy that depends upon physical insertion must be a master of this trade. Stealth also encompasses wilderness camouflage skills, which may be crucial to any commando.




- Attempts to hide from all of an opponent's senses are dependent upon Stealth, though difficulties may be modified by ambient conditions and any applicable gear.
- Stealth can allow characters to shadow or follow individuals without being detected.
- Characters may attempt to hide people or objects from the attentions of others, either through concealment or misdirection. Such actions are dependent upon their Stealth skill.

The difficulty of a Stealth check often depends on the abilities of those the character is attempting to avoid. Members of species that are more dependent upon smell, hearing, or other senses may be most susceptible to Stealth under different weather conditions or distracted by events that seem trivial to a species focused on visual cues.

Stealth checks are typically opposed by Perception, based upon whether the opponent is passively or actively searching for the hidden character.

Extra  on a Stealth check may be used to aid any allied characters that are infiltrating at the same time. Effectively, the successful character points out a factor that might otherwise have caused the ally to fail.


 may be spent to decrease the amount of time required to perform a given task while using the Stealth skill. This could represent the character finding superior cover, giving him the ability to move faster while remaining out of sight, or successfully distracting a key figure to give him access to his target. Under the right circumstances, a character may spend a  to identify a way to completely distract an opponent for the duration of the scene. This could allow the character to drop all pretense of Stealth in favor of completing a task faster.



The GM may spend  generated during a Stealth check to hinder the character as he attempts to remain hidden. The character may need to overcome a particularly unpleasant obstacle or take extra time to remain out of sight. The GM may increase the time it takes for the character to perform his desired action while hidden by 25% per  spent in this way. The GM may spend  to cause the character to leave behind some evidence of his passing. While this has no bearing on the success or failure of his Stealth check, some object, clue, or information is left behind concerning the character's identity and possibly even his motive.



STREETWISE (CUNNING)

The Streetwise skill represents the instinctive understanding that comes from a lifetime living in the less-than-savory parts of the galaxy. While a few manage to learn the signs and develop a gut instinct through careful study and association with those who have lived this hard life, most come about this information through the school of hard knocks. If a character expects to use the complex network of the criminal underworld (and survive), he must learn to speak its language and recognize the roles of those involved.

- If a character is looking for a merchant who specializes in unsavory goods or illicit services, such a merchant may be located through a Streetwise check.
- Streetwise represents a character's instinct for how to pick up on subtle cues from the language and attitudes of those who operate outside of legal structures. It may be used to understand subtle references within conversations.
- When dealing with criminals or underworld elements, knowing how to approach them and open a conversation without coming across as a threat uses Streetwise.

Generally, Knowledge (Underworld) governs specific information and facts involving criminals and underworld elements. Streetwise governs how to use that information effectively, and how to operate in *any* criminal environment. Extra  on a Streetwise check may be used to reduce the time or funds required to obtain the item, service, or information sought.

 may reveal additional rumors or alternative sources that can be used to find something.  may be spent to earn the character a semi-permanent contact on the street, someone to whom the character may turn for information regularly with a reasonable assurance of trust.

The GM may spend  generated during a Streetwise check to seed the gathered information with minor falsehoods, representing the ever-changing nature of information passed by word of mouth on the street.  may be spent to represent a character letting slip details about himself or the information he seeks, information that may be picked up by an adversary.


SURVIVAL (CUNNING)





It is not uncommon for characters to become isolated far from civilized worlds. Sometimes this is by choice; other times, they could be stranded on a world, hoping for some sort of rescue. Learning to recognize the dangers of the natural environment as well as exploiting its resources is dependent upon the Survival skill.



Characters who spent their formative years on wilderness planets often have this skill as part of their background. Others may learn it as part of military training. Some may be completely dependent upon it as their job focuses on traveling to untamed worlds so that they may exploit their natural resources.

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

The difficulty for a Survival check is dependent upon the severity of the environment. Key factors are the biocompatibility of a world's native life with the PC, weather conditions, and the basic tools on hand.

 that exceed the difficulty on a Survival check may be used to assist other characters in surviving. Alternatively, the character may choose to stockpile goods so that he may go a longer period of time between checks.

 may be spent to gain an insight into the environment that makes future Survival checks easier. This might be a watering hole where prey is common, an abandoned cave that makes an excellent shelter, or a grove of biocompatible fruit trees. When tracking, an  may be spent to learn a detail about the target, its numbers, its species, or how recently tracks were made.  generated during a Survival check to handle animals may be spent to permanently predispose the target animal towards the character in a positive way, effectively earning the character a loyal companion. While tracking,  may be spent to learn a vital clue about the target, whether his destination, his disposition, or the presence of prisoners or cargo.

The GM may spend  generated on a Survival check to represent the character spending vital resources during the course of his check, perhaps using food as bait to catch game, or losing fuel in an attempt to make a fire.  may be spent to inflict wounds, Critical Injuries, or high levels of strain on the character as he succumbs to the untamed environments of the galaxy.

VIGILANCE (WILLPOWER)

In uncertain times, individuals who are constantly prepared to face a variety of challenges are far more likely to succeed than those who simply react to the ever-changing circumstance. This sort of preparedness requires mental discipline, and can require instantaneous decisions when disaster or unexpected events suddenly strike.

Characters who must remain alert because of the nature of their lifestyles are often particularly vigilant. This includes those who live within hostile environments—either urban jungles or dangerous wilderness—as well as professional soldiers. This skill is often associated with a high degree of self-assuredness.

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

The difficulty for a Vigilance check is typically modified by the likelihood of the incident that occurs. A char-

acter might be prepared for an ambush when traveling a darkened alley, but is unlikely to expect a groundquake in the middle of the night. A poor result on such a check might leave the character momentarily unable to act as he mentally attempts to decipher the current situation.

When calculating Initiative, all ✨ are generally used as part of the calculation. In other situations where this check is critical, extra ✨ may indicate that the character was particularly well-prepared for this sort of conflict. Some important supply might be readily accessible.

Characters may spend ⚡ on a Vigilance check to notice an environmental factor that could play a key part in the relevant scene. This might be excellent cover, a convenient escape route, or something that could be used to distract a foe. ⚡ may be spent to allow the character to take an extra maneuver during the first round of a combat, as his keen awareness alerts him to a situation before it even arises. See page 137 for more information, and remember characters can only take a maximum of two maneuvers in their turn.

The GM may spend ⚡ generated during a Vigilance check to cause the character to miss a key piece of information about the situation or the environment, blinding him to a possible advantage. The GM may spend ⚡ to make the character unable to perform more than a single maneuver during the first round of combat.

COMBAT SKILLS

Skills that are tightly focused on use during physical confrontations are considered Combat skills. Application of these abilities is almost always violent, but need not be deadly. Full details on using Combat skills during conflicts are described in **Chapter VI: Conflict and Combat**. Chapter VI also contains information concerning how a character may make use of extra ✨, as well as ⚡ and ⚡ generated during a Combat skill check, as well as how the GM may spend ⚡ and ⚡ symbols in such circumstances.

BRAWL (BRAWN)

During some physical confrontations, a character seeks to incapacitate his foe without seriously injuring him. At other times, a melee erupts with little preparation, and a character may not have any weapon at hand. Some individuals are thoroughly trained in unarmed combat, or have natural weapons that they prefer to use during physical altercations. In any of these situations, Brawl is the skill used to determine success or failure in the combat.

Most characters who grew up in a hostile environment have some knack for Brawl. All wildlife—particularly those with natural weapons—use Brawl when

forced into a confrontation. Anyone who participates in military or law enforcement training learns some basic martial arts, which fall under the Brawl skill. Even more advanced or esoteric martial arts fall under the auspice of this skill. However, improvised weapons—such as a bottle or a table leg—are used with the Melee skill.

In some conflicts, characters may be bound by the legal or social restrictions into fighting without weapons. Drawing a weapon could quickly escalate matters to a lethal fight and might have other repercussions, forcing the characters to depend upon their Brawl skill.

Brawl is used in unarmed combat; see page 148 for more details about this. The difficulty of Brawl checks is Average ♦♦ (the difficulty of all melee attacks) unless the opponent is incapable of resisting (in which case it might be easier at the GM's discretion). See page 142 for more details.

GUNNERY (AGILITY)

Many weapons are simply too large for a person to carry. In order to bring such a weapon to bear against an opponent, it may be mounted aboard a vehicle, hastily assembled where needed, or even built into a substantial defen-

sive emplacement. Weapons of this sort might require a team to transport, assemble, and ultimately operate.

Characters seldom gain experience with weapons of this magnitude outside of military training. Weapons of this caliber are also difficult to acquire for anything but government entities. Only the most dangerous worlds have natural predators that require a weapon of this power as a proportionate response. Gunnery applies to laser cannons and proton torpedoes mounted on starships. Larger mounted weapon systems like heavy laser turrets and ion cannons are also fired using this skill.

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

Gunnery check difficulties are determined by the distance to the target or relative silhouettes, depending on the weapon fired. The difficulty may be modified by maneuvers the character makes and specific combat situational modifiers as described in **Chapter VI: Conflict and Combat**.

MELEE (BRAWN)

All ranged weapons require some sort of ammunition and many are loud. They typically have fragile components or require regular maintenance, which may require its own set of tools. By contrast, most melee weapons are inexpensive, virtually silent, and require little maintenance and no power beyond the strength of their wielder's limbs.

The majority of melee weapons depend upon the wielder's strength to inflict damage, but a few have their own energy sources. These weapons—including stun batons, vibroblades, and force pikes—are much more technically sophisticated than a simple club. However, their core principles remain the same. When a character masters the art of striking with one melee weapon, the core concepts translate effectively to other melee weapons.

Any military training includes at least a basic course in melee combat preparation. In addition, characters who have spent time on primitive worlds may have learned to defend themselves with melee weapons. Aristocrats and nobles, in some systems, may also learn a number of melee techniques as part of their cultural traditions.

The difficulty of Melee checks is Average ♦♦ (the difficulty of all melee attacks) unless the opponent is incapable of resisting (in which case it might be easier at the GM's discretion). The difficulty may be modified by maneuvers the character makes and specific combat situational modifiers as described in **Chapter VI: Conflict and Combat**.

RANGED (HEAVY) (AGILITY)

When firing upon a target from range, weapons that are held with two hands offer a more stable firing platform than those which are held in a single hand. These also often have longer barrels, providing a consistent fire pattern out to a much longer range. In the larger space required for such armaments, designers can often include a significantly larger ammunition reserve and may also make the weapon far more potent than smaller weapons. This combination can yield weapons that are substantially more deadly and more accurate.

There are countless varieties of rifles used throughout the galaxy. Some are simple slungthrowers, while common blaster rifles range in size from carbines to extended barrel sniper rifles. There are also a number of unique weapons, such as the Wookiee bowcaster. Any of these different weapons depend upon the Ranged (Heavy) skill in their operation.

In addition to combat uses, Ranged (Heavy) weapons are commonly used for hunting purposes. Because of this, these types of weapons are seen on frontier worlds far more frequently than Ranged (Light) weapons. Characters who are focused on their wilderness survival skills may prefer the additional range that a rifle offers when confronting predators.

- Ranged (Heavy) weapons inflict wounds upon targets by default. A subset of the weapons in this category may have a stun option, as do some specialized stun-only weapons.

Ranged (Heavy) check difficulties are determined by the distance to the target. The difficulty may be modified by maneuvers the character makes and specific combat situational modifiers as described in **Chapter VI: Conflict and Combat**.

RANGED (LIGHT) (AGILITY)

Many characters prefer to wield a weapon that can be effectively held with one hand, rather than carrying something larger. This may be a preference based upon the ease of concealment, or it could be simply a stylistic choice. Alternatively, some individuals feel that they must be able to keep another hand free, allowing them to, for example, pilot a speeder bike and fire a blaster pistol at the same time.

A broad selection of weapons falls under the category of the Ranged (Light) skill. It includes any weapon

that can be fired with one hand, without the benefit of a brace or other support element. Specific examples include countless pistols, but also spears, nets, and thermal detonators. Some are so small as to be easily concealed, while others can only be wielded by the strongest of individuals.

The Ranged (Light) skill reflects the hand-eye coordination that a character has developed in conjunction with his intuitive grasp of wind resistance, gravity, and distance. Upon first arriving on a planet, an expert in this field may wish to practice his abilities so that he can learn how the world's environs might affect them.

- The vast majority of Ranged (Light) weapons inflict wounds against targets. Those that are ca-

pable of inflicting strain are specifically indicated and typically must be adjusted for use in that firing mode.

- Characters may wield a Ranged (Light) weapon in each hand, or wield a melee weapon that can reasonably be used one-handed and a Ranged (Light) weapon in the other hand. See page 148 for more information.

Ranged (Light) check difficulties are determined by the distance to the target. The difficulty may be modified by maneuvers the character makes and specific combat situational modifiers as described in **Chapter VI: Conflict and Combat**.

KNOWLEDGE SKILLS

The actions that a character takes are often performed in reaction to his knowledge about a situation. Players can never be expected to know as much about life in the game setting as the characters who have lived there. Knowledge skills serve to bridge this gap. They enable a player to make decisions about his character's actions that are informed by what his character might know.

✦, 🌀, 📖, 🕒 and 🗡 may be spent with similar results among the different Knowledge skills. Additional ✦ represent the character recalling information or completing research with remarkable haste, while 🌀 may be spent to learn extra trivial information about the subject. 📖 may be spent to learn relevant, beneficial information concerning the subject, perhaps an understanding of a beast's particular weakness in the case of Knowledge (Xenology), or information concerning the familial strife between crime syndicates in the case of Knowledge (Underworld). 🕒 may be spent by the GM to allow him to omit a vital detail about the subject at hand, while 🗡 may be used to seed the character with misinformation and outright falsehoods.

CORE WORLDS (INTELLECT)

Those worlds closest to the Galactic Core are generally considered to represent the pinnacle of galactic culture and civilization—especially by those who dwell within these systems. Cultural traditions vary substantially from system to system and even between planets within a given system. A few notions are particularly common among the worlds of the Core, but even with those, there are distinct exceptions. Perfectly acceptable behavior on one planet may represent grossly disruptive manners on another, even within this culturally distinct region of the galaxy.

Many hyperlanes connect the Core Worlds with the other portions of the galaxy. Because of this, visitors from foreign worlds are far more common here than in many other places. The Core Worlds represent centers of trade and diplomacy that can connect planets in disparate portions of the galaxy.

- If a character needs to identify a person's planet of origin without asking, he may make a Core Worlds check to recognize traits of his accent, dress, and mannerisms that are associated with a particular world.
- When interacting with someone from a Core World, a character might make a Core Worlds check to know what behaviors are considered necessary and polite, as opposed to ones that could be offensive.
- Characters who specialize in the acquisition and delivery of goods may make a Core Worlds check to identify which markets are the best places to sell or purchase a particular cargo. They may also recognize any worlds where such goods could be illegal.

The difficulty of a Core Worlds check is generally proportionate to the rarity of the information involved. Common knowledge about Coruscant is far easier to recall than an obscure fact about a subject on a minor moon.

EDUCATION (INTELLECT)

Among most of the races and cultures of the galaxy, achieving literacy is a crucial first step towards adulthood. Even on worlds held most firmly in the Empire's grip, most individuals achieve at least this standard long before they reach physical maturity. Once lit-

eracy is attained, an individual's education generally expands to cover additional areas of expertise.

Typically, this includes at least a basic grounding in the mathematics, the basic sciences, and enough understanding of engineering principles to perform basic repairs. Many also study the basics of philosophy, politics, and galactic history. From there, an understanding of the various dominant species and cultures across the galaxy provides a complement to a well-rounded education.

Characters must often rely upon these essentials in order to appropriately interact with the broader galaxy. To the uneducated, places beyond their home seldom make sense. Basic cultural variances may become overwhelming challenges.

- Any time a character needs to interact with a government entity, an Education check may be made to identify the best way to proceed.
- If a character needs to employ basic scientific knowledge in an analysis, his understanding of this field is represented by his Education skill.

Education also represents a default Knowledge skill. Any time a question comes up that doesn't obviously fall under one of the other Knowledge skills, Education may be used to represent the character's understanding of a particular subject matter.

The difficulty for an Education check is typically best represented by the rarity of the data in question. Characters who have a reference document at hand may receive substantial bonuses, but even using such a work requires an understanding of core principles.

GALACTIC CIVIL WAR (INTELLECT)

The Galactic Empire is a vast, sweeping organization, layered with strict regulations, callous disregard for the basic rights of sentient life forms, and oppressive bureaucracy on a scale only a totalitarian government can hope to achieve. Given its draconian policies and the incredible span of space it came to dominate by replacing the Old Republic, the Empire has been opposed by numerous resistance groups (most notably, the Rebel Alliance) and has been embroiled in battles with these organizations for much of its existence.

This knowledge skill covers the history of these conflicts, from the Empire's ascendancy at the end of the Clone Wars to recent events that have shaken its iron grip upon the galaxy. Characters rely upon this skill to gain insight into the technologies, ciphers, and organizational structures that the Galactic Empire and Rebel Alliance use. A character might make a Galactic Civil War check to recognize a wanted Rebel agent, to remember the location of the brig aboard an Imperial Star Destroyer, or to determine if he knows the passcodes of any Rebel cells in a particular location, or for

any number of other pieces of information about this grand galactic conflict.

- Any time a character wishes to recall a fact about the Galactic Empire or Rebel Alliance, or their equipment, locations, strategies, or tactics, he should make a Galactic Civil War check.
- Any time a character wants to remember details about a significant event or individual who played a role in this struggle, he should make a Galactic Civil War check.

The difficulty of the Galactic Civil War check is based upon how hard it would be to acquire the information the character wishes to know. Classified or highly localized information is obviously more obscure, while standardized structures and patterns that the character has encountered before are much easier to remember.

LORE (INTELLECT)

Parts of the galaxy have been inhabited for more than a million years. During that time, countless civilizations have arisen and many have gone extinct. Those civilizations that achieved interstellar travel communicated with one another and shared their histories. Over the millennia, some of these tales changed and grew into myths and legends. Many have a strong basis in truth, so much so that some of these stories still conceal a potential for tremendous profit.

Characters with a particular interest in lost cultures and ancient legends may decide to try to turn this interest into a profession. Forgotten military outposts, ancient technologies, and half-remembered legends could all help to tip the scales of war. Other times, a character might stumble across an artifact connected to one of these legends—an item whose utility could far exceed its initial appearance. Knowing enough to capitalize on that connection might enable a character to progress toward accomplishing his Duty.

- Any time a character needs to decipher an ancient piece of writing or identify its context, this requires a Lore check.
- A character's knowledge of the legends associated with the exploits of an ancient hero is represented by the Lore skill.

A Lore check's difficulty is assigned by the obscurity of the information. Well known legends may not even require a check, but the tales of a race that died out millennia ago may be nearly forgotten.

OUTER RIM (INTELLECT)

The systems of the Outer Rim are filled with independent worlds, often inhabited by those who enjoy their isolation and relative freedom. Because of this, the varied worlds exhibit an incredibly diverse mix of

different cultures and political systems. In many instances, they also exhibit a broad spectrum of different species that have developed a shared community founded on this diversity.

Because the range of cultures is so great, anything learned about the culture of one world is not necessarily relevant to aspects of other systems in the Outer Rim—even ones that are relatively close. However, there are common attitudes and archetypal settings that are consistent throughout this region of the galaxy. Further, those who travel regularly among these worlds do get to learn of one another, and there are countless dives frequented by those who ply the spacelanes.

- If a character needs to find a planet with a particular resource or service among the systems of the Outer Rim, he could make an Outer Rim check to identify the most appropriate and closest options.
- When determining the best location to acquire critical supplies, an Outer Rim check might reveal locations where the goods can be found at a reasonable price without Imperial scrutiny.
- At times when a character must interact with a person from an Outer Rim world, this knowledge skill could be used to determine the most appropriate social actions to take to establish a beneficial relationship.

The difficulty for an Outer Rim check is based upon the obscurity of the world and goods in question. This may also be modified based upon the specificity of the question posed.

UNDERWORLD (INTELLECT)

In some places, criminal elements control the government through less than legal machinations. In others, the crime families function as the only effective ruling force. In more traditionally governed areas, seedier elements are dependent upon secrecy and deception as the core elements of their practices. Before a character can even begin to establish contacts among a world's criminal elements, he must first understand which of these organizational structures are in play.

Once a character deciphers how he might establish a contact, he must next find out with whom he needs to speak. Different groups or individuals might control different parts of the criminal trade. A contact for gambling is likely different than one who deals in illicit pharmaceuticals, while a third individual is likely the point of contact for military-grade weapons. Depending upon a character's needs and the criminal elements active on a world, finding the right contact could be trivial or extremely time-consuming.

- The Underworld skill may be used to know which nearby worlds are the best locations for a particular type of illegal business.
- A familiarity with Underworld may be useful if the characters need to determine the most common methods that an opponent might use for a particular type of criminal activity.

When the criminal nature of a location or individual is well known, recalling the relevant data should be easy. The difficulty of the task should be much more challenging if the individual has gone to lengths to conceal his illegal activities.

XENOLOGY (INTELLECT)

The motivations, biological origins, and philosophies of the galaxy's varied species are hugely divergent. An object that is desirable to members of one species could be repugnant to another. Even within a species, the cultures from different systems can have completely different ideological and social practices. Those who have mentally catalogued the different species of the galaxy and learned their distinctive traits are skilled at Xenology.

Anyone who must regularly interact with the inhabitants of the galaxy's varied worlds must become adept at Xenology. This is particularly vital for anyone who might need to offer medical treatment to members of varied species, as differences in basic anatomy and biochemistry can make drugs effective in one species lethal to another. Knowledge of the varied cultural traits is also vital for a character who interacts in a social fashion. A bargaining tactic that is perfectly effective against a Twi'lek might be disastrous when used on a Wookiee.

- When a character first encounters a member of an unfamiliar race, a Xenology check may be made to identify the typical way to interact with that character socially. This may be used to avert any major gaffe.
- If a character needs to either help or harm a member of another species, Xenology may assist him in identifying a type of injury or in pointing out a characteristic vulnerability.
- Different species need substantially different environmental conditions and foodstuffs. A Xenology check may allow a character to offer the appropriate considerations to a guest.

The difficulty for a Xenology check should be based upon both how often the acting character interacts with the members of the species in question and the relative rarity of that species.



IV TALENTS

Player Characters are often distinguished by their special abilities. Where a minor character might surrender to overwhelming odds, a hero is expected to dramatically defeat his foe and triumph. Talents provide a game mechanic for a character to perform tasks with superhuman flair and ability. These generally represent specialized techniques that a character has mastered—typically through intense practice and study. Talents are tightly linked to a character's identity, particularly his identity as represented by his profession. A character is likely to be more successful when engaged in actions for which he has both a skill and a talent appropriate for the situation.

It's important to also note that talents are focused for situational use. Generally speaking, talents have more narrow applications than skills. A character that intends to use a particular skill in a broad number of ways might be better suited by advancing the skill as opposed to learning a talent. At the same time, a character involved in a situation for which his talents are appropriate could enjoy exceptional degrees of success.

TALENT TYPES

There are many different types of talents. Some are associated with an individual skill or closely related group of skills. These tend to be particular knacks that

a character has acquired through the process of mastering that skill. In many cases they represent operational shortcuts—corners an experienced individual knows that can be safely cut or likely patterns he can follow. Other times, such talents are simply natural abilities that fit in particularly well with the use of that skill. This could be a particular mental process, physical knack, or a learned pattern.

A number of talents are specifically associated with physical conflict. These combat talents represent techniques that a character likely learned through practice and experience. In a few instances, these abilities even seem superhuman to the uninitiated. However, their origins generally come from rigorous training and personal experience. Many are specifically associated with the abilities required to overcome a particularly capable opponent. Others are more focused upon avoiding the brunt of another's attacks. The nature of combat talents within a particular talent tree reinforces the archetypal nature of a particular specialization. Specializations that focus on avoiding physical conflict have fewer combat talents than those that are devoted to it.

The Force Emergent tree (found in **Chapter VIII**) uniquely includes talents that are associated with Force manipulation. Rather than representing a modification of an individual's natural abilities, these talents are all linked to the character's understanding of the Force. Just as some

TABLE 4-1: TALENT LIST

Name	Activation	Ranked
Adversary	Passive	Yes
All-Terrain Driver	Passive	No
Anatomy Lessons	Active (Incidental)	No
Armor Master	Passive	No
Armor Master (Improved)	Passive	No
Bacta Specialist	Passive	Yes
Bad Motivator	Active (Action)	No
Balance	Active (Maneuver)	No
Barrage	Passive	Yes
Blooded	Passive	Yes
Body Guard	Active (Maneuver)	Yes
Bought Info	Active (Action)	No
Brace	Active (Maneuver)	Yes
Brilliant Evasion	Active (Action)	No
Bypass Security	Passive	Yes
Careful Planning	Active (Action)	No
Clever Solution	Active (Incidental)	No
Codebreaker	Passive	Yes
Command	Passive	Yes
Commanding Presence	Passive	Yes
Confidence	Passive	Yes
Contraption	Active (Action)	No
Convincing Demeanor	Passive	Yes
Coordinated Assault	Active (Maneuver)	Yes
Crippling Blow	Active	No
Dead to Rights	Active (Incidental)	No
Dead to Rights (Improved)	Active (Incidental)	No
Deadly Accuracy	Passive	Yes
Dedication	Passive	Yes
Defensive Driving	Passive	Yes
Defensive Slicing	Passive	Yes
Defensive Slicing (Improved)	Passive	No
Defensive Stance	Active (Maneuver)	Yes
Disorient	Passive	Yes
Dodge	Active (Out of Turn)	Yes
Durable	Passive	Yes
Enduring	Passive	Yes
Expert Tracker	Passive	Yes
Familiar Suns	Active (Maneuver)	No
Feral Strength	Passive	Yes
Field Commander	Active (Action)	No
Field Commander (Improved)	Passive	No
Fine Tuning	Passive	Yes
Fire Control	Active (Maneuver)	No
Forager	Passive	No
Force of Will	Active (Incidental)	No
Force Rating	Passive	Yes
Form on Me	Passive	No
Frenzied Attack	Active (Incidental)	Yes
Full Stop	Active (Maneuver)	No
Full Throttle	Active (Action)	No
Full Throttle (Improved)	Active (Maneuver)	No
Full Throttle (Supreme)	Passive	No
Galaxy Mapper	Passive	Yes
Gearhead	Passive	Yes

Name	Activation	Ranked
Greased Palms	Active (Maneuver)	No
Grit	Passive	Yes
Hard Headed	Active (Action)	Yes
Hard Headed (Improved)	Active (Action)	No
Heightened Awareness	Passive	No
Heroic Fortitude	Active (Incidental)	No
Hidden Storage	Passive	Yes
Hold Together	Active (Out of Turn)	No
Incite Rebellion	Active (Action)	No
Indistinguishable	Passive	Yes
Insight	Passive	No
Inspiring Rhetoric	Active (Action)	No
Inspiring Rhetoric (Improved)	Passive	No
Inspiring Rhetoric (Supreme)	Active (Incidental)	No
Intense Focus	Active (Maneuver)	No
Intense Presence	Active (Out of Turn)	No
Intimidating	Active (Out of Turn)	Yes
Inventor	Passive	Yes
Invigorate	Active (Incidental)	No
It's Not That Bad	Active (Out of Turn)	No
Jump Up	Active (Incidental)	No
Jury Rigged	Passive	Yes
Kill with Kindness	Passive	Yes
Knockdown	Passive	No
Know Somebody	Active (Incidental)	Yes
Knowledge Specialization	Passive	Yes
Known Schematic	Active (Maneuver)	No
Let's Ride	Active (Incidental)	No
Lethal Blows	Passive	Yes
Master Doctor	Active (Incidental)	No
Master Driver	Active (Incidental)	No
Master Grenadier	Passive	No
Master Leader	Active (Incidental)	No
Master Merchant	Active (Incidental)	No
Master of Shadows	Active (Incidental)	No
Master Pilot	Active (Incidental)	No
Master Slicer	Active (Incidental)	No
Master Starhopper	Active (Incidental)	No
Mental Fortress	Active (Incidental)	No
Natural Brawler	Active (Incidental)	No
Natural Charmer	Active (Incidental)	No
Natural Doctor	Active (Incidental)	No
Natural Driver	Active (Incidental)	No
Natural Enforcer	Active (Incidental)	No
Natural Hunter	Active (Incidental)	No
Natural Leader	Active (Incidental)	No
Natural Marksman	Active (Incidental)	No
Natural Negotiator	Active (Incidental)	No
Natural Outdoorsman	Active (Incidental)	No
Natural Pilot	Active (Incidental)	No
Natural Programmer	Active (Incidental)	No
Natural Rogue	Active (Incidental)	No
Natural Scholar	Active (Incidental)	No
Natural Tinkerer	Active (Incidental)	No
Nobody's Fool	Passive	Yes

TABLE 4-1: TALENT LIST (CONT.)

Name	Activation	Ranked
Outdoorsman	Passive	Yes
Plausible Deniability	Passive	Yes
Point Blank	Passive	Yes
Powerful Blast	Passive	Yes
Precise Aim	Active (Maneuver)	Yes
Quick Draw	Active (Incidental)	No
Quick Fix	Active (Incidental)	No
Quick Strike	Passive	Yes
Rapid Reaction	Active (Out of Turn)	Yes
Rapid Recovery	Passive	Yes
Redundant Systems	Active (Action)	No
Researcher	Passive	Yes
Resolve	Passive	Yes
Respected Scholar	Passive	Yes
Scathing Tirade	Active (Action)	No
Scathing Tirade (Improved)	Passive	No
Scathing Tirade (Supreme)	Active (Incidental)	No
Second Wind	Active (Incidental)	Yes
Selective Detonation	Active (Incidental)	Yes
Sense Danger	Active (Incidental)	No
Shortcut	Passive	Yes
Side Step	Active (Maneuver)	Yes
Sixth Sense	Passive	No
Skilled Jockey	Passive	Yes
Skilled Slicer	Active (Incidental)	No
Sleight of Mind	Passive	Yes
Smooth Talker	Active (Incidental)	Yes
Sniper Shot	Active (Maneuver)	Yes
Soft Spot	Active (Incidental)	No
Solid Repairs	Passive	Yes
Sound Investments	Passive	Yes
Spare Clip	Passive	No

Name	Activation	Ranked
Speaks Binary	Passive	Yes
Stalker	Passive	Yes
Steely Nerves	Active (Incidental)	No
Stim Application	Active (Action)	No
Stim Application (Improved)	Active (Incidental)	No
Stim Application (Supreme)	Passive	No
Stimpack Specialization	Passive	Yes
Street Smarts	Passive	Yes
Stroke of Genius	Active (Incidental)	No
Strong Arm	Passive	No
Stunning Blow	Active (Incidental)	No
Stunning Blow (Improved)	Active (Incidental)	No
Superior Reflexes	Passive	No
Surgeon	Passive	Yes
Swift	Passive	No
Targeted Blow	Active (Incidental)	No
Technical Aptitude	Passive	Yes
Time to Go	Active (Out of Turn)	No
Time to Go (Improved)	Active (Out of Turn)	No
Tinkerer	Passive	Yes
Touch of Fate	Active (Incidental)	No
Toughened	Passive	Yes
Tricky Target	Passive	No
True Aim	Active (Maneuver)	Yes
Uncanny Reactions	Passive	Yes
Uncanny Senses	Passive	Yes
Unstoppable	Passive	No
Utility Belt	Active (Incidental)	No
Well Rounded	Passive	Yes
Wheel and Deal	Passive	Yes
Works like a Charm	Active (Incidental)	No

characters acquire new physical abilities, the Force Sensitive Emergent grows in his ability to manipulate the Force.

Every talent tree offers access to Dedication. This talent is the only way that a character can increase one of his characteristics after creation is complete. It only ever appears once on each tree and generally in one of the last slots.

TALENT RANKS

Many trees have multiple entries for a single talent. This is because many of the talents can be learned repeatedly. When a character learns a talent for the second—or later—time, he gains an additional rank of the talent. With few exceptions, there is no set limit to the number of ranks that a character can possess of a given talent. Instead, a character can learn as many ranks of each talent as are present on any of his currently available talent trees.

Talents that are not ranked can only be purchased a single time. If a character is advancing through a specialization tree and reaches a talent

without ranks that he has already acquired from another specialization tree, then he automatically purchases that talent on his new talent tree without spending experience points.

TALENT TREES

Any time a player wishes to select a new talent for his character, he must first make certain that it is currently accessible from one of the character's available specialization trees. In order to navigate to a new talent, the character must have already purchased all of the preceding talents listed on the tree, so that he can draw a "line" from the top of the tree, through purchased talents, to the new talent. All such descents must follow the available lines shown on each tree. Note that for some trees, directly descending a column is not possible, because there is a break in the listing. In these cases, the character must first descend a neighboring column, and then follow the line over before moving up or down the tree to access a desired talent.

TALENT DESCRIPTIONS

A description for each of the talents used in **AGE OF REBELLION** follows. Every entry includes the information required for game play:

- **Activation** explains whether a talent is always in use (Passive) or if a character must take action to activate it (Active). If activation is required, the type of action necessary is indicated. Some talents can be activated on other characters' turns. If this is the case, the Activation will also include the "out of turn" note.
- **Ranked** indicates if a talent can be purchased multiple times (Yes) or only once (No).
- **Trees** references the specialization trees that provide access to the particular talent. Note that for ranked talents, some of these trees may allow the character to purchase the talent more than one time.
- The final paragraph details the specific game mechanics involved in using the described talent.

ADVERSARY

Activation: Passive

Ranked: Yes

Trees: NPC only

Upgrade the difficulty of any combat check targeting this character once per rank of Adversary.

ALL-TERRAIN DRIVER

Activation: Passive

Ranked: No

Trees: Driver

When piloting a vehicle using the Piloting (Planetary) skill, the character does not suffer the penalties for driving through difficult terrain.

ANATOMY LESSONS

Activation: Active (Incidental)

Ranked: No

Trees: Medic

After a successful attack with a non-starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to his Intellect to one hit of the attack.

ARMOR MASTER

Activation: Passive

Ranked: No

Trees: Commando

When wearing armor, the character increases his total soak value by one.

ARMOR MASTER (IMPROVED)

Activation: Passive

Ranked: No

Trees: Commando

When wearing armor with a soak value of two or higher, the character increases his defense by one.

BACTA SPECIALIST

Activation: Passive

Ranked: Yes

Trees: Medic

Patients under the character's supervision heal one additional wound per rank of Bacta Specialist each time they heal a wound while recovering in a bacta tank or under supervised medical conditions or long-term care.

BAD MOTIVATOR

Activation: Active (Action)

Ranked: No

Trees: Mechanic

Once per game session, the character may take a Bad Motivator action to make a **Hard (◆◆◆) Mechanics check**. If successful, one device (subject to the GM's approval) spontaneously fails due to the character's involvement, or because it was about to fail anyway and the character noticed it (this is the character's decision).

BALANCE

Activation: Active (Maneuver)

Ranked: No

Trees: Force Sensitive Emergent

When the character recovers from strain at the end of each encounter, he may roll his Force rating in Force dice. He recovers additional strain equal to the ○ rolled.

BARRAGE

Activation: Passive

Ranked: Yes

Trees: Gunner

Add one damage per rank of Barrage to one hit of successful Ranged (Heavy) or Gunnery attacks with non-starship/vehicle weapons at long or extreme range.

BLOODED

Activation: Passive

Ranked: Yes

Trees: Commando

Add per rank of Blooded to all checks to resist or recover from the effects of poisons, venoms, and other toxins. Reduce the duration of any related ongoing effects or damage from toxins, venoms, or poisons by one round per rank of Blooded to a minimum of one.

BODY GUARD

Activation: Active (Maneuver)

Ranked: Yes

Trees: Tactician

Once per round on the character's turn, the character may perform a Body Guard maneuver to protect one ally with whom he is engaged. He then suffers a number of strain no greater than his ranks in Body Guard. Until the start of the character's next turn, upgrade the difficulty of all combat checks targeting the protected ally a number of times equal to the strain suffered by the character.

BOUGHT INFO

Activation: Active (Action)

Ranked: No

Trees: Quartermaster

When required to make a Knowledge skill check, the character can instead make a Bought Info action. He spends a number of credits equal to 50 times the difficulty of the check and counts as succeeding on the check with one uncanceled ✨. At the GM's discretion, the character may not be able to use this ability if the information sought is particularly hard to find, or if the character is in a situation where he could not purchase information (such as marooned on a planet with no access to the HoloNet).

BRACE

Activation: Active (Maneuver)

Ranked: Yes

Trees: Gunner, Sharpshooter

As a maneuver, the character may Brace himself. This allows a character to remove ■ per rank of Brace from the next skill check based on changing conditions, inclement weather, unstable surfaces, zero gravity, heavy gravity, or other disruptive physical obstacles that would make a skill check more difficult.

BRILLIANT EVASION

Activation: Active (Action)

Ranked: No

Trees: Pilot, Squad Leader

The character may make the Brilliant Evasion action when piloting a vehicle or starship. The character selects one opponent and makes an **Opposed Piloting (Planetary or Space) check**. If he succeeds, the opponent's vehicle or starship cannot make any attacks against the character's vehicle for a number of rounds equal to the character's Agility. Brilliant Evasion can only be performed once per encounter.

BYPASS SECURITY

Activation: Passive

Ranked: Yes

Trees: Slicer

Remove ■ equal to the character's ranks in Bypass Security from Skulduggery or Computers skill checks made to disable a security device or open a locked door.

CAREFUL PLANNING

Activation: Active (Action)

Ranked: No

Trees: Scientist

Once per game session, the character can choose to introduce a "fact" or additional context directly into the narrative as if he had spent a Destiny Point.

CLEVER SOLUTION

Activation: Active (Incidental)

Ranked: No

Trees: Infiltrator

Once per game session, the character can choose to make one skill check using Cunning, rather than the characteristic linked to that skill. When he does this,

he must explain how, in this particular instance, his cunning is helping him overcome this challenge.

CODEBREAKER

Activation: Passive

Ranked: Yes

Trees: Slicer

The character removes ■ from any attempt to break codes or decrypt communications equal to his ranks in Codebreaker. In addition, the character decreases the difficulty of Computers or Intellect checks made to break codes or decrypt communications by one. This does not increase with additional ranks of Codebreaker.

COMMAND

Activation: Passive

Ranked: Yes

Trees: Commodore, Squad Leader

Gain □ when making Leadership checks (or other checks to inspire, lead, or rally an audience) per rank of Command. Inspired targets also add □ per rank to any subsequent Discipline checks they make over the next twenty-four hours. This does not increase with additional ranks of Command.

COMMANDING PRESENCE

Activation: Passive

Ranked: Yes

Trees: Commodore, Tactician

The character removes ■ per rank of Commanding Presence from all Leadership checks the character attempts.

CONFIDENCE

Activation: Passive

Ranked: Yes

Trees: Ambassador, Squad Leader, Tactician

The character may decrease the difficulty of any Discipline check to avoid the effects of fear by one level per rank of Confidence. If he decreases the difficulty to zero, he does not have to make a Discipline check.

CONTRAPTION

Activation: Active (Action)

Ranked: No

Trees: Mechanic

Once per game session, the character can take a Contraption action. With a successful **Hard (◆◆◆) Mechanics check**, the character can fashion a device to solve a current problem using the tools and parts on hand. This device must be approved by the GM and functions for the duration of the current encounter only. Those tools are destroyed in the process. ⚙ may be spent to allow the tools to be recovered to be reused later.

CONVINCING DEMEANOR

Activation: Passive

Ranked: Yes

Trees: Agitator


Remove ■ per rank of Convincing Demeanor from any Deception or Skulduggery check.

COORDINATED ASSAULT

Activation: Active (Maneuver)

Ranked: Yes

Trees: Tactician

The character may make a Coordinated Assault maneuver. If he does so, a number of allies engaged with him equal to his ranks in Leadership gain  on combat checks they make until the beginning of the character's next turn. The range of this maneuver increases by one band per rank of Coordinated Assault.

CRIPPLING BLOW

Activation: Active

Ranked: No

Trees: Sharpshooter

The character may voluntarily increase the difficulty of a combat check by one to deal a crippling blow. If he succeeds and deals damage to the target's wound threshold, the target suffers one strain whenever he moves for the remainder of the encounter.

DEAD TO RIGHTS

Activation: Active (Incidental)

Ranked: No

Trees: Pilot

The character may spend one Destiny Point to add additional damage equal to half his Agility rating (rounded up) to one hit of a successful attack made by ship or vehicle-mounted weaponry.

DEAD TO RIGHTS (IMPROVED)

Activation: Active (Incidental)

Ranked: No

Trees: Pilot

The character may spend one Destiny Point to add additional damage equal to his Agility rating to one hit of a successful attack made by ship or vehicle-mounted weaponry. This replaces the normal ability for Dead to Rights.

DEADLY ACCURACY

Activation: Passive

Ranked: Yes

Trees: Sharpshooter

Each time the character gains a rank of Deadly Accuracy, he must choose one combat skill. The character may add his basic training ranks in that combat skill as additional damage to one hit of a successful attack made with that skill with non-ship/vehicle weapons. He cannot choose the same combat skill twice.

DEDICATION

Activation: Passive

Ranked: Yes

Trees: Agitator, Ambassador, Commando, Commodore, Driver, Force Sensitive Emergent, Gunner, Infiltrator, Mechanic, Medic, Pilot, Quartermaster, Saboteur, Scientist, Scout, Sharpshooter, Slicer, Squad Leader, Tactician
Each rank permanently increases a single characteristic of the player's choice by one point. This cannot bring a characteristic above six.

DEFENSIVE DRIVING

Activation: Passive

Ranked: Yes

Trees: Driver, Pilot, Squad Leader


Any vehicle the character pilots has its defense rating on all zones increased by one per rank of Defensive Driving.

DEFENSIVE SLICING

Activation: Passive

Ranked: Yes

Trees: Slicer

When attempting to defend a computer system against intrusion (or when an opponent attempts to slice a computer owned or programmed by the character), the character adds  equal to his rank of Defensive Slicing to his opponent's checks.

DEFENSIVE SLICING (IMPROVED)

Activation: Passive

Ranked: No

Trees: Slicer

When attempting to defend a computer system against intrusion, the character upgrades the difficulty of an opponent's dice pool a number of times equal to his rank of Defensive Slicing. This replaces the usual benefits from Defensive Slicing.

DEFENSIVE STANCE

Activation: Active (Maneuver)

Ranked: Yes

Trees: Infiltrator




One per round on the character's turn, the character may perform a Defensive Stance maneuver to assume a defensive stance against incoming melee attacks. He then suffers a number of strain no greater than his ranks in Defensive Stance. Until the start of the character's next turn, upgrade the difficulty of all melee combat checks targeting the character a number of times equal to the strain suffered by the character in this way.

DISORIENT

Activation: Passive

Ranked: Yes

Trees: Scout

After hitting with a combat check, the character may spend   to disorient his foe (see page 155). Disoriented targets add  to all skill checks. The target is disoriented for a number of rounds equal to the attacker's ranks in Disorient.

DODGE

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Trees: Ambassador, Medic, Infiltrator

When targeted by a combat check (ranged or melee) the character may choose to immediately perform a Dodge incidental to suffer a number of strain, then upgrade the difficulty of the combat check by that number. The number of strain suffered cannot exceed his ranks in Dodge.

DURABLE

Activation: Passive

Ranked: Yes

Trees: Commando, Gunner

The character may reduce a Critical Injury result he suffers by 10 per rank of Durable, to a minimum of one.

ENDURING

Activation: Passive

Ranked: Yes

Trees: Gunner, Mechanic

Character gains +1 soak value per rank of Enduring.

EXPERT TRACKER

Activation: Passive

Ranked: Yes

Trees: Sharpshooter

Remove ■ per rank of Expert Tracker from checks to find or follow tracks. Survival checks made to track targets take 50% less time than normal. This does not decrease with additional ranks of Expert Tracker.

FAMILIAR SUNS

Activation: Active (Maneuver)

Ranked: No

Trees: Commodore, Scout

Once per game session the character may spend a maneuver to make a **Hard (◆◆◆) Knowledge (Outer Rim) or Knowledge (Core Worlds) check**. If successful, the character is familiar with the type of planetary environment he finds himself in. He knows whether the planet is likely to be inhabited and, if so, where habitation could be found. He also knows about environmental effects, hostile predators, or potential base locations.

FERAL STRENGTH

Activation: Passive

Ranked: Yes

Trees: Commando

The character deals +1 damage to one hit on all successful Brawl and Melee checks per rank of Feral Strength.

FIELD COMMANDER

Activation: Active (Action)

Ranked: No

Trees: Squad Leader, Tactician

The character may take a Field Commander action. By successfully passing an **Average (◆◆) Leadership check**, a number of allies equal to his Presence may immediately suffer one strain to perform one maneuver. This does not count against the number of maneuvers they may perform in their turn. If there are any questions as to the order in which allies act, the character using Field Commander is the final arbitrator.

FIELD COMMANDER (IMPROVED)

Activation: Passive

Ranked: No

Trees: Squad Leader, Tactician

When taking a Field Commander action, the character may affect allies equal to twice his Presence. In addition, he may spend ☉ generated on his Leadership

checks to allow one ally to suffer one strain to perform an action, rather than a maneuver.

FINE TUNING

Activation: Passive

Ranked: Yes

Trees: Driver, Mechanic

Whenever a character reduces the amount of strain a starship or vehicle suffers, he reduces one additional strain per rank of Fine Tuning.

FIRE CONTROL

Activation: Active (Maneuver)

Ranked: No

Trees: Commodore

When in a starship or vehicle, the character can make a Fire Control maneuver. If he does so, all combat checks from the starship or vehicle count the silhouette of their target as one higher than normal until the beginning of the character's next turn. This effect does not stack with multiple uses of the Fire Control maneuver.

FORAGER

Activation: Passive

Ranked: No

Trees: Medic, Scout

Remove up to ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

FORCE OF WILL

Activation: Active (Incidental)

Ranked: No

Trees: Force Sensitive Emergent

Once per game session, the character can choose to make one skill check using Willpower, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his willpower is helping him overcome this challenge.

FORCE RATING

Activation: Passive

Ranked: Yes

Trees: Force Sensitive Emergent

Each rank permanently increases Force rating by one.

FORM ON ME

Activation: Passive

Ranked: No

Trees: Squad Leader

When the character performs the Gain the Advantage action (see page 167), a number of allies within close range of him equal to his ranks in Leadership also gain the benefits of the action on the target. These allies maintain the benefits until they leave close range with the character or the character loses the benefits of Gain the Advantage.

FRENZIED ATTACK

Activation: Active (Incidental)

Ranked: Yes

Trees: Infiltrator

When making a Melee or Brawl combat check, the character may suffer a number of strain, then upgrade

the ability of his combat check by that number. The number cannot exceed his ranks in Frenzied Attack.

FULL STOP

Activation: Active (Maneuver)

Ranked: No

Trees: Driver, Squad Leader

When piloting a ship or vehicle, the character may take the full stop maneuver to immediately reduce the speed of the vehicle to zero. The ship or vehicle then suffers one point of system strain for every point of speed it had before stopping.

FULL THROTTLE

Activation: Active (Action)

Ranked: No

Trees: Driver, Pilot

The character may push a ship or vehicle past its limits of speed. He may perform the Full Throttle action, attempting a **Hard (◆◆◆) Piloting check**. With success, the ship's top speed increases by one for a number of rounds equal to Cunning. The ship still cannot perform actions or maneuvers it could not perform normally (i.e. actions that have a minimum speed requirement).

FULL THROTTLE (IMPROVED)

Activation: Active (Maneuver)

Ranked: No

Trees: Driver, Pilot

The character may voluntarily suffer one strain to attempt Full Throttle as a maneuver. In addition, the difficulty of Full Throttle is reduced to **Average (◆◆)**.

FULL THROTTLE (SUPREME)

Activation: Passive

Ranked: No

Trees: Driver, Pilot

When the character successfully performs Full Throttle, the ship's top speed increases by two for a number of rounds equal to his Cunning, instead of one.

GALAXY MAPPER

Activation: Passive

Ranked: Yes

Trees: Commodore, Pilot

Remove ■ per rank of Galaxy Mapper from all Astrogation checks. In addition, Astrogation checks take 50% less time. This does not increase with multiple ranks of Galaxy Mapper.

GEARHEAD

Activation: Passive

Ranked: Yes

Trees: Driver, Mechanic

Remove ■ per rank of Gearhead from all Mechanics checks. In addition, the credit cost to add mods to attachments decreases by 50%. This does not increase with multiple ranks of Gearhead.

GREASED PALMS

Activation: Active (Maneuver)

Ranked: No

Trees: Quartermaster

Before making a Social Interaction check, the character may perform a Greased Palms maneuver and spends 50 credits to upgrade the ability of the skill check once. How the money accomplishes this can be up to the player and GM, but could take the form of bribes, buying gifts, or even purchasing information that gives the character an advantage in the ensuing interaction.

GRIT

Activation: Passive

Ranked: Yes

Trees: Agitator, Ambassador, Commando, Commodore, Driver, Force Sensitive Emergent, Gunner, Infiltrator, Mechanic, Medic, Pilot, Quartermaster, Saboteur, Scout, Sharpshooter, Slicer, Squad Leader
Each rank of Grit increases a character's strain threshold by one.

HARD HEADED

Activation: Active (Action)

Ranked: Yes

Trees: Mechanic, Saboteur

The character may perform the Hard Headed action. On any turn in which the character is staggered or disoriented, he may perform the Hard Headed action (this action may be specifically performed even though he is normally barred from performing actions when staggered). He makes a **Daunting (◆◆◆◆) Discipline check**. If he succeeds, he is no longer staggered or disoriented. The difficulty of this check decreases by one per additional rank of Hard Headed, to a minimum of **Easy (◆)**.

HARD HEADED (IMPROVED)

Activation: Active (Action)

Ranked: No

Trees: Mechanic, Saboteur

The character may use his Hard Headed action to recover from being incapacitated due to exceeding his strain threshold. On his next turn after being incapacitated, he may make a **Formidable (◆◆◆◆◆) Discipline check** as his Hard Headed action (this action can specifically be performed even though he is normally barred from performing actions). If he succeeds, decrease his strain to one below his strain threshold. The difficulty of this check decreases by one per rank of Hard Headed, to a minimum of **Easy (◆)**.

HEIGHTENED AWARENESS

Activation: Passive

Ranked: No

Trees: Squad Leader, Scout

Allies within close range of the character add □ to their Perception and Vigilance checks. Allies engaged with him add □□ instead.

HEROIC FORTITUDE

Activation: Active (Incidental)

Ranked: No

Trees: Commando, Gunner

The character may spend one Destiny Point to ignore the effects of ongoing Critical Injuries on any Brawn or

Agility related checks until the end of the encounter. He still suffers from the injury itself.

HIDDEN STORAGE

Activation: Passive

Ranked: Yes

Trees: Scientist

Any large equipment, vehicle, or droid that the character owns has one or more hidden compartments for smuggling appropriately sized gear. The number of compartments is up to the player, but cannot be enough to hold a total encumbrance value of items more than the character's ranks in Hidden Storage. The size of the compartments are proportional to the size of the vehicle or droid in question. Most humanoid droids can only hold items equivalent in size to a one-handed weapon, whereas a silhouette 4 starship could conceal humanoids within its compartments. Any checks to detect these compartments have a **Formidable** (◆◆◆◆) difficulty.

HOLD TOGETHER

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Commodore, Mechanic

The character may spend one Destiny Point to make a Hold Together incidental immediately after a vehicle or starship he has repaired this encounter takes damage. The character explains why the apparently serious damage was in fact superficial, and the damage from the attack becomes system strain instead.

INCITE REBELLION

Activation: Active (Action)

Ranked: No

Trees: Agitator

Once per game session, the character can take an Incite Rebellion action to make a **Hard** (◆◆◆) **Coercion check**. If successful, a number of people up to his ranks in Coercion become unhappy and try to take action against an organization or authority with power over them until the end of the encounter. This could be due to something the character did or said, or just because the people were already unhappy with their position.

INDISTINGUISHABLE

Activation: Passive

Ranked: Yes

Trees: Ambassador, Force Sensitive Emergent

The character's appearance is so common that people have a hard time identifying distinguishing traits. Opposing characters upgrade the difficulty of any checks made to identify him once per rank of Indistinguishable.

INSIGHT

Activation: Passive

Ranked: No

Trees: Force Sensitive Emergent

Perception and Discipline become career skills.

INSPIRING RHETORIC

Activation: Active (Action)

Ranked: No

Trees: Ambassador

The character may take the Inspiring Rhetoric action; making an **Average** (◆◆) **Leadership check**. For each ✨, one ally within close range recovers one strain. For each 🗣️, one ally benefiting from Inspiring Rhetoric recovers one additional strain.

INSPIRING RHETORIC (IMPROVED)

Activation: Passive

Ranked: No

Trees: Ambassador

Each ally affected by Inspiring Rhetoric gains □ on all skill checks for a number of rounds equal to the character's ranks in Leadership; this does not stack with itself.

INSPIRING RHETORIC (SUPREME)

Activation: Active (Incidental)

Ranked: No

Trees: Ambassador

The character may voluntarily suffer 1 strain to perform Inspiring Rhetoric as a maneuver instead of an action.

INTENSE FOCUS

Activation: Active (Maneuver)

Ranked: No

Trees: Quartermaster, Scientist

Before making a skill check, the character may perform the Intense Focus maneuver. The character suffers one strain to upgrade the ability of the skill check once.

INTENSE PRESENCE

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Ambassador

The character may spend one Destiny Point to recover strain equal to his Presence rating.

INTIMIDATING

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Trees: Agitator

When attempting a Coercion check, the character may suffer a number of strain to downgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed his ranks in Intimidating. When the character is the target of a Coercion check, the character may suffer a number of strain to upgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed his ranks in Intimidating.

INVENTOR

Activation: Passive

Ranked: Yes

Trees: Scientist






When constructing new items or modifying existing attachments (see **Chapter V: Gear and Equipment**), the character may choose to add □ or remove ■ from the check per rank of Inventor.

INVIGORATE

Activation: Active (Incidental)

Ranked: No

Trees: Force Sensitive Emergent




When the character performs a Cool or Discipline check to recover strain at the end of an encounter, he may include  equal to his Force rating. Each  adds  to the check, but each  adds  to the check.

IT'S NOT THAT BAD

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Medic

Once per game session when an ally is about to suffer a critical injury, the character can take an It's Not That Bad incidental to make a **Hard** () **Medicine check**. If successful, the ally does not gain the critical injury and does not suffer any of the normal effects (although the attack that caused the critical injury still deals its damage as normal).

JUMP UP

Activation: Active (Incidental)

Ranked: No

Trees: Infiltrator

Once per round on the character's turn, the character may stand up from prone or a seated position as an Incidental.

JURY RIGGED

Activation: Passive

Ranked: Yes

Trees: Gunner

The character chooses one personal weapon or piece of armor per rank of Jury Rigged. He may increase the damage of the weapon by one; decrease the Advantage cost on its Critical, or any single other effect by one to a minimum of one; or increase armor's ranged or melee defense by one. Alternatively, he can decrease the encumbrance of the item by two to a minimum of one. The bonus only applies so long as the character is using the item. If the item is ever lost or destroyed, the character may apply Jury Rigged to a new personal weapon or piece of armor.

KILL WITH KINDNESS

Activation: Passive

Ranked: Yes

Trees: Ambassador



Remove  per rank of Kill with Kindness from all Charm and Leadership checks the character attempts.

KNOCKDOWN

Activation: Passive

Ranked: No

Trees: Commando, Infiltrator

After hitting with a melee attack, the character may knock the target prone by spending a . If the target is larger than the acting character, it requires one additional  for each silhouette larger.

KNOW SOMEBODY

Activation: Active (Incidental)

Ranked: Yes

Trees: Quartermaster

Once per game session, when attempting to purchase


a legally available item, the character may reduce its rarity by one step per rank of Know Somebody.

KNOWLEDGE SPECIALIZATION

Activation: Passive

Ranked: Yes

Trees: Scientist







When the character first acquires this talent, he may choose one Knowledge skill. When making checks with that skill, he may spend  to gain additional successes equal to his ranks in Knowledge Specialization.

KNOWN SCHEMATIC

Activation: Active (Maneuver)

Ranked: No

Trees: Commodore

Once per game session, the character may spend a maneuver to make a **Hard** () **Knowledge (Education) check**. Success means he is familiar with a building or capital ship's design. He now knows the location of critical components or facilities within the ship or vehicle, as well as his own location. He can also plan unconventional routes around obstacles. Additional , , or  results can reveal other useful information at the GM's discretion.

LET'S RIDE

Activation: Active (Incidental)

Ranked: No

Trees: Pilot, Scout, Squad Leader

Once per round on the character's turn, the character may mount or dismount from a vehicle or beast, or slide into the cockpit or weapon station aboard a starship, as an incidental instead of a maneuver.

LETHAL BLOWS

Activation: Passive

Ranked: Yes

Trees: Sharpshooter


The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents.

MASTER DOCTOR

Activation: Active (Incidental)

Ranked: No

Trees: Medic

Once per round, the character may suffer two strain to decrease the difficulty of his next Medicine check by one to a minimum of **Easy** (.

MASTER DRIVER

Activation: Active (Incidental)

Ranked: No

Trees: Driver


Once per round when piloting a vehicle using the Piloting (Planetary) skill, the character may voluntarily suffer two strain to perform any action as a maneuver instead.

MASTER GRENADE

Activation: Passive

Ranked: No

Trees: Saboteur

Decrease the  cost to activate the Blast quality on any

weapon used by 1 to a minimum of 1. This includes the cost to activate the Blast quality if the weapon misses.

MASTER LEADER

Activation: Active (Incidental)

Ranked: No

Trees: Squad Leader

Once per round, the character may suffer two strain to decrease the difficulty of his next Leadership check by one to a minimum of **Easy** (◆).

MASTER MERCHANT

Activation: Active (Incidental)

Ranked: No

Trees: Quartermaster

Before making a check when buying or selling items, the character may choose to suffer two strain. If the check succeeds, he sells the item for 25% more than base cost or buys it for 25% less.

MASTER OF SHADOWS

Activation: Active (Incidental)

Ranked: No

Trees: Infiltrator

Once per round, the character may voluntarily suffer two strain to decrease the difficulty of the next Stealth or Skulduggery check by one, to a minimum of **Easy** (◆).

MASTER PILOT

Activation: Active (Incidental)

Ranked: No

Trees: Pilot

Once per round when piloting a starship (a ship piloted using the Piloting (Space) skill), the character may voluntarily suffer two strain to perform any action as a maneuver instead.

MASTER SLICER

Activation: Active (Incidental)

Ranked: No

Trees: Slicer

Once per round, the character may perform a Master Slicer incidental to suffer two strain and decrease the difficulty of the next Computers or other slicing-related check by one, to a minimum of **Easy** (◆).

MASTER STARHOPPER

Activation: Active (Incidental)

Ranked: No

Trees: Commodore

Once per round, the character may suffer two strain to decrease the difficulty of his next Astrogation check by one, to a minimum of **Easy** (◆).

MENTAL FORTRESS

Activation: Active (Incidental)

Ranked: No

Trees: Scientist, Slicer

The character may spend one Destiny Point to ignore the effects of ongoing Critical Injuries on any Intellect or Cunning related checks until the end of the encounter. He still suffers from the injury itself.

NATURAL BRAWLER

Activation: Active (Incidental)

Ranked: No

Trees: Infiltrator

Once per game session, the character may reroll any one Brawl or Melee check.

NATURAL CHARMER

Activation: Active (Incidental)

Ranked: No

Trees: Ambassador

Once per game session, the character may reroll any one Charm or Deception check.

NATURAL DOCTOR

Activation: Active (Incidental)

Ranked: No

Trees: Medic

Once per game session, the character may reroll any one Medicine check.

NATURAL DRIVER

Activation: Active (Incidental)

Ranked: No

Trees: Driver

Once per game session, the character may reroll any one Piloting (Planetary) or Gunnery check.

NATURAL ENFORCER

Activation: Active (Incidental)

Ranked: No

Trees: Agitator

Once per game session, the character may reroll any one Coercion or Streetwise check.

NATURAL HUNTER

Activation: Active (Incidental)

Ranked: No

Trees: Scout

Once per game session, the character may reroll any one Perception or Vigilance check.

NATURAL LEADER

Activation: Active (Incidental)

Ranked: No

Trees: Tactician

Once per game session, the character may reroll any one Cool or Leadership check.

NATURAL MARKSMAN

Activation: Active (Incidental)

Ranked: No

Trees: Sharpshooter

Once per game session, the character may reroll any one Ranged (Light) or Ranged (Heavy) check.

NATURAL NEGOTIATOR

Activation: Active (Incidental)

Ranked: No

Trees: Quartermaster

Once per game session, the character may reroll any one Cool or Negotiation check.

NATURAL OUTDOORSMAN

Activation: Active (Incidental)

Ranked: No

Trees: Commando, Tactician

Once per game session, the character may reroll any one Resilience or Survival check.

NATURAL PILOT

Activation: Active (Incidental)

Ranked: No

Trees: Pilot

Once per game session, the character may reroll any one Piloting (Space) or Gunnery check.

NATURAL PROGRAMMER

Activation: Active (Incidental)

Ranked: No

Trees: Slicer

Once per game session, the character may reroll any one Computers or Astrogation check.

NATURAL ROGUE

Activation: Active (Incidental)

Ranked: No

Trees: Infiltrator

Once per game session, the character may reroll any one Skulduggery or Stealth check.

NATURAL SCHOLAR

Activation: Active (Incidental)

Ranked: No

Trees: Scientist

Once per game session, the character may reroll any one Knowledge skill check.

NATURAL TINKERER

Activation: Active (Incidental)

Ranked: No

Trees: Mechanic

Once per game session, the character may reroll any one Mechanics check.

NOBODY'S FOOL

Activation: Passive

Ranked: Yes

Trees: Ambassador, Agitator

The difficulty of any Charm, Coercion, or Deception checks attempted against the character is upgraded once for each rank of Nobody's Fool.

OUTDOORSMAN

Activation: Passive

Ranked: Yes

Trees: Tactician

The character removes ■ per rank of Outdoorsman from checks to move through terrain or manage terrain or environmental effects. Decrease overland travel times by 50% (this does not decrease with multiple ranks of Outdoorsman).

PLAUSIBLE DENIABILITY

Activation: Passive

Ranked: Yes

Trees: Agitator

Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks the character attempts.

POINT BLANK

Activation: Passive

Ranked: Yes

Trees: Commando

The character adds one damage per rank of Point Blank to one hit of successful Ranged (Heavy) or Ranged (Light) attacks made while at short range or engaged.

POWERFUL BLAST

Activation: Passive

Ranked: Yes

Trees: Saboteur

Increase Blast quality damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.

PRECISE AIM

Activation: Active (Maneuver)

Ranked: Yes

Trees: Gunner

Once per round on the character's turn, the character may perform a Precise Aim maneuver before attempting a combat check and suffer a number of strain. The number of strain cannot exceed his ranks in Precise Aim. He then decreases the target's defense (ranged and melee) by one per strain suffered for that combat check.

QUICK DRAW

Activation: Active (Incidental)

Ranked: No

Trees: Tactician

Once per round on the character's turn, he may draw or holster an easily accessible weapon as an incidental, not a maneuver. This talent also reduces the amount of time to draw or stow a weapon that usually requires more than one maneuver to properly prepare or stow, by one maneuver.

QUICK FIX

Activation: Active (Incidental)

Ranked: No

Trees: Sharpshooter

Once per game session, the character can choose to make one skill check using Agility, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his agility is helping him overcome this challenge.

QUICK STRIKE

Activation: Passive

Ranked: Yes

Trees: Scout, Squad Leader

When performing a combat check, the character adds ■ per rank of Quick Strike to combat checks against any target that has not yet acted in the encounter.

RAPID REACTION

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Trees: Driver, Commodore

The character may suffer a number of strain to add an equal number of ✨ to any Vigilance or Cool check to determine initiative order. The number may not exceed his ranks in Rapid Reaction.

RAPID RECOVERY

Activation: Passive

Ranked: Yes

Trees: Pilot, Saboteur, Scout

When this character heals strain after an encounter has concluded, he heals one additional strain per rank in Rapid Recovery.

REDUNDANT SYSTEMS

Activation: Active (Action)

Ranked: No

Trees: Mechanic

With an **Easy (◆) Mechanics check**, the character may harvest components from a functioning device to repair a broken one, without breaking the functioning device. This allows the character to repair a broken device without having required spare parts, raw materials, or repair kits (the initial check does not suffer penalties for lacking repair kits, either). This only works, however, if the functioning device is at least the same size and technological level as the device being repaired (it is impossible to repair a starship with a blaster pistol, or a lightsaber with parts from a water wheel).

RESEARCHER

Activation: Passive

Ranked: Yes

Trees: Scientist

The character removes ■ per rank of Researcher from all Knowledge checks. Researching takes 50% less time (this does not increase with multiple ranks of researcher).

RESOLVE

Activation: Passive

Ranked: Yes

Trees: Saboteur, Slicer

When the character suffers strain, he suffers one less strain per rank of Resolve, to a minimum of one. This does not apply to voluntary strain loss.

RESPECTED SCHOLAR

Activation: Passive

Ranked: Yes

Trees: Scientist

The character downgrades the difficulty of checks to interact with institutions of learning equal to his ranks in Respected Scholar.

SCATHING TIRADE

Activation: Active (Action)

Ranked: No

Trees: Agitator

The character may take the Scathing Tirade action; making an **Average (◆◆) Coercion check**. For each ✨, one enemy within short range suffers one strain. The character can also spend ☹; for every ☹ spent, one target already affected suffers 1 additional strain.

SCATHING TIRADE (IMPROVED)

Activation: Passive

Ranked: No

Trees: Agitator

Each enemy affected by Scathing Tirade suffers ■ on all skill checks for a number of rounds equal to the character's ranks in Coercion; this does not stack with itself.

SCATHING TIRADE (SUPREME)

Activation: Active (Incidental)

Ranked: No

Trees: Agitator

The character may voluntarily suffer one strain to perform Scathing Tirade as a maneuver instead of an action.

SECOND WIND

Activation: Active (Incidental)

Ranked: Yes

Trees: Saboteur

Once per encounter, the character may use a Second Wind incidental to recover an amount of strain equal to his ranks in Second Wind.

SELECTIVE DETONATION

Activation: Active (Incidental)

Ranked: Yes

Trees: Saboteur

When using weapons with the Blast quality or explosive devices, the character may spend ☹ to exclude one target that would normally be affected by the explosion. Multiple targets may be excluded in this manner, but the total number may not exceed his ranks in Selective Detonation. The character may also spend ☹ to exclude multiple targets, as long as the total number of targets excluded does not exceed his ranks in Selective Detonation.

SENSE DANGER

Activation: Active (Incidental)

Ranked: No

Trees: Force Sensitive Emergent

Once per game session, the character may remove ■■ from any one skill check.

SHORTCUT

Activation: Passive

Ranked: Yes

Trees: Scout

During a chase, the character adds ■ equal to his ranks in Shortcut to any checks made to catch or escape an opponent.

SIDE STEP

Activation: Active (Maneuver)

Ranked: Yes

Trees: Tactician

Once per round on the character's turn, the character may perform a Side Step maneuver to side step and try to avoid incoming ranged attacks. He then suffers a number of strain no greater than his ranks in Side Step. Until the start of the character's next turn, upgrade the difficulty of all ranged combat checks targeting the character a number of times equal to the strain suffered by the character.

SIXTH SENSE

Activation: Passive

Ranked: No

Trees: Ambassador

The character gains +1 ranged defense.

SKILLED JOCKEY

Activation: Passive

Ranked: Yes

Trees: Driver, Pilot

The character removes ■ per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.

SKILLED SLICER

Activation: Active (Incidental)

Ranked: No

Trees: Slicer

When making a Computers check, the character may spend ⚙ to gain some measure of control over the target system. Any further Computers checks within this system can be made as maneuvers.

SLEIGHT OF MIND

Activation: Passive

Ranked: Yes

Trees: Force Sensitive Emergent

The character adds □ to all Stealth checks unless the person attempting to detect the character is immune to Force Powers.

SMOOTH TALKER

Activation: Active (Incidental)

Ranked: Yes

Trees: Quartermaster

When a character acquires this talent, he chooses one skill: Charm, Coercion, Negotiation, or Deception. When making checks with that skill, he may spend ⚙ to gain additional ★ equal to his ranks in Smooth Talker.

SNIPER SHOT

Activation: Active (Maneuver)

Ranked: Yes

Trees: Sharpshooter

Once per round before making a non-thrown ranged attack, the character may perform a maneuver to attempt a Sniper Shot. Sniper Shot increases the maximum range of his ranged weapon up to one range band per rank. For each rank beyond the normal maximum of the weapon, upgrade the difficulty of the check by one (this is in addition to the increased difficulty of the shot due to longer range).

SOFT SPOT

Activation: Active (Incidental)

Ranked: No

Trees: Infiltrator

After making a successful attack with a non-starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to his Cunning to one hit of the successful attack.

SOLID REPAIRS

Activation: Passive

Ranked: Yes

Trees: Commodore, Mechanic

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a vehicle or starship.

SOUND INVESTMENTS

Activation: Passive

Ranked: Yes

Trees: Quartermaster

At the beginning of each game session, the character gains credits equal to his ranks in Sound Investments times 100. How this money is earned is up to the player and the GM, and could be actual investments, business dealings, or even a small legal or illegal side business. The GM can also decide that the current events of the adventure may make these funds temporarily unavailable.

SPARE CLIP

Activation: Passive

Ranked: No

Trees: Gunner

The character does not run out of ammo on a ☹. Items with Limited Ammo quality run out of ammo as normal.

SPEAKS BINARY

Activation: Passive

Ranked: Yes

Trees: Scientist

The character grants □ per rank of Speaks Binary to any tasks he directs a non-player droid to perform.

STALKER

Activation: Passive

Ranked: Yes

Trees: Scout

The character adds □ per rank of Stalker to all Coordination and Stealth checks.

STEELY NERVES

Activation: Active (Incidental)

Ranked: No

Trees: Ambassador

The character may spend one Destiny Point to ignore the effects of ongoing Critical Injuries on any Presence or Willpower related checks until the end of the encounter. He still suffers from the injury itself.

STIM APPLICATION

Activation: Active (Action)

Ranked: No

Trees: Medic

The character may take the Stim Application action. To perform this action, he must have access to drugs, a medpac, or stimpacks. He makes an **Average** (◆◆) **Medicine check**. If successful, one ally he is engaged with (including himself) increases one characteristic of the character's choice by one for the remainder of the encounter, and suffers four strain. A single character's individual characteristics may each only be increased once by Stim Application during an encounter.

STIM APPLICATION (IMPROVED)

Activation: Active (Incidental)

Ranked: No

Trees: Medic

As an incidental, when performing the Stim Application action, the character may increase the difficulty of the Medicine check to **Hard** (◆◆◆). If he does so, the target of the action suffers one strain instead of four.

STIM APPLICATION (SUPREME)

Activation: Passive

Ranked: No

Trees: Medic

When performing the Stim Application action, each Ⓢ may be spent to increase an additional characteristic by one.

STIMPACK SPECIALIZATION

Activation: Passive

Ranked: Yes

Trees: Medic

Whenever the character uses a stimpack, the target recovers an additional wound per rank of Stimpack Specialization. The sixth stimpack and beyond each day still has no effect.

STREET SMARTS

Activation: Passive

Ranked: Yes

Trees: Agitator

Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks the character attempts.

STROKE OF GENIUS

Activation: Active (Incidental)

Ranked: No

Trees: Scientist

Once per game session, the character can choose to make one skill check using Intellect, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his intelligence is helping him overcome this challenge.

STRONG ARM

Activation: Passive

Ranked: No

Trees: Commando

Characters with the Strong Arm talent treat thrown weapons as if they had one step greater range, to a maximum of medium range.

STUNNING BLOW

Activation: Active (Incidental)

Ranked: No

Trees: Infiltrator

When making Melee checks, the character may choose to deal damage as strain instead of wounds. This does not ignore soak.

STUNNING BLOW (IMPROVED)

Activation: Active (Incidental)

Ranked: No

Trees: Infiltrator

When dealing strain damage with Melee or Brawl checks, the character may spend a Ⓢ result to stagger his target (see page 155) for one round per Ⓢ spent.

SUPERIOR REFLEXES

Activation: Passive

Ranked: No

Trees: Quartermaster

The character gains +1 melee defense.

SURGEON

Activation: Passive

Ranked: Yes

Trees: Medic

When this character makes a Medicine check to help a character heal wounds, the target heals one additional wound per rank of Surgeon.

SWIFT

Activation: Passive

Ranked: No

Trees: Tactician

The character does not suffer the penalties for moving through difficult terrain (he moves through it at normal speed, without spending additional maneuvers).

TARGETED BLOW

Activation: Active (Incidental)

Ranked: No

Trees: Sharpshooter

On a successful attack during combat with a non-starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to his Agility to one hit of the successful attack.

TECHNICAL APTITUDE

Activation: Passive

Ranked: Yes

Trees: Slicer

For each rank, the character reduces the amount of time needed to complete computer-related tasks by 25%.

TIME TO GO

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Saboteur

The character may spend 1 Destiny Point to perform a Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion. This may be performed out of turn. This incidental occurs after the character determines he would be hit by the blast, but before damage is applied.

TIME TO GO (IMPROVED)

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Saboteur

When activating Time to Go, the character may allow one ally he is engaged with to perform an out of turn Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion. This incidental occurs after the ally determines he would be hit by the blast, but before damage is applied.

TINKERER

Activation: Passive

Ranked: Yes

Trees: Scientist

The character makes one piece of equipment more modifiable. He chooses one piece of equipment and increases its number of hard points by one. He can only do this once per piece of equipment, but can modify a number of pieces of equipment equal to his ranks in Tinkerer. If he loses a modified piece of equipment, he may apply Tinkerer to a new one.

TOUCH OF FATE

Activation: Active (Incidental)

Ranked: No

Trees: Force Sensitive Emergent

Once per game session, the character may add to any one skill check.

TOUGHENED

Activation: Passive

Ranked: Yes

Trees: Commando, Driver, Force Sensitive Emergent, Gunner, Infiltrator, Mechanic, Medic, Pilot, Quartermaster, Saboteur, Scout, Sharpshooter, Tactician

The character increases his wound threshold by two per rank of Toughened.

TRICKY TARGET

Activation: Passive

Ranked: No

Trees: Driver, Pilot, Squad Leader

Any vehicle the character pilots counts as having a silhouette one lower than normal when being attacked, to a minimum of 0.

TRUE AIM

Activation: Active (Maneuver)

Ranked: Yes

Trees: Gunner, Sharpshooter

Once per round, before the character makes a ranged attack, he may perform a True Aim maneuver. By performing this maneuver, the character gains all the benefits for aiming and also upgrades his attack roll once per rank of True Aim.

UNCANNY REACTIONS

Activation: Passive

Ranked: Yes

Trees: Force Sensitive Emergent

The character adds per rank of Uncanny Reactions to all Vigilance checks.

UNCANNY SENSES

Activation: Passive

Ranked: Yes

Trees: Force Sensitive Emergent

The character adds per rank of Uncanny Senses to all Perception checks.

UNSTOPPABLE

Activation: Passive

Ranked: No

Trees: Commando

If the percentile roll made when the character receives a critical injury is one or is reduced to one, the character does not receive the critical injury and suffers none of the effects.

UTILITY BELT

Activation: Active (Incidental)

Ranked: No

Trees: Scientist, Scout

The character may spend one Destiny Point to perform a Utility Belt incidental to produce a previously undocumented—but essential—small tool from his utility belt, satchel, or pockets, with a rarity no greater than (4). This cannot be a weapon unless the weapon has the Limited Ammo 1 quality.

WELL ROUNDED

Activation: Passive

Ranked: Yes

Trees: Medic

The character chooses any two skills. They permanently become career skills.

WHEEL AND DEAL

Activation: Passive

Ranked: Yes

Trees: Quartermaster

When he sells legal goods to a reputable merchant or business, the character gains an additional 10% more credits per rank of Wheel and Deal (based on the original sell price of the good or item).

WORKS LIKE A CHARM

Activation: Active (Incidental)

Ranked: No

Trees: Ambassador

Once per game session, the character can choose to make one skill check using Presence, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his social ability is helping him overcome this challenge.



V

GEAR AND EQUIPMENT

While the agents of the Rebel Alliance are typically skilled and determined, they would soon face defeat without proper equipment. Resourcefulness and technical know-how are employed in the struggle against the Empire and most Rebel agents not only know how to shoot a blaster pistol, but where to get their hands on a new weapon at short notice. The Alliance has many supply lines and sympathetic donors, though it must exercise constant and painstaking vigilance to keep such assets a secret.

All manner of weaponry and equipment are utilized by the Alliance. Listening devices and disguise kits are

employed by Bothan spies in missions to gain vital intelligence on the deployment of Imperial forces and the construction of new super weapons such as the Death Star. Timed explosives are employed in order to sabotage facilities and resources used by the Empire. Small arms and armor are employed when Rebel forces meet Imperial stormtroopers in pitched battle.

This chapter looks at some of the common pieces of weaponry and equipment utilized by members of the Rebel Alliance as well as discussing how it goes about managing its resources.

THE GALACTIC ECONOMY

Even under the iron fist of the Empire, trade continues on most worlds much as it did in the days of the Galactic Republic. Hundreds of worlds produce myriad products that are shipped to all sectors of the galaxy along busy hyperspace routes. Traders and manufacturers regard the Imperial regime as both a threat and an opportunity. While the Empire is a little more exacting in regards to the excise it places on goods, and far

more punitive in its punishment of those who fail to pay such dues, it is also less concerned with regulation and the exploitation of new markets and natural resources. Much as the Empire might like to, even it lacks the confidence to impose itself on the practices of the Corporate Sector and other centers of galactic trade.

Agents of the Rebel Alliance have to be very careful when dealing with the representatives of trade guilds

and shipping consortiums. Many wealthy traders have enriched themselves thanks to relaxed regulations and are staunchly loyal to the Empire as a result. Even those who are not supporters of the Imperial regime are often so cowed by the Empire's military might that they would not risk an association with outlaws. Even though the men and women of the Rebel Alliance are classified as outlaws by the Empire, they still need new equipment and financial support. Without its own sources of funds and provisions the Rebel Alliance would face inevitable defeat.

IMPERIAL CREDITS

There are a number of different currencies and financial systems at work in the galactic economy, but only Imperial Credits are so widely accepted as to be considered a truly galactic currency. The Galactic Credit Standard was initially backed by the immense wealth of the InterGalactic Banking Clan (IGBC) of planet Scipio. The indigenous Muuns displayed prodigious talents for mathematics and finance and, coupled with the fact that Scipio was a particularly mineral-rich world, these skills saw them grow wealthy enough to back a currency that could be used throughout the galaxy (and, as "intergalactic" suggests, may even

reach beyond its frontiers). During the time of the Clone Wars, such crisis called for direct government intervention in the financial sector, despite the IGBC's early attempts to remain neutral in the conflict. Edicts from Chancellor Palpatine secured Republic control of the banks, a dominance that extended into his rule as Emperor.

Credits come in the form of chips, bills, and coins, though the popularity of chips is declining as investors and consumers fear that they may become worthless should the Empire suffer defeat. Credit chips and coins come in a number of denominations ranging from 1 decired (a tenth of a credit) to 5000 credits. Some branches of the IGBC or its affiliates issue credit sticks which hold a varying amount of credits depending on the sales and purchases made by the holder. These credit sticks are notoriously hard to tamper with and the penalties for forging credit are high, though that does not stop some scoundrels and Rebels from trying.

There are alternative economic systems in the galaxy, though they are relatively parochial and easily ignored. Indeed, some of those doing business within such a system may well prefer to take Imperial credits rather than local currency. Most places deemed to be civilized parts of the galaxy will accept credits.

RARITY

Some items are naturally more difficult to purchase than others, depending where a character finds himself at the time. After all, the galaxy is a big place and the vagaries and intricacies of galactic trade mean that some items that are easy to find in certain locations are very difficult to find in others. Of course, some items are rare no matter where one goes and, likewise, some items are always common and inexpensive.

Rarity in **AGE OF REBELLION** is a simple way of measuring how difficult an item can be to find on a scale of 0-10, with 0 being the easiest to track down and 10 being the hardest. Of course, whether or not an item is available for purchase should never solely be a matter of rolling dice. Instead, the needs of the plot makes it at least partially the Game Master's decision. However, for simple items, rarity provides an easy way for the GM to determine whether something is available and lets the players easily track items down. Finding an item on a world requires a Negotiate check (although the GM may allow the character to use an appropriate Knowledge skill check instead).

Table 5-1: Rarity lists the rarities, the difficulty of the check to find items with those rarities, and examples of items with those rarities. **Table 5-2: Rar-**

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

THE BLACK MARKET

Not all goods are available on all planets. A city might outlaw weapons within its limits, and most planetary authorities forbid thermal detonators. Selling illegal goods is dangerous but lucrative for those with nerve. Finding them means dealing with greedy thugs and criminals.

Exactly what is illegal on each world is up to the Game Master or may be specified in that world's description. Finding an illegal item typically requires a Streetwise check. The difficulty generally depends on the rarity of the item (See **Table 5-1: Rarity**) but the difficulty can increase based on the world's law enforcement capabilities (as determined by the GM).

TABLE 5-1 RARITY

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

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

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

Most black marketeers have established patterns, customers, and habits that allow them to stay in business. While the Rebellion has been known to deal with the black market, the Player Characters might

not have these connections, and may even be selling to a criminal who plans on turning around and reselling the goods again. For that reason, PCs selling illegal items net one-quarter of the listed price with a successful Streetwise check, one-half with ✨ ✨, and three-quarters with ✨ ✨ ✨ or higher.

Truly exotic and illegal items, like rare animals or exotic pets, can be sold for higher values, but these are set based on the story and the difficulty it took to find them. The rules above present the general rules for buying and selling most illegal items.

SELLING AND TRADING

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

There are some cases in which the PCs might wish to engage in trade; buying multiple items at one location, then selling them at another location where they are rarer. These actions can be handled narratively, but if the GM wishes to use some mechanical guidelines for this process, here are some basic rules covering trading.

Trade works the same whether with black market (Restricted) items or with legal items. Selling the items follows the rules for selling items listed above, whether the items are black market or legal, with the following adjustment. First, determine the difference in the item's rarity between where the item was bought and where it is now being sold by referring to **Table 5-2: Rarity Modifiers**. Then, multiply the original cost of the item by the indicated multiplier from **Table 5-3: Increased Costs When Trading** and apply the results of the Negotiation check to determine its final sale price.

TABLE 5-2 RARITY MODIFIERS

Rarity Modifier	Circumstances
–2	Primary Core world such as Coruscant, Duro, or Corellia
–1	Other Core world
–1	World on primary trade lane
+0	Colony or Inner Rim world
+0	Civilized world
+1	Mid Rim world
+1	Recently settled world, out of the way world
+2	Outer Rim world
+2	Frontier world
+3	Wild Space world
+4	Uncivilized world

TABLE 5-3: INCREASED COSTS WHEN TRADING

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

For example, if the PC bought a breath mask on a core world such as Coruscant for 25 credits and then attempted to trade it on Tatooine, an Outer Rim world, the difference in rarity modifiers between the two worlds is 4 (–2 for Coruscant and +2 for Tatooine). Cross referencing this on **Table 5-3: Increased Costs When Trading** gives a multiplier of x4. The new value of the breath mask is now 100 credits (25 credits multiplied by 4) on Tatooine. The results of the PC's Negotiation check are then applied to this new value.

Of course, these rules do not account for all sorts of details, such as buying in bulk, marketing and adver-

tising, and myriad other factors that may affect prices and costs. This is why the rules for buying, selling, and trading are all modifiable by the GM, and subject to his judgment. It is also important to note that these rules only apply when engaging in commercial trade. If the PCs sell a cargo load of blasters on a world using these rules, then later one of them buys a blaster on that world, he would pay the listed cost, without any increases. Remember, these rules are for engaging in trade only.

Always remember when engaging in intergalactic trade that the GM has final say as to how much an item is worth, which can also be based on narrative factors. For example, if the PCs collect some E-11 blaster rifles off dead stormtroopers, they may try to sell them. However, though a blaster rifle is not (R), it's still obviously an Imperial weapon. Some shopkeepers may refuse to purchase them, others may offer a criminally low price for these goods no matter how well the PCs roll on their Negotiation check. Finally, some may offer to buy the goods at a reasonable price, then turn around and sell the PCs out to the Empire.

ENCUMBRANCE

AGE OF REBELLION emphasizes sweeping stories, epic tales, and fast action. Keeping track of the weight of every stimpak isn't fun, but knowing that a hero is loaded down with the weapons he just stole for the Rebellion is an important story element, as is having some idea of how many days worth of rations a commando can carry while on an extended operation.

In general, players and the Game Master won't need to track a PC's encumbrance (how much he's carrying on his person). Occasionally, however, it may play an important part in the story, and a player needs to know if the weight, mass, and collective bulk of the items his hero is wearing inhibits his actions.

ENCUMBRANCE VALUES

All of the gear listed in this chapter has an encumbrance value. Most items that can be commonly carried have a value of 0 through 5—from relatively light objects (such as credit chips or light clothing) to heavier items (like blaster rifles or gaffi sticks). The encumbrance value of armor is discussed in more detail later, and is different when it's worn, where the weight is distributed appropriately, than when it's carried, when it's just another item.

Encumbrance doesn't strictly represent weight; it also represents mass, bulk, and how easy items are to carry. A well-fitting suit of armor adds very little

encumbrance, while an armful of gimer sticks have a high encumbrance because they're tricky to carry.

Small items such as datapads, most pistols, or knives have an encumbrance value of 1 or 2. Medium items, such as blaster rifles, a satchel of thermal detonators, or a grappling hook and cord, have an encumbrance value of 3 to 4. Large or heavy items such as cargo crates, repeating blaster rifles, or a heavy toolbox, are valued at 5 to 6.

If it becomes critical to the story to have more detail, 10 loosely carried incidental items have an encumbrance value of 1. If they are stored in an effective manner (such as bowcaster quarrels in a quiver or crystals in a pouch), then 20 incidental items have an encumbrance value of 1. If for some reason the character is unable to manage his gear in such a way, the GM may increase his overall encumbrance value by several points to reflect the difficulty in managing and carrying items by less efficient means.

Living beings generally have encumbrance values of 5 plus their Brawn if carried. A typical human, like a soldier for the Rebel Alliance, has a Brawn of 2, and therefore a total encumbrance value of 7. A scholar from Garos IV, with a Brawn of 1, has an encumbrance value of 6. This may be modified by specific species' features, such as the fatty bulk of a Hutt or the hollow bones of an avian.

ENCUMBRANCE THRESHOLD

Characters have an “encumbrance threshold” of 5 plus their Brawn rating, which limits how much they can carry under normal conditions and without penalty. A total encumbrance value over the threshold means the hero is “encumbered,” and suffers one ■ to all Agility and Brawn rolls for every point of encumbrance over his limit. This is cumulative with any ■ suffered for strain or other conditions, should any be in play.

Also, if a character is encumbered by an amount equal to or greater than his Brawn rating, he no longer earns a free maneuver each turn. The character can still perform up to two maneuvers, but each maneuver costs two strain. With a Brawn of 2, for example, Luke does not get a free maneuver each turn if he’s carrying 9 or more points of encumbrance.

LIFTING AND CARRYING EXCESSIVE ENCUMBRANCE

Characters shouldn’t typically carry more than their encumbrance threshold. When necessity demands, however, they can do so for a short time (suffering the effects described above).

If a character needs to lift an object greater than his encumbrance threshold, such as an ally who has fallen off a gantry or ledge, he must make an Athletics check. The difficulty is **Simple** if the object’s encumbrance value is less than or equal to the character’s encumbrance threshold. Add 1 to the difficulty for every point over, up to a maximum additional encumbrance of 4 and difficulty of **Daunting** (◆◆◆◆). A freelancer with a Brawn of 2 and a threshold of 7, for example, tries to lift a rock with an encumbrance value of 10. That’s 3 over, so the difficulty is **Hard** (◆◆◆).

Additional characters may help, adding their raw Brawn to the total value of the object being lifted. In the

example above, a Wookiee with a Brawn of 4 adds +4 to the encumbrance threshold for that specific task.

CONCEALING GEAR

Characters in **AGE OF REBELLION** frequently carry small arsenals on their persons. Sometimes a character wants everyone to see the massive disruptor slung over his shoulder and the heavy blaster at his hip, knowing that intimidation can often stave off a fight. However, sometimes a character needs to slip in someplace with a little extra help, such as when Leia entered Jabba’s palace with a hidden thermal detonator.

Items with an encumbrance value of 1 or less can be hidden on a person easily. No roll is required for successful concealment unless a foe inspects the target up close—usually with a physical pat down. In the latter case, the searcher makes an opposed Perception check against the target’s Stealth. Add □ to the searcher for every encumbrance point over 1 of the hidden item. If there are multiple items, use the highest. The Game Master should adjust this based on the situation. An unusually large species might be able to easily conceal items with an encumbrance value of 2, for example.

The same rules can apply to similar situations—such as hiding a blaster rifle (encumbrance value 4) in a wagon of scrapped droid parts. The Game Master should decide what value of object can be hidden without notice, and adds □ for every point over that.

ENCUMBRANCE AND VEHICLES

Ships’ cargo holds can house a certain amount of encumbrance, as well. A standard cargo hold can house a wide variety of encumbrance, listed in the vehicle’s profile. Smuggling panels have varying limits. These small caches are usually secretly placed around the ship to avoid detection. Most smuggling panels have an encumbrance limit of 2 to 30 depending on their size and location.

COMBAT SKILLS

Skills represent the ability to use, identify, maintain, and care for the weapons in each category. For example, the Gunnery skill governs firing large mounted weapons such as a land-to-air laser turret—and is also used to diagnose problems, reset the system if it overheats, identify manufacturers, and so on. This section discusses combat skills as they relate to various weapons.

BRAWL

Brawl weapons are generally light and cover the wearer’s hands. They are easy to wield in close quarters and often designed with hand-guards or grips to keep them from being dropped easily in a desperate scuffle. Brass knuckles and shock gloves are examples of brawling weapons, as are the various disciplines of unarmed combat. Many beasts and several of the more savage races fight with talons or claws, and their attacks are covered by Brawl as well.

An attacker must be engaged with his target to attempt a Brawl attack.

GUNNERY

Larger weaponry that generally requires a mount, turret, or placement to use effectively is covered by the Gunnery skill. It covers vehicle-mounted guns and most starship weapon systems, as well as stationary platforms for devices such as e-web repeating blasters, assault blasters, ion cannons, missile banks, laser turrets, proton torpedoes, and other armaments and ordnance.

Gunnery weapons cannot be used against targets engaged with the weapon and its user.

MELEE

Melee weapons can be either one- or two-handed, and are generally larger than one foot in length. They vary greatly, from gaffi sticks and truncheons to force pikes and vibroknives.

An attacker must be engaged with his target to attempt a melee attack.

RANGED (LIGHT)

Light ranged weapons are those that can generally be wielded in one hand, such as a blaster pistol or other handguns. Light ranged weapons also include one-handed thrown items, such as bolas, knives, or grenades.

Using a light ranged weapon while engaged with an enemy increases the difficulty of the check by one.


RANGED (HEAVY)

Heavy ranged weapons are those that generally must be wielded in or directed with two hands, such as a bowcaster, heavy blaster, or flame projector. Heavy ranged weapons also include larger thrown items, such as spears or throwing axes.

Using a heavy ranged weapon while engaged with an enemy increases the difficulty of the check by two.

ITEM QUALITIES


Some equipment features special qualities that add variety and depth to the vast array of armaments in the **Star Wars** universe. Some special qualities are inherent to certain items, while others are general qualities that can be applied by the Game Master to specifically tailor an item to the story.

Special qualities are generally either passive or active. Passive qualities are always on and require no activation on the part of the user. Active qualities must be triggered by the user, often by spending one or more  to activate the effect.

Item qualities often have a number associated with them. This is their rating. Ratings affect qualities in different ways, depending on the quality in question.


Active qualities require   to activate unless otherwise stated in their description.




ACCURATE (PASSIVE)

Accurate weapons are easier to aim or wield, whether through design or technology. For each level of this trait, the attacker adds  to his attack dice pools while using this weapon.

AUTO-FIRE (ACTIVE)

A weapon with Auto-Fire can be set to shoot in rapid succession and potentially spray an area with bolts, flêchettes, slugs, or other types of projectiles. The advantage in using Auto-Fire is that it has the chance to hit multiple targets or hit a single target multiple times.

Attacking with a weapon on Auto-Fire is generally less accurate and the attacker must increase the difficulty of the attack check by . The user may choose to not use the Auto-Fire quality on a weapon; in this case, he cannot trigger the quality but also does not suffer the aforementioned penalty.

If the attack hits, the attacker can trigger Auto-Fire by spending  . Auto-Fire can be triggered multiple times. Each time the attacker triggers Auto-Fire, it deals an additional hit to the target. Each of these counts as an additional hit from that weapon, and each hit deals base damage plus the number of uncanceled  on the check.

These additional hits can be allocated to the target, or to other targets within range of the weapon. If the attacker wishes to hit multiple targets, he must decide to do so before making the check. Furthermore, if he wishes to hit multiple targets, his initial target must always be the target with the highest difficulty and highest defense (if this is two separate targets, the GM chooses which target is his initial target). The initial hit must always be against the initial target, subsequent hits generated can be allocated to any of the other designated targets.

Auto-Fire weapons can also activate one Critical Injury for each hit generated on the attack per the normal cost; the Critical must target the target of the specific hit.

BREACH (PASSIVE)

Weapons with Breach burn through the toughest armor, and are often heavy weapons or starship weapons.

Breach weapons ignore one point of armor for every rating of Breach (meaning they also ignore 10 points of soak for every rating of Breach).

BURN (ACTIVE)

Weapons with Burn inflict damage over time. If the attack is successful, the target continues to suffer the weapon's base damage for a number of rounds equal to the weapon's Burn rating. Damage is applied at the start of each of the target's actions.

A victim might be able to stop the damage by rolling around on the ground and making an Agility check as an action. This is an **Average (◆◆) Agility check** on hard surfaces such as the hull of a spaceship, or an **Easy (◆) Agility check** on grass or soft ground. Jumping into a body of water stops the damage immediately. Both situations assume the flame is from actual combustion rather than a chemical reaction. With the latter, there is usually little the victim can do.

BLAST (ACTIVE)

The weapon has a large spread, an explosive blast, or similar area of effect, like the detonation of a grenade or a warhead fired from a missile launcher. If the attack is successful and Blast activates, each character (friend or foe) engaged with the original target suffers wounds equal to the weapon's Blast rating (plus an additional wound per Success as usual).

In a relatively small and enclosed area, the Game Master might decide that everyone in the room suffers damage.

If the Blast quality doesn't activate, the ordnance still detonates, but bad luck or poor aim on the part of the firer (or quick reactions on the part of the victims) means the explosion may not catch anyone else in its radius. However, the user may also trigger Blast if the attack misses, by spending ☹☹☹. In this case, the original target and every target engaged with the original target suffers damage equal to the Blast rating of the weapon.

CONCUSSIVE (ACTIVE)

The weapon's attack can leave the target shell-shocked from mighty blows or punishing shock waves, unable to perform any but the most basic actions. The target is staggered (see page 155) for a number of rounds equal to the weapon's Concussive rating. A staggered target cannot perform actions.

CORTOSIS (PASSIVE)

Cortosis is an ore found primarily in the Outer Rim. It is extremely rare and valuable, and was used primarily during the Clone Wars against the Jedi knights. There are two varieties of Cortosis ore. The rarest versions can actually short out a lightsaber's blade, causing it to fail temporarily. The far more common Cortosis ore is still a miraculous substance, because when molded into armor, it forms an interlocking molecular bond that is extremely resistant to energy weapons.

Weapons with the Cortosis quality are immune to the Sunder quality. Armor with the Cortosis quality makes the wearer's soak immune to the Pierce and Breach qualities.

CUMBERSOME (PASSIVE)

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

DEFENSIVE (PASSIVE)

Defensive weapons are particularly good at fending off incoming melee attacks. A character wielding a weapon with the Defensive quality increases his melee defense by the weapon's Defensive rating.

DEFLECTION (PASSIVE)

An item with the Deflection quality increases the wearer's ranged defense equal to its Deflection rating.

DISORIENT (ACTIVE)

A weapon with Disorient can daze an opponent. When Disorient is triggered, the target is disoriented (see page 155) for a number of rounds equal to the weapon's Disorient rating. A disoriented target adds ■ to all skill checks he performs.

ENSNARE (ACTIVE)

A weapon with Ensnare binds a foe and restricts his movements. When Ensnare is triggered, the target is immobilized (see page 155) for a number of rounds equal to the weapon's Ensnare rating. An Ensnared target may attempt a **Hard (◆◆◆) Athletics check** as his action on his turn to break free from the effect. An immobilized target cannot perform maneuvers.

GUIDED (ACTIVE)

Certain types of projectiles may benefit from course alterations after being fired—such as guided missiles. If a character misses while firing a Guided weapon and if Guided activates, he may make an attack check at the end of the round. The difficulty of the check is calculated by comparing the weapon's silhouette of 0 to the silhouette of the target (see page 168), and the check's Ability dice are equal to the weapon's Guided rating. If the test is successful, the weapon strikes the target and damage is dealt normally.




Guided requires ☹☹☹ to activate, unless otherwise specified in the weapon's description.

Remember, the Guided effect can activate on its subsequent attacks, representing the projectile continuing to track the target.


“Spoofing” is a countermeasure designed to work against the particular projectile—such as flares designed to draw off an infrared missile. Spoofing directly increases the defense of the target against attacks with the Guided quality.

KNOCKDOWN (ACTIVE)


When Knockdown triggers, the target is knocked prone.

Unless specified otherwise, Knockdown requires   to trigger, plus one additional  per silhouette beyond 1.

INACCURATE (PASSIVE)

Inaccurate weapons are weapons of a shoddy or inferior construction which means they are less likely to be accurate or precise. Alternatively, the weapon’s nature may inhibit accuracy. Inaccurate weapons add  to the attacker’s dice pool equal to their Inaccurate rating.

INFERIOR (PASSIVE)

An Inferior item is a lackluster example of its kind, representing shoddy and poor craftsmanship. An Inferior weapon generates automatic  on all checks related to its use, and has its base damage decreased by one. Inferior armor has its encumbrance increased by one and its defense decreased by one. If it does not have defense, decrease its soak value by one to a minimum of zero.

ION (PASSIVE)




Ion weapons are designed to affect electrical systems as opposed to dealing raw damage. They are fitted to ships to knock out opponents’ shields, sensors, and engines. They are shorter range than laser weapons, and deal larger amounts of damage, but their damage is dealt to the target as system strain (usually on vehicles). It is still reduced by armor and soak. Droids are affected by ion weapons, taking damage to their strain threshold.

LIMITED AMMO (PASSIVE)

Some weapons fire particularly large or complex projectiles that cost significant amounts of credits, or are themselves a complete weapon that once launched is expended. A weapon with the Limited Ammo quality may be used to make a number of attacks equal to its Limited Ammo rating before it must be reloaded with a maneuver. In addition, each shot expends one of a limited number of rounds of ammo, which must be

purchased or otherwise obtained before the weapon can be used. This also applies to grenades and other “one use” weapons which have the Limited Ammo 1 quality (here, the user is not “reloading” the grenade, but drawing another to use—but mechanically they are equivalent).

LINKED (ACTIVE)

Some weapons, like the laser cannons fitted to the Z-95 Headhunter, are designed to fire together at the same target. This increases the possibility of a hit as well as the damage dealt. When firing a linked weapon, on a successful attack, the weapon deals one hit. The wielder may spend   to gain an additional hit, and may do so a number of times equal to the weapon’s linked rating. Additional hits from linked weapons may only be applied against the original target. Each hit deals the weapon’s base damage plus total  scored on the check.

PIERCE (PASSIVE)

An attack made with this weapon ignores one point of soak for each rank of Pierce. If the weapon has more ranks of Pierce than the target’s total soak, it completely ignores the target’s soak. For example, Pierce 3 against a soak of 2 ignores 2 points of soak, but the extra “point” of Pierce has no further effect.

PREPARE (PASSIVE)

Weapons with this quality require time to set up before being used. The user must perform a number of preparation maneuvers equal to the weapon’s Prepare rating before making attacks with that weapon.

SLOW-FIRING (PASSIVE)

Slow-Firing weapons tend to be large, heavy, emplacement-mounted weapons like the turbolasers found on capital ships, or planetary defense ion cannons. While they deal incredible damage, they need time to recharge or cool down between shots. A weapon’s Slow-Firing rating dictates how quickly the weapon can be fired after an attack. For example, a heavy turbolaser with Slow-Firing 2 must wait two rounds after being fired before it can be fired again.

STUN (ACTIVE)

A weapon with Stun causes strain to the target. When the Stun quality is activated, it inflicts strain equal to the weapon’s Stun rating.


STUN DAMAGE (PASSIVE)

Some weapons deal Stun damage instead of regular damage. In this case, the weapon deals damage as strain instead of wounds. This damage is still reduced by a target's soak.


A variant of this is a Stun setting. As a free action, the wielder can choose to switch the setting of his weapon to "Stun." In this case, it does stun damage as described above. When weapons with a stun setting are used to deal stun damage, their range changes to short and cannot be increased while in stun setting.

SUNDER (ACTIVE)

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

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

SUPERIOR (PASSIVE)

A Superior item is a sterling example of its kind, representing masterful craftsmanship. A Superior weapon generates automatic  on all checks related to its use, and has its base damage increased by one. Superior armor has its encumbrance reduced by one and its soak value increased by one.

TRACTOR (PASSIVE)

Instead of firing searing beams of laser fire or crackling ion discharges, this weapon fires relatively harmless electromagnetic beams that ensnare ships and hold them fast in space. Tractor beams, like all weapons, are fired at their target using a Gunnery check with all suitable modifiers. Once the weapon hits its target, the target may not move unless its pilot makes a successful Piloting check with a difficulty based on the tractor beam's rating. The tractor beam's rating is always noted in parentheses in the weapon's stats next to the quality.

VICIOUS (PASSIVE)

When this weapon scores a critical injury or hit, the character adds ten times the Vicious rating to the critical roll. With Vicious 3, for example, the victim adds +30 to his critical hit result.

WEAPON CHARACTERISTICS

Each weapon has a variety of characteristics which define its abilities and make it distinct. All weapons share several characteristics, while many feature special qualities that add additional rules to its operation.


NAME

The general name of the weapon. This may be a broad label that applies to several closely related weapons.

SKILL USED (SKILL)

The combat skill used when attacking with this weapon.


BASE DAMAGE (DAM)


The base damage the weapon inflicts. This is the minimum damage inflicted if the attack with this weapon hits. Each net  generated during the attack check adds one point of damage to this base damage rating.

RANGE

The range of the weapon. Range is measured in several broad range bands. Melee weapons require the attacker to be engaged with the target. Ranged weapons have ranges listed as short, medium, long, or extreme.

CRITICAL RATING (CRIT)

Indicates the number of  required to trigger Critical Injuries using this weapon. If the weapon's critical rating triggers, the character rolls percentile dice on the corresponding Critical Injury chart to determine the effect on the target. A Critical Injury can only be triggered on a successful hit that deals damage that exceeds the target's soak value.

Some weapons and talents modify this Critical Injury roll, potentially making a Critical Injury more or less effective. In addition, a character can only generate one Critical roll per hit on a target. However, if the roll generates enough  to trigger the critical rating of the weapon multiple times, the character can choose to add +10 to the critical injury roll for each subsequent trigger.

AMMO

The weapons in **STAR WARS** are primarily energy-based. That, coupled with the action-packed and narrative-based gameplay in **AGE OF REBELLION**, means that players do not need to track ammunition for their characters' weapons. Characters are always assumed to have enough power packs or clips to handle whatever firefights they encounter. This carries over to primitive weapons such as slungthrowers.

There are a few exceptions to this, of course, the primary one being weapons with the Limited Ammo quality. This quality is used to represent weapons with deliberately limited clips such as missile tubes and proton torpedoes, as well as one-use weapons such as grenades or nets.

Another exception is when weapons do run out of ammo, such as when a combat check generates a Despair symbol (☹) that the GM spends to make the character's ammo run out. In these cases, the weapon is out until the end of the encounter, unless the character thought ahead and brought along extra reloads (see page 129).

ENCUMBRANCE (ENCUM)

Encumbrance is, in essence, an abstract measurement of how heavy and awkward something is to carry and transport. The higher the encumbrance, the

more difficult the item is to carry. More details on encumbrance can be found on page 110.

HARD POINTS (HP)

Many items can be customized; the extent of customization is determined by the number of hard points they have. The vast majority of weapons have a limited number of hard points that determine what attachments can be mounted on them. This is covered in greater detail on page 130.

PRICE

The price of the weapon on the open market. An (R) next to the price means the weapon is restricted and cannot be bought on the open market, in which case the price listed is the closest average black market price.

RARITY

The rarity of the item, before modifiers (see page 108).

SPECIAL

These are the qualities or other special rules each weapon possesses. More in-depth descriptions of these qualities can be found on page 112, while rules specific to a certain type of weapon are described in the weapon's description, starting on page 117.

WEAPON MAINTENANCE

Invariably, weapons start to wear down. Rolling ☹ results may indicate a weapon has malfunctioned, misfired, jammed, broken down, or otherwise been rendered inoperable or impaired until it can be repaired.

Low-tech weaponry that generally does not rely on energy cells or sophisticated programming (such as a bowcaster or gaffi stick) can be repaired with the Mechanics skill, or the corresponding skill used to wield the weapon. More sophisticated weapons that rely on programming, circuitry, or electronics (such as a laser turret or missile launcher) can also be repaired with the Computers skill, or the corresponding weapon skill (although Mechanics can always be used to repair a weapon).

Weapon repairs are generally classified as Minor, Moderate, or Major. The magnitude of the required repairs indicates two things—the severity of any penalties applied to the user when trying to operate the defective weapon, and the difficulty rating of the necessary repairs (See **Table 5-4: Repairing Gear**). Repairing a weapon

requires adequate time and tools, generally one to two hours per difficulty level. If a character attempts repairs in less time, he increases the difficulty by one. Likewise, if the character lacks the proper tools, he increases the difficulty by one. These factors are cumulative, so when repairing a blaster without the proper tools and in less time, the difficulty is increased by two.

The cost of the repairs is equal to a percentage of the weapon's base cost, 25% if it's a minor repair, 50% if it's a moderate repair, and 100% if it requires

TABLE 5-4: REPAIRING GEAR

Repair Required	Difficulty Rating	Penalty for Use
Minor	◆	One additional Setback die.
Moderate	◆◆	One additional Difficulty die.
Major	◆◆◆	Unusable

major work. Reduce the total by 10% for each Advantage received on the Repair roll if the character is doing it himself. (A Non-Player Character weaponsmith won't reduce his price for his skill.)

This does mean it's sometimes easier to buy a new weapon than fix an existing one, but that isn't always possible. It also doesn't include the price of any modifications that have been made, which aren't figured into the repair cost.

WEAPON DESCRIPTIONS

Arms production is one of, if not the most, lucrative and powerful industries in the galaxy. The average galactic citizen has a myriad of choices for offensive and defensive weaponry, and there is a blaster, bludgeon, or blade to suit nearly every requirement or taste. The following list of weapons are those most commonly found in the armories of the Imperial Armed Forces and among the disparate operatives of the Rebel Alliance.

BLASTERS

The most common type of weapon in the galaxy is the blaster. Most blasters can be set to Stun, a non-lethal, low-powered setting that overloads a target's nervous system and renders him temporarily paralyzed (see the Stun Damage weapon quality, page 115). Blasters with this ability have it noted in their special qualities, listed as "Stun Setting." Stun beams may only be used at short range, no matter what the weapon's normal range is. Switching between "Stun" and "Kill" on such a weapon is relatively simple, and requires an incidental action.

There are blasters produced that only fire stun beams known as stingbeams or simply stun blasters. Blaster carbines and all pistols save for heavy blasters can be purchased as stun blasters, with a cost equal to half the usual amount for the regular full-powered version.

HOLDOUT BLASTER

Holdout blasters are lightweight, small-framed sidearms designed for ease of handling and concealment. Anyone searching an individual carrying a concealed holdout blaster adds ■ to his Perception check.

LIGHT BLASTER PISTOL

Combining the concealability of a holdout blaster with the performance of a standard blaster pistol, light blaster pistols are an excellent compromise between size and stopping power.

BLASTER PISTOL

The ubiquitous blaster pistol is the standard by which energy-based sidearms are measured throughout the galaxy.

HEAVY BLASTER PISTOL

Heavy Blaster pistols are pure combat weapons, designed from the ground up to pack as much firepower into as small a frame as possible.

During combat, Game Masters may make a heavy blaster pistol run out of ammunition by spending ☉☉☉. This is in addition to the standard spending of ☹ as discussed on page 22.

BLASTER CARBINE

Blaster carbines are small-framed versions of full blaster rifles designed for use by vehicle crews, ship-board security, special forces operatives, and anyone requiring the power of a rifle in a smaller, easier-to-use package.

BLASTER RIFLE

The tried-and-true blaster rifle rivals the blaster pistol in ubiquity and versatility throughout the galaxy. Blaster rifles fill a number of roles from hunting and sporting weapons to military sharpshooter and infantry battle rifles.

HEAVY BLASTER RIFLE

Favored by military snipers and big game hunters alike, heavy blaster rifles can be up to two meters long and can produce a powerful shot.

LIGHT REPEATING BLASTER

Over two meters long and fed either from a standard power magazine or from a backpack-mounted power generator, light repeating rifles are used in militaries throughout the galaxy as light squad support weapons.

HEAVY REPEATING BLASTER

Heavy repeating blasters are among the heaviest man-portable weapons deployed on the galaxy's battlefield. They are massive, tripod-mounted, rapid-fire blaster cannons designed for heavy anti-personnel and light-to-medium anti-materiel work.

TABLE 5-5: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Energy Weapons									
Holdout Blaster	Ranged (Light)	5	4	Short	1	1	200	4	Stun setting
Light Blaster Pistol	Ranged (Light)	5	4	Medium	1	2	300	4	Stun setting
Blaster Pistol	Ranged (Light)	6	3	Medium	1	3	400	4	Stun setting
Heavy Blaster Pistol	Ranged (Light)	7	3	Medium	2	3	700	6	Stun setting
Blaster Carbine	Ranged (Heavy)	9	3	Medium	3	4	850	5	Stun setting
Blaster Rifle	Ranged (Heavy)	9	3	Long	4	4	900	5	Stun setting
Heavy Blaster Rifle	Ranged (Heavy)	10	3	Long	6	4	1500	6	Auto-Fire, Cumbersome 3
Light Repeating Blaster	Ranged (Heavy)	11	3	Long	7	4	(R) 2,250	7	Auto-Fire, Cumbersome 4, Pierce 1
Heavy Repeating Blaster	Gunnery	15	2	Long	9	4	(R) 6,000	8	Auto-Fire, Cumbersome 5, Pierce 2, Vicious 1
Bowcaster	Ranged (Heavy)	10	3	Medium	5	2	1250	7	Cumbersome 3, Knockdown
Ionization Blaster	Ranged (Light)	10	5	Short	3	3	250	3	Disorient 5, Stun Damage (Droids only)
Disruptor Pistol	Ranged (Light)	10	2	Short	2	2	(R) 3,000	6	Vicious 4
Disruptor Rifle	Ranged (Heavy)	10	2	Long	5	4	(R) 5,000	6	Cumbersome 2, Vicious 5
Slugthrowers									
Slugthrower Pistol	Ranged (Light)	4	5	Short	1	0	100	3	
Slugthrower Rifle	Ranged (Heavy)	7	5	Medium	5	1	250	3	Cumbersome 2
Explosives and Ordnance									
Flame Projector	Ranged (Heavy)	8	2	Short	6	2	1,000	6	Burn 3, Blast 8
Missile Tube	Gunnery	20	2	Extreme	7	4	(R) 7,500	8	Blast 10, Cumbersome 3, Guided 3, Breach 1, Prepare 1, Limited Ammo 6
Frag Grenade	Ranged (Light)	8	4	Short	1	0	50	5	Blast 6, Limited Ammo 1
Armor Piercing Grenade	Ranged (Light)	16	3	Short	1	0	100	6	Blast 3, Pierce 3
Stun Grenade	Ranged (Light)	8	NA	Short	1	0	75	4	Disorient 3, Stun Damage, Blast 8, Limited Ammo 1
Anti-Vehicle Mine	Gunnery	25	4	Engaged	4	0	(R) 1,400	6	Blast 2, Breach 4, Limited Ammo 1
Anti-Personnel Mine	Gunnery	12	3	Engaged	3	0	(R) 850	6	Blast 4, Vicious 4, Limited Ammo 1
Thermal Detonator	Ranged (Light)	20	2	Short	1	0	(R) 2,000	8	Blast 15, Breach 1, Vicious 4, Limited Ammo 1

Thanks to their size and weight, heavy repeating blasters are nearly impossible to use effectively without being mounted to a tripod such as the one found on page 133. The weapon's cost includes the cost of a tripod and power pack. Setting up a heavy repeater and its tripod requires the gun crew to spend three actions.

BOWCASTER

Bowcasters are the signature long arm of the proud Wookiee people of the arboreal world Kashyyyk. A frightfully effective hybrid of slugthrower, blaster, and mass driver, these formidable weapons combine the look and feel of an ancient, traditional Wookiee hunting crossbow with the deadliness and efficiency of modern energy-based weapons in one lethal package.

The bowcaster presented here is a basic version of the weapon loaded with standard style micro-explosive quarrels and without an automatic re-cocking device. It requires the user to spend a maneuver cocking the weapon before each shot.

IONIZATION BLASTER

Ionization blaster is a catch-all term for man-portable anti-vehicle and anti-droid weapons that fire bolts of ion energy as opposed to blaster or laser energy. Ionization blasters have little effect on sentient beings, and deal only strain damage to droids, cyborgs, and vehicles as dictated by their Ion quality.

DISRUPTOR RIFLE/PISTOL

Disruptor weapons fire intense, densely packed beams of charged particles that have a disturbing tendency to completely disintegrate flesh as opposed to simply burning through it. Few arms manufacturers make disruptors on any large scale; most are custom or small batch weapons made for wealthy and powerful individuals or governments.

Disruptors cannot be fitted with modifications that improve range or allow the weapon to fire multiple shots.

Whenever a target is hit with a disruptor, any Critical Hit results in a “Crippled” effect, unless the roll on **Table 6-10** would result in a more grievous injury.

SLUGTHROWERS

Slugthrowers are among the most basic, easily produced, and easily maintained weapons in the galaxy. At their most basic, slugthrowers use a chemical reaction to propel a solid projectile over great distances.

SLUGTHROWER PISTOL

Slugthrower pistols are small, one-handed sidearms that fire lightweight ammunition. These pistols are exceedingly rare thanks to the ubiquity of blaster technology and they are rarely seen outside of backwater worlds or historical collections.



SLUGTHROWER RIFLE

Slugthrower rifles are highly accurate, long-ranged slugthrowers occasionally used by professional killers, bounty hunters, and sportsmen. Rugged and reliable, slugthrower rifles are produced as either single shot bolt-action weapons or magazine-fed semi-automatic weapons.

EXPLOSIVES AND ORDNANCE

Most military and paramilitary forces issue a variety of heavy support weapons and hand grenades to their troopers so as to better deal with the constantly shifting tactical realities of the modern battlefield.

FLAME PROJECTOR

Flame projectors use a number of volatile fuels to spray a searing cone of viscous flaming gel over short distances. The downside to their volatility and indiscriminate area of effect is that allies can easily be caught in their flames. Game Masters may spend  or  to apply a flame projector's Burn quality to an ally hit by the original attack.

MISSILE TUBE

Missile tubes are shoulder-fired, man-portable launchers capable of firing a variety of small and deadly rocket assisted warheads. Equipped with micro repulsors and sophisticated targeting systems, missile tubes grant an infantry squad or group of freedom fighters anti-armor, anti-airspeeder, and anti-materiel capabilities. All missile tubes, no matter what mode they are firing in, require one preparation maneuver before firing.

FRAG GRENADE

Frag grenades are little more than a disintegrating shell of hardened alloy or polycarbonate surrounding a small, wire-wrapped core of high explosives controlled by a simple timer. Upon detonation, frag grenades produce not only a powerful concussive blast, but a quickly expanding cloud of razor-sharp shrapnel.

ARMOR PIERCING GRENADE

Armor piercing grenades are offensive grenades designed to give an individual trooper respectable anti-armor capabilities. They use precisely calibrated, shaped charges housed in specially designed casings to focus all of their explosive force on one small area.

STUN GRENADE

Stun grenades are ostensibly non-lethal defensive grenades used mainly for crowd control and riot suppression. They use a number of different technologies, like sonic pulses, concussion waves, and blinding phosphorous strobes to disorient and confuse enemy combatants.

ANTI-VEHICLE MINE

Anti-vehicle mines are large, heavy explosive devices designed to destroy walkers, speeders, and other land-borne vehicles. When deployed, they are buried in shallow pits and covered with soil, leaves, duracrete, or other camouflaging agents. While quite deadly, anti-vehicle mines present little danger to personnel as, even at their most sensitive setting, they require the weight of a vehicle or the presence of a repulsor field to activate.

ANTI-PERSONNEL MINE


Cheap, easy to use, and frightfully efficient weapons, anti-personnel mines come in a number of forms, from simple explosive devices buried in the ground that detonate when stepped on to sophisticated weapons that fire blaster bolts, gouts of fire, clouds of shrapnel, or other deadly ordnance designed to shred squads of approaching infantry.

TABLE 5-6: MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Brawling Weapons									
Brass Knuckles	Brawl	+1	4	Engaged	1	0	25	0	Disorient 3
Shock Gloves	Brawl	+0	5	Engaged	0	1	300	2	Stun 3
Melee Weapons									
Combat Knife	Melee	+1	3	Engaged	1	0	25	1	
Force Pike	Melee	+3	2	Engaged	3	3	500	4	Pierce 2, Stun setting
Lightsaber	Lightsaber	10	1	Engaged	1	0	(R) 10,000	10	Breach 1, Sunder, Vicious 2
Truncheon	Melee	+2	5	Engaged	2	0	15	1	Disorient 2
Vibro-ax	Melee	+3	2	Engaged	4	3	750	5	Pierce 2, Sunder, Vicious 3
Vibroknife	Melee	+1	2	Engaged	1	2	250	3	Pierce 2, Vicious 1
Vibrosword	Melee	+2	2	Engaged	3	3	750	5	Defensive 1, Pierce 2, Vicious 1

THERMAL DETONATOR

About the size of a common frag grenade, thermal detonators are one of the most feared and destructive pieces of man-portable ordnance in the galaxy. Upon detonation, a small explosion starts a chain reaction in the baradium core which creates a massive fusion detonation that releases a wave of incredibly deadly radioactive particles which completely annihilate everything in their blast area.

When using a thermal detonator, any  result on the check means that the device explodes prematurely. If this should occur, the wielder takes full damage from the thermal detonator unless he has a maneuver with which he can attempt to avoid the blast. If this is the case, the wielder takes only the blast damage from the explosion.

Thermal detonators can be set to detonate on impact or after a delay of up to 3 rounds by using the built-in timer. When used in delay mode, the thermal detonator explodes at the beginning of the attacker's turn when it reaches its set time. Finally, thermal detonators are so potent that their Blast quality affects everyone and everything within short range of its intended target.


Models Include: Merr-Sonn Class-A Thermal Detonator.

BRAWL WEAPONS

Brawl weapons are simple, easy-to-conceal weapons that are worn on the hands as both a means of protection and a way to increase the damage of physical blows.

When using a Brawl weapon, users add their Brawn characteristic to the damage dealt, unless the weapon description indicates otherwise. When a Brawl weapon has its own stated damage, the inclusion of a plus sign next to the damage indicates that the user adds his Brawn to the damage dealt.

BRASS KNUCKLES

Brass knuckles are little more than a set of thick metal rings worn on the fingers welded to a horizontal bar held in the fist. Brass knuckles are the smallest, simplest, and easiest to conceal type of Brawl weapon. Add  to a character's Perception check when attempting to find a set of brass knuckles on a person's body.

SHOCK GLOVES

Shock gloves fit snugly over the hands and are threaded with tiny kinetic power generators and dozens of meters of superfine metallic thread. When an individual wearing shock gloves strikes a target, the gloves release stored energy in a burst of power that can knock out even the toughest opponent in an instant.

MELEE WEAPONS

The utility and deadliness of a well-honed blade or a heavy blunt object is as well respected in modern times as at any point in galactic history. From the Rebel commando with his deadly combat knife to a savage pirate wielding a vibro-ax on the bridge of a captured ship to the legendary Jedi and their near mythical lightsabers, melee weapons still have their place on the modern battlefield.

When wielding a Melee weapon, users add their Brawn characteristic to the damage dealt, unless the weapon description indicates otherwise. When a Melee weapon has its own stated damage, the inclusion of a plus sign next to the damage indicates that the user adds his Brawn to the damage dealt.

COMBAT KNIFE

Produced in countless numbers in a dizzying array of styles, combat knives typically have a thin, razor-sharp, hardened metal clip-point blade roughly 15 centimeters long mated to a polycarbonate or metal handle.

FORCE PIKE

Force pikes combine the deadliness of a vibro weapon and the utility of a stun weapon in one package. Roughly two meters long, these two-handed weapons are long, metal poles tipped with sharp prongs that continually spark and buzz when active.

Force pikes are very easy to use (as it takes little actual skill to swing a rod around) and can cause incredible amounts of damage in the right hands. When set to its stun setting, a force pike loses the benefit of the Pierce 2 quality.

Force pikes require two hands to wield.

LIGHTSABER

Long the symbol of a Jedi Knight, and a common symbol of the might and stability of the Old Republic, lightsabers are vanishingly rare on the modern battlefield. In **AGE OF REBELLION**, lightsabers are rarely seen outside of museums, and are considered by professional soldiers and most members of the Rebel Alliance to be old fashioned and a poor substitute for a good, reliable blaster.

To use, lightsabers require the Lightsaber skill which is intentionally unavailable to Player Characters in this book. Characters coming across one of these rare weapons may still attempt to use them, but they do so without the benefit of the specialized training required to really get the most out of them. This is deliberate, because there are few people left in the galaxy who know how to properly use lightsabers. However, if the Game Master feels so inclined, he can create a

Lightsaber skill as a custom skill for his players. Lightsabers cannot be sundered.

TRUNCHEON

Made of metal alloys, wood, bone, polycarbonates, or other materials, truncheons are simple blunt weapons used by law enforcement agencies across the galaxy.

VIBRO-AX

The average vibro-ax consists of a broad-bladed axe head mounted to a sturdy pole between one and two meters long. The axe head, typically built from sturdy and long lasting alloys and sharpened to a razor edge, is equipped with a small ultrasonic vibration generator that enhances the weapon's intrinsic combat effectiveness.

A vibro-ax requires two hands to wield.

VIBROKNIFE

Little more than a combat knife with an onboard ultrasonic vibration field generator, the integrated ultrasonic generator causes the knife's blade to vibrate at incredibly high frequencies, greatly increasing its penetration and destructive potential.

VIBROWORD

Vibroswords are a good compromise of form and function, combining the reach and weight of a traditional sword with the ultrasonic technology found in vibro-knives and vibro-axes.

ARMOR

The usefulness of armor in modern warfare is constantly argued by military theorists, historians, and professional soldiers alike. On the one hand, a good flak vest or blast helmet can protect a Rebel against

splinters, shrapnel, and glancing blows from blasters; on the other hand, a solid hit can pierce even the toughest laminate armor.

TABLE 5-7: ARMOR

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Adverse Environment Gear	0	1	500	2	1	1
Armored Clothing	1	1	1,000	3	1	6
Heavy Battle Armor	1	2	(R) 5,000	6	4	7
Heavy Clothing	0	1	50	1	0	0
Laminate	0	2	2,500	4	3	5
Personal Deflector Shield	2	0	10,000	3	0	8
Padded Armor	0	2	500	2	0	1

ARMOR CHARACTERISTICS

Whether it's a simple blast helmet or a sophisticated suit of battle armor loaded with performance enhancing systems, every piece of armor has the following characteristics in common. Armor also shares some characteristics with weapons, notably cost, encumbrance, hard points, and rarity. The descriptions of these characteristics can be found on page 115.

DEFENSE

The armor's defense adds ■ equal to the Defense Rating directly to the attacker's dice pool. This reflects the armor's ability to deflect damage away from the wearer's body.

ARMOR TYPES

Below is a list of the most common types of armor worn by military and paramilitary forces throughout the galaxy.

ADVERSE ENVIRONMENT GEAR

Specialized clothing that wick away sweat or retain body heat, respirators and gas masks, sealed environment suits, polarized goggles, water recyclers, and reinforced gloves built to handle dangerous specimens are all examples of adverse environment gear. Rebels equipped with the proper adverse environment gear may ignore ■ imposed by the environment in which they are currently operating. This only applies if the adverse environment gear is appropriate for the current environment.

ARMORED CLOTHING

Armored clothing typically consists of various hides and textiles woven with layers of energy-dispersion mesh. Reasonably subtle, it takes a thorough search of an individual's person to detect that he's wearing armored clothing, an action that requires an **Average** (◆◆) Perception check.

HEAVY BATTLE ARMOR

Produced by a number of galactic corporations, heavy battle armor is a full suit of reinforced plastoid or ceramic armor that is designed to provide complete protection from small arms fire, splinters and shrapnel, and even some light support weapons.

SOAK

A suit of armor's soak is added to the wearer's Brawn and subtracted from any incoming damage suffered. If an attack causes 10 damage, for example, a soak of 2 plus a Brawn of 2 reduces the damage incurred by 4 to a total of 6 points of damage.

ENCUMBRANCE

Each full suit or discrete piece of armor has a listed encumbrance value. Armor encumbrance value only comes into play when a suit or piece of armor is carried instead of worn. When worn, the armor's encumbrance value is reduced by 3 points.

HEAVY CLOTHING

Heavy clothing is just that, sturdy, well-made articles of clothing built to withstand the rigors of life in the galaxy. Most Rebels wear heavy clothing for day-to-day wear for its durability and style.

LAMINATE ARMOR

The dreaded Imperial stormtroopers wear environmentally sealed suits of plastoid armor designed to deflect or negate the damage from incoming attacks. These suits also typically include vision enhancements such as low-light, thermal imaging, and image magnification built into the helmet, along with onboard comlinks and environmental and diagnostic systems.

PERSONAL DEFLECTOR SHIELD

Personal deflector shields use limited scope ray/particle shields that deflect or completely block incoming fire. They are incredibly inefficient, requiring an immense amount of power to operate and can only be used for short periods of time.

PADDED ARMOR

Made of thick, reinforced, wear-resistant textiles woven with energy-dispersion mesh, this light armor is one of the most common forms of personal armor protection in the galaxy.

GEAR

While perhaps not as glamorous or exciting as a blaster or starfighter, a Rebel's basic equipment is often the foundation upon which successful missions are built.

COMMUNICATIONS EQUIPMENT

Good, clear lines of communication are the key to any military operation. The following are a small selection of common communications devices used throughout the galaxy.

COMLINK

Comlinks are the most common communication devices in the galaxy. Small, convenient, and easy to use, they come in a variety of designs from complex handheld devices that can transmit audio, video, and data to simple headset comlinks worn by Rebel commandos while in the field. Most comlinks, especially those made specifically for military or law enforcement use, can be encrypted for secure lines of communications. While they are largely foolproof, comlinks can be disrupted by certain terrain features, atmospheric disturbances, and deliberate signal jamming.

HOLO-MESSENGER

Small, complex devices about the size of a human hand, these devices are equipped with a small holographic display emitter and can be used either to send a one-time recorded message or to act as a receiver and display device for a holographic transmission.

DRUGS AND POISONS

Despite a persistent and well-deserved negative reputation, drugs and poisons have been used to coerce, kill, or incapacitate for millennia.

SYNTHETIC ANESTHETIC



This is a general anesthetic produced on many worlds for medical procedures, designed to render the user unconscious. This poison may be introduced into a target's body via aerosol deployment, food ingestion, or injection (via an applicator or dart). A single dose has an **Average** (◆◆) difficulty, while two or more doses combined into a single application have a **Hard** (◆◆◆) difficulty. The poison inflicts 5 strain if the target fails the check. If the check generates one to two ☉, the target must also give up his free maneuver during his next turn (he may still take two maneuvers, how-

TABLE 5-8: GEAR AND EQUIPMENT



Item	Price	Encum	Rarity
Communications Equipment			
Comlink (Handheld)	25	0	0
Comlink (Long Range)	200	2	1
Holo-messenger	250	0	4
Drugs and Poisons			
Synthetic Anesthetic (1 dose)	35	0	4
Synthetic Neuroparalytic (1 dose)	(R) 75	0	6
Synthetic Neurotoxin (1 dose)	(R) 50	0	6
Cybernetic Enhancements and Replacements			
Cybernetic Arms	10,000	-	6
Cybernetic Brain Implant	10,000	-	6
Cybernetic Eyes	7,500	-	6
Cybernetic Legs	10,000	-	6
Cybernetic Weapon Implant	4,000	-	7
Cyberscanner Limb	4,000	-	7
Immune Implant	5,000	-	6
Implant Armor	7,500	-	6
Prosthetic Replacements (Limb)	2,000	-	4
Prosthetic Replacements (Organ)	1,000	-	4
Scanning and Surveillance Equipment			
Electrobinoculars	250	1	1
General Purpose Scanner	500	2	3
Hand Scanner	100	0	2
Macrobinoculars	75	1	2
Scanner Goggles	150	0	3
Surveillance Tagger	(R) 175	0	4
Medical Equipment			
Bacta (Liter)	20	1	1
Bacta (Tank)	4,000	12	1
Emergency Medpac	100	1	1
Medpac	400	2	2
Stimpak	25	0	1
Synthskin/Synthflesh	10	-	1
Infiltration and Espionage Equipment			
Advanced Flesh Camouflage Kit	(R) 2,500	2	7
Binders	25	0	0
BlackOps Data Breaker	(R) 1,000	1	6
Com Jammer	400	4	3
Com Scrambler	1,000	4	3
Disguise Kit	100	2	4
Electronic Lock Breaker	(R) 1,000	1	5
Personal Stealth Field	(R) 20,000	1	9
Restraining Bolt	35	0	0
Slicer Gear	500	2	4
Survival Gear			
Breath Mask/Respirator	25	1	1
Crash Survival Kit	300	5	2
Field Ration Packs	5	0	0
Space Suit	100	4	1
Tent	100	4	1
Thermal Cloak	200	2	1

TABLE 5-8: GEAR AND EQUIPMENT



Item	Price	Encum	Rarity
Tools and Electronics			
Climbing Gear	50	1	2
Datapad	75	1	1
Emergency Repair Patch	25	0	1
Extra Reloads	25	1	1
Fusioncutter	175	2	2
Fusion Lantern	150	2	2
Glow Rod	10	1	0
Military Field Manuals	25	1	4
Tool Kit	350	4	2
Load Bearing, Carrying, and Storage			
Backpack	50	-	0
Load Bearing Gear	100	-	3
Utility Belt	25	-	0

ever); if it generates  or more, he's staggered during his next turn. Finally, the GM can spend  to make the target test against the poison again during the next round, as the poison remains in his system.

SYNTHETIC NEUROPARALYTIC

Poisons that paralyze a target but leave higher cognitive functions intact (and do not kill the target) are difficult to create and administer. This poison may only be introduced into a target via injection, as in an applicator or dart. Any sized dose has a **Hard** (◆◆◆) difficulty. The poison Stuns the target for 3 Rounds if the target fails the check. In addition, each  generated inflicts one strain on the target, and the GM can spend  to make the target test against the poison again during the next round, as the poison remains in his system.

SYNTHETIC NEUROTOXIN

This is a general poison synthetically produced on hundreds of worlds (often illegally) that affects the biochemical reactions of most creatures, sometimes fatally. This poison may be introduced into the target's body via aerosol deployment, food ingestion, or injection (via an applicator or dart). A single dose has an **Average** (◆◆) difficulty, while two or more doses combined into a single application have a **Hard** (◆◆◆) difficulty. The poison inflicts 5 wounds if the target fails the check. Each  generated inflicts one strain on the target as the effort of fighting the poison overwhelms him. Finally, the GM can spend  to make the target test against the poison again during the next round, as the poison remains in his system.

CYBERNETIC ENHANCEMENTS AND REPLACEMENTS


Cybernetic enhancements and replacements are technology that is directly integrated into a character's body and generally increase skills or characteristics, providing raw bonuses to characters' abilities. The combination of purchased increases and the increases provided by cybernetics can increase a character's skill or characteristic one step above the normal maximum (seven for characteristics, six for skills).

Each character may only purchase and install a number of cybernetic enhancements and replacements equal to his Brawn rating.

The cybernetic enhancements listed here are obviously mechanical in nature. The exception are the Bio-Tech Industries Repli-Limb Prosthetics. These do not enhance the user as the other cybernetic devices do. However, they are designed to function identically to the original limb, and to be covered with synthflesh so that they look virtually indistinguishable to that which they replace.

One drawback of cybernetic enhancements and replacements is that they can be affected by weaponry designed to disable technology, such as ionization blasters or ion cannons. If hit by weapons that normally would only affect droids, the cybernetic en-

THE RIGHT TOOLS FOR THE JOB

Due to the narrative-driven nature of the **AGE OF REBELLION** game system, not every discrete piece of equipment grants a bonus to gameplay mechanics. Instead, many pieces of gear assist Rebel Agents in carrying out their various missions. A pair of macrobinoculars may help a Rebel spotter guide artillery fire, for example, or a commando's survival kit may possess just the right tool to overcome some obstacle. Whenever a character uses a piece of gear to aid in simple task that could normally be performed without the equipment, the Game Master and player can agree to add  to the dice pool.

Occasionally, a character's equipment makes otherwise impossible tasks possible. Comlinks allow characters to communicate over hundreds of kilometers, for example. In cases such as these, the equipment grants no additional bonus as it is simply fulfilling its purpose.

Finally, some pieces of equipment do offer specific bonuses or benefits in particular situations. In these cases, any benefits and their effects are listed in the equipment's description.

hancement temporarily stops working for the remainder of the scene or until repaired. The consequences of this depend on the enhancement in question and are left up to the GM, but should make sense (for example, a character with two malfunctioning cybernetic legs would not only lose any bonuses from the legs, but would also be unable to walk).

CYBERNETIC ARMS (MOD V AND MOD VI)

Mod V cyberarms provide +1 Brawn, while Mod VI cyberarms provide +1 Agility. If a character replaces both arms with cybernetic enhancements, both arms must be the same model, as they are designed to work in tandem. Modifiers from both arms do not stack.

CYBERNETIC BRAIN IMPLANT

These enhancements are miniaturized computer implants designed to augment the user's brainpower. The implant fits around the user's ears and back of the head, melding with the user's brain to achieve superior reasoning speeds as well as to store information for later analysis.

A cybernetic brain implant provides +1 Intelligence and includes a comlink and computer access link.

CYBERNETIC EYES

Cybernetic eyes grant the user increased visual acuity and recognition. Users with cybernetic eyes gain +1 Vigilance and Perception.

CYBERNETIC LEGS (MOD II AND MOD III)

Unlike cyberarms, cyberlegs must be purchased and installed in pairs. Most are simple replacements, tailored to the user's height, weight, and strength, but other more advanced models can increase strength and agility similar to cyberarms.

Mod II cyberlegs increase a user's Brawn by one, and Mod III cyberlegs increase a user's Agility by one. Both legs must be replaced to gain these benefits.

CYBERNETIC WEAPON IMPLANT

Obviously mechanical, the artificial forearm houses a small blaster in a hidden compartment which can spring forth and deliver a hail of blaster fire before most foes are aware they are in danger.

A basic cybernetic weapon arm appears to be a regular cybernetic arm but features a retractable light blaster pistol that can be deployed as an incidental. It is attached to the arm and cannot be removed, dropped, or disarmed.

CYBERSCANNER LIMB

More than a simple cybernetic replacement, this cybernetic arm includes a basic scanner for medium range detection. Cyberscanner limbs typically display data on a holo-projector that appears above the user's open palm and can show nearby motion, life-forms, energy signatures, and other common targets as desired.

IMMUNE IMPLANT

Immune Implants use a subdermal wide-spectrum defense drug cocktail designed to protect against almost every disease known. Possessing an Immune Implant grants the wearer +1 Resilience.

IMPLANT ARMOR

These thin ceramic-plasteel composite plates are implanted beneath the skin, where they can absorb enemy fire with little serious damage to vulnerable tissue. Implant armor provides +1 Soak.

PROSTHETIC REPLACEMENTS

These cybernetics are designed to provide identical functionality to the original limb or organ, and are installed with a synthflesh covering, making them almost indistinguishable from the organic component they replace.

Limbs and major organs (including sensory organs such as eyes and ears, as well as heart, lungs, livers, and more) can all be replaced with a prosthetic replacement. They do not provide any bonuses or enhancements to the character, but restore him to normality. There are two general cost entries for prosthetic replacements: the first is for limbs, the second for organs. However, the GM should feel free to increase or decrease the costs depending on the specific circumstances.

SCANNING AND SURVEILLANCE EQUIPMENT

Scanning and surveillance equipment is designed to keep a watchful eye on a target, typically from far off or from within a concealed area, and to transmit that data back to its users.

ELECTROBINOCULARS

Electrobinoculars are, at their most basic, a pair of macrobinoculars with one or more integrated optical enhancement systems, such as long-range digital zoom, passive light amplification, thermal imaging, ultrasound imaging, and the like.

Electrobinoculars allow their user to see normally in low light, extremely bright conditions, and inclement conditions. They also provide magnification of targets up to ten kilometers away. When using electrobinoculars, characters may also remove ■ from any Perception checks made to identify an object in low light or at extreme range.

GENERAL PURPOSE SCANNER

Common scanners are usually small, hand-held devices designed to sense and record a variety of data. Depending on the make and model, scanners can detect nearby life signs, heat signatures, different sources of radiation, the source and direction of different sounds, or any combination thereof. Scanners usually have an operational range of up to one and a half kilometers.

HAND SCANNER

Medisensors, circuit tracers, materials fatigue and stress-fracture scanners, scanners designed to detect specific gases or minerals, and narrow-band comlink scanners are all examples of devices that fall under the hand scanner banner. Most hand scanners can be connected to larger computer systems for the collection and analysis of data.

MACROBINOCULARS

Macrobinoculars use a combination of precision-ground magnifying lenses and simple technical upgrades such as image stabilization, light filtering, and image sharpening to magnify targets and allow users to see over long distances.

SCANNER GOGGLES

Scanner goggles are a lighter, wearable version of electrobinoculars equipped with a more limited set of optical enhancements. When worn, scanner goggles allow the wearer to see normally in dark conditions.

SURVEILLANCE TAGGER

Tiny and unobtrusive, surveillance taggers are small radio transmitting beacons used to aid in surveillance and tracking. Delivered to their targets by dart, remote, or other clandestine means, and staying affixed through the use of magnetic or chemical adhesive systems, surveillance taggers broadcast a heavily encrypted stream of data about their target back to their user. The data transmitted is usually a mixture of location, range, rate and direction of travel, altitude, and other metrics used to pinpoint the location of a target. Most models are short ranged, requiring the user to stay relatively close to his target, and their signals are easily blocked by natural and artificial obstacles as well as radio and data interference. More

powerful models have broadcast ranges measured in the kilometers, and can transmit their data through the densest city or the most rugged terrain.

MEDICAL EQUIPMENT

Good and immediate medical care is key to any operation, whether in the form of a simple medpac, a total immersion bacta tank, or a well-equipped medical frigate.

BACTA

Usable on nearly every species in the galaxy, bacta drastically increases the rate of healing and cures even the most grievous wounds with little to no scarring. Typically, patients are completely immersed in large bacta tanks and stay suspended in the thick liquid while hooked up to life support systems. The rules for healing wounds with bacta are found on page 156.

EMERGENCY MEDPAC

Small and easily portable, these lifesaving tools contain the basic supplies to heal small injuries as well as those needed to stabilize seriously wounded individuals for transportation to larger medical facilities. Emergency medpacs allow characters to use the Medicine skill to heal others without penalty as described on page 156.

MEDPAC

Often described by Rebel operatives as “a medical frigate you can fit in your pocket,” standard medpacs are larger and better-equipped versions of the common emergency medpac.

Standard medpacs allow a user to perform relatively complex medical procedures in the field. Like emergency medpacs, standard medpacs allow a character to use the Medicine skill without penalty as per the rules on page 156, and in addition grant ■ to all Medicine skill checks. Also, thanks to their stock of stim applicators, these medpacs grant a group of Rebels the equivalent of one stimpak per scene at the Game Master’s discretion.

STIMPAK

Stimpaks are small, single-use auto-injector systems containing a powerful cocktail of bacta, painkillers, anti-inflammatories, antibiotics, and other medications designed for quick healing in the field.

Using a stimpak requires one maneuver, which covers the simple act of a character using the autohypo on himself or one other person. The patient immediately heals 5 wounds. While a character can use multiple stimpaks, doing so is an act of diminishing re-

turns, as every stimpak used after the first heals one fewer wound. A second stimpak heals four wounds, a third three wounds, and so on. Using a sixth stimpak in a single day has no further effect, as the character's system is already so saturated with medications that additional stimpaks are useless, and could even cause harm at the Game Master's discretion. Once used, the chemicals within a stimpak stay in a character's system for one standard day, after which additional stimpaks have their full effect again. See page 156 for more information on stimpaks and healing.

SYNTHSKIN/SYNTHFLESH

Synthskin and synthflesh are two versions of a synthetic, skin-like covering used in medicine and the production of cybernetic limbs. Sold as small patches, full sheets, or as a thick gel, both are used to heal abrasions, cuts, and other minor wounds; they are also used for skin grafts and cosmetic surgeries as a replacement for large areas of dead or damaged skin.

INFILTRATION AND ESPIONAGE EQUIPMENT

Much of a Rebel's work is necessarily carried out in the shadows. While spying, targeted assassinations, industrial espionage, sabotage, commerce raiding, and other violent and disruptive acts may have a reputation as cowardly and dishonorable among some, these tactics are extremely effective in the kind of guerrilla warfare being waged by the Alliance.

ADVANCED FLESH CAMOUFLAGE KIT

Advanced flesh camouflage kits allow users to drastically change their appearance all the way down to a genetic level. They can be used to fool bioscanners and even impersonate other individuals, especially if the person being impersonated was kind enough to "donate" a genetic sample such as a lock of hair or a skin sample. The disguises created by a flesh camo kit are so good that seeing through them requires a **Formidable** (◆◆◆◆) **Perception** check.

BINDERS

Binders are simple restraints used to keep prisoners subdued and manageable.

Breaking free from a set of binders requires either brute force or incredible feats of agility and flexibility. The difficulty varies by the make and model of binder, but the most common restraints require a **Daunting** (◆◆◆) **Athletics** or **Coordination** check to escape.

BLACKOPS DATA BREAKER

Data breakers are common tools slicers use to force their way into secure systems. Most organic slicers carry one or two of these devices, but droid slicer Player Characters can have them installed in their internal computer systems as well. Data breakers add [] to any Computers check made to slice computers, but they also add [] to any attempts to locate the use of a data breaker in a computer system due to the "noise" these devices make.

COM JAMMER

Using junk data transmitters, radio scramblers, and other esoteric means, com jammers are designed to shut down all radio communications within a given area.

Counteracting the effects of a com jammer requires a Computers check, with a difficulty proportional to the distance from the jammer and the power output of said device. The closer and more powerful the com jammer, the harder the Computers check.

COM SCRAMBLER

Com scramblers are radio and data encryption suites used to secure communications in the field. They can be attached to most comlinks or vehicle-mounted radios, and only those individuals with a linked scrambler can decode the transmissions. Using a com scrambler adds [] to any checks made to decode and understand an encrypted transmission.

DISGUISE KIT

Disguise kits are simple collections of makeup, wigs, hairpieces, prosthetic features, chromatic iris alternators, and even programmable skinweave for altering fingerprints and DNA cloaks to spoof advanced genetic scanners. In addition, they contain basic camouflage paints for use in various environments to help an agent blend more easily into his surroundings.

ELECTRONIC LOCK BREAKER

Electronic lock breakers are small, powerful, limited use slicing rigs designed to cut through the most common types of computerized locks.

PERSONAL STEALTH FIELD

Relics of the ancient past, personal stealth fields use a number of optical and light bending technologies to render the wearer essentially invisible to the naked eye. PSF users cannot be detected by sight, and any attempts to detect a user by other means, such as scent, motion, or sound, make their skill checks at a difficulty of **Formidable** (◆◆◆◆). Any [] or [] generated while using a Personal Stealth Field may be

used by the Game Master to indicate that the field flickers for a moment, or collapses altogether rendering the user visible.

RESTRAINING BOLT

Using magnetic clamps or chemical adhesives, restraining bolts attach to a droid's chassis and are used to control its actions, usually by means of a remote control.

Most droids cannot withstand the powerful programming overrides in a restraining bolt. However, Player Characters who are droids are made of sterner stuff than their NPC comrades, and can, with the right amount of effort, overcome a restraining bolt. PC droids may make a **Daunting (◆◆◆) Discipline check** to shake off the effects of a restraining bolt and act normally after one is applied. Once failed, they may make another attempt at a later time, at the Game Master's discretion.

SLICER GEAR

Slicers use specially constructed gear to gain access to secure computer systems. These powerful personal computers are packed full of bleeding-edge code-breaking software, encryption/decryption systems, data probes, credit chip spoofers, and various other nefarious tools.

SURVIVAL GEAR

Rebels operating on unsettled worlds, in dangerous environments, or in the vacuum of space require special gear to protect them from environmental hazards.

BREATH MASKS AND RESPIRATORS

Designed to allow sentient beings to breathe in atmospheres that are typically dangerous to them, respirators and breath masks are one of the most common pieces of survival gear in existence. Most are bulky and uncomfortable to wear for long periods, although those built to allow for long-term survival in hostile atmospheres are as comfortable as possible.

CRASH SURVIVAL KIT

Most common survival kits include a thermal cloak, multi-tool or survival knife, distress beacon, two emergency comlinks, spool of wire, ration bars, a basic medpac, two respirators, water jug with filter, glow rod, 50 meters of high-tensile microfiber line, ten ration packs, and an emergency flare gun. Military pilots, smugglers, and bounty hunters often include a small frame blaster as well.

FIELD RATION PACKS

Ration packs are issued to Imperial Army soldiers and Naval stormtroopers and carried by Rebel field operatives. Each ration pack is good for one meal, and ration packs are produced in a dizzying array of styles suited to the metabolisms of most species in the galaxy.

SPACE SUIT

Spacesuits are sealed, often lightly armored environmental suits worn to protect sentients from the temperatures, extreme radiation, and vacuum of deep space. Every spacesuit sold comes with an emergency repair kit that allows for quick fixes of tears, leaks, and bad gasket seals.

TENT

Tents are portable shelters used to provide protection from the elements. Depending on the model, a tent can hold one to six individuals, and can be made from any material from simple canvas to advanced durasilk with internal memory supports that assemble themselves.

THERMAL CLOAK

Thermal cloaks are versatile pieces of equipment that can be worn or used as a blanket and provide protection from extreme heat or extreme cold. Use of a thermal blanket or cloak removes up to from any checks made to handle extreme heat or cold.

TOOLS AND ELECTRONICS

Tools are used to perform specific tasks, or to aid in their performance, and can be anything from a simple hammer to an advanced hand-held plasma cutter.

CLIMBING GEAR

Most sets of climbing gear include a few coils of synthrope or liquid cable, a hook or adhesive attachment, and a number of pitons, picks, hammers and other tools used to secure lines.

DATAPAD

A powerful combination of communications device, holo-messenger, handheld computer, and personal database, datapads are designed to combine a number of common consumer electronics in one small, easy-to-use package.

EMERGENCY REPAIR PATCH

Emergency repair patches are one-use items that can be used to gain the normal bonus for having the right tools for a job at hand, or by droids to heal wounds (similar to a stimpak). Using an emergency repair patch requires spending a maneuver. When applied to droids, emergency repair patches heal 3 wounds, and up to five can be used in a single day. Using a sixth emergency repair patch has no effect as by that point, the droid is so patched and jury-rigged together that further patches would be useless. It takes one day's worth of a droid's self-repair routines, or some actual repairs, to restore its body to enough functionality to be able to take any further benefit from emergency repair patches. See page 157 for more information.

EXTRA RELOADS

Extra reloads allow a character to ignore an "out of ammo" ☹ result with a ranged weapon. By spending a maneuver, a character can switch out a power pack or reload a weapon to get back into the action.

FUSION CUTTER

These hand-held, portable cutting torches are found throughout the galaxy in numerous industrial, technical, and even artistic operations. If used as a weapon, fusion cutters have a range of engaged, deal 5 Damage, have a Critical Hit Rating of 3, and possess the Breach 1, Burn 3, Improvised 2, Sunder, and Vicious 3 Weapon Qualities.

FUSION LANTERN

Fusion lanterns are a combination power source, light, and area heater. With the right connecting cables, fusion lanterns can be used to power all manner of tools and electronics.

GLOW ROD

Glow rods are small, directional, hand-held light sources used in many applications. They project a beam of bright light.

MILITARY FIELD MANUALS

Field manuals are print or digital publications issued to both Imperial troopers and Rebel agents alike focusing on a variety of important topics. Depending on the manual, once per scene a character may use the information found within to gain to any task at the Game Master's discretion.

TOOL KIT

Whether a general kit used for maintenance or a custom built set of tools for a specific job, tool kits offer their users a wide variety of necessary tool to get the job done. Tool kits allow mechanics and technicians to perform most mechanical checks to repair devices, as well as to "heal" droids.

LOAD BEARING, CARRYING, AND STORAGE EQUIPMENT

In the modern era of high-tech warfare, the amount of equipment the average trooper must carry is simply staggering. Imperial soldiers and stormtroopers have exhaustively long lists of required equipment, but even a Rebel operative in the field needs quite a bit of gear, and the means of carrying it.

BACKPACK

Backpacks are simple textile constructs with a number of compartments and external pouches good for carrying tools, survival equipment, trophies, or anything else a user could desire. Backpacks increase the wearer's encumbrance threshold by 4.

LOAD-BEARING GEAR

Load-bearing gear, or combat webbing, is a system used by soldiers to carry necessary equipment on their persons in easily accessible pouches. Load-bearing gear increases a wearer's encumbrance threshold by 3.

UTILITY BELT

Utility belts are common items for Rebels in the field where quick access to important tools is a life saving necessity. Utility belts increase a wearer's encumbrance threshold by 1.

CUSTOMIZATION AND MODIFICATIONS

The rules for gear and equipment in **AGE OF REBELLION** are used to represent typical devices of the sort described. In reality a number of different manufacturers exist, and they produce weapons and devices in a vast array of different designs and specifications. Furthermore, items of equipment are often modified by their owners to better suit their individual purposes and desires.

In order to customize their gear, Player Characters can purchase attachments. These are physical items that are attached to, or installed within, weapons, vehicles and other equipment to improve or alter their performance. Attachments have a set of base modifiers that they grant when they are installed. Attachments are designed to be easy to install, so all a PC has to do to add an attachment to a piece of equipment is spend a minute or two doing so; there is no need to test. If a Player Character is trying to install an attachment during a combat round, things are more risky, but he can do so provided he succeeds an **Easy (◆) Mechanics check**. If the PC does not succeed the check, he has failed to install the attachment; disastrous results may indicate that he has broken the attachment while trying to install it.

Attachments slot into the hard points listed on a piece of equipment's stat block. A suit of heavy battle armor has four hard points and could therefore have up to four suitable attachments slotted onto it, whereas a hold-out blaster could only hold a single attachment. Each attachment gives the piece of equipment some sort of bonus or edge, such as more soak for a suit of armor, or more damage for a weapon. These bonuses are given as the base modifiers. Attachments are fairly easy ways to improve equipment, though some more technically-minded PCs might like to further tweak or customize attachments themselves in order to create a truly unique item. To do so, they use the modding system.

MODDING ATTACHMENTS

Most attachments have a list of modifications that can be made to them. These are alterations a skilled mechanic can make to the attachment to grant additional bonuses or modifiers. The mods are listed under the attachment's modification options.

Each of these modification options are potential mods for the piece of gear in question. Some of the modification options have a number listed before them. This number indicates the number of times that particular modification can be made to that attachment. If there is no number, that modification can only be made once.

INSTALLING MODS

To install a mod, the Player Character attempting to customize an attachment selects the modification option he wishes to make. The PC must also have a toolkit, access to a suitable work area for a suitable amount of time, and 100 credits to buy parts suitable for making the mod. The PC must then succeed on a **Hard (◆◆◆) Mechanics check**.

If he succeeds, the Player Character makes the alterations needed to modify the attachment and can now benefit from any bonuses the modification provides. If he fails, he may not try to install that particular mod on the attachment again; if he fails and rolls one or more ☹ on the check, he has not only failed to install the mod but has broken the attachment in the attempt.

When second and subsequent mods are added to the attachment, the process becomes more arduous. Each additional mod installed on an attachment beyond the first increases the difficulty of the Mechanics check by one and costs an additional 100 credits.

TYPES OF MOD

The different types of mod fall into the following broad categories:

- **Damage Mods:** These mods increase the damage dealt by the weapon.
- **Weapon quality mods:** These mods add a listed quality to the weapon. Some qualities have values that can increase. If this is the case, the mod is listed as "Quality (+ 1)." This indicates the mod adds 1 to the quality if it is already listed or adds the quality at rating 1 if it is not already present.
- **Innate talent mods:** These mods grant the user the listed talent only when he is wielding the gear and only affect that piece of gear. For example, if a blaster had the Innate Talent (Quick Draw), the user would be able to use Quick Draw when drawing or stowing that particular blaster, but could not use it with another piece of equipment.
- **Skill and characteristic bonuses:** These mods grant the user a bonus in the listed skill or characteristic as if he had +1 in that skill or characteristic while he actively uses the modified item.
- **Additional mod:** Some mods may not fall into any of the listed categories. If a mod does something specific and unique, it is described in its entry.

TABLE 5-9: WEAPON AND ARMOR ATTACHMENTS

Name	Price	Encumbrance	HP Required	Rarity
Weapon Attachments				
Augmented Spin Barrel	1,750	-	2	4
Balanced Hilt	1,500	-	2	5
Bipod Mount	100	-	1	1
Blaster Actuating Module	500	-	1	4
Bowcaster Accelerator Enhancement	250	-	1	4
Bowcaster Automatic Re-cocker	500	-	1	3
Filed Front Sight	25	-	1	0
Forearm Grip	250	-	1	1
Marksman Barrel	1,200	-	2	4
Mono-molecular Edge	1,000	-	1	5
Multi-Optic Sight	2,000	-	1	3
Serrated Edge	50	-	1	1
Shortened Barrel	250	-	1	4
Spread Barrel	1,725	-	2	4
Superior Weapon Customization	5,000	-	1	6
Telescopic Optical Sight	250	-	1	1
Tripod Mount	250	-	2	3
Under-Barrel Flame Projector	(R) 3,000	-	2	5
Under-Barrel Grenade Launcher	(R) 2,000	-	2	5
Weapon Harness	500	-	2	2
Weapon Sling	100	-	1	0
Weighted Head	250	-	2	3
Armor Attachments				
Cortosis Weave	10,000	-	2	8
Enhanced Optics Suite	1,750	-	1	3
Heating System	1,000	-	1	3
Optical Camouflage System	5,500	-	2	6
Strength Enhancing System	5,500	-	2	4
Superior Armor Customization	5,000	-	1	6
Thermal Shielding System	1,000	-	1	3
Vacuum Sealed	1,000	-	1	3

WEAPON ATTACHMENTS

Sharpshooters in the field want the maximum range possible from their weapons. Commandos want their blasters to pack a little extra punch. Even gunners want to get the maximum rate of fire possible out of their weapons. Any advantage gained can mean the difference between operational success or the loss of an objective and assets. The following is a selection of common attachments and modifications that can be installed on personal weapons.

It should be noted that, even taking a weapon's customization hard points into account, there is limited space on even the largest weapon, and only a few spots where attachments can be mounted. Player Characters and Game Masters should use common sense when choosing attachments, and are advised to pay close attention to the attachment descriptions that note where attachments can be mounted and on which weapons they can be mounted.

AUGMENTED SPIN BARREL

This custom barrel increases both the damage output and armor penetration of blaster rifles and heavy blaster rifles. The trade-off for this extra stopping power is increased wear-and-tear on both the frame of the blaster and the barrel. This attachment can only be used with blaster rifles and heavy blaster rifles.

Base Modifiers: Increase weapon damage by one point. Adds ■ to all Mechanics checks when performing maintenance on this weapon.

Modification Options: 0-2 Damage +1 Mods, Weapon Quality (Accurate +1) Mod, Weapon Quality (Pierce +1) Mod.

Hard points Required: 2.

Cost: 1,750 credits.

BALANCED HILT

Good balance is a key component in any melee weapon. Professional weaponsmiths use modern, ultra-light materials to create a weapon that is not only lighter, but also more accurate in the hands of a skilled user. This attachment can be applied to any bladed weapon.

Base Modifiers: Grants the weapon the Accurate +1 quality.

Modification Options: 0-1 Weapon Quality (Accurate +1) Mod, Decrease encumbrance of weapon by one to a minimum of one.

Hard points Required: 1.

Cost: 150 credits.

BIPOD MOUNT

A pair of folding or collapsible legs mounted beneath the barrel of a long arm, bipods are used to stabilize awkward or heavy weapons to improve their firing characteristics. This attachment can only be applied to blaster rifles, heavy blaster rifles, and light repeating blasters.

Base Modifiers: Decrease weapon's Cumbersome rating by 2 when firing from a prone or crouched position.

Modification Options: None.

Hard points Required: 1.

Cost: 100 credits.

BLASTER ACTUATING MODULE

This attachment is an upgraded blaster actuating module with custom firmware and a stronger electromagnetic accelerator that provides more powerful and more penetrating blaster shots. This attachment is only for use on Ranged (Light) blaster pistols.

Base Modifiers: Increase weapon damage by one point. Adds ■ to all checks made when using this weapon.

Modification Options: 0-2 Damage +1 Mods, 0-2 Weapon Quality (Pierce +1) Mods.

Hard points Required: 1.

Cost: 500 credits.

BOWCASTER ACCELERATOR ENHANCEMENT

This attachment allows the bowcaster to fire its highly destructive quarrels with more force than that of a stock weapon. These attachments cannot be purchased; they must be built either by the owner of the Bowcaster with an **Average (◆◆) Mechanics check** or the weaponsmith who built the weapon for him.

Base Modifiers: Increase damage by one point.

Modification Options: 0-2 Damage +1 Mods, 0-2 Weapon Quality (Pierce) Mods.

Hard points Required: 1.

Cost: Not available for sale.

BOWCASTER AUTOMATIC RE-COCKER

This attachment upgrades the Wookiee bowcaster with a number of power assist systems, including a magazine feed system that allows the weapon to fire, re-lock, and reload all in one smooth, quick movement. These attachments cannot be purchased; they must be built by either the owner of the bowcaster with an **Average (◆◆) Mechanics check** or the weaponsmith who built the weapon for him.

Base Modifiers: Removes reloading maneuver requirement from bowcaster.

Modification Options: Weapon Quality (Auto-Fire) Mod.

Hard points Required: 1.

Cost: Not available for sale, parts cost 500 credits.

FILED FRONT SIGHT

An old assassin's trick, this is the simple act of removing the front sight of a blaster pistol by filing it off. This modification may only be applied to pistol-sized weapons. Doing the work oneself requires an **Average (◆◆) Mechanics check**; the cost is for paying someone else to perform the work.

Base Modifiers: Innate Talent (Quick Draw), Difficulty for hitting targets past short range is increased by one.

Modification Options: Smoothed Frame: Reduces the difficulty of concealing the weapon by one.

Hard points Required: 1.

Cost: 25 credits.

FOREARM GRIP

This attachment is designed to give the user better control over the weapon, especially in tight quarters. This attachment can only be used on rifle and carbine-sized weapons.

Base Modifiers: Reduces difficulty of Ranged (Heavy) checks by one when using this weapon at short range.

Modification Options: Innate Talent (Point Blank +1) Mod, Weapon Quality (Accurate +1) Mod.

Hard points Required: 1.

Cost: 250 credits.

MARKSMAN BARREL

This barrel not only increases the weapon's range but also its accuracy. The trade-off for this increased range and accuracy is a weapon that's slightly awkward to use and nearly impossible to conceal due to the length of the barrel. This modification may only be applied to blaster rifles.

Base Modifiers: Increases weapon's range by one range band, the weapon gains the Cumbersome 2 quality.

Modification Options: 0-2 Weapon Quality (Accurate) Mods, Innate Talent Mod (Sniper Shot).

Hard points Required: 2.

Cost: 1,200 credits.

MONO-MOLECULAR EDGE

All bladed weapons, even the powerful vibroweapons, can benefit from an edge sharpened to molecular thickness and toughened through laser-forging techniques. This modification may be applied to melee weapons that use a cutting edge.

Base Modifiers: Decrease a weapon's Crit rating by one to a minimum of one.

Modification Options: 0-2 Weapon Quality (Pierce + 1) Mods.

Hard points Required: 1.

Cost: 1,000 credits.

MULTI-OPTIC SIGHT

This allows the user to see his targets in inclement conditions like smoke, fog, and darkness. With some clever use, it can be used to see around corners, under obstacles, and over cover. This attachment can be fitted to any ranged weapon.

Base Modifiers: Removes up to ■■ on any checks made to use this weapon in darkness, smoke, or other inclement conditions that restrict vision.

Modification Options: 0-2 Skill (Perception) Mods.

Hard points Required: 1.

Cost: 2,000 credits.

SERRATED EDGE

This is a simple and vicious modification commonly made to bladed weapons to give it a jagged, tearing edge that ensures extremely traumatic damage to flesh and bone. This modification may be applied to any bladed weapon.

Base Modifiers: Grants the weapon the Vicious + 1 quality.

Modification Options: None.

Hard points Required: 1.

Cost: 50 credits.

SHORTENED BARREL

Little more than a shorter-than-stock replacement barrel, this attachment makes concealing a pistol about one's person much easier than normal. As an added bonus, the short barrel can, with some practice, make the act of drawing the weapon quicker and easier. This attachment can only be applied to Ranged (Light) pistol-sized weapons.

Base Modifiers: Reduces the difficulty of checks when attempting to conceal this weapon by one. Reduces range by one range band to a minimum of short. If already short, add ■ to attack checks.

Modification Options: Innate Talent Mod (Quick Draw).

Hard points Required: 1.

Cost: 250 credits.

SPREAD BARREL

This barrel splits the blaster's beam into a number of smaller beams that exit the barrel in a spray or fan-like pattern. The trade-off for this, however, is a reduction in the weapon's range. This attachment can only be applied to blaster rifles and blaster carbines.

Base Modifiers: Grants Weapon Quality Blast (4), Reduces weapon's range by one range band to a minimum of engaged.

Modification Options: 0-2 Blast + 1 Mods.

Hard points Required: 2.

Cost: 1,725 Credits.

SUPERIOR WEAPON CUSTOMIZATION

Even the simplest weapon can benefit from a master craftsman's touch. A skilled weaponsmith can adjust a weapon to its owner's exacting specifications, increasing its performance and handling well above that of a stock weapon.

Base Modifiers: Grants the weapon the Superior quality.

Modification Options: None.

Hard points Required: 1.

Cost: 5,000 credits.

TELESCOPIC OPTICAL SIGHT

The telescopic optical sight consists of a long tube containing a number of very precisely ground lens elements protected by an impact-resistant housing, attached to the top of a weapon. This attachment can be used on any ranged weapon.

Base Modifiers: Reduce difficulty of ranged combat checks at long and extreme range by one.

Modification Options: None.

Hard points Required: 1.

Cost: 250 Credits.

TRIPOD MOUNT

Tripods use a number of different technologies, from self-extending hydraulics to tiny, low-output repulsor-lift generators to stabilize heavy weapons for firing. This attachment is only for use with Ranged (Heavy) and Gunnery Weapons.

Base Modifiers: Reduce weapon's Cumbersome rating by 3 when set up. May not move the weapon once the tripod is set up, save to pivot through its fire arc.

Modification Options: 0-2 Weapon Quality (Cumbersome -1) Mods.

Hard points Required: 2.

Cost: 250 credits.

UNDER-BARREL FLAME PROJECTOR

Essentially a scaled-down agricultural flame projector, this attachment fires a cone of searing flame and is quite effective at flushing enemies from cover and destroying flammable material. This attachment can only be applied to rifle-sized weapons.

Base Modifiers: Enables weapon to fire using the following profile at the character's choice (Heavy Ranged; Dam 10; Crit 2; Range (Short); Burn 5, Blast 2). Adds Cumbersome (+1) to weapon.

Modification Options: None.

Hard points Required: 2.

Cost: (R) 3,000 credits.

UNDER-BARREL GRENADE LAUNCHER

This attachment consists of a basic, smooth-bore barrel attached to a magazine with an automatic feed system. It carries up to six grenades and is fired by the simple press of a button. This attachment can only be applied to rifle-sized Ranged (Heavy) weapons.

Base Modifiers: Enables weapon to fire grenades, which uses the grenade's profile but the Ranged (Heavy) skill to fire. Range is medium. Adds Cumbersome (+1) to weapon, increases encumbrance by 2. Grenades are Limited Ammo 1 weapons and thus must be tracked.

Modification Options: 0-6 Weapon Quality (Limited Ammo +1) Mods.

Hard points Required: 2.

Cost: (R) 2,000 credits.

WEAPON HARNESS

Worn over the shoulders and belted around the midsection or torso, a weapon harness consists of a series of load-bearing straps and harnesses connected to a gyro-stabilized, power-assisted boom arm to which a heavy weapon can be affixed. This Attachment can only be used with Ranged (Heavy) weapons.

Base Modifiers: Decrease Cumbersome rating by two points.

Modification Options: Innate Talent Mod (Brace (1)).

Hard points Required: 2.

Cost: 500 credits.

WEAPON SLING

Slings are lengths of hide or synthetic fabric designed to allow easy handling of long arms like blaster rifles and slugthrower rifles. These attachments can only be used with Ranged (Heavy) weapons.

Base Modifiers: Decrease Cumbersome rating by one point.

Modification Options: Innate Talent Mod (Quick Draw).

Hard points Required: 1.

Cost: 100 credits.

WEIGHTED HEAD

This modification increases the weight and strength of the striking surface, allowing the weapon to deal more damage more quickly. This attachment may only be used on Brawl or Melee weapons.

Base Modifiers: Damage +1.

Modification Options: 0-1 Damage +1 Mod, 0-1 Weapon Quality (Concussive +1) Mod.

Hard points Required: 2.

Cost: 250 credits.

ARMOR ATTACHMENTS

Armor, like personal weapons, can have a number of customization hard points and can be just as easily modified as can a blaster or slugthrower. As with weapons, a fair amount of common sense on the part of the Players and Game Master is required when modifying armor. Most suits of armor can only hold one environmental system, such as cold or heat resistance, or one type of optical enhancement in the helmet.

CORTOSIS WEAVE

Some armorers can modify a suit with a special energy-resistant mesh of rare cortosis ore. This makes the armor more resistant to penetration by energy weapons, but the result is rarely worth the price.

Base Modifiers: The armor gains the Cortosis quality.

Modification Options: None.

Hard points Required: 2.

Cost: 10,000 credits.

ENHANCED OPTICS SUITE

Built into a helmet, this system is equipped with passive light amplification, thermal signature readers, ultrasound pickups, millimeter wave emitters, video capture, and common optical enhancements. All of these sophisticated sensors increase the wearer's battlespace awareness, and allow him to see items and other sentients in inclement conditions such as smoke, fog, and darkness.

Base Modifiers: Removes up to ■■ to all Perception, Vigilance, and combat skill checks in darkness, smoke, or other inclement vision-reducing environments.

Modification Options: 0-1 Skill (Vigilance) Bonus.

Hard points Required: 1.

Cost: 1,750 credits.

HEATING SYSTEM

This attachment allows the wearer to survive in places where the ambient temperature can be dozens of degrees below freezing. This attachment can be installed on any medium or heavy armor that covers the entire body and can be sealed.

Base Modifiers: Reduces the difficulty of Resilience checks made to resist the effects of cold by one. Removes up to ■ ■ added to checks due to cold.

Modification Options: None.

Hard points Required: 1.

Cost: 5,000 credits.

OPTICAL CAMOUFLAGE SYSTEM

Using a series of phased array optical projectors combined with sound baffling equipment and thermal and radiation shielding, these attachments can render a wearer nearly invisible to the naked eye. This can be equipped on any type of armor, but is nearly useless on laminate and plastoid heavy armor as they are often too bulky and loud to mask properly.

Base Modifiers: Upgrades the ability of all Stealth checks twice while wearing this armor.

Modification Options: Innate Talent (Master of Shadows) Mod, 0-1 Skill (Stealth) Mod.

Hard points Required: 2.

Cost: 5,500 credits.

STRENGTH ENHANCEMENT SYSTEM

Strength-enhancing systems easily convert a suit of full armor into a power-assisted suit. This attachment can only be used with laminate armor or similar full-body, hard armor suits.

Base Modifiers: Increases wearer's Brawn by one point while wearing this armor. This does not increase wound or soak threshold.

Modification Options: 0-2 Skill (Athletics) Mods, 0-2 Innate Talent (Brace) Mods.

Hard points Required: 2.

Cost: 5,500 credits.

SUPERIOR ARMOR CUSTOMIZATION

Any piece of armor can benefit from refitting at the hands of a skilled craftsman. A skilled armorsmith can add improved plastoid or durasteel plates, resize, reduce weight, and custom fit a suit to a wearer so that it fits him like a second skin.

Base Modifiers: Gives the armor the Superior quality.

Modification Options: None.

Hard points Required: 1.

Cost: 5,000 credits.

THERMAL SHIELDING SYSTEM

This attachment allows a wearer to withstand dangerously high temperatures. It can be installed on any medium or heavy armor that covers the entire body and can be sealed.

Base Modifiers: Reduces the difficulty of Resilience checks made to resist the effects of heat and fire by one. Removes up to ■ ■ added to checks due to heat and fire.

Modification Options: None.

Hard points Required: 1.

Cost: 1,000 credits.

VACUUM SEALED

Full-body hard armor can be modified to seal against vacuum, turning the suit into a makeshift spacesuit for a limited time. This modification can only be applied to laminate or battle armor.

Base Modifiers: Allows the wearer to ignore the effects of vacuum or poisonous atmospheric environments for up to ten minutes.

Modification Options: None.

Hard points Required: 1.

Cost: 1,000 credits.



VI

CONFLICT AND COMBAT

The galaxy is a dangerous place. War between the Galactic Empire and the Rebel Alliance overwhelms many portions of the galaxy. Crime lords, pirates, mercenaries, and brigands thrive in the dark and lawless

reaches, playing both sides of the galactic conflict. Covert operations, daring ambushes, and epic struggles, are just day-to-day business for the Rebel Alliance.

NARRATIVE AND STRUCTURED GAMEPLAY

Most of the gameplay in **AGE OF REBELLION** is done on a narrative basis, with the GM describing events and the players describing their characters' actions and reactions to these events. Combat, however, requires more structured gameplay.

Narrative gameplay does not require the GM or players to keep track of the exact passage of time, and for the most part, this is perfectly acceptable. It's usually enough to know that actions may take a few minutes, hours, days, or weeks (or any other amount of time). Narrative gameplay is most often used in any situation where the precise order of actions is unimportant.

Structured gameplay is, at its heart, a rules system that breaks up a character's actions into what he could reasonably perform in a predetermined amount of time. It also gives each character in a scene the opportunity to perform actions in turn. It is most often used for players to play through combat situations, although the GM may decide to employ structured gameplay in certain non-combat scenes he feels would benefit from requiring the players to clearly define their characters' actions within a rule set.

COOL OR VIGILANCE?

Two different skills in **AGE OF REBELLION** can be used to determine Initiative: Cool and Vigilance. Which skill should be used in a particular situation is determined by the situation at hand.

Characters should determine their Initiative using the Cool skill when they are aware and ready for combat (or whatever situation results in using structured gameplay). For example, rolling to see who goes first in a quick-draw gunfight or springing an ambush on an unsuspecting enemy would require Cool, as Cool is a skill representing a character's ability to remain calm, collected, and focused on the task in front of them.

Characters should determine their Initiative using the Vigilance skill when combat (or another situation resulting in structured gameplay) begins unexpectedly. Two enemies walking around a corner and running into each other would both use Vigilance to determine Initiative, for example. Likewise, someone being ambushed would also use Vigilance to determine Initiative (and if they ended up going earlier in the Initiative order than their ambusher, clearly they were vigilant enough to spot the ambush at the last second).

It is important to note that different characters may use different skills to determine Initiative during the same combat, depending on their differing circumstances. Also, if the GM and players are unsure as to which of the two skills best applies to a given situation, they should default to using Vigilance.

STRUCTURED GAMEPLAY OVERVIEW

When using structured gameplay, the game is broken down into a series of **rounds**, each of which is further broken down into a series of **turns**. During a single round, each Player Character and Non-Player Character gets one turn, during which they have the opportunity to accomplish tasks and perform various actions.

Rounds can last for roughly a minute or so in time, although the elapsed time is deliberately not specified. Players should keep in mind that a round lasts long enough for their character to move to a new location and perform an important action. They should also remember that although each round is broken up into turns that happen sequentially in gameplay, narratively the turns are occurring at roughly the same time.

Structured gameplay events (also called **encounters**) such as combat follow these steps:

STEP 1: DETERMINE INITIATIVE

At the beginning of the first round of combat, all players and NPCs need to determine in what order the characters will take their turns. This is referred to as the **Initiative order**.

To determine the Initiative order, each Player Character and NPC makes a **Simple (-) Cool or Vigilance check** (for more information on which to use, see the **Cool or Vigilance?** sidebar). Once all Initiative checks have been made, the GM notes down the results of each check and ranks them in order, from highest number of successes to lowest number of successes. If two checks are tied, the check with more 🎲 is ranked higher. If a Player Character and an NPC are still tied, the Player Character is ranked higher. This is the Initiative order.

STEP 2: ASSIGN INITIATIVE SLOTS

Once the GM has determined the Initiative order, he notes which results were generated by Player Characters, and which results were generated by NPCs. The results generated by Player Characters become Player Character Initiative slots. The results generated by NPCs become NPC Initiative slots.

STEP 3: PARTICIPANTS TAKE TURNS

Beginning at the top of the Initiative order, the players and GM fill each Initiative slot one at a time with a character turn. If the Initiative slot is a Player Character Initiative slot, then the players agree on one Player Character to fill the slot from amongst the Player Characters who have not acted that round. That Player Character then takes this turn.

CINEMATIC COMBAT

AGE OF REBELLION strives to capture the pure cinematic thrill found in the *Star Wars* universe. Combat is frequent, fast-moving, and meant to showcase the talents and abilities of the Player Characters.

The unique dice system of **AGE OF REBELLION** helps push the story-driven nature of the game forward. Even a single attack roll generates enough options (some good, some bad) to give the Game Master sufficient information to make combat far more than just a matter of rolling to hit and rolling to wound. In turn, the players are highly encouraged to provide interesting detail before rolling on an attack, in order to give the GM hooks in describing the results. Combat is similarly streamlined so the players do not bog down gameplay with too many tactical decisions; descriptions of their actions and the roll of the dice is sufficient to help visualize the violence.

If the Initiative slot is an NPC Initiative slot, then the GM chooses one NPC to fill the slot from amongst the NPCs who have not acted that round. That NPC then takes this turn.

STEP 4: ROUND ENDS

Once all NPCs and Player Characters have taken a turn, the round ends. At this point, certain effects that last until the “end of the round” may end. The GM also determines if the ongoing action warrants additional rounds, or if it has been resolved. If the ongoing action continues, repeat step three using the same Initiative order generated in step 1. If the action has been resolved and the encounter is over, proceed to step 5.

STEP 5: ENCOUNTER ENDS

Once the action has been resolved, the GM ends the encounter. At this point, any character abilities that may only be used “once per encounter” reset and any abilities that last “until the end of the encounter” expire. Each Player Character also has a chance to catch his breath and recover strain, and may take steps to help heal any incapacitated characters.

THE TURN

Each character (whether a Player Character or a Non-Player Character) gets one turn to act during each round. During this turn, the character has the chance to undertake certain activities, such as moving from place to place, using his skills, and even attacking others. The activities the character can perform during his turn are split into three categories: Incidentals, Maneuvers, and Actions.

INCIDENTALS

Incidentals are minor activities that characters can undertake that require extremely little time or effort, such as dropping something they’re holding or speaking to another character. There is no hard limit to the number of incidentals a character may perform during his turn, although the GM may veto excessive numbers of them or decide they are complex enough to warrant counting as a maneuver. The following are examples of incidentals:

- Speaking to another character.
- Dropping an item held in one’s hands.
- Releasing someone the character is holding.
- Minor movements such as shifting position, peeking around a corner, or looking behind a person.

MANEUVERS

Maneuvers are activities that are not complex enough to warrant a skill check, but do involve time and effort on the part of a character. Characters are allowed one maneuver during their turn, and certain circumstances may allow them a second maneuver as well (see below). The following are some examples of maneuvers:

- Aiming a weapon.
- Moving one range band closer or farther away from an enemy (for more on range bands, see page 146).
- Opening a door.
- Diving behind cover.
- Standing up.

ACTIONS

Actions are important activities that are vital to a character accomplishing goals. Each character may normally only perform one action during his turn, and it will likely be the most important activity he undertakes during his turn. Actions almost always involve performing a skill check, although certain character abilities may require using an action to activate them. The following are some examples of actions:

- Slicing a computer.
- Opening a locked door.
- Firing a weapon.
- Punching or grappling an opponent.
- Instructing allies with a series of orders.
- Performing first aid on an ally.
- Sneaking up on a vigilant foe.
- Climbing a cliff.

Out of all of these options, the most common during combat is likely attacking an opponent. Attacking an opponent requires a combat skill check, sometimes referred to in shorthand as a **combat check** or simply an **attack**.

MANEUVERS

Because **AGE OF REBELLION** utilizes an abstract method of describing combat, movement is similarly described in broad strokes. Characters often do far more than shoot their blasters in combat, including pulling out stimpaks to heal a wounded comrade, slicing through a computer to open a blast door, or scaling a wall to get an advantage on their opponents.

Not all undertakings require a check. These minor activities are known as maneuvers and cover a wide range of activities that any character can perform. They require an investment of time and effort on the character's part, but are simple enough that there is no chance of failure when doing them. Technically, characters perform maneuvers during narrative gameplay as well as encounters. However, maneuvers are tracked and defined during encounters because characters are more limited in their time and efforts by the frantic pace of conflict.

MANEUVER LIMITATIONS

A character may perform one free maneuver on his turn. He may also perform a second maneuver by voluntarily suffering two points of strain. (Characters may also perform a second maneuver through a particularly successful skill check, or by other means listed elsewhere.) However, regardless of the source, **a single character may not perform more than two maneuvers during his turn.**

MANEUVERS OUTSIDE A CHARACTER'S TURN

In some cases, a character may even be able to perform a maneuver when it is not his turn. A stormtrooper rolling horribly on a Stealth check to ambush a character may generate a number of failures on his check. The GM may decide that the blunder allows his would-be victim the opportunity to perform a maneuver, even though it is the stormtrooper's turn.

Any bonus maneuvers gained outside of a character's turn do not count towards the aforementioned limit of two maneuvers a character may perform during his turn—specifically because it happens outside of the character's turn. These additional maneuvers are generally awarded at the providence of the GM, and thus there is no hard-and-fast limit to the number of maneuvers that can be awarded in this manner. However, the GM would be wise to limit the number of out-of-turn maneuvers each character performs each round to one or two at most.

TYPES OF MANEUVERS



The following is a list of the maneuvers a character can perform during combat. Please note that this list is not exhaustive. The entire point of maneuvers is that they can cover any activity relatively easy to perform that still requires some amount of time and effort. While these maneuvers are deliberately general to cover as many options as possible, if a player comes up with something he wants his character to do that is not covered by this list, he should not dismiss the idea out of hand. Instead, he should explain what he'd like to accomplish to his GM, who can decide if it can realistically be performed in a single maneuver.

Some activities may also require multiple maneuvers to perform. Generally, these maneuvers must be performed sequentially, without being interrupted by the character performing other maneuvers or actions, for the task to be successful.

AIM

During combat, a character can use the Aim maneuver to steady a weapon or line up a hit before attacking, granting a bonus to his next combat check. A character only gains the benefit of aiming if he remains in his current position and does not perform any additional maneuvers or actions before his next combat check. Any damage that exceeds the character's soak also negates the benefit of aiming.

Aiming provides the character with one of the two following bonuses:

- Gain  on the next combat check. If the character spends two consecutive maneuvers aiming, he gains  on the next combat check.

PERSONAL MANEUVERS VERSUS STARSHIP MANEUVERS

This section deals primarily with maneuvers performed on the personal level—individual characters moving about and performing tasks. Starships also perform maneuvers to represent their mobility, evasion, and special moves. To distinguish the two types of maneuvers, the default use of the term applies to personal level maneuvers. Starship maneuvers are specifically prefaced with the word "starship" for easy reference. More information about starship maneuvers can be found in **Chapter VII: Starships and Vehicles**.

FLYING

Flight in **AGE OF REBELLION** is handled in two different ways. Vehicles and starships that fly use the rules found in **Chapter VII** to handle their flight. Some pieces of equipment allow individuals to mimic their flight and use these rules as well.

However, some creatures or individuals can fly, but not at the same speeds as vehicles or mechanical devices such as jump packs. In these cases, these creatures or individuals simply move from one place to the other by flying, but still use the rules presented in this chapter for situations such as combat. Their flight is handled mostly narratively, with a common-sense approach. For example, a flying creature could easily fly over difficult or impassable terrain, or fly over water without having to swim through it. It could cover vertical distances in the same way that individuals in this game cover horizontal ones. However, there are some points to keep in mind concerning flying creatures.

Creatures that can **hover** (such as insects or Toydarians, for example) rely on swiftly moving

wings, bags of lighter-than-air gas, or other systems to move while staying above the ground. These simply move in the same manner as other creatures, with the following exceptions: hovering creatures ignore difficult or impassable terrain as long as they can reasonably stay above it, and ignore the penalties for moving through water. They generally have to stay relatively close to the ground (within Medium range), unless noted otherwise.

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

- Target a specific item carried by the target, or a specific part of the target. This could allow the character to attempt to strike or shoot a weapon from his opponent's hand, for example, or target an opponent's limb to cripple him. If the character spends one maneuver aiming to do this, his next combat check suffers ■■. If he spends two consecutive maneuvers aiming, the combat check suffers ■ instead.

ASSIST

Performing the assist maneuver allows an engaged ally to add ■ to his next check. Several characters can use the assist maneuver to add more bonus ■ to the engaged ally's next check. All awarded bonus dice must be used on the assisted character's next turn, otherwise they are discarded. The Game Master should use his own discretion when allowing Players to assist one another. Some actions simply do not benefit from assistance.

GUARDED STANCE

A character can take a maneuver to assume a guarded stance, helping him defend against melee attacks. A character who performs this maneuver adds ■ to any combat checks he makes until the end of his next turn. However, he also gains melee defense +1 until the end of his next turn.

INTERACT WITH THE ENVIRONMENT

Often a single maneuver is enough to interact with the environment around a character. This is a broad category of possible interactions, such as opening a blast door, ducking behind a wall, pressing a specific button on a control panel, or grabbing a blaster off of the ground. The following are some more specifically designed examples of interacting with the environment:

- **Moving a large item.** Flipping over a table, shoving a barrel into a pursuer's path, hefting a crate; all of these would take a maneuver to perform.
- **Opening or closing a door.** Whether an electronic blast door or a primitive door with latches and hinges, opening or closing it takes a maneuver.
- **Taking cover.** Ducking behind a door jam, crouching behind a crate, or peeking around a tree trunk; all of these allow the character to gain ranged defense +11 (and some cover can grant a ranged defense higher than +11 if particularly sturdy). It takes a maneuver to take cover, but once in cover, the character keeps the bonus unless the circumstances around him change so that he would no longer benefit from cover, or he moves out of cover.

MANAGE GEAR

Managing items and equipment is accomplished by this maneuver, which can cover the following options.

- **Draw, holster, ready, or load a weapon.** This maneuver covers the basic manipulations of most

weapons, such as drawing a vibro-knife from its sheath, recharging a blaster rifle's energy cells (provided the character has additional ammo at hand—see page 129), or drawing and prepping a thermal detonator for use.

- **Draw something from storage, or put it away.** A character can perform a maneuver to retrieve an item from a pouch, backpack, satchel, bandolier, or some other accessible container. This can also be used to stow items in a similar fashion.

MOUNT OR DISMOUNT

Mounting and dismounting a domesticated animal such as a trained dewback or a tauntaun requires a maneuver. (Successfully mounting an **untrained** animal, however, requires a **Medium (◆◆) Survival check**, which may be harder depending on how ornery the GM feels the animal is.) Similarly, mounting a vehicle, sliding into a cockpit, or otherwise engaging a vehicle for piloting or a gunnery station for use requires a maneuver as well.

MOVE

This maneuver allows the character to move within his environment. The game defines several different broad types of movement. When characters move, they do one of the following:

- **Change range increment.** Performing this maneuver allows a character to move between short and medium range relative to another person or object. This also allows characters to move between medium and long range by performing two maneuvers, or between long and extreme range by performing two maneuvers. When covering long distances, multiple maneuvers do not have to be performed on the same turn, but the character is not considered to

be in the new range increment until all required maneuvers have been performed. For more detail on determining range, see **Range Bands**, page 146.

- **Engage or Disengage from an opponent.** If a target is already within short range of a character, the character can perform a maneuver to engage that target. If the character is engaged with an opponent or adversary, he must perform a maneuver to disengage with that opponent before moving to any other location. This only changes his range relative to his opponent from “engaged” to “short” and represents the effort of backing away and avoiding his opponent's attacks. Characters do not need to perform this maneuver to leave an engagement consisting only of friendly characters or allies.
- **Moving within short range.** Performing this maneuver allows an unengaged character to move to another position that is currently within short range of him.

DROP PRONE OR STAND FROM PRONE

Dropping prone and standing from a prone position each require a maneuver. Dropping prone allows the character to add ■ to all ranged attacks made against him, although he also must add □ to all melee attacks made against him.

PREPARATION

Some actions require additional preparation to perform safely. The preparation maneuver is generally performed in conjunction with another ability to confer a bonus, offset a penalty, or fulfill a requirement. The individual talents or abilities that utilize the preparation maneuver define its specific effect. It is sometimes abbreviated under the requirements as “prepare.”

ACTIONS

During a character's turn, he generally has the chance to perform one primary activity. This is the character's action. Actions include any activity complex enough to warrant involving a skill check, and can range from slicing open a computer system to shooting a blaster.

ACTION LIMITATIONS

A character may only perform one action in a turn. Some characters may have abilities allowing them to perform an action as a maneuver. This does not violate the limit of one action per turn, however, as the action now counts as a maneuver.

TYPES OF ACTIONS

There are five major types of actions a character can perform during his turn: exchanging an action for a maneuver, spending the action to activate an ability or talent, activating a Force power, performing a skill check, and performing a combat check. The last, performing a combat check, is actually a variation on performing a skill check. However, enough unique circumstances surround it that it requires its own entry.

EXCHANGE AN ACTION FOR A MANEUVER

A character may exchange his action for an additional maneuver during his turn. He may then perform any maneuver he would be able to perform normally, following all the rules that govern maneuvers. However, he still may not perform more than two maneuvers during his turn, no matter how he gained access to them.

SPEND AN ACTION TO ACTIVATE AN ABILITY

Certain abilities or talents can require an action to activate. When a character spends an action to activate an ability or talent (even if spending the action does not require a check or any other activity on the character's part), he has used his action for his turn. He may not take a second action, unless he specifically has an ability that would grant him a second action.

ACTIVATE A FORCE POWER

Most Force powers require an action to use. These are covered in more detail in **Chapter VIII: The Force**.

PERFORM A SKILL CHECK

The most common actions that most characters take during their turn are actions that require a skill check to resolve. In other words, these are activities for which success is not guaranteed or for which the failure of the task may be important to the ongoing story. For example, walking from one place to another does not bring with it any inherent risk of failure (the characters are assumed to be competent enough to handle walking from one location to another), and even if they could fail, failing would not significantly change the ongoing story. However, trying to cross a chasm on a tightrope to escape pursuit both brings an inherent risk of failure (falling and dying) and failing can advance the story (whether or not the character escapes pursuit). Therefore, a Coordination check would be called for, and if it occurred during an encounter, it would require an action to perform.

Most skill checks and what they can accomplish are covered in **Chapter III: Skills**. What a character can do with a skill outside of an encounter is the same as what he can do with it inside of an encounter. The only difference is that inside an encounter, he has certain time limits imposed. In fact, the GM can determine that certain activities may require more than one action to perform, if they would normally take a great deal of time (or are time-consuming enough that they cannot be performed while the encounter continues; the character must wait for the encounter to end before attempting the activity).

Combat checks, however, are unique enough that they require a separate description.

RANGED ATTACKS AND MELEE ATTACKS

Ranged attacks or a **melee attacks** are two different types of **attacks**, meaning they are also two different types of **combat checks**. A ranged attack is an attack made with a ranged weapon of some sort, most likely an attack made using the Ranged (Light), Ranged (Heavy) or Gunnery skill. A melee attack is an attack made in close combat with an opponent with a weapon designed for use in close combat, most likely an attack made with the Melee or Brawl skill.

PERFORM A COMBAT CHECK

A player makes a **combat check** when he uses a combat skill to attack a target. This is also referred to as an **attack**. The combat skills in **ACE OF REBELLION** consist of the following: Brawl, Gunnery, Melee, Ranged (Light), and Ranged (Heavy). All of these skills are covered in **Chapter III: Skills**. However, in brief, Brawl pertains to hand-to-hand combat without weapons, Melee governs fighting with close combat weapons such as vibro-axes, Gunnery handles using heavy, crew-served weapons, Ranged (Light) covers fighting with pistols, and Ranged (Heavy) covers fighting with rifles and other ranged weapons.

The first and foremost point to keep in mind is that a combat check is a skill check. It follows all the rules and procedures for making a skill check, including the steps for assembling the dice pool. However, there are additional steps included in a combat check. All the steps a combat check follows are detailed here.

1. DECLARE AN ATTACK AND SELECT TARGETS

The character chooses to make an attack. He selects what skill he will use to make the attack, and if the skill requires a weapon to use, which weapon he will be using. He then declares the target of his attack.

2. ASSEMBLE THE DICE POOL

The character then assembles his dice pool based on the skill, its characteristic, and any applicable talents and other abilities. Certain conditions, such as the effect of a Critical Injury or an environmental effect, may also contribute dice to the dice pool. See page 18 for more information on building a dice pool.

TABLE 6-1: RANGED ATTACK DIFFICULTIES

Range Band	Difficulty
Engaged	Easy (◆) plus modifiers depending on weapon used, see page 147.
Short	Easy (◆)
Medium	Average (◆◆)
Long	Hard (◆◆◆)
Extreme	Daunting (◆◆◆◆)

The difficulty of a combat check depends on whether the attack is a ranged attack (using Ranged (Light), Ranged (Heavy), or Gunnery) or a melee attack (using Melee or Brawn). Melee attack difficulties are always **Average** (◆◆). Ranged attack difficulties depend on the distance the target is from the active character, or in other words, the range band the target occupies. **Table 6–1: Ranged Attack Difficulties** lists difficulties as they relate to different range bands. See page 146 for more information about range bands.

3. POOL RESULTS AND DEAL DAMAGE

Once the player rolls the dice pool for his character, he evaluates the results. As with any skill check, the check must generate more ★ than ▼ to be successful.

When making a combat check, if the check is successful each uncanceled ★ adds +1 damage to a successful attack. If the attack affects multiple targets, the additional damage is added to each target.

4. RESOLVE ☹ AND ☹

As with every skill check, ☹ and ☹ can be spent to gain incidental beneficial effects on a combat check. However, just as the rules governing encounters are somewhat more regimented than the rules governing narrative gameplay, some of the options governing the spending of ☹ and ☹ are more clearly defined. In encounters, the player controlling the activated character determines how his character spends ☹ and ☹, unless the GM has a specific reason to decide for him instead.

The first and foremost way to spend ☹ and ☹ in an attack is to activate a Critical Injury or active weapon qualities. As described on page 115 and page 153, each weapon has a Critical Rating that consists of a numeric value. The user can spend that many ☹ to inflict one Critical Injury on the target, in addition to regular effects and damage. Remember, a Critical Injury can only be triggered on a successful hit that deals damage that exceeds the target's soak value. For more information on Critical Injuries, see page 153.

Weapon qualities are special effects and abilities that apply only when using that particular weapon. They come in two forms, active and passive. Active abilities require the user to spend a certain number of ☹ to trigger them. Generally this is ☹☹, although some qualities may require more or less. Passive qualities always grant their effect. Qualities may inflict effects on a target, which unless specified otherwise, are always in addition to other effects, Critical Injuries, and damage.

In addition to always counting as an additional ★, ☹ can be spent to activate these abilities as well. A ☹ may be spent to inflict one Critical Injury (no matter what the Critical Rating of the weapon is). In addition, a ☹ may be spent to activate one weapon quality, no matter how many ☹ it would normally take to do so.

However, there are other options for spending ☹ and ☹ as well. A list of the most common can be found on **Table 6–2: Spending ☹ and ☹ in Combat** on page 145. Keep in mind, these are not intended to be the only options available. As always, players and GMs may invent other ways to spend ☹ and ☹ depending on the specific circumstances of the encounter, and any option that the players and GM agree upon can be viable.

5. RESOLVE ☹ AND ☹

In the same fashion that the controlling player determines how his character spends ☹ and ☹ in his combat check, the GM then determines how to spend any ☹ and ☹ generated in the check. By default, the GM determines how ☹ and ☹ are spent, although in some cases (such as checks made by NPCs) he may give the players the option to spend these instead.



Unlike ☹ and ☹, most weapons do not have specific options for spending ☹ and ☹—although this is not always the case. Some particularly volatile or dangerous weapons do have these options, and if they do, the options are detailed in the weapon's description. There are specific options for spending ☹ and ☹ in encounters, however, and the most common of these can be found on **Table 6–3: Spending ☹ and ☹ in Combat** on page 145. As with ☹ and ☹, keep in mind that these are not intended to be the only options available. As always, GMs may invent other ways to spend ☹ and ☹ depending on the specific circumstances of the encounter, and any option that the players and GM agree on can be viable.

6. REDUCE DAMAGE, APPLY TO WOUND THRESHOLD, AND APPLY CRITICAL INJURIES

When a character suffers damage, he reduces the damage received by his soak value. If any damage remains after this reduction, he suffers that many wounds. If the net result is zero or negative, the character suffers no wounds. If the character suffers damage from multiple hits in an attack, he applies his soak value to each hit individually. For more information on damage and wounds, see **Wounds, Strain, and States of Health** on page 152.

EXAMPLE: APPLYING SOAK

Eshe is wearing padded armor, and with her natural Brawn, she has a total soak value of five. A successful hit with a blaster pistol deals nine points of damage to her. Her soak value absorbs five points of damage, resulting in four wounds.

An attack may also generate a Critical Injury. This may occur because the weapon's Critical Rating triggered, or because the target suffered wounds greater than its wound threshold. More about Critical Ratings is explained in **Step 4. Resolving**  and .

When a Critical Injury is inflicted, the attacker rolls percentile dice on **Table 6–10: Critical Injury Result** on page 154. The result of the dice roll indicates which Critical Injury is applied.

DEFENSE

Defense, or more specifically, **defense rating**, is one of the factors determining how difficult it is to land a successful attack during combat. Defense rating represents the abilities of shields, armor, or other defensive systems to deflect attacks entirely, or absorb or lessen incoming blows.

Defense rating is most commonly provided by shields, and as such is usually limited to vehicles and starships. However, characters may gain a defense rating either through talents that increase their ability to dodge and absorb blows, armor designed to reflect and diffuse shots, or even expensive personal shield generators.

A character adds a number of ■ equal to his defense rating to all combat checks directed against him.

SOAK

A character's soak value helps protect him from incoming wounds. Most creatures and characters have a default soak value equal to their Brawn rating. Most types of armor or other forms of protection provide additional soak (see **Chapter V: Gear and Equipment**).

When taking damage from attacks (any action involving a combat skill check) or other sources of physical damage (such as being struck by a falling rock or being hit by a landspeeder), the character may reduce the damage taken by his soak value. After calculating the total amount of damage inflicted, subtract the total soak value from that damage total. The result is the number of wounds the character

Some weapons and talents modify this critical hit roll, potentially making a critical hit more or less effective. If an attack generates enough  to trigger more than one critical, the character makes a single critical roll, adding +10 to the result for each additional time the critical rating is triggered.

MELEE AND RANGED DEFENSE

A character's defense rating can be characterized as one of three types: general defense rating, melee defense rating, and ranged defense rating. General defense rating works against all combat checks directed against the character. Melee defense rating only works against close combat checks directed against the character (Brawl and Melee checks). Ranged defense rating only works against ranged combat checks directed against the character (Ranged (Light), Ranged (Heavy), and Gunnery checks).

Multiple sources of defense do not stack. However, the character always uses the best defense rating available to him. If he possesses a defense rating of 1 against all attacks, but a defense rating of 2 against melee attacks, he applies the defense 2 against all close combat attacks.

suffers. If the soak reduces the damage to zero or less than zero, then the character takes no damage. If the character suffers multiple hits from a single attack (such as from a weapon with Auto-Fire), he may apply his soak to each hit separately.

Different sources of soak stack, such as heavy assault armor and subdermal plating. Multiple applications of the same source do not stack—a character cannot wear three suits of heavy assault armor and stack the soak bonuses from each.

Soak does not reduce strain inflicted on a target, except in specific instances (such as with weapons with the Stun Damage quality).

TABLE 6-2: SPENDING  AND  IN COMBAT






























Cost	Result Options
 or 	<p>Recover 1 strain (this option may be selected more than once).</p> <p>Add  to the next allied active character's check.</p> <p>Notice a single important point in the ongoing conflict, such as the location of a blast door's control panel or a weak point on an attack speeder.</p> <p>Inflict a Critical Injury with a successful attack that deals damage past soak ( cost may vary).</p> <p>Activate a weapon quality ( cost may vary).</p>
  or 	<p>Perform an immediate free maneuver that does not exceed the two maneuver per turn limit.</p> <p>Add  to the targeted character's next check.</p> <p>Add  to any allied character's next check, including the active character.</p>
   or 	<p>Negate the targeted enemy's defensive bonuses (such as the defense gained from cover, equipment, or performing the Guarded Stance maneuver) until the end of the current round.</p> <p>Ignore penalizing environmental effects such as inclement weather, zero gravity, or similar effects until the end of the active character's next turn.</p> <p>When dealing damage to a target, have the attack disable the opponent or one piece of gear rather than dealing wounds or strain. This could include hobbling him temporarily with a shot to the leg, or disabling his comlink. This should be agreed upon by the player and the GM, and the effects are up to the GM (although the Critical Injury table is a good resource to consult for possible effects). The effects should be temporary, and not too excessive.</p> <p>Gain +1 melee or ranged defense until the end of the active character's next turn.</p> <p>Force the target to drop a melee or ranged weapon it is wielding.</p>
	<p>Upgrade the difficulty of the targeted character's next check.</p> <p>Upgrade any allied character's next check, including the current active character.</p> <p>Do something vital, such as shooting the controls to the nearby blast doors to seal them shut.</p>
 	<p>When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as blowing up his blaster or destroying a personal shield generator.</p>

TABLE 6-3: SPENDING  AND  IN COMBAT

Cost	Result Options
 or 	<p>The active character suffers 1 strain (this option may be selected more than once).</p> <p>The active character loses the benefits of a prior maneuver (such as from taking cover or assuming a Guarded Stance) until he performs the maneuver again.</p>
  or 	<p>An opponent may immediately perform one free maneuver in response to the active character's check.</p> <p>Add  to the targeted character's next check.</p> <p>The active character or an allied character suffers  on his next action.</p>
   or 	<p>The active character falls prone.</p> <p>The active character grants the enemy a significant advantage in the ongoing encounter, such as accidentally blasting the controls to a bridge he was planning to use for his escape.</p>
	<p>The character's ranged weapon immediately runs out of ammunition and may not be used for the remainder of the encounter.</p> <p>Upgrade the difficulty of an allied character's next check, including the current active character.</p> <p>The tool or melee weapon the character is using becomes damaged (see page 116).</p>

RANGE BANDS

AGE OF REBELLION relies on broad terms used to describe ranges and distances. Rather than have a player's attention focused on a grid, counting squares, **AGE OF REBELLION** uses more abstract means to represent position, distances, and ranges, thus allowing the players to focus on the action and the adventure.

The distance between two points—people, objects, or adversaries—is defined by general range categories. These range categories are used to determine how far a ranged attack can reach, how far apart two people are from each other, how much effort is needed to move between two places, and so on. The most common ranges are short, medium, long, and extreme range. Another relative position exists—engaged—to represent characters that are in extremely close proximity to each other.

THE FIVE RANGE BANDS

For ease of play, distance in **AGE OF REBELLION** is divided up into five different bands, from engaged to extreme. As always, the GM has final say in determining the range between the attacker and the target.

With the engaged status and the range bands, the GM is free to describe things dynamically and set scenes without having to worry about exact distances. Exact distances in meters do not matter. The details and adventure come first, creating a vivid picture for the players, while allowing the GM to quickly provide the mechanical information players need to use their actions and build strategies.

ENGAGED

To reflect two or more targets close enough to interact directly with each other, there is a special range status called engaged. Two characters engaged with each other are in very close proximity. A soldier needs to be engaged with a target to hit him with his vibrosword. Two or more characters engaged with each other is called an engagement.

Engaged is also used to indicate that a person is close enough to an item to use it. A slicer needs to be engaged with a security terminal to attempt to hack it. A pilot needs to be engaged with his starship to board it. A sharpshooter needs to be engaged with a tree if he wants to hide behind it for cover while scoping his target. The engaged status simply indicates that two things are close enough to each other to directly interact.

Consider engaged as a sub-category of short range. Obviously, someone can be slightly further away if they're at short range, rather than if they're engaged with someone. However, the distance is relatively mi-

nor. Thus, spending a maneuver to move to engage someone or something is as much a matter of moving into combat (or out of combat) cautiously enough to avoid a return blow—or flipping open and focusing one's attention on a device—as much as it is moving a physical distance.

SHORT RANGE

Short range indicates up to several meters between targets. Many thrown weapons and small firearms are most accurate at short range. Two people in short range can talk comfortably without raising their voices. Moving to another spot within short range is usually easy to do and generally only requires one maneuver.

MEDIUM RANGE

Medium range can be up to several dozen meters away. More reliable pistols can reach to medium range. Few thrown weapons can reach this far. Two people in medium range of each other need to talk loudly to hear each other. Moving from short range to medium range takes little exertion, and generally requires one maneuver.

LONG RANGE

Long range is further than a few dozen meters. Blaster rifles, mounted weapons, and weapons that use the Gunnery skill can reliably reach this far without too much trouble. Two people in long range of each other need to yell loudly to hear each other. Moving from medium range to long range requires two maneuvers, as it is more time consuming than moving between medium range and short range. This means that in most cases, a character cannot close the distance between short and long range in a single round, as it would take three maneuvers (one for short to medium, two for medium to long).

EXTREME RANGE

Extreme range is the farthest range at which two targets can interact. High-tech sniper weaponry and some vehicle-mounted armaments may reach out to this range. Two people at extreme range may not be able to hear each other even if they shout. Moving between long range and extreme range can be time-consuming and exerting, and requires two maneuvers. This means that in most cases, a character can move the entire distance between long and extreme range in a single round, but will suffer strain or give up his action to do so.

RELATIVE POSITIONING

Because of the narrative, abstract way in which distance is measured, both the players and Game Master must be aware of how positioning relative to two or more targets is measured. Once combat begins, the Game Master will tell each player where his character is relative to the opponents—it is then up to the player to track his range relative to those opponents as the battle progresses.

For example, during a battle within a huge hangar bay, the PCs are ambushed by four stormtroopers—two approach from one side and two on the other—considered at the medium range band to the characters. During their turns, the PCs split up to attack. Two of the PCs move towards one group of stormtroopers, getting within short range, and

the other group moves to the opposite set of stormtroopers. Both groups of characters are now within short range to their specific targets, but medium range to the other group of targets.

The difference between personal and planetary ranges of scale should be considered separately. At a planetary scale, two starships attacking each other at short range does not translate to being short at a personal range—the distance is considered far past extreme for a personal range, even with Ranged (Heavy) weapons. Similarly, two docked ships are considered engaged at a planetary scale, but a gun battle on the surface of either ship utilizes the personal range bands where characters may be at long or even extreme range from each other.

PLANETARY SCALE RANGE

The distances and range bands presented here are based on the personal scale for characters. Starships and vehicles may use these range bands, or much larger range bands, based on the needs of the story. On a planet's surface, these range bands may suffice, while in the depths of outer space in the midst of a heated starship battle, the range bands represent much larger distances and positions. See the starship section for more details on planetary and starship-based ranges and distances.

A good guideline is that the close range on planetary scale picks up where the extreme range of personal scale ends—it's the next step in ranged bands. However, the scale is so much bigger that a single person could never use maneuvers to move next to a target that's "close" to him on a planetary scale—the distance may be up to several kilometers and take hours of walking. Further range bands on a planetary scale would be even more extreme. Planetary scale ranges are explained further on page 171 in **Chapter VII: Starships and Vehicles**.

ADDITIONAL COMBAT MODIFIERS

The prior sections cover the fundamentals of making a basic combat check. However, combat rarely occurs in a vacuum. Any number of things can modify a combat check, from environmental factors to actions the character chooses.

This section discusses those modifiers. The first part of this section covers conditional and situational modifiers. The second part of this section covers outside factors such as environmental effects.

CONDITIONAL AND SITUATIONAL MODIFIERS

Character choices can modify combat checks in many ways, some good and some bad. These choices can often provide additional benefits, as well.

MAKING RANGED ATTACKS AT ENGAGED TARGETS

Sometimes, characters may want to attack a target that's engaged with another character. If the two characters are both enemies, the attacker may not worry



CUSTOM SKILLS IN COMBAT

Some players may have characters that use custom combat skills. This is acceptable within the game (as long as the GM is fine with it). However, many of the rules in this chapter are written with the five basic combat skills in mind, and do not mention custom combat skills specifically. Thus, players need to determine beforehand whether these skills are used to make ranged attacks or close combat attacks. Ideally, they should determine what existing skill their new, custom skill is most similar to, and apply the same modifiers to their new skill that apply to the original skill.

TABLE 6-4: RANGED MODIFIERS


Condition	Modifier
Engaged w/Ranged (Light)	+ 1 difficulty
Engaged w/Ranged (Heavy)	+ 2 difficulty
Engaged w/Gunnery	May not make Gunnery checks when engaged with an opponent.

about whom he might hit. However, if one of the characters is an ally, then things become more dangerous.

When attacking a target engaged with an ally, the attacker upgrades the difficulty of the check by one (for more on upgrading difficulty, see page 21). In addition, if the attacker's check succeeds but he generates at least , that  is automatically spent to make the attacker hit one of the individuals engaged with the target (of the GM's choice), instead of the target.

MAKING RANGED ATTACKS WHILE ENGAGED



Sometimes, characters may want to make a ranged attack while they're engaged with an opponent. Such an action can be risky; a character may find it hard to take the time to line up a shot while an opponent is swinging a vibro-ax at him!


Any opponent engaged with the character when he makes a ranged attack (no matter who the target is), may add  to his next Brawl or Melee check against that character. He automatically loses this bonus if either he or the character are no longer engaged with the other.

In addition, the difficulty of some ranged attacks increases while engaged, and other ranged attacks become impossible. See **Table 6-4: Ranged Modifiers** for more information.

ATTACKING PRONE TARGETS AND ATTACKING WHILE PRONE

A character who is knocked down, unconscious, or willingly drops prone is considered prone.

Prone characters are easier to hit with certain combat checks and find it harder to use certain combat skills. A character gains  when attacking a prone target with a Melee or Brawl check. A prone character suffers  when making a Melee or Brawl check from a prone position.

Prone characters are harder to hit with ranged attacks but suffer no penalties when making ranged attacks. When a character attacks a prone target with a Ranged (Light), Ranged (Heavy), or Gunnery check, he suffers .

Some attacks or weapons may cause a character to become prone—this is indicated in individual weapon, talent, or creature attack entries. Getting knocked prone may be the result of a failed Coordination check or the activation of a weapon's special quality.


TWO-WEAPON COMBAT






A character may opt to carry a Ranged (Light) weapon or a one-handed melee weapon in each hand, increasing his volume of attacks at the expense of accuracy.

When attacking with two weapons, the character must be wielding two weapons that can each be reasonably held and wielded in one hand. Generally, these weapons are Ranged (Light) weapons—generally pistols and grenades—and one-handed melee or brawl weapons. If it's unclear whether or not a weapon can be wielded one-handed, the GM makes the final determination.

To make the attack, he performs a **combined check**. First, the character denotes one weapon as the primary weapon. When making the combined check, he will be attacking with this weapon. He then determines what skills and characteristics he would use when making attacks with his primary weapon, and his secondary weapon (the other weapon he wields). Finally, he determines his target.

To assemble the dice pool for this check, the player compares the skills that would be used to make an attack with each weapon, and compares the characteristics that would be used to make an attack with each weapon. He then takes the skill that he has lower ranks in, and the characteristic that he has lower ranks in, and uses this skill and characteristic to assemble his dice pool. It's very possible that the ranks in either the skills or characteristics are equal, in which case he can use either. If both checks would use the same skill or characteristic, he simply uses that skill or characteristic.

He then compares the difficulty of the two combat checks he would make with each of his two weapons to hit his target, and selects the check with the higher basic difficulty (more ). He then increases the difficulty by one if the two skills in the combined check were the same, and by two if they were different. He then makes the check.

If he succeeds, he hits with his primary weapon as normal. He may also spend   or  to hit with his secondary weapon as well. If both weapons hit, he may spend additional  or  to activate qualities from either weapon. Each hit deals its base damage, + 1 damage per uncanceled success.

UNARMED COMBAT

Although most characters probably feel more comfortable going into a fight with a good blaster in their hand, there are times they must rely on their fists,

GRAPPLING

AGE OF REBELLION, being a more narrative game, does not possess specific rules for grappling. Instead, the unarmed combat rules have been designed to narratively cover multiple unarmed fighting techniques, including grappling. For this reason, the basic Brawl attack allows characters to deal damage to the target's strain threshold, and can knock them prone and disorient them. This allows for the narrative of a grapple (which is often intended to incapacitate without killing) without additional rules.

feet, or other appendages. Of course, some species, such as Wookiees, positively relish a good brawl.

Characters fighting unarmed generally use the Brawl combat skill. Unlike other combat skills, the Brawl skill is designed to be used independently of any weapons (although there are some weapons that can be used in conjunction with the Brawl skill).

When making an unarmed combat check using Brawl, the character's attack has a base damage of his Brawn rating, a range of engaged, a Critical Rating of 5, and the Disorient 1 and Knockdown qualities. Finally, when making a Brawl attack, the attacker can choose to deal damage to the target's strain threshold instead of its wound threshold, still reducing the damage by the target's soak.

Unlike other weapons, Brawl weapons augment this basic attack. Brawl weapons can add damage to this attack (as indicated in the Brawl profile on page 120), and may have an improved Critical Rating and additional weapon qualities. When using a Brawl weapon, the user can choose to use its Critical Rating instead of the standard Brawl Critical Rating. He also adds the additional weapon qualities to the qualities already provided by the Brawl attack. If the weapon provides an improved version of an existing quality, the character uses the improved version.

IMPROVISED WEAPONS

Sometimes a character doesn't have a real weapon available and must make do with anything that is on hand. This includes broken bottles, rocks, sticks, and the like. Improvised weapons use the Melee skill, and like all Melee weapons, the attacker adds his Brawn to the damage dealt. Just like weapons with the Inferior quality, improvised weapons generate one automatic

⚙️ on any check. Improvised weapons deal damage based on their size and general weight, as described in **Table 6-6: Improvised Weapons**. Any attack roll that results in a 🗡️ or ⚙️ indicates that the improvised weapon breaks and is useless in further rounds of combat. Large improvised weapons also require two hands to use as long as the user is silhouette 1.

SIZE DIFFERENCES (SILHOUETTES)

Generally, it is a character's skill that governs his chances of hitting a target. However, some targets are easier to hit than others, usually because of their size. Size, or **silhouette**, is usually used to determine the difficulty of attacks made from vehicles or starships (as described in **Chapter VII: Starships and Vehicles**), as vehicle weapons are powerful and long-ranged enough that relative sizes matter more than distance. However, silhouettes can affect attack difficulties in standard combat as well.

When a character makes an attack against a target with a silhouette two points or more larger than he is, he decreases the difficulty of the check by one. When a character makes an attack against a target with a silhouette two or more points smaller than he is, he increases the difficulty of the check by one. (Vehicles and starships can have an even more difficult time shooting at targets with greater differences in silhouettes, but when it comes to characters, checks are only modified somewhat due to size).

Table 6-5: Silhouettes and Characters has a list of example silhouettes that covers the size of most creatures the PCs may encounter. The most important thing to remember is that most characters are silhouette 1.

TABLE 6-5: SILHOUETTES AND CHARACTERS

Silhouette	Example
0	Jawas, Ewoks, astromech droids, any smaller creatures.
1	Humans, Wookiees, Gand, Rodians, Trandoshans, Twi'leks, humanoid droids, Bothans, and most humanoid species.
2	Dewbacks, wampas, tauntauns, banthas, most riding animals.
3	Rancors, krayt dragons, other large and dangerous creatures.
4+	There are some creatures in the galaxy even larger than those listed.

TABLE 6-6: IMPROVISED WEAPONS

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

ENVIRONMENTAL EFFECTS

The galaxy is made up of countless environments, from the frozen wastes of Hoth to the steamy jungles of Yavin 4 and the kilometer-high skyscrapers of Coruscant. Characters can often find themselves fighting in hazardous or exotic circumstances, from the cold hard vacuum of space to the infernal heat of a volcanic planet. Canny combatants know that taking advantage of their environment can often make all the difference between triumph and defeat in an engagement. The following sections cover rules imposed by those environments.

CONCEALMENT (DARKNESS, SMOKE, AND INTERVENING TERRAIN).

Concealment is a situation that occurs when a character is harder to spot because of environmental effects such as darkness, smoke, tall grass, or mist. Concealment imposes penalties on ranged attacks and sight-based skill checks such as Perception. Conversely, it can provide bonuses for other skill checks, such as Stealth.

The exact bonuses and penalties can be modified by the GM if needed. However, in general, concealment can be divided into levels based on how obscuring the concealment is. See **Table 6-7: Concealment** for examples of different types of concealment. In each case, the type of concealment adds a number of ■ equal to the “dice added” entry to any Ranged (Light), Ranged (Heavy), Gunnery, and Perception checks against targets with concealment. Alternatively, it adds a number of □ equal to the “dice added” entry to any Stealth checks made by a character with concealment. These bonuses or setbacks may also be added to other skills if the GM feels it’s appropriate.

TABLE 6-7: CONCEALMENT

Dice Added	Examples
+ 1	Mist, shadow, waist-high grass.
+ 2	Fog, the darkness of early morning or late evening, thick, shoulder-high grass.
+ 3	Heavy fog, thick and choking smoke, the darkness of night, dense, head-high underbrush and thick grass.

COVER

When the blasters start firing, most characters dive for cover. To keep things simple, being behind some sort of cover—a rock, crate, wall, or vehicle, for example—increases the character’s ranged defense by 1 and can add ■ to certain skill checks, such as Perception. A single ■ is sufficient for most situations, although the GM may add additional ■ if the target is particularly well

covered, such as a target firing from within a trench, inside a blockhouse, or any other prepared position. The same holds true for the increase in ranged defense.

DIFFICULT AND IMPASSABLE TERRAIN

Difficult terrain is a catch-all description of terrain that is hard to move through or over. It can include tight passageways, slippery ice, thick undergrowth, loose rubble, shifting sand, or waist-deep water (or any number of other circumstances). Essentially, it’s terrain that characters move through with difficulty. Characters entering or moving through difficult terrain must perform twice as many maneuvers to move the same distance they would in normal terrain.

Impassable terrain is a description of terrain that is simply impossible to move through via maneuvers. This includes sheer cliffs, walls higher than a character can reach through jumping, or deep pits. Impassable terrain is not always an insurmountable obstacle, but it is an obstacle that requires special skills to circumvent. Depending on the impassable terrain in question and the resources at the character’s disposal, the GM may allow the character to overcome impassable terrain by using a skill, probably the Athletics or Coordination skill (see **Chapter III: Skills**). During an encounter, this means the character must spend at least one action (and possibly give up one or more maneuvers) to accomplish this.

GRAVITY

Although antigravity has existed in the galaxy for thousands of years, characters might still find themselves in a situation where they are away from an anti-grav device, floating in open space, or walking in the crushing gravity of a supergiant planet.

Normal gravity is the default and does not affect any skill checks, attacks, and the like. Most habitable planets possess gravity close enough to normal as to be unnoticeable. Starships and space stations also possess devices that provide normal gravity. However, sometimes the characters end up in an environment without normal gravity.

Heavier-than-normal gravity adds up to ■■■ to any Brawn-based skill checks (except Resilience) and the Coordination skill, depending on how heavy the gravity is. Lighter-than-normal gravity adds up to □□□ to any Brawn-based skill checks (except Resilience) and the Coordination skill, depending on how light the gravity is.

Zero gravity, on the other hand, does not grant any □ or ■ to Brawn or Agility-based checks, because moving in zero gravity is completely different than moving in a

gravity field. Characters can move in three dimensions in zero gravity, but they count all movement as through difficult terrain, due to having to constantly grab handholds, evaluate angles, and so-forth.

A character's encumbrance threshold does not change due to different gravity, and items still maintain their usual encumbrance. This is because an item's weight may change, but its size and mass (and therefore its inertia) do not. Those pesky details can prove an unpleasant surprise to inexperienced spacers who attempt to shift something large and heavy while in zero gravity.

WATER AND SWIMMING

Bodies of water such as lakes, rivers, oceans, or swamps are types of terrain encountered on most planets in the galaxy, and sometimes characters must cross them. Most species have some ability to swim through liquid water, although some species are more adapted to it than others. Unless otherwise noted, characters treat any body of water as difficult terrain. The GM may also decide that some bodies of water, such as a river with a swift current or an ocean in a storm, are so difficult to move through that they require a successful Athletics check to swim. In this case, swimming through the water requires at least one action as well as any number of maneuvers to traverse.

If completely submerged in water, a character can hold his breath for a number of rounds equal to his Brawn characteristic. Once this number is reached, the character starts to drown and is treated as suffocating on each successive round until he surfaces or finds some other source of air (see page 152).

VACUUM

For spacers, vacuum is an all-too-familiar and extremely dangerous environment, lurking just outside the protective hull of their starship. Vacuum is not just the lack of breathable air; the lack of pressure and extreme heat or cold can cause veins to rupture, blood to boil, and delicate membranes to freeze or tear.

When exposed to vacuum without protective gear, a character may hold his breath for a number of rounds equal to his Brawn characteristic. Once this number is reached, the character begins suffocating. However, each round a character is exposed to vacuum, he also suffers three wounds. When the character exceeds his wound threshold, he is incapacitated and suffers one Critical Injury as normal, plus one additional Critical Injury each additional round he is exposed to vacuum (which likely will quickly result in death). This is in addition to the Critical Injuries he suffers from suffocating.

FIRE, ACID, AND CORROSIVE ATMOSPHERES

Fundamentally, the effects of fire, acids, and corrosive atmospheres are treated with the same rules. When exposed to a fire, acid, or corrosive atmospheres, the GM determines how dangerous the situation is by applying a rating. This rating is generally between 1 and 10, although higher ratings may also apply. A lower rating typically indicates minor, low-heat fire or mildly corrosive liquid or atmosphere. The higher the rating, the hotter the fire or the more corrosive the atmosphere. See **Table 6-8: Fire, Acid, and Corrosive Atmospheres** for some examples of different ratings.

Each round, a character subjected to one of these hazards suffers wounds equal to its rating at the beginning of his turn. This damage persists until he is no longer exposed to the hazard. In the case of some corrosive atmospheres, the GM may decide they do not cause damage unless inhaled. In this case, the character can hold his breath for a number of rounds equal to his Brawn before having to breathe and suffer the damage.

It is primarily up to the GM as to how long the damage from one of these sources lasts. Acids usually negate themselves after a certain period of time (as few as several rounds, or as long as several minutes or hours). Fires burn for as long as they have a fuel source, which again could be very briefly, or for a very long time. A corrosive atmosphere, on the other hand, usually deals damage as long as the character is exposed to it.

Putting out fire/neutralizing acid: A victim might be able to stop the damage by rolling around on the ground by making a Coordination check. This is an **Average (◆◆) check** on hard surfaces such as the deck of a spaceship, or an **Easy (◆) check** on grass or soft ground. Jumping into a body of water stops the damage immediately. In the case of acid, it is up to the GM to determine if the same procedures negate

TABLE 6-8: FIRE, ACID, AND CORROSIVE ATMOSPHERES

Rating	Example
1-2	Campfires, mildly caustic substances such as concentrated industrial cleansers, air filled with ash and fumes from a heavy fire.
3-5	Flammable liquids and flame projectors, dangerous substances such as industrial acids, air contaminated by chemical leaks.
6-9	Welding torches, weaponized acids, atmospheres with substantial parts dangerous gases such as ammonia.
10+	Lava, blast furnaces, atmospheres completely made of unbreathable and hazardous gases such as ammonia methane mixes with acid vapors.

the damage, or if he must apply some neutralizing substance instead. The only way to prevent damage from a corrosive atmosphere is to leave it.

SUFFOCATION

A suffocating character suffers three strain at the beginning of each of his turns, until he is no longer suffocating (how to stop suffocating depends entirely on the circumstances that led to the character suffocating in the first place, but usually involves reaching a breathable atmosphere, or removing something preventing the character from breathing). Once he exceeds his strain threshold, the character is incapacitated. In addition, at the beginning of each of his subsequent turns, if the character is still suffocating, he suffers one Critical Injury. This continues until he stops suffocating or he dies.

FALLING

Gravity kills. If a character falls from a height, the GM should determine the distance between where the character falls from and his point of impact below, then apply the closest comparable range band. Then,

TABLE 6-9: FALLING DAMAGE

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

consult **Table 6-9: Falling Damage** to determine the damage suffered. Damage is reduced by soak; however, the strain suffered is not.

A character can reduce the damage taken from falling by making an **Average (◆◆) Athletics or Coordination check**. Each ☆ reduces the damage suffered by one, while each ☺ reduces the strain suffered by one. A ☺ could, at the GM's discretion, reduce the overall distance fallen by one range band as the character grabs onto a handhold or does something else to slow his fall.

WOUNDS, STRAIN, AND STATES OF HEALTH

In the fast-paced, high-action setting of **AGE OF REBELLION**, characters are sure to find themselves in the thick of things, and are likely going to pick up a few cuts and bruises along the way. A character's health is tracked using two separate yet similar systems: strain and wounds.

WOUNDS AND WOUND THRESHOLD

A wide variety of effects can inflict physical damage—blaster shots, an angry wampa's claws, frag grenades, falling. Damage to a character's physical body is tracked using wounds. Each point of damage inflicts one wound on a character. A character can only withstand so many wounds before he is incapacitated. This is represented by the character's wound threshold.

EXCEEDING WOUND THRESHOLD

When a PC suffers wounds greater than his wound threshold, he is knocked out and incapacitated until his wounds are reduced so that they no longer exceed his wound threshold (likely through healing).

He also immediately suffers one Critical Injury. In some rare and dire circumstances, this could result in the PC's death.

When Non-Player Characters and creatures suffer wounds greater than their wound threshold, they are defeated (unless they are a high-level opponent such as a nemesis). Being defeated by exceeding their wound threshold usually entails death, but the overall interpretation is up to the GM. The GM can decide that they pass out due to shock, are so crippled that they can no longer fight, are knocked unconscious, or any other option that fits his plans for the ongoing narrative. Since non-nemesis characters do not track strain separately, but apply strain damage as wounds to their wound threshold, what happens once they are defeated may also depend on whether they were defeated due to strain damage or wound damage.

When wounds exceed a character's wound threshold, the character should track how many wounds he's exceeded the threshold by, to a maximum of twice the wound threshold. He must heal wounds until his wounds are below his wound threshold before he is no longer incapacitated.

STATES OF HEALTH

Player Characters may pass through several states of health over the course of their adventures. The state of health is a general representation on their overall fitness or well being.

A character is **unwounded** and operating at peak performance if he is currently suffering from no wounds and has no injuries.

A character is **wounded** if he has any number of wounds less than his wound threshold. At this point, he's suffered a few cuts, bruises, and scrapes. However, he has not taken any permanent or incapacitating damage. He's a bit battered, but he's still hale and hearty overall.

A character is **critically injured** if he is currently suffering from any number of Critical Injuries, regardless of how many wounds he may have. Critical Injuries are actual injuries that have some sort of detrimental effect. A character may be critically injured and wounded.

A character is **incapacitated** once he has suffered more wounds than his wound threshold or more strain than his strain threshold. Incapacitation means that a character is unconscious and no longer able to act until the number of wounds he is suffering is decreased below his wound threshold.

Since exceeding a character's wound threshold triggers a Critical Injury check, it is possible for an incapacitated character to also be Critically Injured.

STRAIN AND STRAIN THRESHOLD

While wounds and injury represent potentially life-threatening damage, a number of other stressors and effects can impair a character. Collectively, this is referred to as strain. Any effect that impairs the character, but does not inflict physical harm or wounds, is considered strain. Spending hours wandering through Tatooine's blistering deserts, a minor shock from an electric console, being battered around the inside of a trash compactor—all of these could represent types of strain. Weapons with a stun setting or other effects that impair or hinder a character generate strain.

Additionally, effects that would cause stress, fear, anxiety, or emotional turmoil also generate strain. Losing one's cool in combat during a bombardment, being berated by a superior officer, waking up to realize one has been imprisoned by the Hutts, or being boarded by an Imperial search team while smuggling goods could all represent incidents that result in strain on a character.

Strain can accumulate slowly as environmental effects, or be gained in chunks when a PC is rattled by an effect that doesn't cause damage, but does impair him.

Characters can also voluntarily suffer strain to trigger certain effects. The most common use is to voluntarily suffer two points of strain to gain one additional maneuver during a character's turn.

Some special talents may require the character to suffer one or more points of strain to activate.

EXCEEDING STRAIN THRESHOLD

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

When Non-Player Characters and creatures suffer strain, they generally apply them directly to their wound threshold (unless they are a nemesis and track strain separately).

CRITICAL INJURIES

A particularly dangerous type of wound is a Critical Injury. A Critical Injury is often the result of a critical hit from an attack during combat, but characters can also suffer them from exceeding their wound threshold, or through other means. Each time a character suffers a Critical Injury, the player rolls d100 on **Table 6-10: Critical Injury Result** to determine the extent of the injury.

The short-term effects of some injuries are temporary, and may only disorient or afflict the character for a brief amount of time. Other injuries are more serious and represent some sort of long-term debilitation or impairment. These injuries continue to affect the character until he receives the proper medical treatment to recover from the injury.

Regardless, a Critical Injury remains with the character until it is properly healed; even if the short-term effect of the Critical Injury has passed, the status of having a Critical Injury remains. Each Critical Injury a character suffers from adds +10 to any subsequent Critical Injury check. Essentially, Critical Injury is cumulative, and left untreated, even a number of relatively minor Critical Injuries can lead to devastating results.

TABLE 6-10: CRITICAL INJURY RESULT

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

OTHER ONGOING STATUS EFFECTS

Characters in **AGE OF REBELLION** can suffer status effects beyond being wounded or incapacitated. These status effects can change what a character can do during an encounter, and can be very dangerous. Alternatively, inflicting them on others can be a very potent ability indeed.

STAGGERED

A **staggered** character cannot perform actions (including downgrading actions to maneuvers). Most effects that stagger a character last for a set duration. If a set duration is not specified, the staggered effect lasts until the end of the character's next turn. If a character is staggered multiple times, each instance increases the total duration of the effect by the instance's specified duration, but may not increase the total duration beyond the scope of the present encounter.

IMMOBILIZED

An **immobilized** character cannot perform maneuvers (including maneuvers purchased via strain or spending ☹). Most effects that immobilize a character last for a set duration. If a set duration is not specified, immobilization lasts until the end of the character's next turn. If a character is immobilized multiple times, each instance increases the total duration of the effect by the instance's specified duration, but may not increase the total duration beyond the scope of the present encounter.

DISORIENTED

A **disoriented** character adds ■ to all checks he makes. Most effects that disorient a character last for a set duration. If a set duration is not specified, disorientation lasts until the end of the character's next turn. If a character is disoriented multiple times, each instance increases the total duration of the effect by the instance's specified duration, but may

STRAIN DAMAGE AND CRITICAL HITS

Although not always likely, some attacks that deal strain damage (notably stun weapons) can also trigger critical hits. Although this may seem odd, it actually makes sense. When a Player Character inflicts a critical hit on an adversary that can be incapacitated by a single critical hit (such as a minion), then they are simply incapacitated by being rendered unconscious. If PCs or nemesis NPCs suffer a critical hit from a stun weapon, this may be anything from adverse long term effects from the stun weapon to tangential injuries from being stunned (the stun shot could knock them off balance, and they take a nasty crack on the skull when they hit the ground, for example). Of course, since these critical hits would have to be triggered by the players or GM, both parties can always decide that a critical hit would not make sense in that narrative, and choose not to trigger them.

not increase the total duration beyond the scope of the present encounter.

DEATH

The dangerous galaxy of **AGE OF REBELLION** puts the Player Characters in treacherous situations, and even the most stalwart character cannot survive everything. A time may come when a PC faces his ultimate fate and perishes.

If a character ever rolls (or, through multiple or untreated Critical Injuries, otherwise suffers) a result of 151 or higher on **Table 6–10: Critical Injury Result**, he dies. A dead character cannot be brought back to life. Similarly, a destroyed droid character may not be restored—it is assumed that his central processing unit was irrevocably damaged. Either way, the player should move on and create a new character to continue the adventure.

For more on the death of a Player Character, see **Chapter IX: The Game Master**.

RECOVERY AND HEALING

While characters can be afflicted with various ailments and types of damage, there are thankfully several options for recovery. Recovery can vary in time and effectiveness, based on the resources and

expertise available to the characters. With the proper resources and sufficient time, characters can recover from virtually any encounter.

RECOVERING FROM WOUNDS

There are several ways that characters can recover from wounds. Some allow for natural, if slow, healing and others require access to high-tech medical facilities.

NATURAL REST

For each full night's rest, the character recovers one wound, regardless of the character's current state of health. At the end of each full week of rest, the character may attempt a Resilience check to recover from one Critical Injury. The difficulty is equal to the Critical Injury's severity rating. On a successful check, the character recovers from the Critical Injury and is no longer affected. On a failed check, the character retains the Critical Injury effect, but still recovers one wound. A \oplus result means the character can heal one additional Critical Injury.

Droids benefit from natural rest like any other character, as their subroutines and automated systems attempt self-repairs.

MEDICAL CARE

A character may attempt a Medicine check to help a character heal wounds. Each character may only receive one Medicine check each encounter, as there is only so much good first aid can do to help a character.

The difficulty of the check is based on the target's current state of health. On a successful check, the target recovers a number of wounds equal to the number of successes generated by the Medicine roll, and an amount of strain equal to the number of \ominus generated.

A character may also attempt to help someone recover from a Critical Injury by making a Medicine check with a difficulty equal to the severity rating of the Critical Injury (see **Table 6-11**). A character may attempt one Medicine check per week per Critical Injury.

A character may attempt to heal his own normal wounds or recover from his own Critical Injuries with Medicine, but increases the difficulty of the Medicine check by two. In addition, attempting a Medicine check without the proper equipment (see page 126) increases the difficulty of the check by one.

Droids cannot benefit from medical care. However, they do receive the same benefits from Mechanics checks based on the same guidelines and difficulty ratings as their Medicine-based equivalents. All of the guidelines and rules governing Medicine checks also govern Mechanics checks to heal droids, with the exception that a droid using Mechanics to heal himself only increases the difficulty by one, rather than two. Simply put, most droids can avoid feeling "pain" and have the self-diagnostic routines and programming to better understand how to repair themselves.

TABLE 6-11: MEDICAL CHECK DIFFICULTY

State of Health	Medicine Check
Current wounds equal half or less of wound threshold	Easy (◆)
Current wounds equal more than half of wound threshold	Average (◆◆)
Current wounds exceed wound threshold	Hard (◆◆◆)
Recover Critical Injury	Critical Injury Severity Rating

BACTA TANKS

Characters can also recover using a bacta tank. The rate of recovery depends on the character's state of health. A wounded character recovers at a rate of one wound per two hours. An incapacitated character recovers at a rate of one wound per six hours.

At the end of each 24-hour period, the character may attempt one Resilience check to remove one Critical Injury. The difficulty is equal to the Critical Injury's severity rating. On a successful check, the character recovers from the Critical Injury and is no longer affected. On a failed check, the character retains the Critical Injury effect, but still recovers one wound.

OIL BATHS (DROIDS ONLY)

Droids cannot benefit from a bacta tank. However, droids can benefit from an oil bath. An oil bath is specifically designed to help droids recover from damage and ill effects. Every hour spent in an oil bath reduces one wound as the lubricant helps facilitate the droid's self-diagnostic systems. Oil baths do not restore Critical Injuries, which are instead done with Mechanics checks.

STIMPACKS

Stimpacks are auto-injection tubes filled with medicine, bacta, and painkillers. They are field-ready emergency health recovery products. Stimpacks heal a fixed amount with no roll necessary. However, the drawback is that stimpacks offer diminishing returns over the course of a day. Characters must spend a full night's rest or wait at least 24 hours before stimpacks can be used at their full effectiveness again.

The first stimpack used on a character automatically recovers five wounds. The second stimpack only recovers four wounds, the third stimpack recovers three wounds, and so on. This means that a sixth stimpack will have no effect, as the target's body is too oversaturated with the medicine to be effective.

It requires one maneuver to inject a stimpack. The character administering the stimpack must be engaged with the target to treat them. A character with a free appendage may apply a stimpack to himself with one maneuver as well.

For Critical Injuries, a successful Medicine check is required, based on the injury's severity. Stimpacks have no effect on Critical Injuries.

EMERGENCY REPAIR PATCHES (DROIDS ONLY)

Droids cannot use stimpacks. However, they benefit from repair patches in a similar fashion as stimpacks, including the limit of five per day. However, emergency repair patches only heal three wounds per use (although their viability does not reduce over time). Fixing a droid's Critical Injuries requires Mechanics checks with a difficulty set by the Critical Injury's severity rating.

RECOVERING FROM STRAIN

Fortunately, recovering from strain is fairly easy. Taking a moment to catch his breath, eating a good meal, or spending time relaxing with friends are all ways a Player Character might recover from strain.

At the end of an encounter, each player can make a **Simple (-) Discipline or Cool check**. Each Success recovers one strain. Furthermore, a good night's rest generally removes all strain a character has suffered.

It is also rumored that some Jedi have mastered a technique that allows them to ignore the effects of strain, or ease the minds of others to help them recover more quickly.

RECOVERING FROM CRITICAL INJURIES

Since lingering Critical Injuries make subsequent injury more and more dangerous, they should be treated as quickly and efficiently as possible. Critical Injuries vary in magnitude, which represents the difficulty of any corresponding Medicine check to treat and remove the injury.

It is important to note that even if the effect of a Critical Injury has expired, the Critical Injury still persists until treated. For example, with a Critical result of "23," which indicates the Off-Balance Critical Injury, the character adds ■ to his next skill check.

Even after this effect has been applied, the Off-Balance Critical Injury still exists, and will linger until treated, making subsequent Critical Injury rolls against the character that much more dangerous.



VII

STARSHIPS AND VEHICLES

In *Star Wars*, agile landspeeders choke the streets of massive planet-sized cities, suspended a meter from the surface by antigravity repulsorlift generators. Graceful airspeeders patrol the skies of a thousand worlds, their powerful ion engines propelling them to breathtaking velocities. Starships great and small rocket into space from backwater starports and hurtle through hyperspace, making a trip of thousands of light years with little more effort, or fanfare, than traveling to market.

The universe presented in **AGE OF REBELLION** is one so reliant on such transportation technologies as to be inseparable from them. Vehicles take on almost talismanic importance to their captains and crews, treated as living things by those who love them. Some are the only home that spacers have. Presented in this chapter are a number of the more common types of starships and vehicles found in the galaxy, and the rules governing them.

VEHICLE CHARACTERISTICS

From the tiniest, fastest swoop bike to a massive and lumbering Imperial-class Star Destroyer, all ships and vehicles share a number of characteristics. These charac-

teristics define such attributes as the strength of a ship's shields or how quickly a speeder accelerates off the line. These characteristics cover the bulk of important mechanical information about starships and vehicles.

Handling: The measure of a ship or vehicle's agility and how well it responds to its pilot.

Speed: A ship or vehicle's raw speed and how quickly it accelerates.

Silhouette: An abstract of the general size of a vehicle.

Defense: A ship's first line of defense against attack and accident. Typically representative of a ship's ray and particle shields, defense also represents any factors, technological or otherwise, that prevent damage from reaching a vehicle's armor.

Armor: The measure of a ship or vehicle's armor, similar to soak on the personal scale.







Hull Trauma Threshold: A reflection of the sturdiness of a ship or vehicle's construction, and its ability to sustain damage and keep operating.

System Strain Threshold: The limit to which a ship or vehicle can be pushed or knocked about before important systems overload or shut down.

Customization Hard Points: The number of spots available on a ship or vehicle for customization and upgrade.

HANDLING

Generally speaking, handling reflects a ship or vehicle's inherent agility and the ways in which it responds to its pilot and crew. Handling is dictated by a number of factors. While size is certainly the most obvious—a T-65 X-wing or B-wing Starfighter is, by nature, more maneuverable than a Victory-class Star Destroyer—other factors such as shape, control systems, mass, or just general awkwardness all contribute to handling.

In game terms, a ship or vehicle's handling characteristic dictates the number of  or  it adds to a player's dice pool. Baseline handling is 0, with extremely agile ships adding  and slow or plodding ships adding  to all Piloting checks. Pilots add  equal to a ship's negative handling value or  equal to a ship or vehicle's positive handling value.

SPEED

An abstraction of both speed and acceleration, a ship or vehicle's speed characteristic dictates how fast an object moves relative to its environment and what maneuvers are available to the pilot. The listed speed is a "maximum" value the ship or vehicle can travel. A pilot can always choose to go slower than his maximum speed. Speed 0 indicates a stationary ship or vehicle, with higher values indicating an increased speed accordingly (speed 1, for example, might be a slow moving AT-AT walker or ponderous transport ship, while speed 5 might be a nimble TIE fighter or cloud car).

ATMOSPHERIC AND SUBLIGHT SPEED

Not all speeds are created equal in **AGE OF REBELLION**. Speeds in atmosphere or on a planet's surface are necessarily slower than equivalent speeds in space, where there is no friction or gravity working against a vessel's drives and limiting its speed. For example, an airspeeder with a speed of 4 traveling in atmosphere is slower than a starship with a speed of 4 traveling through space.

In addition, starships with transatmospheric capabilities (typically anything of silhouette 5 or smaller) move at drastically lower speeds in atmosphere, even though their speed ratings stay the same. For example, a starfighter moving at speed 5 in atmosphere is moving slower than if it were traveling at speed 5 in space. This is due to the fact that, while they can operate in atmosphere, most starships are not optimized for it. Instead of having aerodynamic hulls and wings with variable control surfaces, they have to force their way through atmosphere using their ion drives and repulsorlift generators.

STARSHIPS AND PERSONAL SCALE

Just because starships and vehicles generally operate in planetary scale, this does not mean the GM cannot have them operate in personal scale. Two vehicles that are at close range to each other can also be at medium range in personal scale, or even engaged with each other (two speeders pulled up next to each other is a perfect example). The important thing to remember is that all of the personal range bands exist within the close range band for planetary scale. This can also be one of the rare cases where it makes narrative sense that a starship weapon with Blast such as a proton torpedo would hit multiple vehicles at once.

SILHOUETTE

Much like the speed characteristic, silhouette is an abstract number used to describe a ship or vehicle's size and mass relative to other ships and vehicles. Silhouette factors heavily into scale, and is used to calculate the difficulty of attacking targets of different sizes. Generally, large ships are easy to hit, and small ships are hard to hit. Some specialized ships, such as the *Lancer* Anti-Starfighter Frigate, are exceptions to this rule as they are large ships fitted with smaller, lighter guns than their size and class would suggest, thereby filling specific roles within fleets.


Silhouettes range from 0 to 10. Silhouette 0 is something smaller than a human (such as a specific starship component, a Jawa, or an astromech droid) and silhouette 1 is something the size of an adult human. Most starfighters and light freighters range from silhouette 3 to 4. Silhouette 10 is reserved for the very largest of space stations or starships, such as the Death Star.


HULL TRAUMA THRESHOLD

Hull trauma threshold is a reflection of a ship or vehicle's sturdiness and resistance to damage. The strength of a capital ship's keel, the sturdiness of a speeder truck's chassis, or the general spaceworthiness of a starfighter's spaceframe are all measured by hull trauma threshold. Like the wound threshold of a Player Character, hull trauma threshold represents the amount of physical damage that a ship or vehicle can suffer before it is either crippled or destroyed. Hull trauma threshold is measured in planetary scale, meaning that one point of hull trauma equals ten wounds on an individual.

SYSTEM STRAIN THRESHOLD

System strain threshold represents how well a ship or vehicle's internal systems handle the routine abuse heaped on them by their owners and the galaxy at large. It is an aggregate of the efficiency and status of computer and navigation systems, engines and hyperspace drives, power generators, and a host of other delicate systems necessary to ensure peak performance. Once a ship or vehicle suffers strain exceeding its system strain threshold, its systems begin overloading and shutting down until they can be repaired or rebooted. This negatively affects a vehicle's performance and can even temporarily cripple it on occasion, causing larger complications for its crew and passengers.

The factors that can cause a ship or vehicle to suffer strain are numerous and varied. Most commonly, a vehicle suffers strain due to the actions of its crew as they push it to (or beyond) its breaking point. Pushing sublight engines past their safe operating limits while outrunning a pursuer or firing weapons until their barrels glow are prime examples of this kind of strain. Vehicles also suffer strain due to freak accidents caused by excess , environmental hazards like rogue asteroids or ionized nebulae, or the effects of special weapons such as ion cannons.

One difference between **system strain and regular strain is that system strain cannot be recovered by spending** . It can only be restored through actions taken by the crew, otherwise it recovers one system strain for every full day spent without suffering more system strain.

CUSTOMIZATION HARD POINTS

Every starship and vehicle produced in the galaxy is customizable to some degree. While many, like starfighters and most military vessels, are built for specific purposes and have very little room for modification, other civilian and commercial ships and vehicles are designed to be modular for ease of personalization and customization. The majority of freighters and transports fall squarely into this latter group, with highly modular hulls that can be configured in myriad ways to carry any kind of cargo imaginable. To this end, all ships and vehicles have a number of customization hard points that can be used to tweak a vehicle's performance, characteristics, or armament to suit the needs of its owners.

The number of customization hard points a ship or vehicle possesses is determined more by its make and model than by its size. A Firespray-class patrol boat is relatively small yet easy to customize due to its construction, while a massive, kilometer-long Imperial II-class Star Destroyer has little to no customization potential despite its size, due to the specialized nature of its mission and design.

PROTECTION

To protect their passengers, crews, and precious cargo, ships and vehicles in the *Star Wars* galaxy use a number of methods to avoid or deflect damage. In general terms, a ship or vehicle's protection is an amalgam of

STARSHIPS, VEHICLES, AND SCALE

Starships and vehicles follow the same basic rules for interaction and operation as outlined in **Chapter I: Playing the Game** and **Chapter VI: Conflict and Combat**. However, due to their increased size and mass, starships and vehicles necessarily operate on a different scale, referred to as the planetary scale.

When dealing with a vessel's weapons, armor, and hull trauma threshold, every point is equal to ten points of the equivalent characteristic in the personal scale. For example, a laser cannon mounted to a starfighter with a base damage of three deals three points of damage when fired at another spacecraft, but thirty points of damage when fired at a human. Conversely, a man-sized blaster rifle would need to deal ten points of damage to a starship to inflict even one point of damage to it.

Note that planetary scale weapons deal massive amounts of damage to individuals. Most hits automatically deal enough wounds to far exceed a

character's wound threshold, meaning the target will automatically be incapacitated for the remainder of the encounter. However, some GMs may feel this is insufficient to represent the fearsome power of a starship weapon when turned on an individual. In these cases, the GM should feel free to add +50 to the resulting Critical Injury roll. (Also, those "hit" by a planetary scale weapon might be on the periphery of the blast zone, explaining why they survived somewhat unscathed.)

Also note that to avoid weapons such as blaster pistols dealing Critical Hits to heavily armored starships, the damage must exceed a starship's armor before the shot can inflict a Critical Hit.

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

its maneuverability, the durability of its hull or chassis, the strength of its shields, and the thickness of its armor. Some ships have obscure types of protection such as focused gravity waves, clusters of point defense laser cannons, or launchers full of micro-missiles used to intercept incoming starfighters, shuttles, and ordnance. Whatever form these protections take, **AGE OF REBELLION** divides them into two discrete statistics: defense and armor.

DEFENSE

Defense reflects a ship or vehicle's ability to completely deflect or reduce the damage of incoming attacks or collisions through use of deflector shields, point defense systems, raw speed, or other, more esoteric, technologies. This is a crucial protective system, and is the first line of defense for the majority of space-going vessels and even some ground vehicles. Defense works the same as described on page 144; each point adds ■ to any incoming attack roll made against a ship or vehicle. The amount of ▼ generated by the ■ added to the attacker's dice pool has the potential to greatly reduce or even negate any damage from the attack or collision, and the ⚙ generated also lessens the chance of critical hits.

SILHOUETTE AND DEFENSE ZONES

Ships (and those rare vehicles with defense) have a number of defense zones dictated by their silhouette. Anything with silhouette 4 or lower has two defense zones: forward and aft. Ships with silhouette 5 or higher have four defense zones: forward, aft, port, and starboard. Every ship comes with a pre-set defense rating for each of its defense zones dictated by its computer system and the factory settings of its shield generators. The maximum amount of defense a ship or vehicle can have in any of its defense zones is four points, regardless of its size. For example, the sturdy BTL-A4 Y-wing attack starfighter has a silhouette of 3

and two defense zones, forward and aft. The default setting of the Y-wing's defense rating is one point of defense to the forward zone, and one point aft.

Most types of defense, especially the common ray and particle deflector shields found on the ships of the majority of spacefaring species, can be assigned or "angled" to different zones to shore up defense where it's needed the most. This is done by re-routing power from one zone to another, reducing the defense at one part of the ship to bolster it somewhere else. In the case of the Y-wing above, if it were being pursued by a TIE fighter, the pilot could re-route power from the forward defense zone to the aft defense zone, giving the Y-wing two points of defense aft and none forward until the power is reset. The Y-wing adds ■ ■ dice to the TIE fighter's attacks, but any attacks made against the forward defense zone suffer no ■.

Each ship and vehicle has a chart displaying its default shield settings by defense zone. For ships with silhouette 4 and lower, this is represented by two numbers, one for the forward zone and one for the aft zone. For ships of silhouette 5 or higher with multiple defense zones, this is represented by four numbers indicating the forward zone, the port zone, the starboard zone, and the aft zone.

ARMOR

Armor is a starship's second line of defense, and the only protection available to the majority of ground vehicles. It soaks up damage from attacks and impacts that are able to penetrate a ship's defense. The more passive of the two types of protection, starship and vehicle armor, is made of a number of materials from common durasteel to rare carbon composites and advanced polycarbonites. Much like personal body armor worn by Player Characters, a ship or vehicle's armor soaks a number of damage points equal to its rating. As it is based on planetary scale, one point of a ship's armor is equivalent to ten points of soak on a personal scale.

STARSHIP AND VEHICLE WEAPONS

Starship and vehicle weapons range from the light repeating blasters found on speeder bikes to the massive turbolaser batteries on the flanks of an Imperial Star Destroyer. However, in **AGE OF REBELLION**, every ship or vehicle-class weapon shares a number of common characteristics. These weapons are very similar to the weapons found in **Chapter V: Gear and Equipment**, with some noted differences.

- **Range:** This is the maximum range of the weapon. Starships and vehicles use a larger scale to measure ranges than personal scale called plan-

etary scale. Planetary scale range bands are as follows: close, short, medium, long, and extreme. See Planetary Scale Range Bands on page 171 for more details.


- **Damage:** This number is the base damage the weapon inflicts with a successful attack. For every ☆ generated during the attack, the attacker adds +1 damage to the base damage.
- **Critical Hit Rating:** This number is the amount of ⚙ required to trigger Critical Hits with the weapon. If enough ⚙ is generated and a Critical Hit is trig-

FIRE ARCS

Every ship and vehicle has four fire arcs: forward, aft, port, and starboard. Each fire arc covers an area of the ship in a ninety degree arc extending from the center point of the ship. Depending on where on a ship's hull a weapon is located, and the manner in which it is mounted, a weapon can cover one or multiple fire arcs. Fixed weapons cover only one fire arc. For example, the laser cannons mounted in the nose of the BTL Y-wing are fixed forward and can only hit enemies in the forward fire arc. Turret-mounted weapons, such as the turbolasers mounted to the CR90 corvette, can traverse to cover any fire arc required, which is listed as "Fire Arc All" in the weapon's description.

Some ships also have Dorsal (top) and Ventral (bottom) fire arcs. Weapons mounted on a ship's dorsal surface cannot hit ventral targets, and ventral-mounted weapons cannot engage threats approaching from the ship's dorsal side. For example, the ventral-mounted laser cannon on a YT-1300 medium freighter has a ventral fire arc of All, which means it can engage any threat approaching from below the ship, but must reposition itself to engage enemies coming in from above.

gered, the character firing the weapon rolls d100 on **Table 7–9: Critical Hit Result** on page 175 to determine the Critical Hit's effect on the target. Some weapons and talents modify this Critical Hit roll, potentially making it more or less effective. In addition, a character can only generate one Critical Hit per hit on a target. However, if the roll gener-

ates enough  to result in multiple Critical Hits, the character can choose to add an additional +10 per additional Critical Hit to the roll result.

- **Fire Arc:** The direction or directions a weapon can be fired, based on its mounting. Fire arcs are discussed in further detail below.
- **Special Qualities:** Many weapons, such as ion cannons, tractor beams, and repeating blasters, have additional special qualities that affect their performance. Descriptions of these special effects are found on page 112 of **Chapter V: Gear and Equipment**.

BLASTER CANNONS

Blaster cannons are heavy, crew-served versions of the common personal blaster. Although they are less powerful than laser cannons, blaster cannons are highly effective against infantry and light vehicles.

AUTO BLASTER

Auto blasters are rapid-fire variants of blaster cannons.

ION WEAPONS

Ion weapons are anti-ship and anti-vehicle weapons designed to disable rather than destroy their targets.

LASER WEAPONS

These weapons use focused light beams combined with charged particles to produce long-range, accurate, and incredibly damaging blasts of energy.

TABLE 7-1: STARSHIP AND VEHICLE WEAPONS

Name	Range	Damage	Critical	Qualities
Auto-Blaster	Close	3	5	Auto-Fire
Blaster Cannon (Light)	Close	4	4	
Blaster Cannon (Heavy)	Close	5	4	
Concussion Missile Launcher	Short	6	3	Blast 4, Breach 4, Guided 3, Limited Ammo 3, Slow-Firing 1
Ion Cannon (Light)	Close	5	4	Ion
Ion Cannon (Medium)	Short	6	4	Ion
Ion Cannon (Heavy)	Medium	7	4	Ion, Slow Firing 1
Ion Cannon (Battleship)	Medium	9	4	Breach 3, Ion, Slow-Firing 2
Laser Cannon (Light)	Close	5	3	
Laser Cannon (Medium)	Close	6	3	
Laser Cannon (Heavy)	Short	6	3	
Proton Torpedo Launcher	Short	8	2	Blast 6, Breach 6, Guided 2, Limited Ammo 3, Slow-Firing 1
Quad Laser Cannon	Close	5	3	Accurate 1, Linked 3
Tractor Beam (Light)	Close	—	—	Tractor 2
Tractor Beam (Medium)	Short	—	—	Tractor 4
Tractor Beam (Heavy)	Short	—	—	Tractor 6
Turbolaser (Light)	Medium	9	3	Breach 2, Slow-Firing 1
Turbolaser (Medium)	Long	10	3	Breach 3, Slow-Firing 1
Turbolaser (Heavy)	Long	11	3	Breach 4, Slow-Firing 2

LIMITED AMMO AND STARFIGHTERS

Sometimes starfighters or other small ships have weapons such as proton torpedoes or concussion missile launchers that have the Limited Ammo Quality. Although normally Limited Ammo weapons can be reloaded with a maneuver once exhausted, starfighters generally carry only one payload of torpedoes or missiles, and must be reloaded back at a base or carrier starship. They cannot be reloaded in mid-flight, and especially not in mid-combat!

LASER CANNON

Preferred over blaster cannons for their damage and accuracy, laser cannons can be paired in batteries or mounted separately.

QUAD LASER CANNON

Quad lasers are dedicated anti-starfighter weapons consisting of four small-caliber laser cannons linked to a single firing mechanism and slaved to a sophisticated fire-control system.

TURBOLASER

Massive, heavy-caliber weapons with incredible energy requirements, turbolasers are the largest weapons mounted to starships. Turbolasers can punch clean through an opponent's shields, armor, and hull with a single blast.

TRACTOR BEAMS

Tractor beams are modified shield generators that project a beam of energy that can ensnare starships.

ORDNANCE

Ordnance provides vehicles and starships with a powerful one-use weapon that can punch through armor or even lock on to opponents and track them.

CONCUSSION MISSILES AND GRENADES

Concussion missiles are primarily anti-fighter weapons, used to quickly deal crippling damage to starfighters and patrol boats, although they perform well against larger targets as well.

Concussion grenades are primarily a personal-scale weapon, although many military ground vehicles mount concussion grenade launchers that fire larger anti-infantry or anti-armor versions. Concussion grenade launchers are typically relatively short range ballistic weapons, and thus are useless in space combat. Additional concussion missiles cost 500 credits each and are Restricted.

PROTON TORPEDOES

Proton torpedoes are designed to damage and destroy large vessels like bulk transports and capital ships. They allow small ships like starfighters and patrol boats to punch well above their weight. Additional proton torpedoes cost 750 credits each and are Restricted.

STARSHIP AND VEHICLE COMBAT

Combat engagements between starships and vehicles function using the same basic combat rules as found in **Chapter VI: Conflict and Combat**. Starship and vehicle combat is not intended to be a completely separate rules system. Instead, it is designed to be an added layer of detail on the standard combat rules that allows players to run structured gameplay encounters using starships, vehicles, characters, or any combination thereof.

When running encounters using starships and vehicles, it is important to note that starships with silhouette 5 or higher have some different rules governing their actions. This is because these ships are quite a bit larger than starfighters and freighters, with crews of dozens or even hundreds of individuals.


COMBAT OVERVIEW

Starship and vehicle combat in **AGE OF REBELLION** follows the same basic order and rules as those detailed in **Chapter VI: Conflict and Combat**. It is listed again here for ease of reference.

STEP 1: DETERMINE INITIATIVE

At the beginning of the first round of combat, all Player Characters and NPCs need to determine the order in which they will take their turns. This is referred to as the **Initiative order**.

To determine the Initiative order, each Player Character and NPC makes a **Simple (-) Cool** or **Vigilance check** (for more information on which to use, see the **Cool or Vigilance?** sidebar on page 137). Once all Initiative checks have been made, the GM notes the

results of each check and ranks them in order, from highest to lowest. If two checks are tied, the check with more  is ranked higher, and if they are still tied, PCs are ranked higher than NPCs. This is the Initiative order.

STEP 2: ASSIGN INITIATIVE SLOTS

Once the GM has determined the Initiative order, he notes which results were generated by Player Characters, and which results were generated by NPCs. The results generated by Player Characters become Player Character Initiative slots. The results generated by NPCs become NPC Initiative slots.

STEP 3: PARTICIPANTS TAKE TURNS

Beginning at the top of the Initiative order, the players and GM fill each Initiative slot one at a time with a character turn. If the Initiative slot is a Player Character Initiative slot, then the players agree on one Player Character to fill the slot from amongst the Player Characters who have not acted that round. That Player Character then takes this turn. If the Initiative slot is an NPC Initiative slot, then the GM chooses one NPC to fill the slot from amongst the NPCs who have not acted that round. That NPC then takes this turn. Note that some starships can have multiple crew members in them.

STEP 4: ROUND ENDS

Once all NPCs and Player Characters have taken a turn, the round ends. At this point, any effects that last until the “end of the round” end. The GM also determines if the ongoing action warrants additional rounds, or if it has been resolved. If the ongoing action continues, repeat step three using the same Initiative order generated in step 1. If the action has been resolved and the encounter is over, proceed to step 5.

STEP 5: ENCOUNTER ENDS

Once the action has been resolved, the GM ends the encounter. At this point, any character abilities that can only be used “once per encounter” reset. Each Player Character also has a chance to catch his breath and recover strain, and can take steps to help heal any incapacitated characters.

SMALL CRAFT COMBAT

Combat between small, one-person ships like starfighters and patrol boats or speeder bikes or single-seat airspeeders is relatively straightforward. The pilot, as the sole crew aboard, has one starship maneuver and one starship action (or two starship maneuvers) during his turn. This means he can fly and fight aboard his ship, or concentrate solely on flying.

Small craft combat (especially with high-speed vehicles like airspeeders, speeder bikes, or starfighters) is quite abstracted. As they are constantly moving and striving with one another for the upper hand (and thanks to their incredible speed and agility) it would be nearly impossible to map out every move a starfighter makes. Instead, the Game Master and players describe the actions the characters and NPC take, embellish them with narrative flair, then make their skill checks to resolve the actions.

CAPITAL SHIP COMBAT

Combat in larger, capital-class starships of silhouette 5 or higher is, by necessity, more abstract due to the complexity of the vessel and the number of crew members involved. Similar to combat in small craft, capital ships can only perform one starship maneuver and one starship action (or two starship maneuvers) during their turn. This is not an inherent quality of the ship, however; it is based on the pilot or captain's actions and starship maneuvers.

Along with the pilot, each additional crew member aboard can use his actions and starship maneuvers to man weapons, operate sensors, move about the ship, and generally engage in combat along with the pilot. This all happens in the same round, and is subject to Initiative order just like personal combat. Something to remember concerning ship combat with vehicles of this immense size is that each ship is likely to have hundreds or thousands of crew. GMs and players should not track all of their initiative slots and actions during combat. Instead, only focus on those individuals who are actually doing things pertinent to the ongoing encounter, and feel free to ignore the rest.


COMBAT TURNS

Much like personal combat, combat between starships and vehicles in **AGE OF REBELLION** is largely an abstract, narrative-driven activity designed for quick-

COMBAT AND THE PILOTING SKILL

During combat involving Starships and Vehicles, Player Characters and NPCs are often called upon to make Piloting checks to control their vehicles, take certain actions, and avoid disastrous outcomes. Whenever a Piloting check is called for, the piloting character or NPC must make a check using either Piloting (Planetary) or Piloting (Space) depending on the vehicle. For the sake of brevity, the specific version of the Piloting skill is not defined and it is up to the GM to adjudicate which skill is most appropriate.

ness and ease of use. This is meant to better reflect the frenetic, cinematic, action-adventure style of *Star Wars* and to avoid bogging a game session down with the minutiae of charts and grid maps. This means that the maneuvers a starship performs are open to narration and the interpenetration of both the Game Master and the players.

In **AGE OF REBELLION**, Player Characters follow the same rules of combat as detailed starting on page 136. This means they can perform one action and one maneuver during their turn. They may also be able to perform a second maneuver by either suffering strain or spending , although each player may never take more than two maneuvers during his turn.

MANEUVERS

Less involved than actions, maneuvers are simple activities that do not typically require a skill check. Beyond all the maneuvers in personal combat, there are several maneuvers that apply specifically to starships and vehicles. These additional maneuvers follow the usual rules governing maneuvers (see page 139).

In addition (and especially in larger starships), characters are assumed to be able to perform any personal maneuvers such as dropping prone, managing gear, or interacting with the environment (although the GM and players should use common sense as to what a character can and cannot do given the situation). This also includes maneuvers such as aiming, since a character can aim with a quad laser turret just as he can aim with a blaster rifle. In general, all the maneuvers listed starting on page 139 apply in all forms of combat (with a certain level of common sense).

When ships or vehicles are in encounters, they should always track their current speed. A ship may be operating at any speed from zero to its maximum, however accelerating and decelerating takes maneuvers to accomplish.

A starship or vehicle with silhouette 1-4 can benefit from one Pilot Only maneuver in a round, and can benefit from a second Pilot Only maneuver if it suffers two system strain (Pilot Only maneuvers are ones that affect the movement of the ship itself, and ships may only move so fast and so far). If the starship has a single pilot, the pilot must suffer two strain (or downgrade his action to a maneuver) to perform two maneuvers, as per combat rules. Some ships can have multiple pilots, in which case each can perform a Pilot Only maneuver and only the ship suffers the strain. However, these ships are rare.

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

ACCELERATE/DECELERATE

Pilot Only: Yes.

Silhouette: Any.

Speed: Any.

The pilot may increase or decrease the ship or vehicle's current speed by one, to a minimum of zero or a maximum of the ship's maximum speed rating.

FLY/DRIVE

Pilot Only: Yes.

Silhouette: Any.

Speed: Any.

This starship maneuver reflects the simple act of moving the ship or vehicle closer or further away from something at its current speed. The number of starship maneuvers required for a ship or vehicle to move through a given number of range bands is dependent on its speed. It is important to remember that range is based on the moving ship's perspective, and is not a measure of actual physical distance.

- **Speed 0:** The ship or vehicle is not moving and cannot use this starship maneuver until it accelerates.
- **Speed 1:** One starship maneuver to move within close range of a target or object, or two starship maneuvers to move from close to short range or from short range to close range.
- **Speed 2–4:** One starship maneuver to move within close range of a target or object, to move from close to short range, or from short to close range. Two starship maneuvers to move from close to medium, or medium to close range.
- **Speed 5–6:** One starship maneuver to move within close range of a target or object, to move from close to medium range, or from medium to close range. Two starship maneuvers to move from close to long, or long to close range.

EVASIVE MANEUVERS

Pilot Only: Yes.

Silhouette: 1-4.

Speed: 3+.

Evasive Maneuvers reflects a pilot's efforts to avoid incoming fire, collision, or other calamity. Executing Evasive Maneuvers upgrades the difficulty of the dice pool once for all attacks made against the ship until the end of the pilot's next turn. While this makes the ship executing the starship maneuver harder to hit, it also makes it harder for the ship executing the starship maneuver to hit anything else. Executing Evasive Maneuvers likewise upgrades the difficulty of the dice pool once for all attacks made by the ship until the end of the pilot's next turn. Evasive Maneuvers can only be undertaken by ships or vehicles of silhouette 4 or lower. Anything larger is typically too slow or awkward to perform Evasive Maneuvers.

STAY ON TARGET ACTIONS

Pilot Only: Yes.

Silhouette: 1-4.

Speed: 3+.

This reflects a pilot's concentration and his ability to shut out combat-related stresses and distractions to make sure a target is hit or an adversary destroyed. Until the end of the pilot's next turn, all combat checks from the vehicle or vessel executing this maneuver upgrade the ability of their pool once. Unfortunately, while he is concentrating so hard on his target, the pilot blocks out all other threats and is an easier target for opponents. Any combat checks made targeting a ship executing this starship maneuver upgrade the ability of their pool once until the end of the pilot's next round. This starship maneuver is restricted to small vessels like starfighters and patrol boats, and only ships or vehicles of silhouette 4 or lower can Stay on Target.

PUNCH IT

Pilot Only: Yes.

Silhouette: 1-4.

Speed: Any.

This maneuver allows a ship or vehicle to go immediately to its maximum speed rating from any other speed, mostly by throwing the throttles to maximum and overloading the ship or vehicle's drives. While expeditious, it also puts undue strain on a ship or vehicle. When executing this starship maneuver, the ship or vehicle suffers one point of system strain for every point of speed between the ship's current speed and its maximum speed.

For example, the pilot of a YT-1300 light freighter is hiding from an Imperial navy patrol at speed 0 in the lee of a large asteroid. Suddenly he is set upon by a pair of TIE Fighters, decides that discretion is the better part of valor, and Punches It. He immediately throws his throttles to their maximum setting and the ship jumps to life. While he escapes unharmed and is able to jump to hyperspace, the sudden acceleration causes three points of strain to his ship.

This starship maneuver is restricted to ships of silhouette 4 or lower, as larger vessels have too much mass to accelerate so quickly.

ANGLE DEFLECTOR SHIELDS

Pilot Only: No.

Silhouette: Any.

Speed: Any.

Using this maneuver, a crewmember with access to the shield controls can reassign up to one point of Defense from one defense zone to another. For example, a player could shore up a vessel's forward defense zone with a point from its aft defense zone. This maneuver only works if the ship or vehicle has defense that can be reassigned, as with deflector shields.

In combat involving starships or vehicles, there are some additional actions characters may perform that specifically apply to the ship or vehicle they are operating. Some of these actions are labeled as Pilot Only actions. A starship or vehicle may benefit from only one Pilot Only action per round, no matter how many crew-members are aboard her. (Pilot Only actions are actions that affect the movement of the ship itself, and ships may only move so fast and so far.)

Remember, any of the actions listed on page 141 of combat can also be performed in combats involving ships or vehicles, within the bounds of common sense.

DAMAGE CONTROL

Pilot Only: No.

Silhouette: Any.

Speed: Any.

This action is an attempt to mitigate some of the stress caused to a vehicle's systems through combat or accident. Using this action, any Player Character who makes a successful Mechanics check recovers one point of system strain. The difficulty of the Mechanics check is determined by the strain the ship is currently suffering as shown on **Table 7-2: Damage Control Difficulty** can be attempted as many times as needed to reduce a ship's system strain to zero (with the caveat that a single character can still only perform one action per turn, of course).

Likewise, a skilled mechanic can even repair some of the damage dealt to a vehicle during an ongoing fight, although this is much trickier. In general, PCs can only attempt one Damage Control check to reduce hull trauma per encounter (there are only so many repairs that can be accomplished without the facilities of a proper shipyard). In addition, the GM is the final arbitrator as to whether a Player Character can attempt repairs of hull trauma at all (a snubfighter pilot could not climb out of his cockpit during a dogfight to patch his wing, nor could a speeder biker re-attach one of his control surfaces while driving through a forest).

TABLE 7-2: DAMAGE CONTROL DIFFICULTY

Total Strain	Total Hull Trauma	Difficulty
System strain less than half system strain threshold.	Hull trauma less than half vehicle's hull trauma threshold.	Easy (◆)
System strain equal to or more than half vehicle's system strain threshold.	Hull trauma equal to or more than half vehicle's hull trauma threshold.	Average (◆◆)
System strain exceeds vehicle's system strain threshold.	Hull trauma exceeds vehicle's hull trauma threshold.	Hard (◆◆◆)

Characters can also use this action to repair Critical Hits the ship is suffering from. The difficulty of repairing a Critical Hit is listed on **Table 7–9: Critical Hit Result**. Checks to repair Critical Hits can be attempted multiple times, until the Critical Hit is repaired.

GAIN THE ADVANTAGE

Pilot Only: Yes.

Silhouette: 1-4.

Speed: 4+.

This action reflects the constant, frantic give-and-take of a dogfight between small craft like starfighters and patrol boats or high-speed vehicles such as airspeeders. It allows a pilot to gain the upper hand on a single opponent so that he positions himself for a better attack during the following round. To execute this starship action, the pilot makes a **Piloting check**, the difficulty of which is determined by the relative speeds of the ships or vehicles involved in the attack. These difficulties are outlined in **Table 7–3: Speed Advantage Difficulty**, above. If the check succeeds, the pilot ignores all penalties imposed by his own and his opponent’s use of the Evasive Maneuvers starship maneuver until the end of the following round.

In addition, the pilot also chooses which defense zone he hits with his attack. If he fails his check, he fails to gain the advantage from the attempt and still suffers the effects of any Evasive Maneuvers.

Once the advantage has been gained, on the following turn, the opponent may attempt to cancel out the advantage by using Gain the Advantage as well. This works as described earlier, but his check is one step more difficult for each time he or his opponent has successfully Gained the Advantage against the other.

TABLE 7-3: SPEED ADVANTAGE DIFFICULTY

Difference in Speed	Difficulty
Initiating ship is traveling at the same speed as the target ship.	Average (◆◆)
Initiating ship’s speed is one or more higher than target ship.	Easy (◆)
Initiating ship’s speed is one lower than target ship.	Hard (◆◆◆)
Initiating ship’s speed is two or more lower than target ship.	Daunting (◆◆◆◆)

ADDITIONAL SHIP AND VEHICLE ACTIONS

Pilot Only: No.

Silhouette: Any.

Speed: Any.

When aboard a vehicle in combat, those who are not piloting or firing weapons may still want to contribute to the encounter. Although the number of options open to them is limited only by a player’s creativity, **Table 7–7: Additional Starship and Vehicle Ac-**

tions on page 170 has a list of actions passengers can attempt during encounters. The table lists the actions by name, the skill required and the check’s attendant difficulty, and the results of a success (GMs should modify the difficulty of the check if they see fit, and can also keep players from using certain skills that may not make sense in a certain situation). These actions are all covered by the “Perform a Skill Check” action, and are by no means an exhaustive list. However, they do serve to provide a range of ideas.

PERFORM A COMBAT CHECK WITH VEHICLE WEAPONS

Pilot Only: No.

Silhouette: Any.

Speed: Any.

This is similar to the Perform a Combat Check action on page 142, with some minor differences as to how it is implemented because of the differences between vehicles and individuals. For this reason, the steps to perform a combat check are repeated, with the differences written in each step; instead of the differences being listed without context.

Each weapon on a starship or vehicle may only be fired a maximum of once per round unless a rule specifically allows otherwise.

1. DECLARE AN ATTACK AND SELECT TARGETS

The character chooses to make an attack. He selects what skill he will use to make the attack (usually the Gunnery skill, although some vehicles may have weapons on them requiring the Ranged (Heavy) skill instead). Most combat checks aboard a starship or vehicle are made using the starship or vehicle’s weapons. Remember, **a particular starship or vehicle weapon can only be used once per round**, no matter how many characters there are aboard the ship.

2. ASSEMBLE THE DICE POOL

The character then assembles his dice pool based on the skill, its characteristic, and any applicable talents and other abilities. Certain conditions, such as the effect of a Critical Injury, a Critical Hit inflicted on the ship or vehicle, or an environmental effect, may also contribute dice to the dice pool. See page 18 for more information on building a dice pool.

The difficulty of combat checks when firing from vehicles or starships is based on comparing silhouettes of the firing ship and the targeted ship (even if the target of the attack is not a vehicle or starship), and is outlined in **Table 7–4: Silhouette Comparison**. This reflects the fact that large ships find it difficult to hit small, fast vessels, and their bulk makes them an easy target for those same small craft. Thanks to the advanced targeting computers installed in most starships, the range of a shot has no bearing on the attack’s difficulty; if the target is within range, a starship

can hit it. The check is further affected by modifiers brought on by starship maneuvers, talents, terrain, or any other modifiers, at the Game Master's discretion.

When attacking a ship of silhouette 4 or lower, the defender chooses which defense zone the attack hits. Smaller ships are more agile and constantly in motion, meaning that during combat they are constantly juking, dodging, evading, and generally positioning themselves so that their strongest defense zone is always facing their attacker. When attacking ships of silhouette 5 or higher, the defense zone affected by the attack is determined by the position of the ships in combat. The relative position of ships in combat is determined by both the Game Master's and the Player Characters' actions, and is illustrated through the cinematic gameplay style inherent in **AGE OF REBELLION**.

TABLE 7-4: SILHOUETTE COMPARISON

Difference in Silhouette	Difficulty
Firing vessel has the same silhouette as target, or the silhouette is one larger or smaller than the target.	Average (◆◆)
Firing vessel has a silhouette two or more points smaller than the target vessel.	Easy (◆)
Firing vessel has a silhouette two points larger than the target ship.	Hard (◆◆◆)
Firing vessel has a silhouette three points larger than the target ship.	Daunting (◆◆◆◆)
Firing vessel has a silhouette four or more points larger than target ship.	Formidable (◆◆◆◆◆)

3. POOL RESULTS AND DEAL DAMAGE

Once the player rolls the dice pool for his character, he evaluates the results. As with any skill check, the check must generate more ✨ than ▼ to be successful.

When making a combat check, after calculating overall success, each remaining ✨ adds +1 damage to a successful attack. If the attack affects multiple targets, the additional damage is added to each target. Remember, most weapons on vehicles or starships deal damage on planetary scale, meaning each point of damage is the equivalent of ten points of damage on a personal scale.

4. RESOLVE ⚡ AND ⚡

As with every skill check, ⚡ and ⚡ can be spent to gain incidental beneficial effects on a combat check. However, just as the rules governing encounters are somewhat more regimented than the rules governing narrative gameplay, some of the options governing the spending of ⚡ and ⚡ are more clearly defined. In encounters, the player controlling the activated character determines how his character spends ⚡ and ⚡ unless the GM has a specific reason to decide for him instead.

The first way to spend ⚡ and ⚡ in an attack is to activate Critical Hits or active weapon qualities. As described on page 115 and page 153, each weapon has a Critical Rating that consists of a numeric value. The user can spend that many ⚡ to inflict one Critical Hit on the target in addition to regular effects and damage. (If the target is an individual, it inflicts a Critical Injury as per page 153). For more information on starship and vehicle Critical Hits, see page 174. Remember, the attack must deal damage past armor to inflict a Critical Hit.

Weapon qualities are special effects and abilities that apply only when using that particular weapon. They come in two forms, active and passive. Active abilities require the user to spend a certain number of ⚡ to trigger them. Generally this is ⚡ ⚡, although some qualities require more or less. Qualities can inflict effects on a target, which unless specified otherwise, are always in addition to other effects, Critical Hits, and damage.

In addition to always counting as an additional ✨, ⚡ can be spent to activate these abilities as well. ⚡ may be spent to inflict one Critical Hit (no matter what the Critical Rating on the weapon is) on a successful attack. In addition, ⚡ may be spent to activate one weapon quality, no matter how many ⚡ it would normally take to do so.

However, there are additional options for spending ⚡ and ⚡ in starship or vehicle combat. A list of the most common can be found on **Table 7-5: Spending ⚡ and ⚡ in Starship Combat**. As in regular combat, this list is not intended to be absolute, but to provide guidelines for players and GMs.

5. RESOLVE ⚡ AND ⚡

In the same fashion that the controlling player determines how his character spends ⚡ and ⚡ in his combat check, the GM then determines how to spend any ⚡ and ⚡ generated in the check. By default, the GM determines how ⚡ and ⚡ are spent, although in some cases (such as checks made by NPCs) he may give the players the option to spend these instead.

Unlike ⚡ and ⚡, most weapons do not have specific options for spending ⚡ and ⚡—although this is not always the case. Some particularly volatile or dangerous weapons do have these options, and if they do, the options are detailed in the weapon's description. There are specific options for spending ⚡ and ⚡ in starship encounters, however; the most common of these can be found on **Table 7-6: Spending ⚡ and ⚡ in Starship and Vehicle Combat**. As with ⚡ and ⚡, keep in mind that these are not intended to be the only options available. As always, GMs can invent other ways to spend ⚡ and ⚡ depending on the specific circumstances of the encounter, and any option that the players and GM agree on can be viable.

TABLE 7-5: SPENDING  AND  IN STARSHIP AND VEHICLE COMBAT































Cost	Result Options
 or 	<p>Add  to the next allied active character's Piloting, Gunnery, Computers, or Mechanics check.</p> <p>Notice a single important point in the ongoing conflict, such as a fatal flaw in an enemy ship's course or a weak point on an attack speeder.</p> <p>Inflict a Critical Hit with a successful attack that deals damage past armor ( cost may vary).</p> <p>Activate a weapon quality ( cost may vary).</p>
  or 	<p>Perform an immediate free maneuver, provided the active character has not already performed two maneuvers in that turn.</p> <p>Add  to the targeted character's next Piloting or Gunnery check.</p> <p>Add  to any allied character's next Piloting, Gunnery, Computers, or Mechanics check, including the active character.</p>
  or 	<p>When dealing damage to an opposing vehicle or ship, have the shot temporarily damage a component of the attacker's choice rather than deal hull damage or system strain. The effects of this are up to the attacker and the GM and should make logical sense. For example, damaging a ship's shield generator should drop its defense to 0 until the generator is repaired (ideally with a Mechanics check). However, it should not be too crippling. See Tables 7-10 and 7-11 on page 176 for some possible components to disable.</p> <p>Ignore penalizing terrain or stellar effects until the end of the active character's next turn.</p> <p>If piloting the ship, perform one free Pilot Only maneuver (provided it does not break the limit of maximum number of Pilot Only maneuvers in a turn).</p> <p>Force the target ship or vehicle to veer off, breaking any Aim or Stay on Target maneuvers.</p>
	<p>Upgrade the difficulty of the targeted character's next Piloting or Gunnery check.</p> <p>Upgrade any allied character's next Piloting, Gunnery, Computers, or Mechanics check.</p> <p>Do something vital to turning the tide of battle, such as destroying a capital ship's shield generator or losing a pursuing ship in an asteroid field.</p>
 	<p>When dealing damage to an opposing vehicle or ship, have the shot destroy some important component of the attacker's choice rather than deal hull damage or system strain, leaving it completely inoperable until fully repaired. As with the option for disabling a component, this should be agreed upon by the GM and player, but could include destroying the engines of a fleeing ship, taking out their hyperdrive, or blowing off weapons. See Tables 7-10 and 7-11 on page 176 for some possible components to destroy.</p>

TABLE 7-6: SPENDING  AND  IN STARSHIP AND VEHICLE COMBAT

Cost	Result Options
 or 	<p>If piloting a ship, sudden maneuvers force the ship to slow down by one speed.</p> <p>The active character loses the benefits of a prior maneuver (such as executing Evasive Maneuvers or Aim) until he performs the maneuver again.</p> <p>The character's active ship or vehicle suffers 1 system strain. (this option may be selected more than once).</p>
  or 	<p>An opponent may immediately perform one free maneuver in response to the active character's check.</p> <p>Add  to the targeted character's next Piloting or Gunnery check.</p> <p>The active character or an allied character suffers  on his next action.</p>
   or 	<p>The initiative slot being used by the active player drops to last in the initiative order.</p> <p>The active character grants the enemy a significant advantage in the ongoing encounter, such as drifting straight into his line of fire, decreasing the difficulty of any checks made against it by one until the beginning of his next turn.</p>
	<p>The primary weapon system of the active character's ship (or the particular weapon system he is manning if he is acting as a gunner) suffers the effects of the Component Hit Critical (see page 175). This does not count toward the ship's accumulated Critical Hits.</p> <p>Upgrade the difficulty of an allied character's next Gunnery, Piloting, Computers, or Mechanics check, including the current active character.</p> <p>The active character suffers a minor collision with one of his opponents within close range, or with the stellar phenomena/terrain he is flying or driving through.</p>
 	<p>The active character suffers a major collision with one of his opponents within close range, or with the stellar phenomena/terrain he is flying or driving through.</p>

6. REDUCE DAMAGE, APPLY TO HULL TRAUMA THRESHOLD, AND APPLY CRITICAL HITS

When a ship or vehicle suffers damage, it reduces that damage by its armor (fulfilling the same purpose as soak on individuals). If any damage remains after this reduction, the vehicle suffers that much hull trauma to its hull trauma threshold. If the net result is zero or negative, the vehicle suffers no hull trauma to its hull trauma threshold. See page 173.

A successful attack can also generate a Critical Hit, which is similar to a Critical Injury. This can oc-

cur because the weapon's Critical Rating triggered or because the target accumulated hull trauma greater than its hull trauma threshold. When a Critical Hit is inflicted, the attacker rolls percentile dice on **Table 7-9: Critical Hit Result** on page 175. The result of the dice roll indicates which Critical Hit is applied.

Some weapons and talents modify this Critical Hit roll, potentially making a Critical Hit more or less effective. In addition, the attacker can spend the Crit Rating cost multiple times on a single hit, adding +10 to the result for each additional Critical Hit beyond

TABLE 7-7: ADDITIONAL STARSHIP AND VEHICLE ACTIONS

Action	Skills and Difficulty	Results
Plot Course	Average (◆◆) Astrogation check, Hard (◆◆◆) Perception check	The crewmember studies the terrain ahead and plots a course that should take the vehicle safely through it. On a successful check, each success reduces the ■ suffered for difficult terrain by 1.
Copilot	Average (◆◆) Piloting check	The crewmember serves as the vehicle's copilot, managing systems and auxiliary equipment to allow the pilot to focus on flying or driving. On a successful check, each success downgrades the difficulty of the pilot's next piloting check by 1.
Jamming	Average (◆◆) Computers check	The crewmember uses the vehicle's systems to jam the communications of enemy vehicles. On a successful check, the enemy must make an Average (◆◆) Computers check to use their communication systems. The difficulty increases by one for each additional ✨ ✨, and the jamming affects an additional target for each 🌀 spent.
Boost Shields	Hard (◆◆◆) Mechanics check	The crewmember re-routes power from other systems to boost the defensive systems of a vehicle. This only works if a vehicle already has a defense rating. On a successful check, the vehicle suffers 1 system strain, and increases the defense of one defense zone by one until the beginning of his next turn. Additional ✨ increase the duration by one round per ✨.
Manual Repairs	Hard (◆◆◆) Athletics check	In some cases, repairs can be as simple as a sturdy metal plate welded over a damaged system. If the GM allows and the crewmember has the proper tools for the job, they can attempt to use the Damage Control action with Athletics rather than Mechanics. If successful, they may remove one point of hull trauma from the ship, plus one additional point for each additional ✨ ✨. Remember, this follows the limitations to Damage Control, and thus may only be attempted once per encounter.
Fire Discipline	Hard (◆◆◆) Leadership or Discipline check	The crewmember forgoes fighting to analyze the opponents' tactics and direct his fellows to greater accuracy with their weapons fire. If successful, the next crewmember firing a weapon aboard the ship can add ■ to his check. Each additional ✨ ✨ grants this to an additional crewmember. In addition, the crewmember may spend 🌀 🌀 🌀 to allow every hit from shipboard weapons to inflict 1 system strain on their target as well as regular damage until the beginning of his next turn as the carefully timed shots pummel shields and overload systems.
Scan the Enemy	Hard (◆◆◆) Perception check	The crewmember uses the ship's scanners to study the enemy. If successful, he learns what weapons the ship has, any modifications, and their system strain and hull trauma thresholds. If he spends 🌀 🌀 he can also learn their current system strain and hull trauma levels.
Slice Enemy's Systems	Hard (◆◆◆) Computers check	The crewmember uses powerful shipboard computers to attempt to disrupt the systems of an enemy vehicle. If successful, he reduces the defense of one zone on the target vehicle for one round per ✨. A 🌀 may be spent to disable a weapon system for one round, and 🌀 🌀 may be spent to inflict one system strain on the target vehicle.
"Spoofing" Missiles	Average (◆◆◆) Computers or Hard (◆◆◆) Vigilance check	The crewmember tracks incoming attacks and uses vehicle systems to disrupt their tracking systems, or even times incoming missiles and drops flares and chaff at the opportune moment. If successful, any attacks against the crewmember's ship or vehicle using weapons with the Guided quality upgrade their difficulty by one (plus an additional upgrade for every additional 🌀 🌀) until the start of the crewmember's next turn.

the first. Note, that talents and qualities that specifically affect Critical Injuries do not effect Critical Hits (the Vicious quality, for example, would have no effect on a ship or vehicle).

PLANETARY SCALE RANGE BANDS

Like personal combat, starship and vehicle combat utilizes broad and abstract range measurements referred to as planetary scale range bands. Planetary scale range bands follow the same rules as regular range bands found on page 146. The only difference is that planetary scale range bands operate on a much larger scale.

As stated on page 146, close range on planetary scale picks up where personal scale leaves off. However, the scale is so much bigger that a single person could never use maneuvers to move next to a target that's "close" to him on a planetary scale—the distance may be up to several kilometers and take an hour of walking to cover. Further range bands on a planetary scale would be even more extreme.

This isn't to say that ships and vehicles (especially smaller vehicles such as landspeeders), can't operate in standard range bands. Any ship or vehicle able to move could cover the distance measured by standard range bands quickly, and individuals would measure their range to a vehicle or ship using standard range bands. However, because ships and vehicles can cover those distances so quickly, it makes little sense for them to measure distances in such (relatively) small increments. This goes doubly true for starfighters and airspeeders, which can cover kilometers of distance in seconds.

Therefore, vehicles and starships use a second set of range bands, referred to as **planetary scale range bands**. As mentioned previously, the shortest range band in planetary scale ("close range") encapsulates all range bands in personal scale. This means a ship or vehicle able to move to a point within close range is also covering the equivalent of all five range bands worth of distance in personal scale. This also means even the shortest range starship and vehicle weapons have the range of the largest personal scale ranged weapons.

CLOSE RANGE

Close range in planetary scale is slightly further than extreme range in personal scale, and can cover everything from a few dozen meters up to several kilometers in distance between two points. This might seem like a great deal of space, but most vehicles can cover this distance in several minutes at worst, and micro-seconds at best.

On the surface of a planet, most ground vehicles engage at close range, using their larger heavy blasters and laser cannons to hit targets a regular soldier would have trouble seeing, much less hitting. In the air and in space, close range is the metaphorical "knife fight" range where dogfights between snubfighters or high-performance airspeeders take place. Capital ships endeavor to stay out of close range of each other, as it is essentially point-blank for their weapon batteries. Two large warships slugging it out at close range can tear each other to bits in short order.

VEHICLES AND MINIONS

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

Larger capital ships or heavy vehicles are generally never treated as minions—nobody wants to have to fight a minion group of two to four Star Destroyers,

after all. However, they can have minion groups operating within them. A capital ship with multiple weapons should have their weapons operated by minion gunners, and generally has multiple weapons of the same type firing in the same arc. A GM can group multiple weapons of the same type and with the same firing arc on the same vehicle or ship and have them fire as a single minion group. This means all the weapons fire as one at the same target, upgrading their check if the minion gunners have Gunnery as a group skill. This speeds up the turn of capital ships (since they generally have a great deal of guns to fire), and represents the ability of capital ships to hit other vessels through sheer volume of fire.

Remember, however, when using minion groups on a single capital ship or vehicle, the vehicle is still what takes damage, not the minion group.

SHORT RANGE

Short range in planetary scale is anything up to roughly several dozen kilometers away. On the surface of a planet, this is far enough that vehicles no longer engage each other with line-of-sight weaponry (although artillery weapons can still pound opponents with indirect fire).

In space, short range is just out of dogfighting range, and beyond the range of most starfighter and patrol boat weapons. However, most self-propelled weapons can hit targets within short range, so these smaller vessels often carry concussion missiles and proton torpedoes to extend their reach. Short range is still uncomfortably close for capital ships, though not quite as brutally point-blank as close range.

MEDIUM RANGE

On the surface of a planet or within a planet's atmosphere, something is within medium range if it is within roughly fifty kilometers, long enough that only the most powerful artillery weapons can engage it.

In space, something may be within medium range at a somewhat longer distance, up to a few hundred kilometers. This is far beyond the reach of most starfighter weapons, but at the ideal range of most of the big guns mounted on capital ships. Thus, most capital ship engagements happen at medium range, with starfighters dogfighting between them.

LONG RANGE

Long range on a planet's surface can be anywhere from a hundred to two hundred kilometers away. En-

PLANETARY SCALE IN SPACE AND ON THE GROUND

Planetary scale range bands can represent longer or shorter distances depending on whether the encounter is taking place in space or on (or just above) a planet's surface. This is because space is a much larger environment than any ground-based environment, and without air friction and terrain to hinder movement, starships can move much faster than even the fastest airspeeder. This is why each planetary scale range band talks about the distances represented in space and on the ground.

gagements never happen at this distance, with enemies appearing as flickering phantoms on the screens of each sides' scanner systems.

In space, long range can be up to several thousand kilometers away. At this point, engagements between ships become rare, with only the largest capital ship weapons able to bridge the gulf.

EXTREME RANGE

On a planet's surface, extreme range is the far edge of a vehicle's scanners, far enough that weapons cannot hope to reach.

In space, extreme range is likewise beyond the range of almost all starship weapons, even those mounted on capital ships. At extreme range, opposing ships are still jockeying for position before engaging each other, and both sides still have the chance to break off and escape.

STELLAR PHENOMENA OR TERRAIN

Space is full of obstacles, from asteroids and comets to strange gravitational anomalies and nebulae and even dreaded black holes. When a ship passes near or through these treacherous obstacles, the pilot might need to make an appropriate Piloting check, even if he is attempting a starship maneuver that typically wouldn't require one. This starship maneuver's difficulty is based on the ship's speed (as it is generally easier to avoid an obstacle while traveling at a reduced speed) and silhouette (as it is usually easier to dodge something in a smaller ship than in a larger one).

These rules also apply to vehicles driving on the surface of a planet or flying in a planet's atmosphere. The basic concepts are the same: smaller, more agile vehicles are more likely to avoid a fatal collision with the local terrain than slower-moving vehicles.

When making the Piloting check, the difficulty is equal to the vehicle or starship's current speed or half of its silhouette (rounding up), whichever is higher. The lower of the two values indicates how many times the difficulty of the check is upgraded. So a TIE fighter flying through an asteroid field at top speed would make a Piloting check with a **Formidable (◆◆◆◆◆)** difficulty. He would then take half his silhouette (base of 3, divided in half rounding up to two) and upgrade the difficulty of the check by that value. In the end, the poor TIE pilot has to make a check against ◆◆◆ and ◆◆.

However, a Jawa sandcrawler with a speed of 1 and silhouette of 4 driving through a canyon would only be an **Average (◆◆)** check, with one die upgraded to a ◆. In this case, the slow speed of the sandcrawler works to the Jawa pilot's advantage, even if the vehicle is fairly large and unwieldy.

TABLE 7-8: NAVIGATION HAZARD SETBACK DICE

Number of ■	Planetary Description	Space Description
-	Flat, clear terrain. Roads, firm fields, grassy plains, or (if flying) clear skies and good weather.	An easy, relatively unchallenging navigational situation. A broad, loosely packed asteroid field, for example, or a thin, calm nebula.
■	Somewhat trickier terrain. Scattered trees, dense undergrowth, rolling hills, sand dunes, or windy weather.	A tricky but not seriously daunting set of obstacles. Flying over high mountains on a moon, or a thicker asteroid field or nebula.
■ ■	Dangerous terrain. A thick forest, steep, rock-covered hills, or flying in atmosphere during a violent storm	A dangerous astronomical feature. Flying around or through a fracturing comet, or navigating through a particularly dense and turbulent asteroid field.
■ ■ ■ +	Very risky terrain. Sheer cliff faces, deep swamps, lava with only a thin crust of hardened rock, or speeding through a canyon only just wide enough for the vehicle to fit through, are all examples of flying or driving across this type of terrain.	An extremely dangerous situation calling on every ounce of a pilot's skill and coolness. Navigating the Maw, flying close to a deadly pulsar, flying through asteroid tunnels, or other dangerous and foolhardy pursuits.

Failing these checks does not mean the ship or vehicle crashes (although failing and generating ☹ might well result in a crash). Instead, it means that the pilot has been unsuccessful in navigating through the situation. He drops his speed by one, and does not reach wherever he was attempting to go (if he was trying to reach a specific location at medium range from him, for example, he remains at medium range from the location).

NAVIGATION HAZARDS

While even the tiniest speck of debris can pose a threat to a starship hurtling through the void, not all astronomical features are created equal. Piloting a ship through a well-charted nebula is one thing, but threading a ship through a densely packed asteroid field while being chased by Imperial fighters is entirely another. If local space is hazardous enough, the Game Master can add ■ to a player's Piloting check.

TAKING DAMAGE

As is the case with Player Characters in personal combat, there are two types of damage ships and vehicles suffer in **AGE OF REBELLION**: system strain and hull damage. System strain is similar to the strain suffered by Player Characters, and reflects light, temporary damage caused by glancing blows or pushing a vessel to the limits of its capabilities. Hull damage is more serious and, consequently, more life-threatening. This is actual, physical damage that makes its way past the ship's defenses and becomes hull trauma. Hull trauma is permanent until repaired.

CELESTIAL HAZARDS AND DIFFICULT MANEUVERS

Ship captains or vehicle drivers might find themselves in situations where they are already in the thick of an asteroid field or nebula (or a swamp or scree-covered hillside) and need to perform an action that requires a Piloting check. In this case, the player makes his Piloting check as specified in the description of the action (not the check specified by his speed and silhouette). He does, however, add the specified number of ■ dictated by the difficulty of the obstacles; see **Table 7-8: Navigation Hazard Setback Dice** for reference. The Game Master can also choose to upgrade the difficulty of the check based on the speed of the vehicle or ship. In general, he should upgrade the difficulty once if the speed is 1-3, and twice if the speed is 4-6.

HULL TRAUMA

A ship's hull trauma threshold is a measure of a ship or vehicle's sturdiness and build quality. When a ship suffers damage in excess of its armor, the excess converts into hull trauma. When hull trauma exceeds a ship or vehicle's hull trauma threshold, one of two things happens. For vehicles silhouette 3 or smaller and of no particular importance (a common TIE fighter or a landspeeder full of faceless thugs for example), it simply explodes, killing the pilot and any passengers. Alternately, at the Game Master's discretion, the vehicle could simply be disabled. For larger vehicles

such as stock light freighters or anything silhouette 4 or larger (or a smaller ship such as a starfighter or a landspeeder with a player character inside it), the vehicle immediately suffers a Critical Hit from **Table 7–9: Critical Hit Result** on page 175. Additionally, the ship's systems shut down, it reverts to emergency power, its sublight drives sputter out, and the ship is adrift. At this point, the ship is a near lifeless hulk, effectively out of combat, and is likely being evacuated.

If the pilot or crew of a crippled ship with hull trauma that exceeds its hull trauma threshold is particularly desperate or foolish, they may attempt some temporary repairs to either escape or re-join the fray. By scavenging parts from ruined systems, raiding the hold for any spares, and bypassing damaged components, along with a **Hard (◆◆◆) Mechanics check**, the crew can bring the ship back to some semblance of life. The ship reduces its hull trauma to one below its hull trauma threshold but suffers the following penalties: speed is reduced to 1, maneuverability is reduced to –3, and all weapon systems are inoperable until fully repaired. If the ship re-enters combat in this fragile state, any attack that inflicts hull trauma immediately generates a Critical Hit with +30 added to the roll on **Table 7–9: Critical Hit Result**. All of these effects persist until the ship can be dry-docked and repaired.

COLLISIONS

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

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

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

SYSTEM STRAIN

System strain works the same way as strain suffered by characters. A vehicle that suffers strain in excess of its system strain threshold quickly finds itself in an untenable situation. Generators overload, reactors shut down, shields fall, engines go dead, electrical fires start, and all manner of electrical mayhem occurs as one by one, essential systems go offline and the ship becomes unresponsive. Until the crew can make repairs, the ship becomes helpless, adrift in space or hurtling along a course from which it can neither deviate nor escape.

In game terms, when a ship or vehicle exceeds its system strain threshold, the ship's speed drops to 0 during the following round. The majority of its systems (such as engines, weapons, and shields) cease operating as well. This means it cannot move, its weapons cannot shoot, and its defense drops to 0. This might be a relatively minor situation if this is a ship flying through deep space or a vehicle safely sitting on the ground—or a more dangerous situation if the ship was flying near something with a gravitational pull.

While the situation aboard a ship that has exceeded its system strain threshold is indeed dire, not all is lost. Any crew member can aid the ship in recovering strain by performing repairs and damage control such as rebooting systems, bypassing fried circuits, and putting out electrical fires. This is accomplished through the Damage Control action.

Ships and vehicles do recover from system strain slowly over time. For every full day a ship or vehicle spends without taking more system strain, it reduces its total system strain by one.

CRITICAL HITS

Occasionally a lucky, well-placed shot or collision with a particularly large or dangerous object does more to a ship than bounce harmlessly off the shields or scuff up the armor. Ion cannon blasts can short out systems, searing laser beams can pierce shields, armor, and hull alike to incinerate crew alive, and rogue asteroids can tear a ship's innards out, leaving her powerless and adrift in the cold dark of deep space.

These rare occurrences are reflected by the results of **Table 7–9: Critical Hit Result**. A number of factors can lead to a ship suffering a Critical Hit. For example, it might suffer enough hull trauma to exceed its hull trauma threshold, or a successful combat check could generate enough ☹ or ☹ to trigger a weapon's critical rating. Remember, an attack's damage also has to exceed a target's armor to deal a Critical Hit, which is important when firing small arms at something using armor instead of soak.

TABLE 7-9: CRITICAL HIT RESULT

d100	Severity	Result
01 – 09	Easy (◆)	Mechanical Stress: The ship or vehicle suffers one point of system strain.
10 – 18	Easy (◆)	Jostled: A small explosion or impact rocks the vehicle. All crew members suffer one strain and are disoriented for one round.
19 – 27	Easy (◆)	Losing Power to Shields: Decrease defense in affected defense zone by one until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer one point of system strain.
28 – 36	Easy (◆)	Knocked Off Course: A particularly strong blast or impact sends the ship or vehicle careening off in a new direction. On his next turn, the pilot cannot execute any maneuvers and must make a Piloting check to regain control. The difficulty of this check depends on his current speed.
37 – 45	Easy (◆)	Tailspin: All firing from the ship or vehicle suffers ■■ until the end of the pilot's next turn. All crewmembers are immobilized until the end of the pilot's next turn.
46 – 54	Easy (◆)	Component Hit: One component of the attacker's choice is knocked offline, and is rendered inoperable until the end of the following round. For a list of ship components, see Table 7-10: Small Ship or Vehicle Components or Table 7-11: Large Ship or Vehicle Components depending on target ship silhouette.
55 – 63	Average (◆◆)	Shields Failing: Reduce defense in all defense zones by one point until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer two points of system strain.
64 – 72	Average (◆◆)	Navicomputer Failure: The navicomputer (or in the case of a ship without a navicomputer, its R2 unit) fails and the ship cannot make the jump to hyperspace until the Critical Hit is repaired. If the ship or vehicle is without a hyperdrive, the vehicle or ship's navigation systems fail, leaving it flying or driving blind, unable to tell where it is or where it's going.
74 – 81	Average (◆◆)	Power Fluctuations: The ship or vehicle is beset by random power surges and outages. The pilot cannot voluntarily inflict system strain on the ship (to gain an extra starship maneuver, for example), until this Critical Hit is repaired.
82 – 90	Hard (◆◆◆)	Shields Down: Decrease defense in affected defense zone to zero, and decrease defense in all other defense zones by one until this Critical Hit is repaired. While the defense of the affected defense zone cannot be restored until the Critical Hit is repaired, defense can be assigned to protect that defense zone from other zones as usual. If the ship or vehicle is without defense, suffer four points of system strain.
91 – 99	Hard (◆◆◆)	Engine Damaged: The ship or vehicle's maximum speed is reduced by one point, to a minimum of one, until the Critical Hit is repaired.
100 – 108	Hard (◆◆◆)	Shield Overload: The ship's shields completely fail. Decrease the defense of all defense zones to zero. This Critical Hit cannot be repaired until the end of the encounter, and the ship suffers two points of system strain. If the ship or vehicle is without defense, reduce armor by 1 until the Critical Hit is repaired.
109 – 117	Hard (◆◆◆)	Engines Down: The ship or vehicle's maximum speed is reduced to zero until the Critical Hit is repaired, although it continues on its present course thanks to momentum. In addition, the ship cannot execute any maneuvers until the Critical Hit is repaired.
118 – 126	Hard (◆◆◆)	Major System Failure: One component of the attacker's choice is heavily damaged, and is inoperable until the Critical Hit is repaired. For a list of ship components, see Table 7-10: Small Ship or Vehicle Components or Table 7-11: Large Ship or Vehicle Components depending on target ship silhouette.
127 – 133	Daunting (◆◆◆◆)	Major Hull Breach: A huge, gaping tear is torn in the ship's hull and it depressurizes. For ships and vehicles of silhouette 4 and smaller, the entire ship depressurizes in a number of rounds equal to the ship's silhouette. Ships and vehicles of silhouette 5 and larger tend to be highly compartmentalized and have many safeguards against depressurization. These ships don't completely depressurize, but parts do (the specifics of which parts depressurize is up to the GM; however, each section of the ship or vehicle that does lose air does so in a number of rounds equal to the vehicle's silhouette). Vehicles and ships operating in an atmosphere can better handle this Critical Hit. However, the huge tear still inflicts penalties, causing the vehicle to suffer the Destabilized Critical Hit instead.
134 – 138	Daunting (◆◆◆◆)	Destabilized: The ship or vehicle's structural integrity is seriously damaged. Reduce the ship or vehicle's hull trauma threshold and system strain threshold to half their original values until repaired.
139 – 144	Daunting (◆◆◆◆)	Fire! Fire rages through the ship. The ship or vehicle immediately takes two points of system strain, and anyone caught in the fire takes damage as discussed on page 151. A fire can be put out with some quick thinking and appropriate skill or Vigilance and/or Cool checks at the Game Master's discretion. Once going, a fire takes one round per two of the ship's silhouette points to put out.
145 – 153	Daunting (◆◆◆◆)	Breaking Up: The vehicle or ship has suffered so much damage that it begins to come apart at its seams, breaking up and disintegrating around the crew. At the end of the following round, the ship is completely destroyed and the surrounding environment is littered with debris. Anyone aboard the ship or vehicle has one round to get to an escape pod, bail out, or dive for the nearest hatch before they are lost.
154 +	–	Vaporized: The ship or vehicle is completely destroyed, consumed in a particularly large and dramatic fireball. Nothing survives.

When an attacker generates a Critical Hit, he rolls on **Table 7–9: Critical Hit Result** and his target suffers the listed effects. Critical Hits are divided into four color-coded severity levels, which dictate the difficulty of the check required to repair the Critical Hit, as listed in the table. These difficulties can be further modified at the GM’s discretion.

Once a ship or vehicle suffers a Critical Hit, it counts as suffering that Critical Hit until it is repaired. This status counts even if the effects of the Critical Hit only last a single round. While a ship or vehicle is suffering the effects of a Critical Hit, any additional Critical Hits generated against it add +10 to the roll on **Table 7–9: Critical Hit Result** per existing Critical Hit.

COMPONENT CRITICALS

Of all the Critical Hit results, these have the potential to be the most devastating (outside of those that completely destroy a vessel). Component Hit Criticals functionally disable, either temporarily or permanently, critical systems on a target vessel and can lead to a number of complications. There are two charts for Component Hit Criticals, one for small ships of silhouette 4 or lower

on **Table 7–10: Small Ship or Vehicle Components**, and one for large ships of silhouette 5 or higher on **Table 7–11: Large Ship or Vehicle Components**. The effects of most of these Critical Hits stack, and a ship can suffer more than one Component Hit Critical.

REPAIRING HULL TRAUMA

While system strain and the results of many Critical Hits are temporary, hull trauma is more permanent. Repairing hull trauma requires three things—proper facilities, money, and time—the latter two usually in abundance. Proper facilities have enough tools, light, parts, and workspace to make the repairs to the vehicle. This could be anything from an orbital space station or ground-side spaceport (in the case of a starship), or simply a well-stocked garage (in the case of a walker or landspeeder).

Once a ship is in a slip or dry dock for repairs, each point of hull trauma restored costs roughly 500 credits. This cost is highly variable, however, and can fluctuate dramatically based on the Player Characters’ reputation, the overall damage to the ship, the scarcity of parts, or countless other factors. The final cost for re-

TABLE 7–10: SMALL SHIP OR VEHICLE COMPONENTS

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

TABLE 7–11: LARGE SHIP OR VEHICLE COMPONENTS

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

pairs, like many other aspects of **AGE OF REBELLION**, is left to the Game Master's discretion. The time required is also variable, and is left to the Game Master's discretion. A good rule of thumb is that light damage (up to a quarter of a ship's total hull threshold) should take an amount of time measured in days, while any damage over that takes weeks or even months to repair depending on the severity of the damage.

If it proves imprudent or impossible to get to a proper maintenance facility, the GM might choose to allow the PCs to repair their vehicle using scavenged parts and their own ingenuity. However, these repairs should be somewhat inferior to the real thing, hard to perform (requiring several **Hard (◆◆◆)** or **Daunting (◆◆◆◆) Mechanics checks**) and time-consuming. In short, they should be an arduous plot point for the PCs to overcome, not a cheapskate way to avoid getting work done at proper facilities.

INTERSTELLAR TRAVEL

Despite the fact that the advent of the galaxy-shrinking hyperdrive has made travel between stars commonplace, the galaxy is still largely an unimaginably vast, empty void dotted here and there with tiny islands of civilization. The distances involved in space travel are much larger than those on a planet's surface. Where a trip of a thousand kilometers overland is considered quite long on a planet, traveling the same distance into space from the surface barely takes a ship into orbit. On the other hand, a trip of hundreds of thousands of kilometers, from a planet to its moon for example, can be considered a short hop.

When traveling aboard a starship, there are two types of travel: sublight travel and hyperspace travel.

SUBLIGHT TRAVEL

Sublight travel happens in realspace while a ship is running under her sublight engines. Traveling from a planet's surface to one of its moons or flying between planets in the same system are trips that are undertaken at sublight speeds. These journeys are measured by the hundreds of thousands and millions of kilometers, and even at the incredible speeds at which starships travel in realspace can require many days to complete. **Table 7-12: Sublight Travel Times** presents a number of examples of rough travel distances and times to help both the Game Master and the players estimate the length of time of their trip and plan accordingly. These are simply guidelines, however, and should not be taken as hard fact. There are any number of obstacles or extenuating circumstances that could shorten or lengthen a trip, from exceedingly heavy traffic to a freak meteor shower to the appearance of an Imperial fleet in orbit. Ultimately, the Game Master should remember that the exact length of any trip at sublight speeds is left to his discretion and such movement happens, essentially, at whatever speed the plot requires.

HYPERSPACE TRAVEL

Whereas sublight travel is how ships move between the planets of a single star system, hyperspace travel is how they travel between the stars themselves. Essentially another dimension accessed through the fantastic technology of the hyperdrive, hyperspace allows starships to travel at many times the speed of light, shortening a trip that would take thousands of years at sublight speeds to a handful of days or weeks. Although it is a mature technology and ships travel relatively stable hyperspace routes that are updated constantly, traveling through hyperspace is still a dangerous proposition.

Although it has been studied and scrutinized for as long as the sentient spacefaring races have used it, the exact nature of hyperspace remains a mystery. What is known about it is that hyperspace is essentially an alternate dimension that exists continuously with realspace. This means that anything traveling through hyperspace is traveling the same direction in realspace. It is this conterminous nature that allows for the mapping of hyperspace and the establishment of hyperspace routes. The relationship between objects in realspace and their reflection in hyperspace is well documented. Objects, especially large objects with powerful gravity like planets and

TABLE 7-12: SUBLIGHT TRAVEL TIMES

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

stars, cast a shadow in hyperspace, and thus they exist in both planes at once. For example, if a star exists at a certain location, its reflection exists in the same location in hyperspace. The hyperspace shadows possess the same mass and gravity in hyperspace as the objects that cast them possess in realspace. For all intents and purposes, they physically exist in hyperspace and present a serious and concrete obstacle in both planes.

Due to the existence of hyperspace shadows, there is no straight, fixed hyperspace route from one end of the galaxy to another. Ships moving through hyperspace must navigate around these obstacles as they do in realspace. This is why fixed, well-established hyperspace routes exist between major population centers in the galaxy, although fixed is a relative term due to the fact that the galaxy is constantly in motion and, therefore, so are its hyperspace lanes.

Navigating even the most well-documented hyperspace route entails a raft of incredibly complex calculations, which are largely handled by a ship's navicomputer. Although the navicomputer does the bulk of the work, a ship's captain or, in those ships large or lucky enough to have one, its astrogator, still needs to enter coordinates and double-check the computer's final calculations. Under ideal conditions, this requires an **Easy (◆) Astrogation check**. Conditions are rarely ideal for those traveling to and from potential operational zones, and the Game Master should use the modifiers in **Table 7-13: Astrogation Modifiers** to increase the difficulty of the Astrogation roll to reflect the circumstances under which it is being made.

Once a ship is actually in hyperspace, there is little for the crew and passengers to do but sit back and enjoy the ride. All hyperspace routes have an average duration, in hours or days, based on the time required for a ship equipped with a Class 1 hyperdrive to make the trip under ideal conditions. Again, conditions are rarely ideal when dealing with hyperspace travel, and transit times can be shortened or lengthened due to any number of complications. As with sublight travel,

TABLE 7-13: ASTROGATION MODIFIERS

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

the time it takes to travel between star systems is left to the Game Master's discretion. When deciding the length of time needed for any given trip through hyperspace, the GM should consult **Table 7-14: Hyperspace Travel Times** for general guidelines in determining the trip's duration. These average times are modified by a ship's hyperdrive class, and can be further modified by the Game Master at his discretion due to complications with the Astrogation check, fluctuations in the route, outdated charts, or any other reason he sees fit.

Of course, most starships (especially civilian vessels) do not have a Class 1 hyperdrive. To determine the actual travel time of a starship, first determine the hyperdrive travel time. The GM should consult **Table 7-14: Hyperspace Travel Times**, and, using that information as a basis, he can give an exact travel time between the two points. Then, he multiplies this travel time by the hyperdrive's Class. So, the time for a Class 1 hyperdrive remains the same. However, a ship with a Class 2 hyperdrive would take twice as long to get somewhere, a Class 3 hyperdrive would take three times as long, and so on.

TABLE 7-14: HYPERSPACE TRAVEL TIMES

Distance Traveled	Average Duration
Within a sector	Ten to twenty-four hours
Within a region	Ten to seventy-two hours
Between regions	Three days to one week.
Across the galaxy	One to three weeks.

VEHICLE PROFILES

Planetary vehicles in **AGE OF REBELLION** fall into a few broad categories which encompass a wide variety of walkers, speeders, and ground cars.

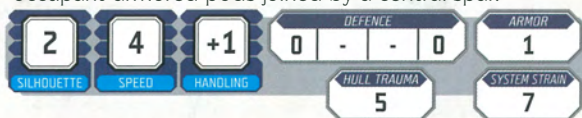
SPEEDERS

The standard ground and air transportation technology, speeders are produced in two general types—landspeeders and airspeeders. Landspeeders have

an average altitude of less than one hundred meters, and can carry a mixture of passengers and cargo. Airspeeders are small-to-medium-sized atmospheric craft with aerodynamic hulls powered by a combination of repulsorlift generator and either ion drives or air-breathing jet thrusters.

STORM IV CLOUD CAR

Designed as a fast patrol and interdiction craft, the Storm IV is a sturdy, reliable airspeeder composed of two single-occupant armored pods joined by a central spar.



Vehicle Type/Model: Cloud Car/Storm IV.

Manufacturer: Bespin Motors.

Maximum Altitude: 100 kilometers.

Sensor Range: Short.

Crew: One pilot, one gunner.

Encumbrance Capacity: 8.

Passenger Capacity: 0.

Cost/Rarity: 30,000 credits/5.

Customization Hard Points: 2.

Weapons: Forward-mounted light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).

ALLIANCE T-47 AIRSPEEDER

The T-47 is a rugged, wedge-shaped air speeder that is both reliable and easy to modify. Built for low altitude work, this vehicle seats two crew members back to back in a cramped, but well-laid-out cockpit with the pilot facing forward and the systems operator facing aft.



Vehicle Type/Model: Air Speeder/T-47.

Manufacturer: Incom Corporation.

Maximum Altitude: 175 meters.

Sensor Range: Close.

Crew: One pilot, one co-pilot/rear gunner.

Encumbrance Capacity: 6.

Passenger Capacity: 0.

Cost/Rarity: 18,000 credits/3.

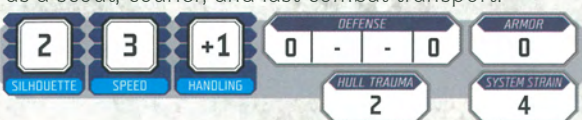
Customization Hard Points: 2.

Weapons: Forward-mounted twin heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).

Aft turret-mounted electromagnetic harpoon (Fire Arc Rear; Damage -, Critical Hit -; Range [Close]; Ensnare 5, Knockdown, Limited Ammo 1).

ARATECH 74-Z MILITARY SPEEDER BIKE

The 74-Z is a speeder bike used by the Imperial Army as a scout, courier, and fast combat transport.



Vehicle Type/Model: Speeder Bike/74-Z.

Manufacturer: Aratech Repulsor Company.

Maximum Altitude: 25 meters.

Sensor Range: Close.

Crew: One pilot.

Encumbrance Capacity: 5.

Passenger Capacity: 1.

Cost/Rarity: 3,000 credits/4.

Customization Hard Points: 2.

Weapons: Forward-mounted light repeating blaster—this weapon's entire profile uses personal scale, not planetary scale. (Fire Arc Forward; Damage 11; Critical 3; Range [Extreme]; Auto-Fire, Pierce 1).

WALKERS

Using two or more multi-jointed legs and kept upright by sophisticated gyro-stabilization systems, walkers are used in a number of civilian and military roles.

ALL TERRAIN ARMORED TRANSPORT

Designed both to carry full platoons of Imperial soldiers with their combat gear and to demoralize and strike terror into enemy combatants, AT-ATs are massive, lumbering, quadrupedal walkers covered in near impregnable armor and armed with an array of heavy lasers and blaster cannons.



Vehicle Type/Model: Heavy Assault Walker/AT-AT.

Manufacturer: Kuat Drive Yards.

Sensor Range: Short.

Crew: One pilot, one co-pilot/gunner, one vehicle commander, one engineer, one loadmaster.

Encumbrance Capacity: 100.

Passenger Capacity: 40 troops with full combat gear.

Cost/Rarity: 150,000 credits (R)/5.

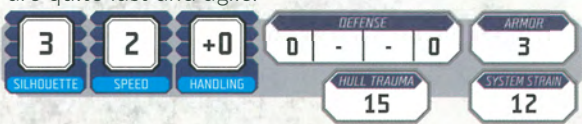
Customization Hard Points: 3.

Weapons: Forward-mounted twin heavy laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Linked 1).

Forward-mounted twin heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).

ALL TERRAIN SCOUT TRANSPORT

The Imperial Army's AT-ST is a medium sized bipedal walker designed as a reconnaissance vehicle. AT-STs are quite fast and agile.



Vehicle Type/Model: Reconnaissance Walker/AT-ST.
Manufacturer: Kuat Drive Yards.
Sensor Range: Short.
Crew: One pilot, one gunner.
Encumbrance Capacity: 18.
Passenger Capacity: 0.
Cost/Rarity: 75,000 credits (R)/5.
Customization Hard Points: 1.

Weapons: Port-mounted light blaster cannon (Fire Arc Forward; Damage 4; Critical 4; Range [Close]).

Starboard-mounted concussion grenade launcher—this weapon's entire profile uses personal scale, not planetary scale. (Fire Arc Forward; Damage 10; Critical 4; Range [Close]; Breach 1, Blast 8, Limited Ammo 15).

Chin-mounted twin heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).

STARSHIP PROFILES

Starships come in all forms, from fast and deadly starfighters to lumbering transports to the dagger-shaped vessels of the Imperial Navy. In war, as with all other aspects of galactic life, starships play a crucial role.

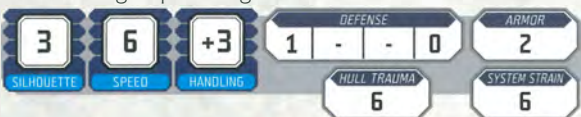
Where variants exist for a given type that differ significantly from the stats listed, such differences will be noted in the relevant stats.

STARFIGHTERS AND SHUTTLES

Starfighters and Shuttles are the smallest spacegoing craft listed in the Anaxes War College System of ship classification. Starfighters are small, fast, short-ranged, one- or two-position aerospace craft typically carried into battle in larger transports or capital ships. Shuttles are typically lightly armed and armored utility craft used for troop and cargo transport, boarding and landing, and other low-risk or light combat roles.

RZ-1 "A-WING" LIGHT INTERCEPTOR

The RZ-1 is a lightweight, lightly armed fighter capable of both incredible straight-line speed as well as superior maneuverability, and is every bit the match for the fast moving Imperial fighters like the TIE/in and TIE/d.



Hull Type/Class: Starfighter/RZ-1 "A-wing".
Manufacturer: Incom/Alliance Engineering.
Hyperdrive: Primary: Class 1, Backup: None.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: One pilot.
Encumbrance Capacity: 4.
Passenger Capacity: 0.
Consumables: One week.
Cost/Rarity: 150,000 credits/6.
Customization Hard Points: 1.
Weapons: Forward-mounted light laser cannons (Fire Arc

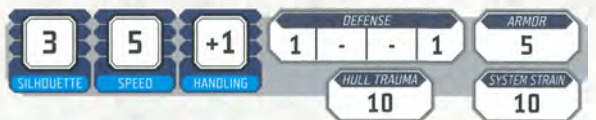
Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 6, Linked 1, Slow-Firing 1).

Special Equipment: Miradyne Ltd. 4X-Phantom Sensor Jammer. Blocks all sensors within range, counting the ship or vehicle's silhouette as one smaller when being fired at. Immediately notifies all ships in a star system, or within 100 kilometers if planetside, to the ship or vehicle's existence.

T-65B "X-WING" MULTI-ROLE STARFIGHTER

Incom's T-65B X-wing is the Rebel Alliance's primary force projection starfighter. A powerful, capable, easy to fly starfighter, the X-wing combines speed and hitting power into a potent package.



Hull Type/Class: Starfighter/T-65B X-wing.
Manufacturer: Incom Corporation.
Hyperdrive: Primary: Class 1, Backup: N/A.
Navicomputer: None—Astromech Droid Socket.
Sensor Range: Close.
Ship's Complement: One pilot, one astromech droid.
Encumbrance Capacity: 10.
Passenger Capacity: 0.
Consumables: One week.
Cost/Rarity: 120,000 credits/5.
Customization Hard Points: 1.
Weapons: S-foil-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 6, Linked 1, Slow-Firing 1).

BTL-A4/BTL-S3 "Y-WING" ATTACK STARFIGHTER

The old and trusty Y-wing has served the Rebel Alliance since its inception. Initially classified as a space superiority fighter, and occasionally used in that role when X-wings or A-wings are unavailable, the Y-wing is a dedicated medium attack fighter used to destroy ground targets, space stations, and capital ships.



Hull Type/Class: Starfighter/BTL Y-wing.
Manufacturer: Koensayr Manufacturing.
Hyperdrive: Primary: Class 1, Backup: None.
Navicomputer: None—Astromech Droid Socket.
Sensor Range: Close.
Ship's Complement: One pilot (one gunner in BTL-S3).
Encumbrance Capacity: 10.
Passenger Capacity: 0.
Consumables: One week.
Cost/Rarity: 80,000 credits/4.
Customization Hard Points: 1.

Weapons: Turret-mounted twin light ion cannons (Fire Arc Forward [Fire Arc All for -S3 Variants]; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 8, Linked 1, Slow-Firing 1).

A/SF-01 "B-WING" HEAVY FAST ATTACK STARFIGHTER

B-wings, like their older Y-wing cousins, are dedicated attack fighters. They are specifically designed to destroy capital ships and orbital installations using ion weaponry and heavy ordnance such as proton torpedoes and proton bombs.



Hull Type/Class: Starfighter/A/SF-01 B-wing.
Manufacturer: Slayn & Kopril.
Hyperdrive: Primary: Class 2, Backup: None.
Navicomputer: Yes.
Sensor Range: Close.
Ship's Complement: One pilot.
Encumbrance Capacity: 15.
Passenger Capacity: 0.
Consumables: One week.
Cost/Rarity: 150,000 credits/6.
Customization Hard Points: 1.

Weapons: Hardpoint-mounted light ion cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion, Linked 2).

Hardpoint-mounted heavy laser canon (Fire Arc Forward; Damage 6; Critical 3; Range [Short]).

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 8; Slow-Firing 1, Linked 1).

Cockpit hardpoint-mounted autoblasters (Fire Arc Forward; Damage 3; Critical Hit 5; Range [Close]; Auto-Fire).

TIE/LN STARFIGHTER

The tiny and fragile TIE/In has been the primary space superiority fighter of the Imperial Navy for decades now. Light, fast, and nimble, SFS's TIE/In is a bare-bones, no-nonsense fighter designed to be deployed in large groups to overwhelm enemy combatants with sheer numbers.



Hull Type/Class: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 4.

Passenger Capacity: 0.

Consumables: Two days.

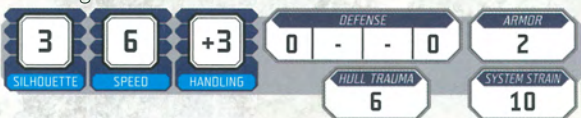
Cost/Rarity: 50,000 credits (R)/4.

Customization Hard Points: 0.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

TIE/IN INTERCEPTOR

Referred to as "fast movers" or "squints" by many Alliance fighter pilots, the Imperial Navy's TIE/in Light Interceptor is one of the most feared fightercraft in the Empire's arsenal. A development of the standard TIE/In space superiority fighter, the TIE Interceptor is even faster, more agile, and more heavily armed than its hangar mates.



Hull Type/Class: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Navicomputer: None.

Ship's Complement: One pilot.

Passenger Capacity: 0.
Encumbrance Capacity: 4.
Consumables: Two days.
Cost/Rarity: 75,000 credits (R)/5.
Sensor Range: Close.
Customization Hard Points: 0.
Weapons: Wingtip-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

TIE/D "DEFENDER" MULTI-ROLE STARFIGHTER

Designed to counter the wave of new and extremely competent Alliance fighters, the TIE/d was built from the ground up to be a competent and durable multi-role fightercraft. Unlike its simpler, ostensibly disposable cousins, the TIE/d is heavily armored, shielded, and even equipped with a hyperdrive.



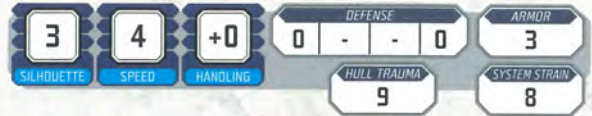
Hull Type/Class: Starfighter/TIE Series.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: Primary: Class 2, Backup: None.
Navicomputer: Yes.
Sensor Range: Close.
Ship's Complement: One pilot.
Encumbrance Capacity: 5.
Passenger Capacity: 0.
Consumables: One week.
Cost/Rarity: 300,000 credits (R)/8.
Customization Hard Points: 0.
Weapons: Wingtip-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

Cockpit-mounted twin light ion cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Cockpit-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 6, Linked 1, Slow-Firing 1).

TIE/SA TACTICAL BOMBER

The TIE/sa is a dedicated bomber and attack fighter equivalent to the Alliance's Y-wing and B-wing fighters. Slow and relatively sturdy for a TIE series fighter, TIE bombers feature a twin-boom hull design that contains the pilot and all the ship's control systems in the starboard pod and a multi-purpose launcher and ordinance magazine in the port pod.



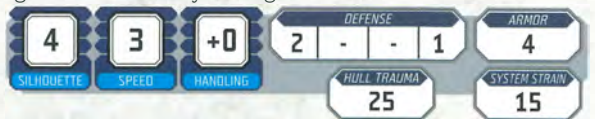
Hull Type/Class: Starfighter/TIE Series.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Close.
Ship's Complement: One pilot.
Encumbrance Capacity: 10.
Passenger Capacity: 0.
Consumables: Two days.
Cost/Rarity: 110,000 credits (R)/5.
Customization Hard Points: 0.
Weapons: Forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted launchers firing either concussion missiles (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 12, Linked 1, Slow-Firing 1) or proton torpedoes (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 12; Slow-Firing 1, Linked 1).

Ventrally-mounted proton bomb release chute—can only be used against surface targets (Fire Arc Down; Damage 7; Critical 2; Range [Close]; Blast 7, Breach 8, Limited Ammo 16).

T-4A LAMBDA-CLASS LONG RANGE SHUTTLE

The T-4a is a common utility shuttle in service with the Imperial Navy. Slow, sturdy, and reliable, these armed shuttles fill a number of roles from VIP transport to troop carrier, and can carry immense amounts of cargo when correctly configured.



Hull Type/Class: Shuttle/Lambda.
Manufacturer: Sienar Fleet Systems and Cygnus Spaceworks.
Hyperdrive: Primary: Class 1, Backup: Class 10.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot, one navigator, one gunner, one comms operator, and one engineer.
Encumbrance Capacity: 200 (Without Passengers).
Passenger Capacity: 20.
Consumables: Two months.
Cost/Rarity: 140,000 credits (R)/6.
Customization Hard Points: 2.

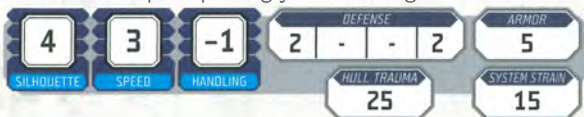
Weapons: Forward-mounted light blaster cannons (Fire Arc Forward; Damage 4; Critical 4, Range [Close]; Linked 1).

Forward-mounted twin light laser Cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Aft retractable twin light blaster cannons (Fire Arc Aft; Damage 4; Critical 4; Range [Close]; Linked 1).

SENTINEL-CLASS LANDING CRAFT

The *Sentinel*-class is the Imperial Navy's primary assault ship and landing craft. Similar to the *Lambda*-class in form and function, these ships are heavily armored and shielded and mount powerful engines that make the ship surprisingly fast and agile.



Hull Type/Class: Shuttle./Sentinel.

Manufacturer: Sienar Fleet Systems with Cygnus Spaceworks.

Hyperdrive: Primary: Class 1, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Close.

Ship's Complement: One pilot, one co-pilot, three gunners.

Encumbrance Capacity: 500.

Passenger Capacity: 54.

Consumables: One month.

Cost/Rarity: 240,000 credits (R)/7.

Customization Hard Points: 0.

Weapons: Forward-mounted retractable medium laser cannon battery (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

Retractable dorsal twin light ion cannon turret (Fire Arc All; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Retractable ventral heavy repeating blaster turret—this weapon's entire profile uses personal scale, not planetary scale (Fire Arc All; Damage 15; Critical Hit 2; Range [Long]; Auto-Fire, Pierce 2, Vicious 1).

Forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 8, Linked 1, Slow-Firing 1).

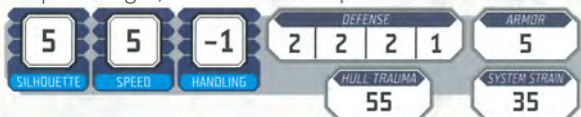
GUNSHIPS

Gunships are the smallest vessels that can be classified as warships. Considered sub-capital ships, gunships are typically corvettes, heavy space transports, freighters, or yachts.

VIGIL-CLASS CORVETTE

The *Vigil*-class corvette is the smallest vessel in the iconic Star Destroyer class of ships. Lightly armed and armored, it shares the dagger-shaped hull and

large crew of its larger siblings, and operates as both a picket and reconnaissance vessel as well as an escort ship for larger, cruiser sized ships.



Hull Type/Class: Corvette/Vigil.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 2, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 200 officers, enlisted, and troops.

Encumbrance Capacity: 1800.

Passenger Capacity: 200.

Consumables: One year.

Cost/Rarity: 3,500,000 credits (R)/5.

Customization Hard Points: 0.

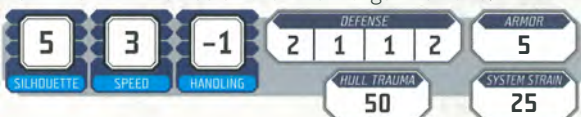
Weapons: Three dorsal turret-mounted twin light turbolaser batteries (Fire Arc All; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow Firing 1).

Three dorsal twin heavy laser cannon turrets (Fire Arc All; Damage 6; Critical 3; Range [Short]; Linked 1).

Forward-mounted medium tractor beam emitters (Fire Arc Forward; Damage —; Critical —; Range [Close]; Tractor 4).

CR90 CORVETTE

A versatile light capital ship, Corellia Engineering's CR90 corvette is a small, multipurpose vessel popular with both militaries and civilian organizations.



Hull Type/Class: Corvette/CR90.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: None.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 30-165

depending on configuration.

Encumbrance Capacity: Up to 2500 depending on configuration.

Passenger Capacity: Up to 600 depending on configuration.

Consumables: One year.

Cost/Rarity: 1,200,000 credits/5.

Customization Hard Points: 4.

Weapons: One dorsal and one ventral turret-mounted twin medium turbolaser batteries (Fire Arc All; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-Firing 1).

Two port and two starboard turret-mounted light turbolasers (Fire Arc Port and Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-Firing 1).

YV-929 ARMED TRANSPORT

The YV-929 was designed from the keel up as an armed transport. Classified as a light freighter similar to the popular YT-1300 and YT-2400 series, the 929 is a bulky, heavily armed and armored transport vessel designed to operate in hostile areas of space without armed escort.



Hull Type/Class: Armed Transport/YV-929.
Manufacturer: Corellia Engineering Corporation.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: One pilot, one co-pilot, two gunners.
Encumbrance Capacity: 80.
Passenger Capacity: 6.
Consumables: Six months.
Cost/Rarity: 380,000 credits/6.
Customization Hard Points: 1.

Weapons: Two triple light blaster cannons (Fire Arc Forward and Port or Forward and Starboard; Damage 4; Critical 4; Range [Close]; Linked 2).

Turret-mounted twin light ion cannon (Fire Arc Forward; Port and Starboard; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Two forward and one rear-mounted concussion missile launchers (Fire Arc Forward or Rear; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided 3, Linked 1, Limited Ammo 10 [each]).

CRUISERS

Cruisers are the workhorses of most spacegoing navies. Usually frigates and the various classes of light and medium cruiser, these vessels do much of the heavy lifting both in and out of combat.

CONSULAR-CLASS LIGHT ASSAULT CRUISER

In service since before the Clone Wars, CEC's *Consular*-class light cruiser is yet another outdated, outgunned ship pressed back into combat duty by the cash strapped Rebel Alliance. Related to Corellia Engineering's CR70 and CR90 corvettes, the *Consular*-class served the Old Republic as an unarmed VIP transport, carrying diplomats and other government officials.



Hull Type/Class: Light Cruiser/Consular.
Manufacturer: Corellia Engineering Corporation.
Hyperdrive: Primary: Class 2, Backup: Class 14.
Navicomputer: Yes.
Ship's Complement: One ship's captain, one pilot, one co-pilot, one navigator, one comms operator, four engineers.

Passenger Capacity: Up to 16 depending on configuration.

Encumbrance Capacity: Up to 3200 depending on configuration.

Consumables: Eight months.

Cost/Rarity: 3,400,000 credits/5.

Sensor Range: Long.

Customization Hard Points: 4.

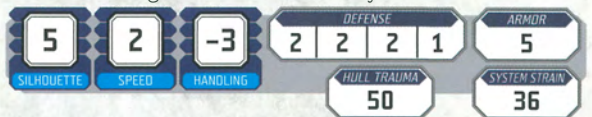
Weapons: Forward turret-mounted twin heavy ion cannon (Fire Arc Forward, Port, and Starboard; Damage 7; Critical Hit 4; Range [Medium]; Ion, Linked 1, Slow-Firing 1).

One port dorsal and one port ventral twin light turbolasers (Fire Arc Port; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

One starboard dorsal and one starboard ventral twin light turbolasers (Fire Arc Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

GOZANTI-CLASS ARMED TRANSPORT

Powerful and reliable, the CEC/Galofree Yards *Gozanti*-class armed transport is a cruiser-sized vessel used by numerous private and governmental organizations as a bulk cargo carrier and convoy escort.



Hull Type/Class: Armed Transport/Gozanti.
Manufacturer: Galofree Yards Incorporated and Corellia Engineering Corporation.
Hyperdrive: Primary: Class 3, Backup: Class 12.
Navicomputer: Yes.

Ship's Complement: One pilot, one co-pilot, one engineer, one comms/sensors operator, two loadmasters, six gunners.

Passenger Capacity: 12.

Encumbrance Capacity: 1,000.

Consumables: One month.

Cost/Rarity: 200,000 credits/6.

Sensor Range: Long.

Customization Hard Points: 4.

Weapons: One dorsal and one ventral retractable

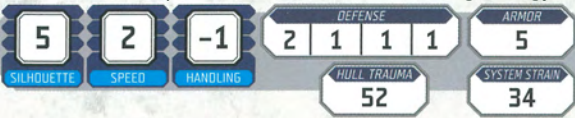
turret-mounted quad laser cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

Two port and two starboard retractable twin heavy laser cannons (Fire Arc Port *or* Starboard; Damage 6; Critical 3; Range [Short]; Linked 1).

Forward-mounted proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 6, Slow-Firing 1).

LANCER-CLASS FRIGATE

The Imperial Navy's *Lancer*-class frigate, a dedicated anti-starfighter vessel with an impressive reputation for power and reliability, has been in service since the end of the Clone Wars. A rarity in the Imperial order of battle, *Lancers* are armed with a number of accurate and deadly quad laser cannons that can fill every centimeter of space around it with crackling energy.



Hull Type/Class: Frigate/Lancer.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 1, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 800 officers and enlisted crew.

Encumbrance Capacity: 200.

Passenger Capacity: 40 troops.

Consumables: Six months.

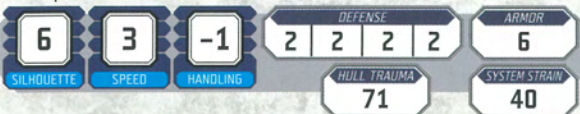
Cost/Rarity: 4,760,000 credits (R)/7.

Customization Hard Points: 0.

Weapons: Four dorsal, four ventral, four port, four starboard, and four forward turret-mounted quad laser cannons (Fire Arc All *or* Port *or* Starboard *or* Forward; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

EF76 NEBULON-B FRIGATE

Kuat Drive Yards' *Nebulon-B* frigate was one of the first capital ships deployed to Imperial Navy fleets, coming into service alongside the first *Victory*-class and *Imperial*-class Star Destroyers. Designated an escort frigate by the Imperial Navy, these ships are typically assigned to roles considered beneath the expensive star destroyers, such as convoy escort, scouting, and picket duties.



Hull Type/Class: Frigate/Nebulon-B.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 920 officers, pilots, and enlisted crew.

Starfighter Complement: Twenty-four starfighters.

Encumbrance Capacity: 4000 depending on configuration.

Passenger Capacity: 75 troops.

Consumables: Two years.

Cost/Rarity: 8,500,000 credits (R)/7.

Customization Hard Points: 2.

Weapons: Six port and six starboard retractable turret-mounted medium turbolasers (Fire Arc Forward, Aft, and Port *or* Forward, Aft, and Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

Three starboard, three port, three forward, and three aft retractable turret-mounted light laser cannons (Fire Arc Port *or* Starboard *or* Forward *or* Aft; Damage 5; Critical 3; Range [Close]).

Three forward-mounted heavy tractor beam emitters (Fire Arc Forward; Damage -; Critical -; Range [Medium]; Tractor 6).

DREADNOUGHT-CLASS HEAVY CRUISER

Designed with heavy space combat and planetary occupation in mind, *Dreadnought*-class heavy cruisers serve both the Imperial and Rebel Alliance navies as workhorse cruisers. They fill a number of roles and are typically employed in missions that larger vessels cannot or will not undertake.



Hull Type/Class: Heavy Cruiser/Dreadnought.

Manufacturer: Rendili StarDrive.

Hyperdrive: Primary: Class 4, Backup: 18.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: 9,000 to 16,000 officers, pilots, and enlisted crew depending on configuration.

Starfighter Complement: Twelve starfighters.

Encumbrance Capacity: 7,500.

Passenger Capacity: 3,000 troops.

Consumables: One year.

Cost/Rarity: 7,200,000 credits/6.

Customization Hard Points: 4.

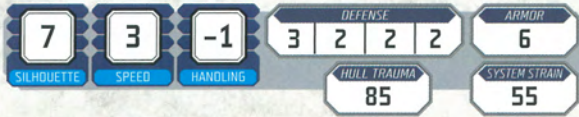
Weapons: Five forward and five aft medium dreadnought turbolaser batteries (Fire Arc Forward, Port, and Starboard *or* Aft; Damage 10; Critical 3; Range [Long], Breach 3, Linked 1, Slow-Firing 2).

Ten port and ten starboard light dreadnought quad turbolasers (Fire Arc Port *or* Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 3, Slow-Firing 2).

Five port and five starboard heavy laser cannons (Fire Arc Port *or* Starboard; Damage 6; Critical 3; Range [Short]).

VINDICATOR-CLASS HEAVY CRUISER

With a thickly armored hull, heavy shields, and a broad and versatile array of offensive and defensive weaponry, *Vindicators* are assigned both as escort and light battleships as well as solitary cruisers sent to hunt Alliance ships and maintain order in distant regions of the Empire.



Hull Type/Class: Heavy Cruiser/Vindicator.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Ship's Complement: 2,551 officers, pilots, and enlisted crew.
Starfighter Complement: 24 starfighters.
Passenger Capacity: 400 troops.
Encumbrance Capacity: 7,500.
Consumables: Sixteen months.
Cost/Rarity: 10,400,000 credits (R)/8.
Sensor Range: Long.
Customization Hard Points: 0.

Weapons: Five dorsal, five port, and five starboard medium turbolasers (Fire Arc Forward, Port, and Starboard *or* Forward and Port *or* Forward and Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

Five port and five starboard quad light tubolaser batteries (Fire Arc Forward and Port *or* Forward and Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 3, Slow-Firing 1).

Six forward, eight port, eight starboard, and eight aft point defense laser cannons (Fire Arc Forward *or* Port *or* Starboard *or* Aft; Damage 5; Critical 3; Range [Close]; Accurate 1).

One forward, one port, and one starboard heavy tractor beam emitters (Fire Arc Forward *or* Starboard *or* Port; Damage –; Critical Hit –; Range [Short]; Tractor 6).

IMMOBILIZER 418 CRUISER

The Immobilizer 418—commonly known as the *Interdictor* cruiser—is one of the most feared vessels currently in service with the Imperial Navy. It is infamous not for its weaponry (which is only useful in self defence) but for its gravity well projectors. Using these powerful gravity generation systems, an *Interdictor* can prevent fleeing starships from entering hyperspace in a certain region of space. When combined with more powerful warships such as Imperial Star Destroyers, the *Interdictor* cruiser can pin enemy fleets in place long enough for them to be destroyed.



Hull Type/Class: Heavy Cruiser/Interdictor.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 2,807 officers, pilots, and enlisted crew.
Starfighter Complement: 24 starfighters.
Encumbrance Capacity: 6,500.
Passenger Capacity: 80 troops.
Consumables: Sixteen months.
Cost/Rarity: 15,400,000 credits (R)/8.
Customization Hard Points: 0.
Weapons: Five dorsal, five ventral, four port, four starboard, and two aft turret-mounted quad laser cannons (Fire Arc Forward *or* Port and Forward *or* Port and Starboard *or* Aft; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

SFS G7-X GRAVITY WELL PROJECTORS

Gravity well generators produce a massive hyperspace shadow that can both prevent other ships from entering hyperspace as well as pull ships from hyperspace into realspace. In game terms, *Interdictor* cruisers generate a gravity bubble centered on the ship out to Extreme Range. Nothing within the bubble can enter hyperspace until it spends the maneuvers to travel past extreme range and outruns the Interdictor. This is a tall order as, all the while, fleeing ships will certainly be pursued by fighters and fired on by other, larger vessels.

As for ships being pulled from hyperspace, the actual effects are largely left to the Game Master's discretion. Should he so wish, and should the situation warrant, the Game Master may wish to let the Player Characters attempt to avoid a gravity well bubble created by an Interdictor, but the characters should have a very good reason for it, such as intelligence or some kind of warning to the presence of an Interdictor on their route.

BATTLESHIPS

Massive, powerful ships of the line are considered battleships in the Anaxes War College System. These are the biggest warships in commission, the Battlecruisers and Dreadnoughts and Super Star Destroyers that are thousands of meters long, carry tens or hundreds of thousands of crew, and mount enough firepower to reduce an entire planet to cinders.

IMPERIAL I-CLASS STAR DESTROYER

Considered the “face of the Imperial Navy,” and one of the most powerful ships in current service, KDY’s *Imperial I*-class Star Destroyer’s terrifying wedge shape personifies the Empire to countless worlds. Designed to take on other battleships and crush them, it relies on its internal complement of starfighters or smaller escort ships to protect it from starfighter attacks.



Hull Type/Class: Star Destroyer/Imperial I.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 2, Backup: Class 8.

Navicomputer: Yes.

Sensor Range: Long.

Ship’s Complement: 37,085 officers, pilots, and enlisted crew.

Starfighter Complement: 72 starfighters.

Vehicle Complement: Numerous shuttles, landing craft, utility vehicles, landing barges, and AT-series walkers.

Encumbrance Capacity: 15,000.

Passenger Capacity: 9,700 troops.

Consumables: Two years.

Cost/Rarity: 150,000,000 credits (R)/7.

Customization Hard Points: 2.

Weapons: Ten port and ten starboard heavy turbolaser batteries (Fire Arc Port and Forward or Starboard and Forward; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Ten dorsal heavy turbolaser batteries (Fire Arc Forward, Port, and Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Ten port, ten starboard, and ten forward light turbolasers (Fire Arc Port, Starboard, or Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-Firing 1).

Ten port and ten starboard battleship ion cannon turrets (Fire Arc Port and Forward or Starboard and Forward; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Slow-Firing 2).

Ten ventral battleship ion cannon batteries (Fire Arc Forward, Port, and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

Fifteen port and fifteen starboard medium ion cannons (Fire Arc Port or Starboard; Damage 6; Critical 4; Range [Short]; Ion).

Ten heavy tractor beam emitters (Fire Arc Forward, Port, and Starboard; Damage –; Critical –; Range [Short]; Tractor 6).

PRAETOR II-CLASS STAR BATTLECRUISER

The *Praetor II*-class battlecruiser is second only to the rare *Executor*-class Super Star Destroyer in size, mass, and destructive potential. Nearly four times as long as a standard star destroyer, these massive ships are typically assigned as command vessels for sector fleets, rarely leaving their berths except in times of dire need or in the case of a full fleet engagement somewhere within their sphere of influence.



Hull Type/Class: Star Battlecruiser/Praetor II.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 2, Backup: Class 16.

Navicomputer: Yes.

Sensor Range: Long.

Ship’s Complement: 109,000 officers, pilots, and enlisted crew.

Starfighter Complement: 120 starfighters.

Vehicle Complement: Numerous shuttles, landing craft, utility vehicles, landing barges, and AT-series walkers.

Encumbrance Capacity: 78,000.

Passenger Capacity: 14,000 troops.

Consumables: Three years.

Cost/Rarity: 700,000,000 credits (R)/9.

Customization Hard Points: 1.

Weapons: Thirty port and thirty starboard turret-mounted quad heavy turbolaser batteries (Fire Arc Forward and Port or Forward and Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 3, Slow-Firing 2).

Twenty dorsal and twenty ventral turret-mounted twin medium turbolaser batteries (Fire Arc All; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-Firing 1).

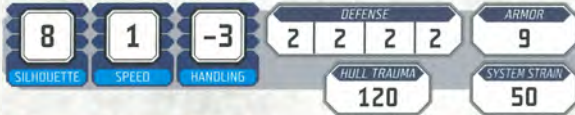
Ten forward twin long ranged battleship ion cannon batteries (Fire Arc Forward; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

Fifteen port and fifteen starboard turret-mounted twin battleship ion cannons (Fire Arc Forward and Port or Forward and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

Ten hull-mounted heavy tractor beam emitters (Fire Arc All; Damage –; Critical Hit –; Range [Short]; Tractor 6).

VICTORY-CLASS STAR DESTROYER

The *Victory*-class Star Destroyers are considered the first true Star Destroyers produced by KDY. Built during the height of the Clone Wars, the *Victory*-class was designed as an all-purpose heavy line of battle ship meant to support planetary landings and take part in fleet actions. Now out-performed by the *Imperial*-class, *Victory* Star Destroyers still see service throughout the galaxy.



Hull Type/Class: Star Destroyer/Victory II.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 1, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 6,107 officers, pilots, and enlisted crew.

Starfighter Complement: Twenty-four starfighters.

Vehicle Complement: Numerous shuttles, landing craft, utility vehicles, and AT-series walkers.

Encumbrance Capacity: 6,500.

Passenger Capacity: 1,600 troops.

Consumables: One year.

Cost/Rarity: 50,000,000 credits (R)/6.

Customization Hard Points: 4.

Weapons: Five port and five starboard light quad turbolaser batteries (Fire Arc Port and Forward *or* Starboard and Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 3, Slow-Firing 1).

Ten forward-mounted twin medium turbolasers (Fire Arc Forward; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

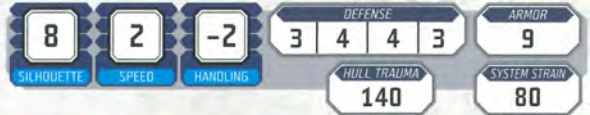
Ten dorsal twin medium turbolasers (Fire Arc Forward; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

Twenty assault concussion missile launchers (Fire Arc Forward; Damage 7; Critical 3; Range [Short]; Blast 4, Breach 5, Guided 2, Inaccurate 1, Slow-Firing 1).

Ten hull-mounted heavy tractor beams (Fire Arc All; Damage –; Critical Hit –; Range [Short]; Tractor 6).

MC80 LIBERTY TYPE STAR CRUISER

Produced by Mon Calamari Shipyards, the MC80 star cruisers were initially designed as long-range exploration or pleasure craft, civilian vessels designed to cruise the stars for knowledge or carry passengers in luxury and style. Now, however, they have been converted into Rebel warships. Each one is unique, handcrafted by talented Mon Calamari shipwrights to exacting specifications.



Hull Type/Class: Heavy Star Cruiser/Liberty.

Manufacturer: Mon Calamari Shipyards.

Hyperdrive: Primary: Class 1, Backup: Class 9.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 5,400 officers, pilots, and enlisted crew.

Starfighter Complement: 36 starfighters.

Vehicle Complement: Numerous shuttles, landing craft, and utility vehicles.

Encumbrance Capacity: 70,000.

Passenger Capacity: 1,200 troops.

Consumables: Two years.

Cost/Rarity: 104,000,000 credits/7.

Customization Hard Points: 4.

Weapons: Twelve forward, twelve port, twelve starboard, and twelve aft twin heavy turbolaser batteries (Fire Arc Forward, Port, and Starboard *or* Forward, Port, and Aft *or* Forward, Starboard, and Aft, *or* Aft, Port, and Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Five forward, five port, five starboard, and five aft twin battleship ion cannon batteries (Fire Arc Forward, Port, and Starboard *or* Forward, Port, and Aft *or* Forward, Starboard, and Aft, *or* Aft, Port, and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

Six hull-mounted heavy tractor beams (Fire Arc All; Damage –; Critical –; Range [Short]; Tractor 6).

SHIP AND VEHICLE MODIFICATIONS

As a ship's crew works and fights aboard her, they get to know her various attributes (both positive and negative). In light of this knowledge, it is not uncommon for the crew to make various modifications to the ship to increase her performance against Imperial adversaries.

ATTACHMENTS

The following are a small selection of common attachments seen on the ships and vehicles used by the Rebel Alliance. They run the gamut from docking clamps and larger engines to hidden compartments and more powerful weapons. This is not intended to be a comprehensive list, as such a list is well outside the scope of this publication, but it is meant to be representative of what can be done to customize a spacecraft. Game Masters are encouraged to design their own attachments to fit their Players' tastes and the needs of their campaigns, and more options for attachments will appear in future supplements.

ADVANCED TARGETING ARRAY

Advanced targeting arrays use sophisticated holo-imaging to present a pilot or gunner a detailed, three-dimensional view of his target. Installation of an ATA increases the accuracy of a ship's weapons, and allows gunners to get more shots on target, increasing their effectiveness in combat.

Models Include: Taim & Bak LR-375a Sureshot Advanced Targeting Array, Fabritech KR-770 "Sharpshooter" Targeting Computer, Koensayr Manufacturing 840.z Holo-Targeting Suite.

Base Modifiers: Upgrades the ability of Gunnery checks when firing mounted weapons by one.

Modification Options: 1 Additional upgrade Mod, 1 Innate Talent (Sniper Shot) Mod, 1 Innate Talent (True Aim) Mod.

Hard Points Required: 1.

Price: 4,000 credits.

ELECTRONIC COUNTERMEASURES SUITE

Designed to blind and deafen enemy ships, an electronic countermeasures suite transmits a dense stream of white noise and junk data that fogs sensors and jams comms traffic within close range of the broadcasting ship. This may be applied to all starships and vehicles.

Models Include: Fabritech 995 Stormcloud ECM Suite, Miradyne 4x-Phantom Short-Range Sensor Jammer (starfighters only), KDY 220-SIG Tactical Combat Jammer (capital ships only).

Base Modifiers: Blocks all sensors within range, counting the ship or vehicle's silhouette as one step

TABLE 7-15: ATTACHMENTS

Attachment	Price/Rarity	HP
Advanced Targeting Array	4,000/4	1
Hydraulic Countermeasures Suite	3,000/6	1
Hardened Control Circuits	1,000/4	2
Reinforced Shield Generator	3,800/5	2
Retrofitted Hangar Bay	5,000 x Silhouette/3	2
Upgraded Armor	2,000 x Silhouette/3	2
Upgraded Comms Array	4,800/6	1
Upgraded Hyperdrive	6,400/4	1
Upgraded Sublight Drives	5,300/5	1

smaller when attacked. Immediately notifies all ships in a star system, or within 100 kilometers if planet-side, to the ship or vehicle's existence.

Modification Options: 1 Increase difficulty by 1 when making subsequent attacks with the Guided quality Mod.

Hard Points Required: 1.

Price: 3,000 credits.

HYDRAULIC CONTROL CIRCUITS

Common on ships used by the Rebel Alliance, hydraulic control circuits are a throwback to an earlier era of shipbuilding. Instead of using traditional conductive material pressed into composite wafer boards to transfer electromagnetic energy, HCCs use countless, near-microscopic transparisteel tubes full of highly conductive liquid metal similar in its composition to mercury. Held under pressure and regulated by a series of valves, this metal controls the flow of energy. This can be added to non-fighter starships.

Models Include: Corellian Engineering Corporation Hydraulic Control Circuits, Santhe-Sienar Hardened Circuitry, Fabritech Insulated Circuitry.

Base Modifiers: Ships equipped with these attachments suffer half damage from weapons possessing the Ion quality after damage is reduced by soak. When installed, reduce handling and system strain threshold by one.

Modification Options: 1 Defender chooses ship component affected by Ion weapon quality, as opposed to the attacker Mod. Increase system strain threshold by 1 Mod.

Hard Points Required: 2.

Price: 1,000 credits.

REINFORCED SHIELD GENERATOR

A good defense is crucial to keeping Rebel starships fighting the good fight. Hardened shields upgrade a ship's stock particle and ray shielding to make it stronger and to make the shields easier to manage.

Models Include: KDY 880 Palisade Shield Generator, Phoah-Kingsmeyer 721a AEGIS Shield Generators, Siemar SH-2/a.Z Shield Reinforcement.

Base Modifiers: One additional point of defense to one defense Zone of choice.

Modification Options: 2 One additional point of defense to one defense zone of choice Mods.

Hard Points Required: 2.

Price: 3,800 credits.

RETROFITTED HANGAR BAY

Some starships or large vehicles can be modified to carry smaller vehicles (with a maximum silhouette of two smaller than the carrier) in a converted cargo hold or other compartment. The hangar bay modification includes launch and recovery systems as well as fueling traffic control, and maintenance facilities. This may only be used on ships or vehicles with a silhouette of five or more.

Models Include: None.

Base Modifiers: Allows a ship or vehicle to carry smaller vehicles (with a maximum silhouette of two smaller than the carrier) in a converted cargo hold or other compartment. Silhouette 5 vehicles can carry a total silhouette of 5, silhouette 6 vehicles can carry a total silhouette of 20, and silhouette 7+ vehicles can carry a total silhouette of 60. The total silhouette is calculated by adding all carried vehicle's silhouettes together. (i.e. a silhouette 5 vehicle could carry two silhouette 2 vehicles – speeder bikes, for example – in its retrofitted cargo bay, whereas a silhouette 6 vehicle could carry ten speeder bikes.) Common sense and GM judgment apply when determining what vehicles can and cannot fit in a hangar bay.

Modification Options: 5 Additional maximum silhouette capacity Mods.

Hard Points Required: 2.

Price: 5,000 times silhouette in credits.

UPGRADED ARMOR

Produced by numerous starship manufacturers, these armor plates are made from a complex lattice of carbon nanotubes embedded with spun threads of durasteel. This modification may be applied to all starships and vehicles.

Models Include: Ferro-Magnesium Armor Plate, Cerro-Ablative Sheets.

Base Modifiers: Adds one point to starship armor, and reduces starship handling by one.

Modification Options: None.

Hard Points Required: 2.

Price: 2,000 credits per point of starship or vehicle silhouette.

UPGRADED COMMS ARRAY

Upgraded comm systems are powerful subspace comms arrays that can be fitted to most ships in the galaxy. They are typically equipped with both video and audio pickups and the ability to interface quickly and easily with droid brains and other comms systems.

Models Include: Chedak Communications Frequency Agile Subspace Transceiver (FAST), SFS Ranger Long-Range Transceiver, Fabritech 44Q/r Multi-Band Transceiver.

Base Modifiers: Increases the range of shipboard communications by one range band.

Modification Options: Additional Comms Range Bands (0-2).

Hard Points Required: 1.

Price: 4,800 credits.

UPGRADED HYPERDRIVE

Upgraded hyperdrive generators increase a vessel's speed through hyperspace, allowing it to complete journeys in a fraction of the time.

Models Include: Isu-Sim SSP05 Hyperdrive Generator, SFS S/ig-30 Hyperdrive System, KDY JumpStar Hyperdrive Generator.

Base Modifiers: Reduces a ship's hyperdrive rating by one to a minimum of one.

Modification Options: 2 Reduce hyperspace rating by one to a minimum of .5 Mods.

Hard Points Required: 1.

Price: 6,400 credits.

UPGRADED SUBLIGHT DRIVES

Upgraded engines increase a ship or vehicle's raw, straight-line speed at the cost of lower reliability. This modification may be added to any ship or vehicle.

Models Include: Girodyne Ter40 High-Output Ion Turbine, Siemar Fleet Systems SFS-220 Ion Drives, Koensayr Manufacturing R800 Ion Ramjet.

Base Modifiers: Adds one point to a ship's speed and reduces system strain threshold by one.

Modification Options: None.

Hardpoints Required: 1.

Price: 5,300 credits.

STARSHIPS, VEHICLES, AND MODS

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



VIII

THE FORCE

The Force is a presence in all things. Most people are unaware of the Force, or blind to the extent of its significance. Those few who are able to perceive the presence of the Force are termed “Force sensitives,” though few of them are able to exercise the ability to utilize the power of the Force.

Throughout galactic history, various civilizations have used the Force, harnessing it to technologies or developing mystical traditions that teach techniques to develop the potential of Force sensitives. Two monastic orders, the Jedi and the Sith, were dedicated to developing such techniques, though they did so from divergent perspectives. The two orders played a major role in galactic history, but under the benighted rule of the Galactic Empire, attempts to understand and use the Force have been suppressed. All evidence of the Jedi order has been destroyed and Force sensitives sympathetic to their perspective are persecuted. As for the Sith, their own traditions limit their number to two—a master and an apprentice. These two currently command great power as Emperor Palpatine and Lord Vader.

The Force is a difficult thing to define, existing as it does in everything and seemingly limitless in its potential. In its totality, the Force exists in a state of balance, encompassing both fear and hope, love and anger, joy and sorrow. Even talented Force sensitives struggle to correctly comprehend the Force as a whole, and tend to generalize it according to positive and negative aspects. As such, the Force is understood to have a light side encompassing those aspects of the Force deemed benevolent, and a dark side encompassing those aspects of the Force deemed malevolent.

Some Force users, particularly the Sith, contend that the dark side of the Force is easier to use and facilitates greater feats of power than the light side. Other Force users have contested this, and point to the fact that in years gone by, the greatest of the Jedi were the equal of the most powerful Sith lords. However, the notion that utilizing the dark side provides an easy route to power is a commonplace belief throughout the galaxy.

THE FORCE IN AGE OF REBELLION

With the exception of droids and members of a few particular alien species, any character can be a Force sensitive in **AGE OF REBELLION**. Being a Force sensitive is very different from being a Jedi though—only years of study in the techniques and teachings of the order entitle a Force user to such an accolade. Most Force sensitives would not be able to achieve the degree of skill necessary to become a fully-fledged Jedi Knight, and in the modern age, the Jedi have been so thoroughly expunged that finding a qualified teacher in their techniques is a practical impossibility.

In this game, the ability to use the Force is represented by a character's Force rating. Most characters have a Force rating of zero. This does not mean they are wholly cut off from the force, as everything in the galaxy is affected by it, but it has no tangible impact on their day-to-day existence as they perceive it. Force-sensitive characters who do apprehend the Force always have a Force rating.

FORCE-SENSITIVE CHARACTERS

Being Force sensitive allows the character to unlock certain abilities and the means with which to activate and use Force powers, which are discussed later in this chapter.

Certain specialization trees may only be chosen by Force-sensitive characters and particular talents are for their exclusive use. In addition, certain talents and abilities may affect Force-sensitive characters in a different way than characters who do not have a Force rating. There are some abilities that may only affect

Force-sensitive characters, and others to which Force sensitives may be effectively immune. If this is the case, it will be noted in the description of the talent or ability in question. Talent trees exclusive to Force-sensitive characters have this fact noted in their description.

BECOMING FORCE SENSITIVE

In **AGE OF REBELLION**, the simplest way to become a Force-emergent character is to choose the Force Emergent specialization on the following page. This specialization is fundamentally the same as the specializations starting on page 41 and is considered a specialization in all respects. However, there are some additional points of which to take note.

The Force Emergent specialization is a universal specialization and the experience cost to take it is ten times the total number of specializations that the character would have with (and including) the new specialization. While this means that the specialization costs the same as a career specialization, note that universal specializations are not career specializations.

There are other ways in which a character could become Force sensitive. For example, if groups have access to **EDGE OF THE EMPIRE**, a player may decide to use the Force-Sensitive Exile specialization instead of the Force Emergent specialization. This would be suitable as there is room in the ranks of the Alliance for such characters, though Force Emergent is somewhat more typical of those who join the Rebellion.

FORCE EMERGENT

The Rebel Alliance stands for the restitution of the values and structures that were set aside during the rise of Emperor Palpatine. Since Force users have been among those persecuted under the Imperial regime, many of them sympathize with the goals of the Rebellion. As a result of this, one of the Rebel Alliance's most underestimated assets is a cadre of amateur Force sensitives that could prove decisive in the struggle against the Empire. Or at least they would be if they were properly identified and trained.

Within the ranks of Rebel organizations, Force sensitives are safe from the Empire and have access to one of the few remaining societies in the galaxy that still openly acknowledges and encourages an understand-

ing of the light side of the Force. While the Jedi Order has been shattered by the Empire, there are many within the Rebel Alliance who recall the Jedi and their teachings. While few Force sensitives are ever fortunate enough to receive training from an actual Jedi, at least in the Alliance they can learn about the order's traditions and techniques from sympathetic sources.

While they were regarded by the citizens of the galaxy as a benevolent order dedicated to the promotion of peace and harmony throughout the galaxy, the Jedi Knights also had a well-deserved reputation as fierce warriors. This was particularly true when it came to close quarters fighting with their signature weapon, the lightsaber.

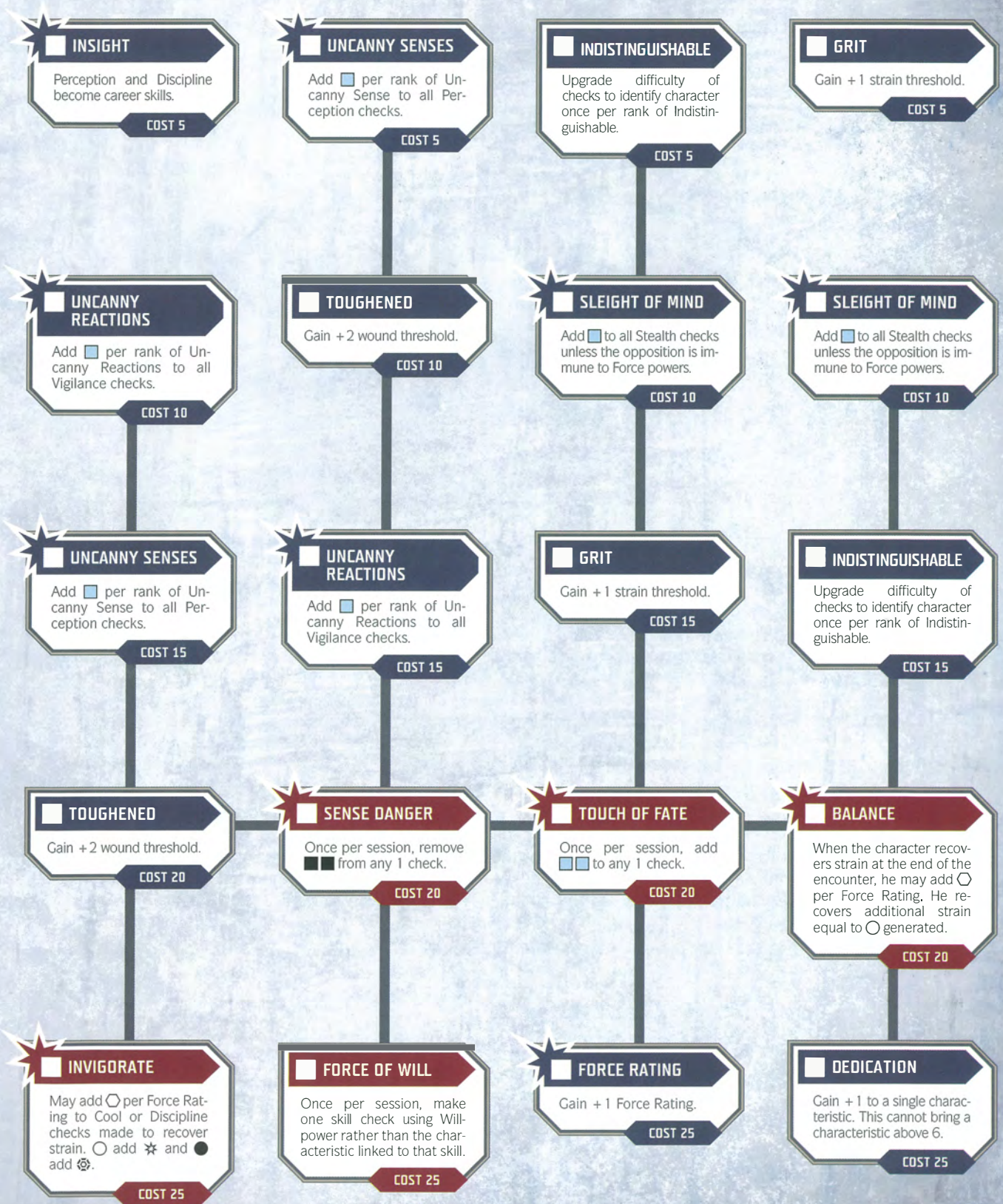
Universal: Force Sensitive Emergent Talent Tree

Gain Force Rating 1

ACTIVE

PASSIVE

FORCE SENSITIVES ONLY



While few Force Emergents hope to develop such prowess, or come to possess a lightsaber of their own, they do tend to develop some skill at martial arts. In fact, a little training in hand-to-hand combat is recommended, both as a method of self-protection and because the associated regimen is said to help put one in the right frame of mind to contemplate the Force.

The Force Emergent specialization does not have any career skills associated with it. When a character purchases this specialization, he automatically re-

ceives a Force rating of 1 if he did not already have it. However, if the character already has a force rating of 1 or higher, it does not improve when he purchases the Force Emergent specialization.

Just like other specializations, the Force Emergent specialization can be taken at character creation or at any subsequent point. This represents the fact that some Force sensitives do not become aware of their potential until a relatively late stage of their lives.

FORCE POWERS

The primary means by which a Force user manipulates the Force is not unconscious: he can deliberately tap into the Force and use it to enhance his own abilities or affect his surroundings. The Force can enable someone to do things that others see as fantastic or even unbelievable: levitating and moving items, blocking blaster shots with his hands, controlling the minds of others, and even predicting the future.

It is through the exercise of Force powers that a Force-sensitive character accomplishes such tasks. In **AGE OF REBELLION** Force powers are versatile and potent abilities that enable Force-sensitive characters to perform amazing feats.

Each Force power focuses on a particular type of task that can be performed through the manipulation of the Force. The initial purchase of each Force power costs 10 experience. Once purchased the user may spend additional experience to further customize and enhance the power.

ACTIVATING POWERS

Force sensitives use their powers through a variant of **AGE OF REBELLION**'s core mechanic, assembling a dice pool and rolling it to see if the power resolves successfully. However, unlike most skill checks, Force power checks do not generate successes. Instead they generate resources that are spent to fuel a power's effects.

Activating a Force power is usually handled like any other action, though there are a few exceptions as indicated in the power's description. When a Force-sensitive Player Character attempts to activate a power, he creates a dice pool that consists of a number of Force dice equal to his Force rating and then rolls the dice. Every light side result ○ generates one Force point the PC may spend to fuel the power's abilities. Every dark side result ● generates no force points and is disregarded.

However, the dark side of the Force promises a tempting easier route to power and a Force user can give in and accept this offer. A Force sensitive Play-

er Character can choose to allow one or more ● to generate additional Force points in addition to those generated by ○. PCs should know that the consequences of this choice may be dire, and can gravely affect any individual who gives in to such temptation. Fully-fledged Jedi and other powerful Force users are particularly prone to the negative upshots of relying too heavily on the dark side of the Force, but no one is completely immune.

A Force-sensitive Player Character in **AGE OF REBELLION** who wishes to use one or more ● to provide Force points for his Force powers must flip one Destiny Point from light to dark. If the character cannot do this for some reason (for instance, if all his Destiny Points are already dark) then he may not use ● at all. In addition to having to flip Destiny Points, any PC using ● suffers an amount of strain equal to the number of ● he wishes to use.

The long-term consequences of tapping into the power offered by the dark side of the Force is left up to the player and the GM. They should both keep in mind that the dark side is born out of fear, anger and hatred, and such emotions should be present in such a character.

Once a Player Character assembles his available Force points, he consults his Force power and determines how he will spend them. Most of a power's abilities require one or more Force points to activate and, unless specified otherwise, any ability may be activated multiple times.

Once the Force power is resolved the character's action is finished. A Force power is always "successfully" activated, even if the check does not generate any Force points to spend on the power.

DARK SIDE FORCE USERS

AGE OF REBELLION assumes that any Force-sensitive PCs are going to be morally upstanding individuals who are committed to the restoration of the galactic Republic and its values. Force sensitives within the ranks of the Rebel Alliance are strongly advised to heed the teach-

ings of the Jedi order and shun the dark side. As such, they will not likely fall to the dark side of the Force.

That said, not everyone who works with the Rebellion is benevolent, and even the most placid of individuals may be moved to hate and rage when contemplating the atrocities of the Empire and the desperate struggle to overthrow the regime. The possibility exists that some Force users may give in to such feelings and embrace the dark side in their desperation.

Should the GM allow a player to use such a character, or develop his character in such a way, then the rules for dark side use are a mirror of those for light side use. The check is made as normal, but ● are counted as Force points and ○ are disregarded. If the character wishes to use light points he must flip a Destiny Point from dark to light and suffers one strain for each light point he uses.

NPCs that use the dark side when powering their abilities use the rules as described above unless they have particular rules to describe their particular powers.

FORCE POWER: MOVE

Many Force users develop the ability to shift objects without physically handling them, moving matter with the power of the mind. Those with a modicum of training in the skill can cause small objects slowly and painstakingly to rise, fall, or travel in space. True masters of the Force are rumored to be able to hurl starships about or juggle heavy crates in the air. Other applications of the power allow for Force users to manipulate control panels or computer keyboards at a distance. There is thought to be no limit to what a Force user could move with the application of enough concentration, though acquiring the proper perspective with which to move larger or more complex objects is beyond all but the most confident practitioners.

The Move power is one with a great degree of utility. Force users on spy missions can use it to acquire data pads or keys that might otherwise be out of reach. Saboteurs can use it to place explosives or ruin equipment by moving components out of place. Those in battle can disarm opponents by snatching weapons from their grasp, or alternatively they may just bludgeon them with nearby objects.

When moving items the default speed is slow and deliberate, not fast enough to inflict injury or allow for fine manipulation.

BASIC POWER

At its most basic, Move allows the Force user to move small objects that are near him. It has one basic effect.

- The user may spend ○ to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.

UPGRADES

Move's upgrades include the ability to move a greater number of objects at once, to move increasingly large objects, and to move objects over further distances. Some upgrades give the Force user different ways to use the power, though most are cumulative improvements to the abilities described by the basic power.

Control Upgrade: The Force user gains the ability to move objects fast enough so as to be difficult to dodge and capable of inflicting damage. Resulting impacts deal damage to both the target and the object being moved. The Force user makes a Discipline check with a difficulty equal to the silhouette of the object being thrown, making a Move power check as part of the pool. To successfully hit the target he must gain enough Force points to move the object from its starting location to the target *and* he must also succeed on the check. The damage is resolved following all the rules for ranged attacks. Silhouette 0 objects deal 5 damage while other objects deal damage equal to 10 times their silhouette. The number of targets affected by a single object is up to the GM, but in general a single object should only affect a single target, unless the object is particularly large. If the player wants to use multiple objects to hit multiple targets, he may do so by using the rules for hitting multiple targets with the Auto-Fire quality. This attack follows all the rules for ranged attacks, including ranged defense and aiming.

Control Upgrade: The Force user gains the ability to pull objects off secure mountings or from an opponent's grasp.

Control Upgrade: The Force user gains the ability to perform fine manipulation of items, allowing him to do whatever he could normally do with his hands to a held item. If this power is used to manipulate something such as a control board the controls count as an object of silhouette 0.

Strength Upgrade: Spend ○ to increase the maximum size of objects a character can move by a number equal to the number of Strength upgrades purchased.

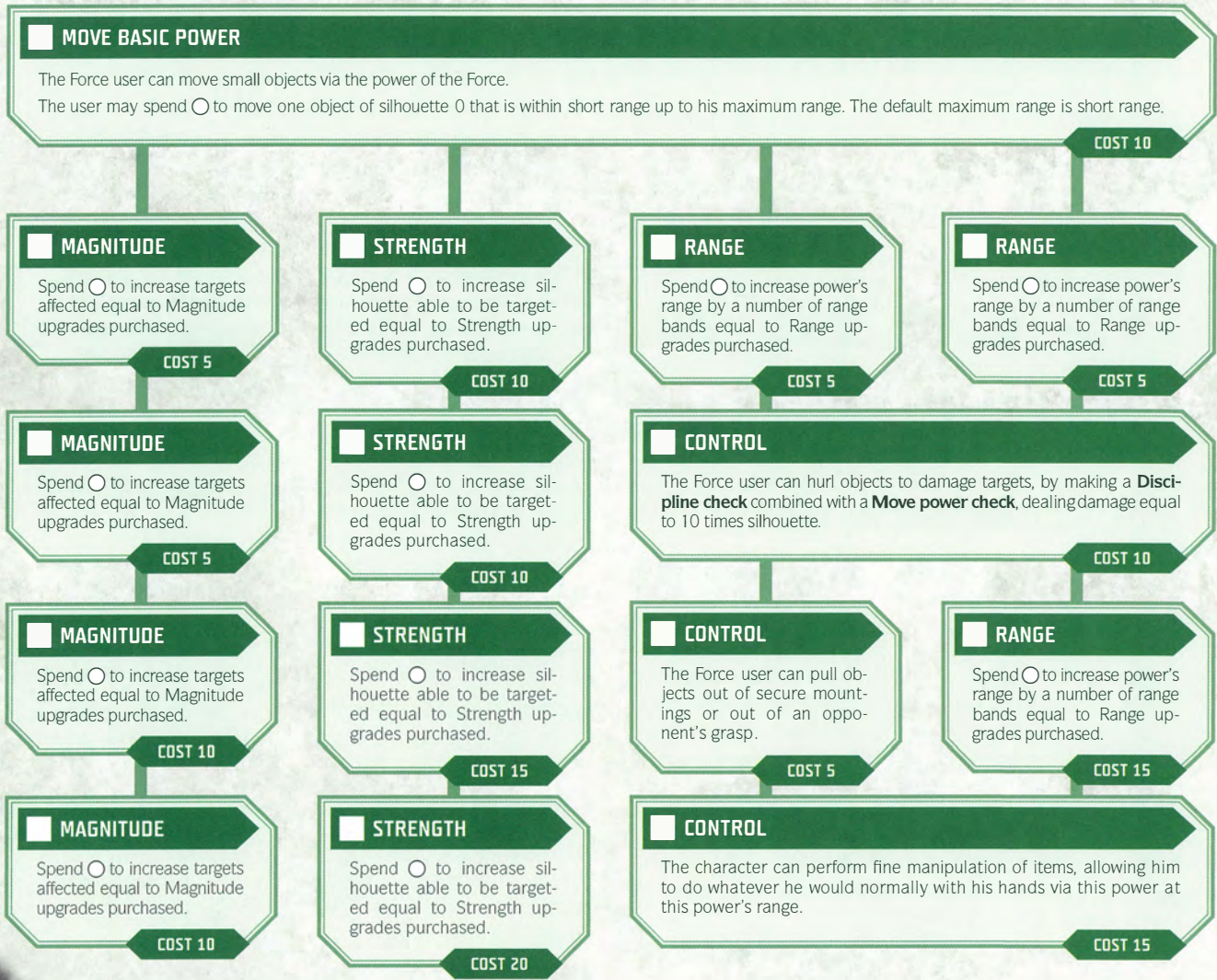
Range Upgrade: Spend ○ to increase the maximum range at which the Force user can move objects by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time. However, remember the Force user must still spend Force points to activate the power's actual effects.

Magnitude Upgrade: Spend ○ to increase the number of targets affected equal to the number of Magnitude upgrades purchased. The Force user may activate this multiple times, increasing the number of targets by this number each time. However, remember the Force user must still spend Force points to activate the power's actual effects.

Force Power Tree: Move

Prerequisites: Force Rating 1 +

FORCE ABILITY



FORCE POWER: ENHANCE

One of the most straightforward ways in which Force users utilize the power of the Force is to imbue their own bodies with energy and strength. In this way the Force becomes an almost literal fuel for feats of endurance and power. Most Force users find it a relatively simple thing to use the Force in order to overcome their own physical limitations and fend off the effects of fatigue. With a little practice, most Force users are able to expand the arenas in which they can use the Force beyond that of mere brute strength. They are able to concentrate the Force into assisting them with acts of dexterity and acrobatics.

BASIC POWER

When making an Athletics check, the Force user may roll an Enhance Power check as part of the pool. He may spend ○ to gain ☆ or ☺ (his choice) per point on his check. This counts as a normal Force Power check in every way—it is simply combined with the overall skill check.

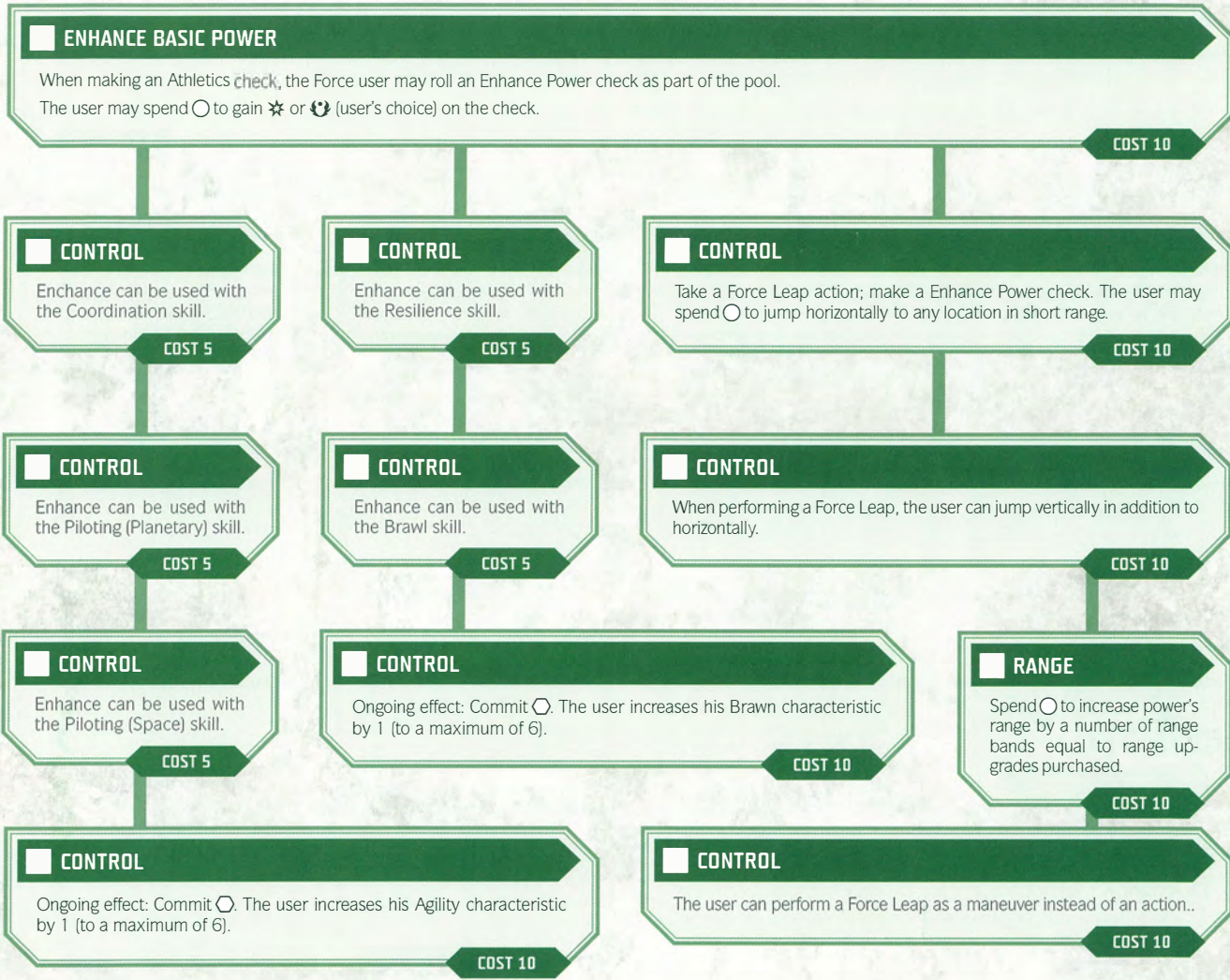
UPGRADES

Upgrades are available that work in two distinct ways. The Force user may choose to develop the power of the ability by improving his natural abilities, enhancing his existing skills and eventually even improving his body's natural capabilities using the Force. Alternatively, the Force user can employ the power to achieve physical

Force Power Tree: Enhance

Prerequisites: Force Rating 1 +

FORCE ABILITY



feats not otherwise achievable by other beings, leaping long distances or incredible heights.

Control Upgrade: Enhance can be used with the Coordination skill.

Control Upgrade: Enhance can be used with the Piloting (Planetary) skill.

Control Upgrade: Enhance can be used with the Piloting (Space) skill.

Control Upgrade: This power gains the Ongoing effect: Commit 1. The Force user increases his Agility characteristic by 1 (to a maximum of 6).

Control Upgrade: Enhance can be used with the Resilience skill.

Control Upgrade: Enhance can be used with the Brawl skill.

Control Upgrade: This power gains the Ongoing effect: Commit 1. The Force user increases his Brawn characteristic by 1 (to a maximum of 6).

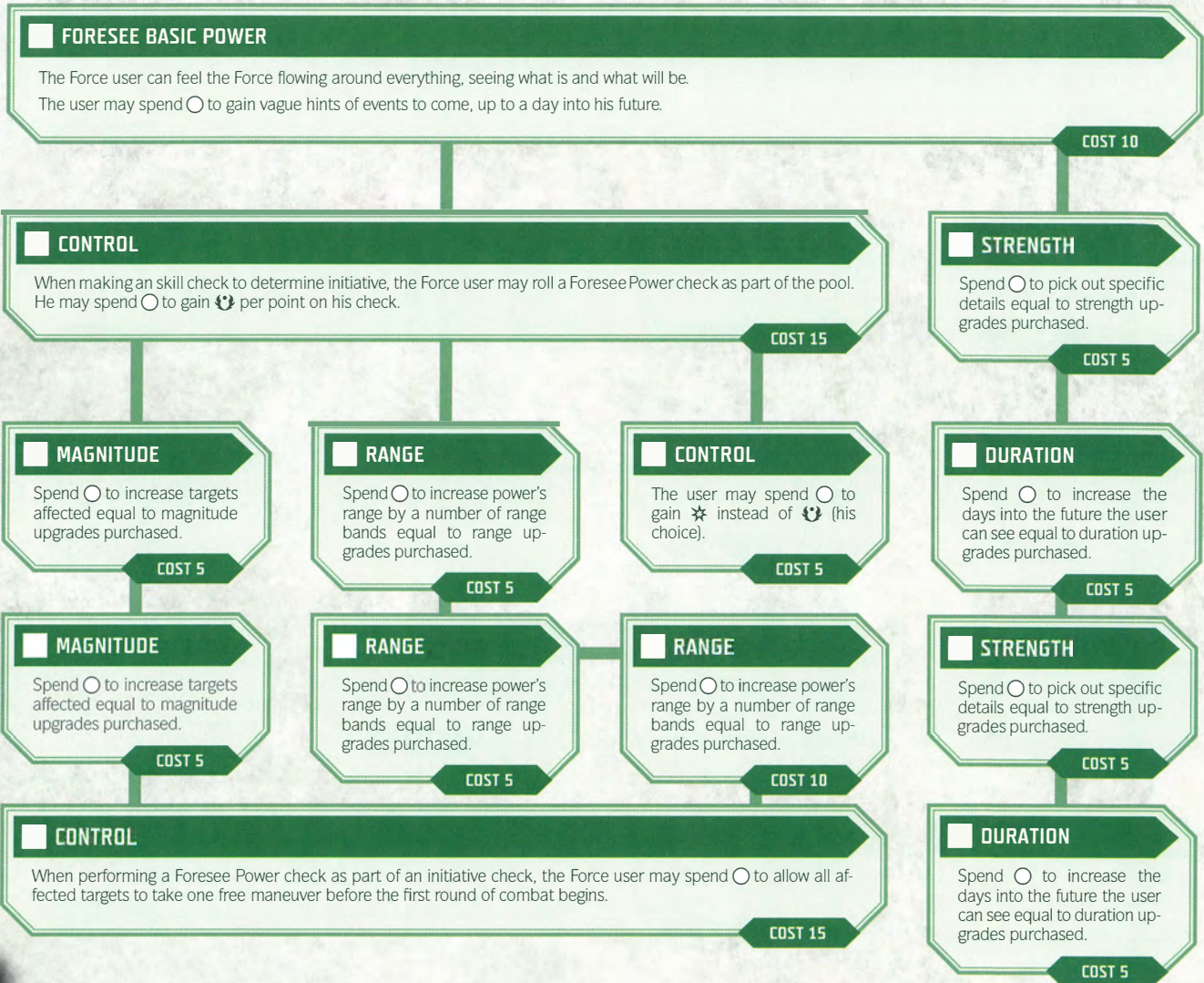
Control Upgrade: The force user can take a Force Leap action to make an Enhance Power check. He may spend ○ to jump horizontally to any location within short range. He can use this to leap over obstacles or impassable terrain, but cannot leap directly vertically.

Control Upgrade: When taking a Force Leap action, the Force user can leap to any location in range vertically as well as horizontally.

Force Power Tree: Foresee

Prerequisites: Force Rating 1 +

FORCE ABILITY



Range Upgrade: Spend ○ increase the maximum range at which the Force user can jump by the number of Range upgrades purchased. The Force user may not activate this multiple times. Remember that the Force user must still spend Force points to activate the power's actual effects.

Control Upgrade: The Force user only needs to use a maneuver to perform a Force Leap, instead of an action.

FORCE POWER: FORESEE

Force users often have precognitive flashes about people and situations through their abilities. These powers are rarely so clear and obvious as to provide unequivocal visions of the future, but are certainly enough to give a Force user pause for thought when he has a "bad feeling about something".

The power of foresight has been used in countless different ways by countless different Force users throughout history. Some use it to gain vague images far into the future, while others use it to predict the movements of their foes, or see an unexpected event in their near future.

BASIC POWER

The most basic form of Foresee allows the character to look into the Force to see vague hints of his near future. These hints may be blurry visual images, brief samples of sound, or simple emotions. The basic power cannot see anything more than a day into the future.

- The user may spend ○ to gain vague hints of events to come in the next day of his own, personal future.

UPGRADES

Foresee's upgrades work in two distinct manners. The first set of upgrades serve so as to further enhance the character's ability to intuit the actions of others in the short term, particularly in combat rounds. Other more esoteric advantages of the power allow the Force user to reach further into the future, pulling specific details from events to come.

Control Upgrade: When making a skill check to determine initiative, the Force user may roll a Foresee Power check as part of the pool. He may spend ○ to gain ☹ per point on his check. This counts as a normal Force Power check in every way—it is simply combined with the overall skill check.

Magnitude Upgrade: The Force user may spend ○ to affect engaged allies with the power as well. This increases the number of people affected equal to the number of Magnitude upgrades purchased. The Force user may activate this multiple times, increasing the number of targets multiple times. However, remember the Force user must still spend Force points to activate the power's actual effects.

Control Upgrade: When performing a Foresee Power check as part of an initiative check, the Force user may spend ○ to allow all affected targets to take one free maneuver before the first round of combat begins.

Range Upgrade: The Force user may spend ○ to increase the range at which he can affect his allies with this power by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time. However, remember the Force user must still spend Force points to activate the power's actual effects.

Control Upgrade: When performing a Foresee Power check as part of an initiative check, the Force user can spend ○ to add ✨ instead of ☹ (his choice).

Strength Upgrade: When using the basic power of Foresee, the Force user can spend ○ to pick out a number of specific details from his vision equal to the number of Strength upgrades purchased. The Force user may activate this multiple times, picking out more details each time. However, remember the Force user must still spend Force points to activate the power's actual effects.

Duration Upgrade: When using the basic power of Foresee, the Force user can spend ○ to a number of extra days into the future equal to the number of Duration upgrades purchased. The Force user may activate this multiple times, increasing the number of days multiple times. However, remember the Force user must still spend Force points to activate the power's actual effects.



IX

THE GAME MASTER

Welcome to the first step in becoming an **AGE OF REBELLION** Game Master. Running a roleplaying game comes with both challenges and immense rewards. This chapter focuses on helping a new Game Master get the information needed to run a successful **AGE OF REBELLION** game that captures the feel of Star Wars. Both novice and experienced GMs should find that this chapter contains useful information for handling both the rules and the storytelling aspects of the game.

The Game Master is crucial to any **AGE OF REBELLION** game. He lays out the setting for the adventure, helps to adjudicate the rules, and guides players as they make their way through the story. While each player typically portrays a single character, the Game Master portrays every other character the players encounter over the course of the game, otherwise known as Non-Player Characters (NPCs). The GM describes every scene, every location, and interprets the rules into specific outcomes that everyone can understand. Game Masters should be prepared to understand and convey the story and deal with the unexpected—players can and do change course during the middle of a game.

Just remember that the primary goal of this, or any other roleplaying game, is to have fun. **AGE OF REBELLION** is intentionally designed to move the narrative forward,

rather than focus on the minutiae of the rules. Also remember that no one is perfect. If you discover that you or your players interpreted the rules incorrectly, don't worry about it! As long as the story continues without problem, note what happened and be prepared for it the next time such situations come up.

This chapter delves into specific methods for GMs to run and plan their games. It provides guidance in preparing and running the first game session, using published adventures, creating new stories, and developing a full-fledged campaign. It includes adventure creation guidelines and mechanical advice for good encounter design. It provides advice for dealing with players and group dynamics in and out of the game. It gives specific GM guidance for using Duty and Contribution to the Rebel Alliance in character and story creation. It also advises on dice pool interpretation, and how to maximize its use during the game.

Finally, this chapter includes advice on what makes an adventure or campaign fitting for the **AGE OF REBELLION** setting. It discusses the story elements and types that fit into navigating the raging war across the galaxy. Other story types may be told with this system, but the focus here is on the conflict between the freedom-loving Rebellion and the tyrannical Empire.

HOW TO RUN AN AGE OF REBELLION GAME

Running an **AGE OF REBELLION** game session requires players, planning, rule knowledge, and an interest in creating a great deal of fun. This section guides new and experienced Game Masters through a typical game, from the first game session onward. Advice on the Game Master's duties and interpreting and implementing game mechanics is given in the first section. The advice in the remaining sections is intended for GMs with a session or two of experience and can be safely skipped by GMs preparing for their first game.

RUNNING THE GAME

Successfully running a game is a balance between using the rules as written and handling unplanned situations. The GM keeps track of many different aspects of the game—Player Character Motivations and back story, PC advancement, all the statistics of the NPCs, and most of all, knowing where the PCs are in the story and where they are going next. This section provides guidance on how to handle specific rules and other elements during the game session itself and how they interact.

THE GAME MASTER'S ROLE

The Game Master is the final arbiter of all rules discussions. Whenever an issue with the rules comes up, the GM should listen to the player's suggestions and concerns, weigh the consequences, and make a decisive decision. This is not intended to make the Game Master the tyrant of the gaming table, but to keep things smooth, equal, and moving forward. As in any sporting event, the officials are there to maintain an even playing field, not tip the balance in favor of one side or another.

If a disagreement about the rules comes up, the players should accept the decision by the Game Master to keep the story moving. After the session, the Game Master and players can discuss the specific rules (or decision) to make sure that everyone understands the reasoning behind it and prevent it from becoming an issue in later sessions. If it doesn't break the narrative, a GM may retroactively change an incorrect ruling, chalking it up as part of learning the game. The Game Master is not required to do so, however.

If the Game Master or players are unsatisfied with a particular rule, or come up with something not otherwise covered in the book, the group may institute house rules to cover those situations. Avoid "rules-lawyering," where the minutiae of a rule is discussed and argued in hopes of gaining some unfair advantage.

INTERPRETING THE DICE POOL

One of the GM's primary responsibilities is to interpret the results of dice rolls. Given that the exact makeup of each dice pool varies wildly, it gives the GM and the players many opportunities to translate the results into narrative effects.

The symbols generated by each check go well beyond the simple task of indicating success or failure. ✨ indicated by a ⬡ can mean something different than if it occurs on an ⬢ or ⬣. In this case, it might indicate the character's skill overcame all other challenges. If the same results occurred using a ⬣, the character may have benefited from pure luck. The GM should inform the story by using the dice whenever possible.

⬣ and ⬤ indicate the influence of fortune and misfortune in the results. Failure indicates that the inherent difficulties in the situation, terrain, or task at hand were too much to overcome. Success indicates that luck, the Force, or a beneficial circumstance affected the **outcome**.

⬢ and ⬤ represent the character's trained skill versus the most difficult challenges. Similar to the ⬢ and ⬤, success indicates that the character's training has prevailed, while failure indicates that the circumstances were just too difficult to surpass.

⊕ and ⊖ indicators are often less clear-cut in their influence on the dice pool. Sometimes, they may trigger certain abilities or effects built into talents or special abilities. More often, they give the GM or player the opportunity to describe how the results place the character in a better or worse position than before the action.

⊕ and ⊖ indicators should generate excitement at the game table. ⊕ indicates a critical success, which should also grant the character an advantage in the scene. ⊖ indicates a critical failure, which should disrupt the character and make the situation much worse.

Usually, the makeup of the dice pool does not evenly align dice types that are in direct opposition to each other. Instead, ✨, ▼ and other indicators will be spread across different dice in different amounts. It will often be up to the GM to decide which of the ✨ or ▼ is relevant to the story interpretation.

BOOST & SETBACK DICE USAGE

⬣ and ⬤ are basic GM tools for manipulating fortune and misfortune in the game. Beyond the normal guidelines for setting difficulty within the dice pool, ⬣ and

■ enable the GM to allow characters to try unusual ideas during play. The players enjoy the chance to try creative solutions within the game, and the GM can regulate the difficulty through the addition of more ■ instead of saying no to the idea. Note that □ and ■ are not normally upgraded to other dice types—the easier or harder the situation at hand, the greater number of □ or ■ dice.

Alternatively, the □ may be used to reward a Player Character for good planning or creative thinking. They may also be used in situations not covered by the rules. If the Player Character comes up with a good idea and the GM allows it, he may add □. This is especially encouraged if the idea is in keeping with the spirit of the Star Wars movies and stories.

Remember that not every situation requires the addition of □ or ■. Some situations are accurately reflected in the use of the other dice, such as ♦ or ◆. Think about what it would take for the character to successfully attempt a particular task and then look at any modifiers, such as lighting, higher ground, equipment quality, and the like.

Granting □ dice during play creates a feedback loops with players, encouraging them to think creatively and try new things. As they become more confident and bold, they might come to expect □ for most situations—temper this with ■ dice to remind players of the consequences of risky behavior.

USING STRAIN

Strain is a non-lethal way for characters to suffer physical and psychological effects beyond wounds and significant injuries. See page 152 for a complete description of strain. For the GM, strain represents an opportunity to add mechanical emphasis and consequences to narrative aspects of the scene or combat.

In combat, strain effects dictated by the GM should be limited to give the PCs the opportunity to voluntarily suffer strain for an additional maneuver or to use talents. Extreme environments or circumstances may occasionally increase the amount of strain the GM inserts into the encounter. Environmental strain should be less of a concern during the average combat.

In scenes outside of combat, strain adds weight to environmental effects. Enduring long periods of exposure to heat, cold, radiation, or unusual weather like sandstorms cause strain. Psychological pressure may also induce strain. This kind of strain may come from strong emotional reactions to loss, extreme anger, frustration, or another reaction that distracts a PC from the task at hand.

When assigning strain, the GM should consider how all of the different sources might interact in an encounter or scene. Creating a scene in which strain is a primary component is perfectly fine, but having a

scene accidentally overwhelmed with strain can alter the narrative in unexpected ways. Typically, the GM should assign one or two points of strain for a given effect. Environmental effects may inflict strain, and the amount of strain inflicted can serve as an indication as to how dangerous the effect is.

USING FEAR

In **AGE OF REBELLION**, Player Characters are subjected to untold numbers of horrible and frightening events, creatures, and situations. Dangerous creatures lurk in the darkness of Empire-held planets or are used as weapons of shock and awe on the battlefield. The Empire relies on suspicion, terror, and unspeakable acts to keep the galaxy in its iron grip. War, famine, combat, terrifying enemies, and horrific environmental hazards may instill fear in even the most hardened of PCs. Fear interferes with PC actions and goals. It may reduce a PC's effectiveness, make him hesitate, or cause him to flee.

Within the game, fear is countered by the Discipline skill (see page 78) and occasionally the Cool skill (see page 77). Like any other skill check, the GM sets the difficulty and adds the appropriate dice to the PC's dice pool. Interpreting the dice pool results is key to determining the effects of fear, even on a successful roll. The Discipline or Cool skill check represents the PC's ability to act in the face of fear, not necessarily the level of fear a PC may feel.

EXAMPLE

A PC has been horribly burned by fire in the past. When confronted with a sudden, overwhelming burst of flame, his terror comes to the surface. A successful Discipline check means he overcomes the fear enough to act and run through the flames, hopefully to safety. The next time, however, his fear may overcome him, rooting him in place as the flames come closer.

WHEN TO MAKE A FEAR CHECK

Any time Discipline or Cool is used to counter fear, it is called a fear check. Not every frightening situation requires a fear check. They should be restricted to unusual circumstances or the first time a PC experiences a particularly frightening situation. An ambush by stormtroopers doesn't require a fear check. If a PC is suddenly dropped into a pit of Rancors, however, a fear check is appropriate.

The frequency of fear checks is determined by the GM. Typically, once a fear check is rolled, the GM should not require another check for the same source during the same encounter, unless the circumstances significantly change. The GM might require more fear

checks in a story where fear is a key element. A Player Character who watches his companions perish in front of him or watches his home planet destroyed might be required to make more checks to reflect his ongoing concern and stress.

Typically, the effects of fear are determined by the results of a Discipline check. However, if the PC has had time to prepare for the situation, and is not taken by surprise, the GM may allow the PC to make a Cool check instead.

DETERMINING FEAR DIFFICULTY

The difficulty of a fear check is a combination of circumstance and the individual experiencing the fear. No two people respond the same way to a frightening situation. Where an untrained civilian might freeze in fear when a fight breaks out, a trained Rebel soldier may act with confidence and effectiveness. This is not to say that the soldier is necessarily unafraid; it simply means he is better able to deal with the fear.

Example circumstances and difficulties are shown in **Table 9–1: Fear Guidelines**, below. The difficulty is initially set reflecting a frightening situation for a person without prior experience in the events in question. The difficulty of the check can also be upgraded, depending on the circumstances at hand. Upgrades usually depend on the circumstances of the check or the details of the creature or character using the fear.

TABLE 9–1: FEAR GUIDELINES

State of Fear	Check Difficulty	Example
Minimally Afraid	Easy (◆)	Somewhat overmatched in combat; a minimally dangerous creature; a minor threat to one's safety
Moderately Afraid	Average (◆◆)	Obviously overmatched in combat; a dangerously aggressive creature; a credible threat to one's safety and minimal threat to one's life
Very Afraid	Hard (◆◆◆)	Battlefield combat; a pack of aggressive creatures; a major threat to one's safety and moderate fear for one's life
Mortally Afraid	Daunting (◆◆◆◆)	Terrifyingly intense combat; confronting a large and dangerous creature such as a rancor; overwhelming fear for one's life
Utterly Terrified	Formidable (◆◆◆◆◆)	A hopeless and terrifying situation; combat against things incomprehensible to one's mind; being attacked by a squad of AT-ATs; fear so crippling that sanity cracks
Confronting something reputed to be dangerous	1 difficulty upgrade	Confronting an Imperial Intelligence agent; fighting Boba Fett.
Confronting something known to be dangerous and very rare.	2 difficulty upgrades	Being trapped in the gullet of a krayt dragon
Confronting something known and to be extremely dangerous and unique	3 difficulty upgrades	Fighting the Emperor

EXAMPLE

Confronting a grim warrior clad in black armor and carrying a lightsaber could at the very least be a **Daunting** (◆◆◆◆) fear check. However, knowing that the warrior is Darth Vader, who hunted down and killed the Jedi and is a Dark Lord of the Sith, can upgrade the difficulty of the check three times. The GM may add ■ to represent other aspects of the situation, such as surprise or darkness. The GM may also add □ and if powerful allies or other boons support the character's resolve.

EFFECTS OF FEAR

The GM should interpret the results of the dice pool. Some creatures or talents may dictate the results of a fear check they specifically trigger. The GM may also create additional effects. ☹ and ☹ carry effects regardless of success and failure. If multiple fear checks are needed, ☹ and ☹ of later rolls may cancel out effects from earlier rolls.

Suggested minimum failure effects are:

- ▼: The character adds ■ to each action he takes during the encounter.
- ☹: The character suffers a number of strain equal to the number of ▼. If the check generates ☹ ☹ ☹ or more, the character can be staggered for his first turn, instead.

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

Suggested success interpretations are:

- ✨ or multiple ✨: The character avoids any fear effects, except those triggered by ☹.
- 🎯: Gain 🟩 on the character's first check. If spending multiple 🎯, grant 🟩 to an additional player's first check.
- 🛡: Can be spent to cancel all previous penalties from fear checks, or spent to ensure the character need not make any additional fear checks during the encounter, no matter the source.

CHARACTER DEATH

Part of the appeal of playing **AGE OF REBELLION** is portraying heroic characters engaged in exciting and dangerous situations. The galaxy is a perilous enough place in times of peace; during the era of the Rebellion fighting the Empire, constant warfare and turmoil make death a constant companion. Even the heroic Player Characters sometimes succumb to mortal wounds.

Death of Player Characters is unlikely to occur in most game sessions, but the risk is always there. Some players may become distraught, disappointed, or angry at the death of their character; especially if the player has invested a great deal of time and care into its creation.

The GM should strive to handle such situations fairly, perhaps even coming up with some way to prevent the PC's death. However, this should be avoided as much as possible, both to avoid any semblance of favoritism and to avoid reducing the threat of PC death in the future. If players feel that their actions do not have consequences, then it is less likely the game will retain integrity.

When a Player Character does die, the player should be allowed to begin creating a new character and allow the Game Master some time to insert him into the existing story at a point that makes the most sense for that particular character, ideally without disrupting the flow of the story.

AWARDING EXPERIENCE POINTS

The GM should award experience points (XP) after every session. The amount awarded is typically 10 to 20 XP per PC for a session of two or three major encounters and a handful of minor ones. An additional 5 XP bonus may be granted for reaching key milestones or completing story arcs. Playing to a character's Motivation also grants 5 XP per session at the GM's option. The GM may consider awarding an extra point or two of XP for exceptional roleplaying or highly clever thinking. Published adventures may recommend XP awards.

The GM should give the players an idea of the source of their XP. For example, they may receive 5 XP for avoiding a bounty hunter and another 5 XP for successfully transporting their cargo to their client. Any bonus XP that is awarded should definitely be explained to the players so they may aspire to those standards in future sessions.

SPENDING EXPERIENCE POINTS

When awarding XP, the GM should keep in mind what his players will be able to spend experience points on and the associated costs. This is covered on page 66, but reprinted here for convenience in **Table 9-2: Spending Experience Points**. This only covers spending experience after character creation.

TABLE 9-2: SPENDING EXPERIENCE POINTS

Options	Experience Cost	Prerequisites
May spend experience to purchase ranks in any skill, up to rank 5.	Career skills cost five times the purchased rank in experience. Non-Career skills cost five times the purchased rank in experience, plus 5 additional experience	Whether Career skills or non-Career skills, each rank must be purchased sequentially (so rank 2 must be purchased before rank 3, and so on).
May spend experience to purchase talents within specializations.	Depends on talent's position within specialization tree.	Talents may only be purchased if they are on the first level of a specialization, or if they are connected with a bar to a talent already purchased.
May spend experience to purchase new specializations.	New specializations cost ten times the total number of specializations the Player Character will have. Non-Career specializations cost 10 additional experience.	None.

USING DUTY

Duty is a core narrative and game mechanic in **AGE OF REBELLION** (see page 32 for more information). Duty represents the unique way in which a Player Character contributes the Rebellion, and can influence the choices PCs make and the path and adventure takes. Depending on how a GM utilizes Duty, it can just be a simple motivator for PCs to go above and beyond, or it can be a tool used to introduce unexpected opportunities and plot twists.

GMs are encouraged to use Duty creatively throughout the course of the adventure and campaign. Since the Player Characters can gain Duty at character creation, as well as earn it through their actions, GMs should make sure to reward players with high Duty scores for their commitment and accomplishment. This can be done through tangible rewards, or by integrating more plot hooks for that PC based on his Duty triggering. The GM should take every opportunity to use these hooks during the adventure or campaign. Published adventures may include suggested ties to certain types of Duties.

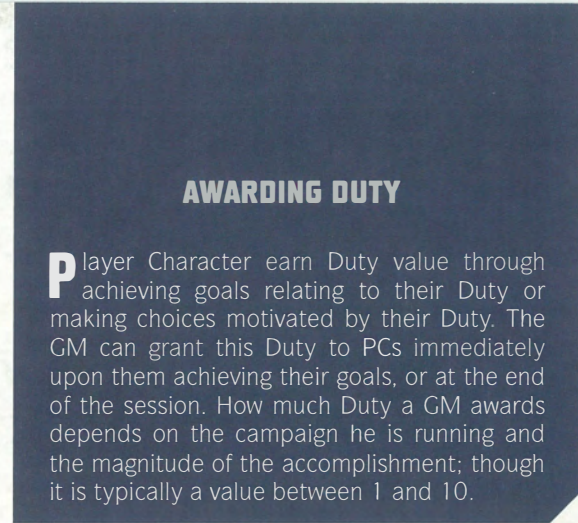
GUIDING STARTING DUTY SELECTION

During character creation, each player selects his character's Duty type himself or randomly determines it (see page 32). Parties may end up with a wide variety of Duties or a limited number of types shared between PCs. The GM generally should not limit the types of Duty in a game but may want to work with the players if they want to use it to craft a specific, interesting backstory for their characters.

The PCs should not be allowed to optimize or manipulate Duty to gain a substantial benefit from it. Duties are meant to grant periodic, large rewards that re-enforce good roleplaying and character progression.

USING THE CONTRIBUTION RANK

The party's contribution rank indicates the group's dedication and value to the Rebel Alliance. It represents the number of times a group has made large, meaningful contributions to the Rebellion. Where the contribution rank number falls dictates how much authority and influence the Player Characters have when dealing with other members of the Rebel Alliance, as well as how much of a threat the PCs pose to the Em-



AWARDING DUTY

Player Characters earn Duty value through achieving goals relating to their Duty or making choices motivated by their Duty. The GM can grant this Duty to PCs immediately upon them achieving their goals, or at the end of the session. How much Duty a GM awards depends on the campaign he is running and the magnitude of the accomplishment; though it is typically a value between 1 and 10.

Alternatively, the GM (or players) may select or come up with new types of Duty to fit a specific campaign or story arc. The Duty may be a driving force behind an adventure or campaign, rather than a periodic responsibility. The GM should make sure that any Player Characters with a Duty less important to the plot are not forgotten, and are highlighted from time to time.

USING THE DUTY CHECK

Before each game session, the GM makes a Duty check (see page 34). The greater the group's Duty is, the greater the chance that it will come directly into play during that session. When triggered, the GM should note which Player Character's Duty is activated, and note how that PC's specific Duty manifests itself. See the Duty descriptions, page 33, for examples on how some specific Duty types may influence events.

The mechanical bonuses of the Duty check on some PCs can be significant. A particularly exciting result (rolling doubles) should have a major story impact during the session. If the Duty affects more than one PC, the GM should consider altering the plot for the session to reflect the sudden change. However, if the GM decides it would derail the story at a critical juncture, he can delay the actual encounter. The mechanical bonuses should still remain in effect—perhaps the PC become informed of the possible opportunity and are still excited about it, even if they can't immediately attend to the situation.

pire. As a group's contribution rank goes up, the more sway that group has in choosing missions and getting access to more and better resources, including equipment, vehicles, starships, and any other assets it could need.

The higher the contribution rank of a group, the greater access the group has within the Alliance. Although the Player Characters are in no way obligated to join the military portion of the Alliance, suggestions

TABLE 9-3: GROUP CONTRIBUTION RANK GUIDELINES

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

are provided for granting the military ranks they would be promoted to based on contribution rank—the GM is free to ignore granting ranks if he chooses (see **Table 9-3: Group Contribution Rank Guidelines**).

As Player Characters rise in respect and power within the Rebel Alliance, so too does their notoriety rise within the Empire. The names of the PCs come up more and more during interrogations of prisoners, and Imperial Intelligence Officers start digging into the PC's past (if possible) to find ways to strike back at them outside the battlefield. At low contribution ranks, the PCs barely register on the Empire's sensors beyond being "rebel scum that must be destroyed." As the PCs increase in reputation and power, however, the Empire brings more resources to bear to capture or kill the Player Characters, including bounty hunters and even the dreaded Imperial Assassins.

This fame and/or notoriety makes traveling to some planets more complicated. PCs with a high contribution rank find themselves thronged and well-respected on Alliance-held planets. However, if the PCs go to Empire-held or neutral planets, they could find themselves the subject of scorn, snubbing, or worse, as opportunistic individuals contact the Empire to pass along the PC's location in hopes of a reward or as their nationalistic duty. **Table 9-3: Group Contribution Rank Guidelines**, above, gives a general idea of what sorts of perks or problems the Player Characters face when dealing with the Alliance or Empire.

MANAGING ALLIANCE REWARDS

When the PCs' combined Duty values exceeds 100, the Alliance rewards them for their contribution by supplying them with resources in the form of equipment, vehicles, starships, or other assets. There are guidelines for what the PCs are allowed to obtain on page 36, but ultimately, it is up to the GM to decide if certain resources are available to the party or not.

The Rebel Alliance is a large organization of people, but they do not have unlimited resources. When the PCs are deciding what rewards they would like from the Alliance, the GM can set boundaries as to what they are allowed to select based on the Rebellion's resources and the type of campaign the GM would like to run. For example, as the PCs' contribution rank starts to get higher, many large and powerful ships may become available to them. If the GM does not want to run a campaign focused on large-scale starship combat, he may decide that the Rebellion does not have ships of this scale, or crews to man them, to spare.

The same applies to equipment. The GM has final say regarding the Rebel Alliance's available selection.

ADJUDICATING DESTINY POINTS

Destiny Points are a useful and powerful aspect of any **AGE OF REBELLION** game. Destiny Points provide characters, both the PCs and NPCs, a chance to alter their fate during game play. However, this concept is capricious and fleeting, sometimes changing a character's destiny for ill as often as for their benefit. Destiny Points also represent the influence of light and dark sides of the Force on the Player Character's actions and lives. Light side points are used to gain a positive, beneficial outcome, while the GM utilizes dark side points to obstruct and confound the PCs in their choices.

Just as all beings in the universe are made of both the light and dark sides of the Force, so too can they utilize the light and dark to change their fates. A decent, heroic PC may find temptation, fear, or anger driving them to use dark side points and suffering the consequences. Non-Player Characters portrayed by the GM, especially the allies of the Player Characters, may benefit from the occasional use of light side Destiny Points. See page 25 for a complete explanation of Destiny Points mechanics.

ENCOURAGING DESTINY POINT USE

When used properly, Destiny Points prove a powerful method to change the flow of a game in a character's favor. However, due to their fickle nature, Destiny Points are a limited resource and it takes experience to know when to use them and when to hold them in reserve. Newcomers to the game may be reluctant to spend Destiny Points for fear of having them unavailable when a more important or critical situation arises. The GM should encourage Destiny Point use throughout the game. He should spend Destiny Points regularly to replenish the light side pool and to highlight the integral role of destiny in the Star Wars setting.

The PCs may decide to ration Destiny Point use, and it is within their rights to form a strategy for Destiny Point expenditure. Beyond keeping Destiny Points for their own use, they might also hoard them to prevent the GM from using them at critical moments. This is a good occasional tactic, but if it becomes a regular problem, the GM should balance things out by holding back a few points for his use.

Ideally, there should be a free flow of Destiny Points throughout the game. While not every dice roll needs to be influenced, the GM should use them often when major NPCs are involved, or when critical moments arise. Overuse in lesser situations may annoy or demoralize the PCs, especially if things don't go their way.

More subtly, the sudden and consistent use of Destiny Points against consecutive dice rolls can highlight

the difficulty of the Player Characters' current approach. Perhaps the dark side is stronger in this location. Perhaps the Player Characters have taken the wrong path and this is the Force telling them there might be a better approach. By using Destiny Points instead of ■ to fulfill this role, it hints at the influence of the Force over the situation, instead of a naturally occurring environment, physical, or political hindrance.

DESTINY POINTS AS A NARRATIVE AID

Destiny Points represent a character's connection to the universe and everything within it. When a character utilizes a Destiny Point, he pulls on the strings of these connections to alter his path in some way and, by connection, the story. The PCs may spend Destiny Points to improve their immediate situations.

PURE LUCK

Sometimes a PC just gets lucky. Pure luck works in many situations, but should not be relied on too often or it stretches credulity. A PC who relies on luck typically finds it isn't there when needed the most.

COMMON SENSE

The simplest solution is often the correct one. Destiny used in this way allows the PC to find the most logical reason for the outcome. A PC who finds himself fighting for his life when the hull is breached could use a Destiny Point to rationalize that he donned his spacesuit before a battle, even if it was not expressed prior to battle. When using a Destiny Point in this way, the player should come up with a reasonable idea about why things are where they are at that particular time—if the reasoning is too outlandish, the GM might reconsider a more practical explanation.

SYNCHRONICITY

Player Characters with a mystical or philosophical bent might find that the universe shapes itself to provide odd coincidences at the right moment. On the surface, synchronicity may seem nothing more than pure luck, but destiny has a way of making certain coincidences too meaningful to be ignored. However meaningful coincidences work out is up to the Game Master and players. For example, a PC encountering the unconscious guard he spoke to several hours ago happens to have the datapad that the PC knows contains the password to turn off the tractor beam holding the party's ship. That PC may see the Force guiding and shaping the universe to flow in his direction.



ADVERSARIES

The galaxy is a vast, unbelievably varied place. There are thousands upon thousands of inhabitable worlds within it, and even more that do not naturally support life. According to the letter of galactic law, all of them are part of the Galactic Empire, whether or not they are aware of it, whether or not they consent to it. The will of the Emperor is absolute, and his legions enforce it without remorse, pity, or consideration for the desires of those they are subjugating. Conversely, the Alliance to Restore the Republic, more commonly known as the Rebel Alliance, believes that each individual civilization has the right to determine their own destiny. It is on this multitude of worlds, this vast tapestry of civilization, that the Galactic Civil War will play out.

In many ways, the diversity of the galaxy is reflected in the war itself. The monolithic Empire, incomprehensibly vast in size and resources, reflects a state of homogeneity that by its very existence denies the vast variation found on the nearly infinite number of worlds that make up its membership. Few if any alien species are found among the ranks of its leadership, other than a tiny handful whose unique skills and value have overruled the Empire's inherently speciesist and discriminatory practices. Conversely, the Rebel Alliance seeks to unite all species in the same manner that its predecessor government, the Galactic Republic, did. The diversity among its ranks is extraordinary,

with hundreds of different species joining in hopes of securing peace and prosperity for their people, or at the very least, equality with the Human civilizations of the Core Worlds, who presently rule over them like petty warlords.

There are three different levels of opponents that Player Characters will readily encounter in the galaxy, with different levels of threat posed to the average group of soldiers and spies. Although some variation is to be expected, the broad categories include Minions, Rivals, and Nemeses.

MINIONS

Minions are the most common NPCs encountered in the *Star Wars* universe. These are nameless individuals who provide muscle to flesh out encounters. Their only real threat is in numbers, and a minion is not expected to stand toe-to-toe with a Player Character.

Minions are typically not real threats when encountered alone. Unfortunately they are almost never encountered alone, but instead tend to operate in small groups to increase their effectiveness. Minions will rarely be more than a minor obstacle to most parties of PCs, a delaying tactic that can stand in the way of achieving a goal that a more powerful enemy wishes to see prevented. Minions also have fewer wounds

than other NPCs, making it very likely that they'll drop in one or two hits.

GMs can use minions as adversaries either as individuals or in groups. However, unless the minion has relevant characteristics of three or higher, individual minions are more likely to fail than succeed on all but the simplest combat checks. GMs should only do this if they wish to pit their characters against an easy combat challenge. The more typical way to use minions involves deploying them in groups, as described later in this section.

MINION RULES

Minions have several unique rules that reflect their status as disposable adversaries.

- **Unless otherwise specified, minions do not suffer strain.** Anything that inflicts strain on a minion inflicts wounds, instead. They also cannot voluntarily suffer strain. This means that when a minion is taken out of combat due to exceeding his wound threshold, it is up to the GM whether he was incapacitated or killed, depending on the circumstances.
- **Minions do not possess ranks in skills.** One thing that makes minions significantly weaker than Player Characters is their lack of ranks in skills. They can compensate for this by operating as a group. A minion's profile lists several skills in which they can gain ranks when acting in a group.
- **Minions can fight as a group.** As noted previously, the GM does not have to deploy minions in groups. However, deploying them in a group has several advantages. It simplifies combat and makes minions more dangerous while allowing GMs to include large numbers of adversaries. Minions are only deployed in groups of the same type. The minion group has a single wound threshold, shared by all members of the same group. This wound threshold is equal to the sum of the wound threshold of every member of the group. (For example, a group of 3 stormtroopers—each with a wound threshold of 5—has a wound threshold of 15.) Each time any member of the group suffers wounds, the wounds are applied to the group's wound threshold. Individual members of the group are defeated one at a time, one for each time the total wounds suffered exceeds that group member's share of the wound threshold. For example, when the stormtrooper group passes 5 wounds, one stormtrooper is defeated. When characters attack a group, they attack the group as a whole, not an individual.
- **Minions are killed by Critical Injuries.** If a minion suffers a Critical Injury, it is immediately incapacitated. If a group of minions suffers a Critical Injury, it suffers one minion's worth of wounds (so that one of the minions in the group is incapacitated).

RIVALS

Rivals are more dangerous than minions but still inferior to most Player Characters. Rivals are very similar to Player Characters in many respects, being generally more innately gifted and well-trained than minions. They possess skills and operate individually rather than in groups. They are generally less skilled than the PCs, however, seldom possessing more than two ranks in any one skill.

RIVAL RULES

Rivals follow most of the same rules as Player Characters do, except as noted here.

- **Rivals suffer Critical Injuries normally.** However, when a rival exceeds his wound threshold, he can be killed outright (instead of incapacitated) at the GM's discretion.
- **Rivals cannot suffer strain.** When a rival would suffer strain, he suffers an equivalent number of wounds instead. He can, however, use abilities or invoke effects that would cause him to suffer strain; this simply causes him to suffer wounds instead. Remember, because he does not suffer strain, he cannot recover it either. Like minions, if a rival is *incapacitated*, the GM can decree whether he was killed or rendered unconscious based on the circumstances.

GMs can decide to track strain on certain rivals, even though this is not the norm. This does create extra bookkeeping for the GM, but also allows some additional granularity for rivals that might prove important to the plot. In essence, this allows the GM to create nemesis-class Non-Player Characters with weaker-than-average statistics.

NEMESSES

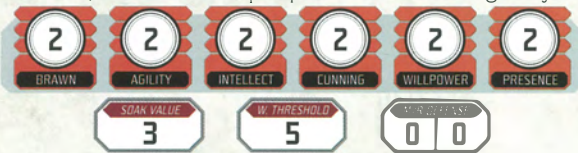
The nemesis is the opposite of the Player Character. They are identical to them in virtually every respect and may in fact be more powerful; this is necessary to ensure that they are able to pose a threat to an entire party. Nemesses frequently possess a number of talents, high characteristics and skills, and their equipment can often rival that of even the most well-supplied parties. Nemesses suffer strain and wounds normally and do not have any special rules governing their operations.

THE REBEL ALLIANCE

Formally known as the Alliance to Restore the Republic, this organization is known throughout the galaxy as the Rebel Alliance or simply the Rebellion, even among its own members. Essentially a large coalition of different factions opposed to the Galactic Empire, the Rebellion is vastly less organized than most believe.

ALLIANCE INFANTRY [MINION]

These are the men and women who comprise the rank and file of the Rebel Alliance's army and naval troopers. The troops who serve the Alliance believe they are fighting for the well-being of themselves, their families, and innocent people all around the galaxy.



Skills (group only): Melee, Ranged (Heavy), Vigilance.
Talents: None.

Abilities: Covering Fire (may spend an action to add +1 to ranged defense, and also add +1 to ranged defense for up to two allied characters or minion groups).

Abilities/Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), combat knife (Melee; Damage 3; Critical 3; Range [Engaged]), blast vest (+1 soak).

BOTHAN SPY [RIVAL]

Almost without exception, the Bothan race has pledged its covert support to the Alliance. Given their natural affinity for backroom politics, the Bothans have taken very easily to the practice of espionage, and have secretly caused a great deal of difficulty for the Empire.



Skills: Computers 1, Deception 2, Streetwise 1, Skulduggery 2.

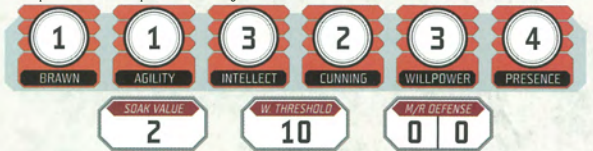
Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), encoded datapad, secure comlink.

DIPLOMAT [RIVAL]

Alliance High Command has a limited corps of diplomats, many of them formerly associated with the Galactic Senate in one form or another, whom they employ to negotiate many facets of their operations from the political to the strategic. These diplomats are patient in the extreme, willing to wait as long as necessary for the innocent people of the galaxy to realize the truth; trying to press the point only increases their resistance.



Skills: Charm 2, Cool 1, Deception 1, Negotiation 2.

Talents: Kill with Kindness 1 (remove ■ from all Charm and Leadership checks).

Abilities: None.

Equipment: Comlink, datapad.

ALLIANCE COMMANDER [NEMESIS]

In addition to their talent for logistics and tactics, commanders must also be prepared to make difficult decisions that will, without question, result in the loss of lives under their command. Individual commanders have tremendous autonomy granted by High Command and thus are often free to pursue objectives of their own choosing.



Skills: Discipline 3, Knowledge (Galactic Civil War) 3, Leadership 3, Ranged (Heavy) 2, Ranged (Light) 3, Perception 3, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Command 2 (add ■■ to Leadership checks. Affected targets add ■■ to Discipline checks for the next 24 hours), Field Commander (as an action, may make an **Average** (◆) **Leadership check**. Three allies may immediately suffer one strain to perform a free maneuver.).

Abilities: Improved Covering Fire (allied minion groups within medium range may perform Covering Fire as a maneuver).

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), blast vest (+1 soak).

INCOM ENGINEER [RIVAL]

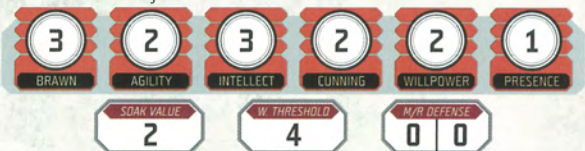
Individual team members and their hand-selected engineers-in-training have become the most elite technical consultants the Alliance has, offering innovative advancements to the organization in a number of different arenas, but most often in the area of starship enhancement.



Skills: Astrogation 1, Computers 1, Mechanics 2.
Talents: Gearhead 1 (remove ■ from Mechanics checks).
Abilities: None.
Equipment: Holdout blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), datapad with schematics, repair tools.

MECHANIC [MINION]

While many of their Imperial counterparts have extensive military training, the Alliance tends to recruit civilians with practical experience and expertise. Commercial mechanics, personal enthusiasts, and generally anyone with a grudge against the Empire who has sufficient background is welcome to join the Alliance and serve.



Skills (group only): Mechanics.
Talents: None.
Abilities: None.
Equipment: Heavy hydrosponder (Melee; Damage 5; Critical 4; Range [Engaged]; Inaccurate 1), repair tools.

QUARREN AGITATOR [RIVAL]

When a government refuses to recognize the tyranny of the Empire, agitators are used to reach the people themselves. Agitators are a very diverse lot, from those who possess incredible passion and charisma to the manipulative and deceitful.



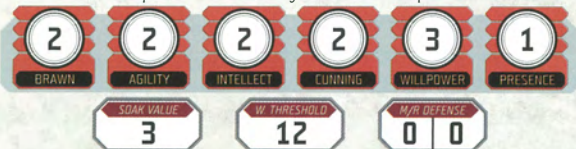
Skills: Charm 2, Coercion 2, Deception 2.
Talents: Scathing Tirade (may spend an action to make an **Average** (◆◆) **Coercion** check. Each ☆ causes one enemy in close range to suffer 1 strain. Spend ☹ to cause 1 affected enemy to suffer 1 additional strain).

Abilities: Amphibious (Quarren may breathe underwater without penalty and never suffer movement penalties for traveling through water).

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), inflammatory pamphlets and rhetoric.

QUARTERMASTER [RIVAL]

Quartermasters are tasked with managing the Alliance's meager resources and ensuring that there is never a shortage of any essential commodity. Quartermasters are, by necessity, extremely strict and somewhat unpleasant, as they deal with a never-ending stream of requests made by frustrated personnel.



Skills: Discipline 3, Streetwise 2, Negotiation 3.
Talents: Know Somebody 2 (once per session, when attempting to purchase a legally available item, reduce its rarity by 2), Nobody's Fool 1 (upgrade difficulty of Charm, Coercion, or Deception checks targeting Quartermaster once).
Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), blast vest (+1 soak).

REBEL CELL LEADER [NEMESIS]

Leaders of individual Rebel cells are similar in many ways to Alliance commanders, although they have fewer resources, fewer personnel, and, some might argue, are in much greater danger. These men and women operate inside enemy lines, attempting to undermine the Empire's interests and foment dissent against its rule.



Skills: Charm 3, Cool 3, Coercion 2, Deception 3, Discipline 2, Knowledge (Galactic Civil War) 1, Leadership 3, Melee 2, Ranged (Light) 1

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Inspiring Rhetoric (as an action, may make an **Average** (◆◆) **Leadership** check. Each ☆ removes one strain or wound from one ally in short range. Each ☹ removes an additional strain or wound from an affected ally).

Abilities: Alliance Leader (Alliance operatives add ■ to all Vigilance and Perception checks when in the NPC's presence).

Equipment: Disruptor Pistol (Ranged [Light]; Damage 10; Critical 2; Range [Short]; Vicious 4), fire bomb (Ranged [Light]; Damage 7; Critical 3; Range [Short]; Blast 7, Burn 2, Inaccurate 1, Limited Ammo 1), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), armored clothing (+1 defense, +1 soak).

REBEL SPECFORCE INFILTRATOR [RIVAL]

The special forces branch of the Alliance military is simply known as the SpecForce, and its members are widely regarded as the most dangerous and capable of all troops associated with the organization. Among the members of SpecForce, the infiltrators are extensively trained in stealth and assassination.



Skills: Melee 2, Perception 1, Ranged (Light) 2, Skulduggery 2, Stealth 3.

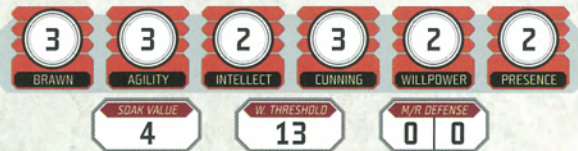
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Stalker 2 (add to all Coordination and Stealth checks).

Abilities: Shadowed (when in darkness or deep shadow, add to all Stealth checks), Swipe 1 (spend during melee combat to cause an engaged opponent to suffer 1 strain).

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), reinforced blast vest (+2 soak), encrypted comlink.

REBEL SPECFORCE PATHFINDER [RIVAL]

Another celebrated branch of Alliance SpecForce is the pathfinders, the individuals responsible for making first insertion into enemy-held territories.



Skills: Athletics 2, Melee 2, Perception 1, Ranged (Heavy) 2, Stealth 2, Survival 2.

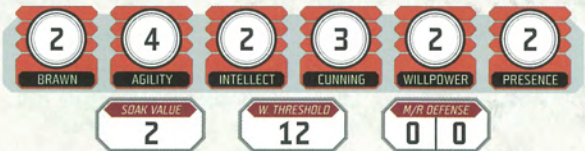
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: None.

Equipment: Scoped blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting, reduces difficulty of combat checks at long range by 1), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), blast vest (+1 soak), wilderness survival kit (contains rations, rope, other basic survival equipment).

STARFIGHTER ACE [RIVAL]

Starfighter aces are the darlings of the Alliance, a tremendous asset in the Galactic Civil War, and often a tremendous annoyance for other members of the Rebellion.



Skills: Cool 3, Gunnery 2, Piloting (Space) 3.

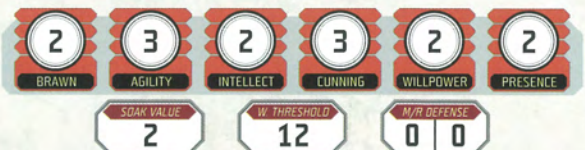
Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit, astromech droid.

STARFIGHTER PILOT [MINION]

Most Alliance pilots are extremely confident, to the point of cockiness. It is a necessity of their profession, however, as even the slightest doubt while in the cockpit can result in second-guessing and imminent defeat.



Skills (group only): Cool, Gunnery, Piloting (Space).

Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit.

IMPERIAL BUREAUCRACY

While the military arm of the Galactic Empire is often the more present threat for the Alliance and other opposition forces, most citizens have far more to fear from the different branches of Imperial bureaucracy.

Filled with those who revel in power and protocol, each individual section of the Imperial bureaucracy has its own operatives and presents a never-ending maze of difficulty for anyone in need of navigating it.

BOSS AGENT [RIVAL]

The Bureau of Ships and Services is one of the most pervasive facets of the Imperial bureaucracy, owing to its existence long before the Galactic Empire. The primary responsibility of the organization is to assign, regulate, and track the use of transponder codes, which are unique to each individual space-going vessel.



Skills: Astrogation 1, Computers 1.

Talents: Nobody's Fool 1 (upgrade difficulty of all Charm, Coercion, and Deception checks targeting BoSS Agent once).

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), secure datapad with uplink to BoSS database, comlink.

COMPNOR AGENT [RIVAL]

The Committee for the Preservation of the New Order is completely devoted to maintaining support for the Emperor's rule and in the Galactic Empire as a whole. COMPNOR agents are easily the most overzealous of all Imperial agents, and genuinely believe that any and all horrors committed in the execution of their duties are for the greater good of all mankind.



Skills: Coercion 3, Computers 2, Deception 3, Discipline 1, Knowledge (Core Worlds) 2, Knowledge (Galactic Civil War).

Talents: None.

Abilities: None.

Equipment: Disruptor pistol (Ranged [Light]; Damage 10; Critical 2; Range [Short]; Vicious 4), military comlink.

IMPERIAL ADVISOR [NEMESIS]

Extremely powerful and influential bureaucrats, there have historically been roughly one hundred or so Imperial Advisors at a time, each tasked not only with overseeing details of the Empire's administration, but also conducting covert surveillance on the home systems of other advisors and high-ranking Imperial officials.



Skills: Charm 4, Coercion 4, Deception 4, Knowledge (Core Worlds) 3, Knowledge (Education) 2, Negotiate 3, Perception 4, Skulduggery 3, Vigilance 3.

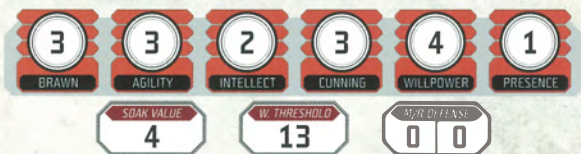
Talents: Natural Charmer (once per session, may re-roll any 1 Charm or Deception check), Nobody's Fool 2 (upgrade difficulty of all Charm, Coercion, and Deception checks targeting Imperial Advisor twice), Plausible Deniability 2 (remove ■■ from all Coercion and Deception checks).

Abilities: None.

Equipment: Lavish robes, extensive credentials, personal staff.

IMPERIAL DESTAB AGENT [RIVAL]

The Destabilization Branch is a particular agency within Imperial Intelligence designed to ensure that sufficient fear and terror grips the galactic populace. DeStab agents tend to be exceptionally patriotic, but are often sociopathic in the execution of their duties and have no regard for life whatsoever.



Skills: Deception 3, Discipline 3, Coercion 3, Knowledge (Core Worlds) 2, Knowledge (Outer Rim) 2.

Talents: Improved Scathing Tirade (as an action, may make an **Average** [◆◆] Coercion check. Each ☆ inflicts one strain on a target in short range. Each ☹ inflicts one additional strain on one affected target. All affected targets suffer ■ to all checks for four rounds).

Abilities: Destabilizing Influence (as a maneuver, may add ☹ to all subsequent Cool and Discipline checks made by enemies within medium range for the remainder of the encounter).

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), heavy clothing (+1 soak).

IMPERIAL MOFF [NEMESIS]

Those chosen to serve as Moffs are either extremely loyal, extremely capable, or easily manipulated. Individual Moffs have incredible leeway in the organization and dispensation of resources under their command, up to and including the military assets assigned to a particular sector.



Skills: Charm 3, Coercion 4, Cool 3, Deception 4, Discipline 3, Knowledge (Core Worlds) 4, Leadership 4, Ranged (Light) 2, Streetwise 2, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Plausible Deniability 4 (remove ■■■■ from all Coercion or Deception checks), Supreme Inspiring Rhetoric (as a maneuver, may make an **Average [◆◆] Leadership check**. Each ≥ removes one strain or wound from one ally in short range. Each 🔄 removes an additional strain or wound

from an affected ally. All affected allies add □ to all checks for four rounds).

Abilities: Imperial Valor (may perform a maneuver to cause all ranged attacks targeting the Moff to instead hit one ally or helpless enemy he is engaged with until the beginning of his next turn).

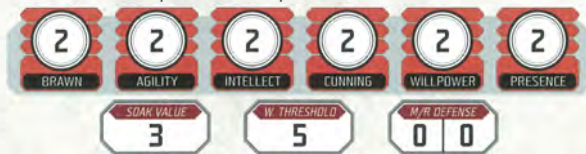
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).

IMPERIAL MILITARY

The military arm of the Galactic Empire is a vast, seemingly-infinite engine of oppression and destruction. It seems capable of maintaining an iron-fisted rule throughout the whole of the known galaxy, with only portions of the Outer Rim Territories escaping its reach.

IMPERIAL ARMY TROOPER [MINION]

Stormtroopers and starships can be seen in promotional materials, but never forget, it is the stern and unforgiving face of the army infantry that enforces the will of the Emperor on a planet's surface.



Skills (group only): Discipline, Ranged (Heavy), Ranged (Light).

Talents: None.

Abilities: None.

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1) trooper uniform and helmet (+ 1 soak).

IMPERIAL GUNNERY CORPS [MINION]

The Gunnery Corps is a subdivision of the Imperial military that includes members of both the Imperial Army and the Imperial Navy. Given rudimentary training as troopers, the bulk of their training is in the accurate and efficient use of vehicle- or installation-mounted weaponry.



Skills (group only): Gunnery.

Talents: None.

Abilities: None.

IMPERIAL ARMY OFFICER [RIVAL]

An incredible number of officers are required by the Imperial military simply to oversee the day-to-day operations, much less orchestrate major offensives.



Skills: Discipline 3, Knowledge (Galactic Civil War) 2, Ranged (Light) 2, Vigilance 2.

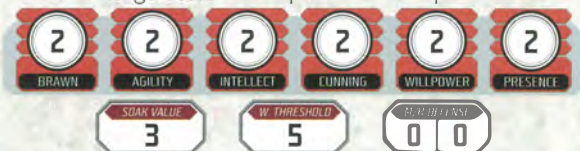
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Tactical Direction (may perform a maneuver to direct one Imperial Army minion group within medium range. The group may perform an immediate free maneuver or add □ to their next check). Overwhelming Fire (may perform a maneuver to direction one Imperial Army minion group within medium range. The group may perform an immediate free combat check action).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), officer uniform (+ 1 soak), long range comlink.

IMPERIAL NAVY TROOPER [MINION]

Often confused with the rank and file of the Imperial Army (much to the consternation of both groups), naval troopers fulfill essentially the same purpose for the Imperial Navy. They are the enforcement arm that can be found on large-scale starships and naval space stations.



Skills (group only): Perception, Ranged (Light).

Talents: None.

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), blast vest and helmet (+ 1 soak).

IMPERIAL VEHICLE CORPS [RIVAL]

A subsidiary branch of the Imperial Army, the Vehicle Corps is a specialized division of troopers who receive rudimentary infantry training, but specialize in piloting the various forms of planetary vehicles.



Skills: Gunnery 2, Piloting (Planetary) 2.

Talents: None.

Abilities: None.

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), blast vest (+ 1 soak), trooper uniform and helmet (+ 1 soak).

INTELLIGENCE AGENT [NEMESIS]

Imperial Intelligence is a separate entity from the military, but often works with them accomplish mutual objectives. A seasoned agent understands how the Alliance thinks, making them exceptionally dangerous.



Skills: Charm 2, Coercion 2, Deception 2, Ranged (Light) 2, Melee 2, Streetwise 2, Vigilance 2.

Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), encrypted datapad, secure comlink.

MILITARY INFORMANT [RIVAL]

These men and women are given legitimate civilian reasons to be moved to political hotspots where they carefully monitor the lower levels of the population for any signs of treason or other paramilitary activity, which they dutifully report through blind drops, encrypted communiqués, or other secretive means.



Skills: Computers 1, Deception 2, Stealth 1, Vigilance 1.

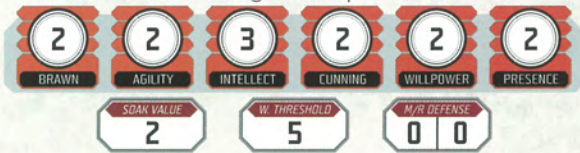
Talents: Indistinguishable 1 (opposing characters upgrade the difficulty of any checks made to identify Military Informants once).

Abilities: None.

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), disguise kit, disassembly-capable secure military comlink.

NAVAL ENGINEER [MINION]

The Naval Engineers' primary purpose within the navy is to serve as tactical advisors for the frequent sieges that Star Destroyers are called upon to implement. They also can be found among the ranks of the Imperial Army, where they facilitate the creation of military installations for use in ground operations.



Skills (group only): Computers, Mechanics.

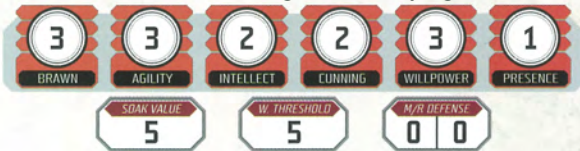
Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting).

IMPERIAL STORMTROOPER [MINION]

Emblematic of the Emperor's New Order are the elite stormtrooper legions that enforce his will without remorse, mercy, or compassion. Their featureless helmets, the uniformity of their armor, and the sheer numbers of them are altogether terrifying.



Skills (group only): Athletics, Discipline, Melee, Ranged (Heavy).

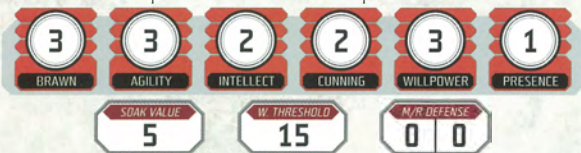
Talents: None.

Abilities: None.

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stormtrooper armor (+ 2 soak), utility belt, extra reloads. Individuals or groups of 2 may be armed with light repeating blasters with slings (Ranged [Heavy]; Damage 11; Critical 3; Range [Long]; Auto-Fire, Cumbersome 4, Pierce 1).

IMPERIAL STORMTROOPER SERGEANT [RIVAL]

Stormtroopers who survive engagements with high success markings are promoted to the position of officer. Typically, this involves command of a single squadron, but those who excel at this duty are promoted to higher ranks, which can include supervision of entire companies of stormtroopers.



Skills: Athletics 2, Discipline 2, Leadership 3, Melee 2, Ranged (Heavy) 2, Ranged (Light) 2, Resilience 2, Vigilance 2.

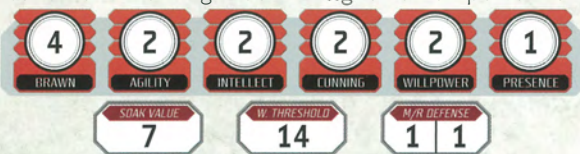
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Tactical Direction (may perform a maneuver to direct one Stormtrooper minion group within medium range. The group may perform an immediate free maneuver or add to their next check).

Equipment: Heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-Fire, Cumbersome 3), vibroknife (Melee; Damage 4; Critical 2; Engaged; Pierce 2, Vicious 1), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stormtrooper armor (+2 soak), utility belt, extra reloads.

STORMTROOPER SPECIALTY CORPS: DARK TROOPER [NEMESIS]

Funded and operated as a subdivision of the Imperial Stormtrooper Corps, the Dark Trooper Project was a clandestine attempt to create extremely advanced military droids that could pass for armored humans, thus achieving the fearsome aspect required of elite military units without any concern for environmental conditions that might be limiting to human personnel.



Skills: Brawl 2, Gunnery 4, Perception 2, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons or toxins.), Enhanced Senses (add automatic to all Perception checks).

Equipment: Missile tube (Gunnery; Damage 20; Critical 2; Range [Extreme]; Blast 10, Cumbersome 3, Guided 3, Breach 1, Prepare 1, Limited Ammo 6),

plasma shell assault cannon (Gunnery; Damage 10; Critical 3; Range [Long]; Auto-Fire, Breach 1, Concussive 1, Cumbersome 4, Inaccurate), power armor (+2 soak, +1 defense), jetpack, internal comlink.

STORMTROOPER SPECIALTY CORPS: SANDTROOPER [MINION]

Sandtroopers are stormtroopers with specialized training and equipment for enduring desert climates, which can often include beast-riding as a means of enduring transportation under conditions that could cripple most conventional forms of technology.



Skills (group only): Athletics, Discipline, Melee, Ranged (Heavy), Resilience, Survival.

Talents: None.

Abilities: None.

Equipment: Blaster Rifle (Ranged [Heavy]; Damage 9, Critical 3, Range [Long], Stun setting), high-temp environment armor (+2 soak; when making skill checks, sandtroopers may remove imposed due to arid or hot environmental conditions), utility belt, extra reloads, food and water packs. Individuals or groups of 2 may also have riding dewbacks.

STORMTROOPER SPECIALTY CORPS: SCOUT TROOPER [MINION]

More lightly armored to facilitate rapid movement and trained with rapid response repulsorlift vehicles, the stormtrooper scouts are at the forefront of any insertion of the legions into a new theater of operations.



Skills (group only): Athletics, Discipline, Melee, Ranged (Heavy), Ranged (Light), Vigilance.

Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting) or blaster sniper rifle with scope (Ranged [Heavy]; Damage 10; Critical 3; Range [Extreme]; Accurate 1, Cumbersome 3, Pierce 2, Slow-Firing 1, reduce difficulty of combat checks at long or extreme range by 1), 1 frag grenade (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), scout trooper armor (+2 soak), utility belt, extra reloads.

STORMTROOPER SPECIALTY CORPS: SEATROOPER [MINION]

The seatroopers are actually a specialized branch of the scout troopers, and share a great deal of training and equipment overlap with that group. They use modified scout armor that allows for greater mobility and which contains a built-in breathing apparatus.



Skills (group only): Athletics, Coordination, Discipline, Melee, Ranged (Heavy).

Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), blaster rifle (Ranged [Heavy]; Damage 9, Critical 3, Range [Long], Stun setting) harpoon launcher attachment (Ranged [Heavy]; Damage 10; Critical 3; Range [Medium]); Ensnare 2, Limited Ammo 1), aquatic armor with underwater jetpack (+2 soak; may breathe underwater without penalty and never suffer movement penalties for traveling through water), utility belt, extra reloads.

STORMTROOPER SPECIALTY CORPS: SNOWTROOPER [MINION]

Snowtroopers have specialized armor and equipment that can function regardless of the temperature, and are capable of operating for long periods of time without needing any support of any sort. Furthermore, they are equipped with sensor packages that allow them to seek out thermal images in a sea of ice, which dramatically increases their effectiveness in combat.



Skills (group only): Athletics, Discipline, Gunnery, Melee, Ranged (Heavy), Resilience, Survival.

Talents: None.

Abilities: None.

Equipment: Multi-optic sighted blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting, remove up to ■■ on any checks to use this weapon due to smoke, darkness, or other environmental conditions that obstruct vision), snowtrooper armor (+2 soak; when making skill checks, snowtroopers may remove ■■ imposed due to cold or icy environmental conditions). Individuals or groups of 2 may be armed with heavy repeating blasters (Gunnery; Damage 15; Critical 2; Range [Long]; Auto-Fire, Cumbersome 5, Pierce 2, Vicious 1; tripod mount).

STORMTROOPER SPECIALTY CORPS: STORM COMMANDO [RIVAL]

Even among the ranks of the stormtrooper legions, there are those who demonstrate an aptitude for military operations that is above and beyond their peers. Storm commandos are a deadly counterpart to the Alliance's SpecForce operatives.



Skills: Discipline 1, Ranged (Heavy) 2, Ranged (Light) 2, Stealth 3, Vigilance 2; plus one of the following: Gunnery 2, Mechanics 2, or Piloting (Planetary) 2.

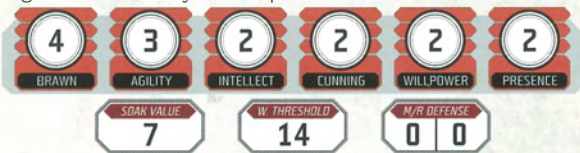
Talents: None.

Abilities: None.

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9, Critical 3, Range [Long], Stun setting), vibroknife (Melee; Damage 4; Critical 2; Engaged; Pierce 2, Vicious 1), reflex storm commando armor (+2 soak, +1 defense; when in darkness or deep shadow, gain ■■ to all Stealth checks).

STORMTROOPER SPECIALTY CORPS: SPACETROOPER [RIVAL]

Also known as elite zero-g stormtroopers, these units are equipped with powered armor of such potency that they are all but starships in their own right. They are capable of breaching a smaller starship's hull with their on-board weaponry, and can often be used as weapons against stationary starships.



Skills: Ranged (Heavy) 3, Melee 2, Piloting (Space) 3.

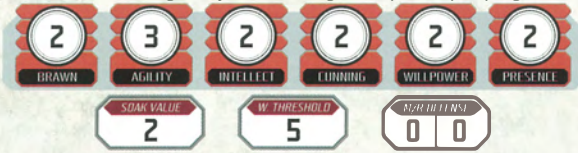
Talents: Knockdown (after hitting with a Melee attack, the attacker may spend ± to knock the target prone).

Abilities: None.

Equipment: Heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-Fire, Cumbersome 3), under-barrel grenade launcher with frag and stun grenades (Ranged [Heavy]; Damage 8; Critical 4; Range [Medium]; Blast 6, Limited Ammo 6 or Ranged [Heavy]; Damage 8; Critical -, Range [Medium]; Blast 8, Disorient 3, Limited Ammo 6, Stun Damage), zero-g power armor (+3 soak; remove ■■ imposed due to zero gravity or vacuum environmental conditions).

TIE PILOT [MINION]

Pilots produced by the Empire's starfighter training programs are head-and-shoulders above any other equivalent force in the galaxy, according to Imperial propaganda.



Skills (group only): Gunnery, Piloting (Space)

Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit.

TIE ACE [RIVAL]


Typically squad leaders and seasoned combat veterans, Aces are a match for even the most arrogant Alliance starfighter pilot.



Skills: Gunnery 2, Piloting (Space) 2.

Talents: None.

Abilities: None.

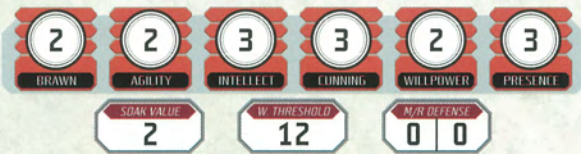
Equipment: Light blaster pistol (Ranged [Light]; Damage 5, Critical 4, Range [Medium], Stun setting), flight suit, sensory augmentation package (add  to any Perception checks made by the character).

THE GALACTIC UNDERWORLD

The galactic civil war is a struggle between the Galactic Empire and the Alliance to Restore the Republic. In between the two, however, are the dark shadows of the underworld, where criminals find opportunities for profit by selecting one side or another to assist, or playing one against the other in an extremely dangerous game that can be spectacularly rewarding if done successfully.

BLACK MARKETEER [RIVAL]

Black Marketeers are those who have a particular knack for acquiring things that people need, usually people with a large number of credits to spend in acquiring them. They most frequently deal with the Alliance, since the Empire scarcely wants for supplies, but individual members of the Empire may be corrupt enough to deal with such individuals if it suits their needs to do so.



Skills: Knowledge (Underworld) 2, Negotiation 2, Ranged (Light) 1, Skulduggery 2, Streetwise 2, Vigilance 2.

Talents: Black Market Contacts 2 (decrease rarity of sought item by two degrees when looking on the black market).

Abilities: None.


Equipment: Blaster pistol (Ranged [Light]; Damage 6, Critical 3, Range [Medium], Stun setting).

GUILDED BOUNTY HUNTER [RIVAL]

Bounty hunters are individuals in possession of an Imperial Peace Keeping Certificate who are legally permitted to hunt and apprehend wanted criminals in exchange for bounties offered by the Empire or other parties.



Skills: Cool 2, Melee 1, Ranged (Light) 2, Perception 2, Stealth 1, Streetwise 2, Survival 2.

Talents: Expert Tracker (remove  from checks to find tracks or track targets. Decrease time to track a target by half.), Quick Draw (may draw or holster a weapon as an incidental).

Abilities: None.

Equipment: Disruptor pistol (Ranged [Light]; Damage 10; Critical 2; Range [Short]; Vicious 4), 2 stun grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 8, Disorient 3, Limited Ammo 1, Stun Damage), bolas (Ranged [Light]; Damage 2; Range [Short]; Ensnare 3, Knockdown, Limited Ammo 1), armored clothing (+1 defense, +1 soak), jetpack, utility belt.


EXPERT FORGER [RIVAL]

Expert forgers can and will produce whatever bureaucratic credentials are required by a client, for a price.



Skills: Knowledge (Underworld) 1, Perception 2, Streetwise 2, Vigilance 1.

Talents: None.

Abilities: Critical Eye (gain  on all rolls made to duplicate a familiar document).

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), precision electronic forging tools.

HIRED THUG (AQUALISH) [MINION]

The Aqualish are a semi-aquatic species with a reputation not only for criminal activity, but also for gleeful violence. This reputation is not entirely deserved, but there are an ample number of such individuals found in the underworld communities of the Outer Rim Territories.



Skills (group only): Brawl, Coercion, Melee, Ranged (Light).

Talents: None.

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), brass knuckles (Brawl; Damage 4; Critical 4; Range [Engaged]; Disorient 3).

HIRED THUG (WEEQUAY) [RIVAL]

A common sight in Hutt Space and the grittier side of society, the Weequay are frequently hired on as guards and mercenaries. Superstitious and violent, theirs is a clan-based society with a strong warrior tradition.



Skills: Athletics 1, Coercion 2, Melee 2, Ranged (Light) 1, Survival 1.

Talents: None.

Abilities: None.

Equipment: Vibro-ax (Melee; Damage 6; Critical 2; Range [Melee]; Pierce 2, Sunder, Vicious 3), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), beast-hide armor (+1 soak).



HUTT CRIME LORD [NEMESIS]




The Hutts are an extremely long-lived race, with natural resistance to both injury and manipulation by the Force. Coupled with their own extremely egocentric nature and their tendency toward violence, greed, and

debauchery, the Hutts are both wildly successful in criminal enterprises as well as incredibly vengeful toward any intelligent being who opposes them.



Skills: Athletics 1, Charm 2, Coercion 4, Cool 5, Deception 5, Discipline 5, Knowledge (Outer Rim) 3, Knowledge (Underworld) 3, Leadership 1, Melee 2, Negotiation 5, Ranged (Light) 2, Resilience 8.

Talents: Convincing Demeanor 2 (remove up to   from any Deception or Skulduggery check), Durable 3 (subtract 30 from Critical Injury rolls made against the Hutt), Nobody's Fool 3 (upgrade difficulty of all Charm, Coercion, and Deception checks targeting Hutt by 3) Resolve 2 (when suffering strain, reduce the amount suffered by 2 to a minimum of 1).

Abilities: Awkward (Hutts have great physical strength but their bulk imposes severe limitations in flexibility and agility. They add    to all Brawl, Melee, and Coordination checks they're required to make), Ponderous (Hutts can never spend more than one maneuver moving per turn).

Equipment: Generally none; if a Hutt needs something, he usually has an attendant to carry and use it. However, Hutts can wield weapons such as vibro-axes (Melee; Damage 9; Critical 2; Range [Engaged]; Pierce 2, Sunder, Vicious 3) or large-bore blaster pistols (Ranged [Light]; Damage 8; Critical 3; Range [Medium]; Stun Setting, Hutt Only).

INFOCHANT [RIVAL]

It serves the interests of the Galactic Empire to ensure that information is tightly controlled and restricted. Fortunately, there are always those who are well connected, keep their ear close to the ground, and are delighted to pass on the information they come into in exchange for a few credits.



Skills: Deception 2, Knowledge (All) 2, Perception 2, Vigilance 1.

Talents: None.

Abilities: None.

Equipment: Holdout blaster (Ranged [Light]; Damage 5, Critical 4, Range [Short], Stun setting), encrypted datapad, comlink.

PIRATE CREW [MINION]

The dangers of space are innumerable, and pirates are far from the least of them. Apolitical and cursed with endless avarice, pirates prey upon anything weak enough for them to target.



Skills (group only): Cool, Ranged (Heavy) or Ranged (Light).

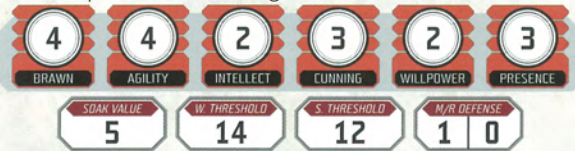
Talents: None.

Abilities: None.

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting) or blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), vibroknife (Melee; Damage 3; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), padded armor (+2 soak).

PIRATE CAPTAIN [NEMESIS]

Among the rank and file of pirate crewmen, some small handful survives long enough to hone their skills and become leaders among their fellows. These individuals possess a cunning that their comrades lack.



Skills: Coercion 3, Cool 3, Coordination 2, Deception 3, Gunnery 2, Leadership 2, Ranged (Heavy) 3, Melee 4, Resilience 2, Skulduggery 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Feral Strength 2 (+2 damage on all Brawl and Melee attacks), Knockdown (may spend ⚔ to knock target prone with successful melee attack).

Abilities: Pirate Leader (may perform a maneuver to give orders to other pirate allies in medium range, granting them on their next check).

Equipment: Heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-Fire, Cumbersome 3), vibro-ax (Melee; Damage 7; Critical 2; Range [Engaged]; Pierce 2, Sunder, Vicious 3), armored clothing (+1 soak, +1 defense).

SABACC PLAYER [RIVAL]

Games of chance are a part of virtually every culture in the galaxy, and those who do not know them soon encounter them upon becoming part of the greater galactic society. For most they are a diversion, but some choose instead to make them a way of life.



Skills: Charm 3, Cool 2, Deception 3, Perception 2, Skulduggery 2, Streetwise 2.

Talents: None.

Abilities: Professional Gambler (add automatic ♠ to all gambling checks made by the character).

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), sabacc deck.

SHADOWPORT MECHANIC [RIVAL]

The term shadowport is generally used to describe any operational starport that is free from governmental influence, be it planetary, sector, or Imperial in nature. Services of all sorts are available, and often high-grade technical services can be acquired.



Skills: Astrogation 1, Computers 2, Mechanics 3, Streetwise 2, Underworld 2.

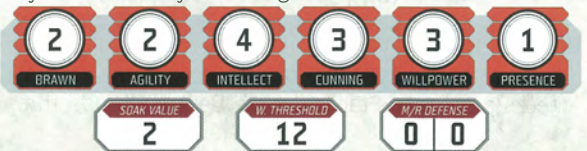
Talents: None.

Abilities: None.

Equipment: Heavy hydrosponder (Melee; Damage 5; Critical 4; Range [Engaged]; Inaccurate 1), tool kit.

SLICER [RIVAL]

The computer networks that link the galaxy's thousands of governments together are incredibly complex, and contain extremely secure, sensitive data. Slicers are individuals who specialize in bypassing all manner of security and delicately retrieving such information for others.



Skills: Computers 2, Cool 2, Skulduggery 1.

Talents: Bypass Security (remove ■ from any Computers or Skulduggery check to bypass security).

Abilities: None.

Equipment: Stun blaster (Ranged [Light]; Damage 6, Critical —, Range [Short], Stun Damage), slicer gear.

SMUGGLER [RIVAL]

The vast majority of smugglers are greedy and amoral individuals who seek to profit by flaunting law and tradition. The only true commonality among smugglers is a healthy disrespect for the forces of law and order.



Skills: Charm 2, Cool 1, Ranged (Heavy) 2, Pilot: Space 3, Skulduggery 2, Streetwise 2, Vigilance 1

Talents: Skilled Jockey 2 (remove ■■ from all Piloting checks).

Abilities: None.

Equipment: Heavy blaster pistol (Ranged [Light], Damage 7, Critical 3, Range [Medium], Stun setting).

DROIDS

Droids have been utilized by countless planets and civilizations for centuries, perhaps longer, in order to make life easier. From simple labor droids that do little more than move cargo around to advanced medical droids that diagnose and treat the most serious injuries and diseases, the variety of droids in existence in the galaxy is almost as diverse as organic life.

ASSASSIN DROID [NEMESIS]

Assassin droids are designed with the intent to kill living creatures; as such, they are a constant danger to all who interact with them, as they are not motivated by profit or ideology, but by programmed instinct.



Skills: Coercion 3, Computers 4, Gunnery 5, Mechanics 3, Melee 3, Ranged (Heavy) 5, Ranged (Light) 5, Piloting (Planetary) 3, Piloting (Space) 3, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Barrage 3 (add three to the damage of all Gunnery or Ranged attacks at medium or long range), Point Blank 3 (add 3 damage to all Ranged (Heavy) or Ranged (Light) attacks made at short or engaged range).

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons or toxins).

Equipment: Light repeating blaster (Ranged [Heavy]; Damage 11; Critical 3; Range [Long]; Auto-Fire, Cumbersome 4, Pierce 1), built-in light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun Setting), built-in missile tube (Gunnery; Damage 20; Critical 2; Range [Extreme]; Blast 10, Breach 1, Cumbersome 3,

PURCHASING DROIDS

Droids occupy a unique position in **AGE OF REBELLION**, as they can be commodities for purchase but also sentient NPCs or adversaries. Therefore, they are presented in this chapter. However, if players wish to purchase these droids, they can consult the following chart for rarity and prices.

TABLE 10-1: DROID PRICES

Droid Type	Cost	Rarity
Assassin Droid	(R) 65,000	8
Astromech Droid	8,250	3
Maintenance Droid	7,500	3
Medical Droid	12,000	4
Protocol Droid	8,000	4

Guided 3, Limited Ammo 6), built in razor-claws (Melee; Damage 6; Critical 4; Range [Engaged]).

ASTROMECH DROID [RIVAL]

At the lower end of the spectrum, early astromech droids were little more than automated navicomputers with some maintenance abilities. The more sophisticated among them, specifically the universally successful R-series droids from Industrial Automaton, are among the most intelligent and advanced of all Class III droids.



Skills: Astrogation 3, Computers 3, Cool 2, Mechanics 2, Piloting (Space) 2.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons or toxins).

Equipment: Arc welder (Melee; Damage 3; Critical —; Range [Engaged]; Stun Damage), built-in repair tools (counts as tool kit).

MAINTENANCE DROID [MINION]

The term maintenance droid applies to an extremely broad array of Class III droids that are utilized to perform simple repairs and upkeep on different equipment and vehicles.



Skills (group only): Mechanics.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons or toxins.).

Equipment: Arc welder (Melee; Damage 3; Critical –; Range [Engaged]; Stun Damage) built-in repair tools (counts as tool kit as well as emergency repair kit that can be used once per session).

MEDICAL DROID [RIVAL]

Although expensive, medical droids cost less and take far less time to produce than educating an organic being in the various kinds of medicine needed in a military organization.



Skills: Discipline 1, Medicine 3, Perception 2.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater. Immune to poisons or toxins.).

Equipment: Built-in diagnostic and surgical tools (count as medpac as well as stimpack that can be used once per session).

PROTOCOL DROID [RIVAL]

The purpose of a protocol droid is to facilitate the interaction of organic beings in a galaxy that has literally thousands upon thousands of unique cultures and civilizations, many of them with conflicting or otherwise exclusive customs and beliefs.



Skills: Charm 2, Knowledge (Education) 3, Knowledge (Xenology) 3, Negotiation 2, Perception 1.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons or toxins.), etiquette and protocol (protocol droids allow allies to add 1 to any Negotiation checks or other checks made to negotiate or mediate).

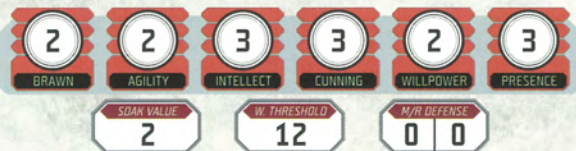
Equipment: None.

CORE WORLD DENIZENS

More so than any other region of the galaxy, the Core Worlds are the central bastion of Imperial control. The worlds of that region have most directly benefited from Imperial control, and are often the suppliers of the highest-ranking members of the various branches of the Imperial bureaucracy and its military organizations.

CORPORATE REPRESENTATIVE [RIVAL]

Corporations with strong partnerships with the Empire, particularly the military, are virtually above the law, and their representatives tend to be viewed in the same way as ambassadors, diplomats, or even Senators, albeit with vastly greater resources and a generally more menacing demeanor.



Skills: Charm 2, Cool 2, Deception 3, Knowledge (Galactic Civil War) 2, Negotiation 2.

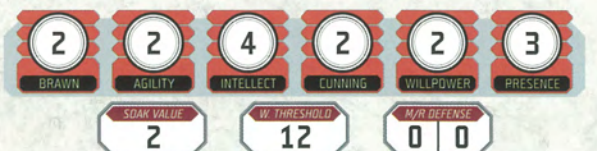
Talents: Know Somebody 2 (when attempting to purchase a legally available item, reduce its rarity by 2).

Abilities: None.

Equipment: Holdout blaster (Ranged [Light]; Damage 5, Critical 4, Range [Short], Stun setting), datapad, expense voucher.

PHYSICIAN [RIVAL]

The physicians, surgeons, and specialists of the Core Worlds are among the best in existence, far better than the admittedly gifted abilities of much more common medical droids.



Skills: Computers 1, Knowledge (Education) 3, Medicine 3.
Talents: None.

Abilities: Bacta Specialist 2 (patients heal 2 additional wounds when they heal wounds from bacta tanks or long term care.), Surgeon 2 (when making a Medicine check to help a character heal wounds, the target heals 2 additional wounds).

Equipment: Bacta, medpac, synthskin.

POLITICIAN/SENATOR [NEMESIS]

Denizens of the Core Worlds include former members of the Imperial Senate, recently disbanded by the Emperor, who remain in the area in hopes of maintaining their political influence and general connection to the goings-on of the Empire as a whole.



Skills: Charm 3, Cool 2, Deception 1, Knowledge (Core Worlds) 2, Knowledge (Education) 2, Negotiation 2.

Talents: Commanding Presence 2 (remove ■■ from all Leadership checks), Works Like a Charm (once per session, the character may make one skill check using Presence, rather than the characteristic linked to that skill).

Abilities: None.

Equipment: Bodyguards, datapad, comlink.

WEALTHY NOBLE [RIVAL]

The nature of the Core Worlds has created an environment that promotes a caste system. Nobles have little to do other than maintain their vast wealth, and most leave the Core only rarely.

FRINGE DWELLERS & GALACTIC ODDITIES

Although cataloging all of the potential allies and enemies that an adventurer might encounter is impossible, a few of the more exotic varieties can be found here.

CYBORG ADMINISTRATOR [RIVAL]

Although uncommon, it is not unheard of for independent facilities to utilize individuals with cybernetic enhancements that will permit them to interface directly with the computer systems.



Skills: Charm 3, Cool 1, Deception 3, Knowledge (Education) 2, Melee 2.

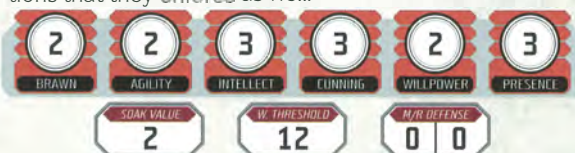
Talents: None.

Abilities: None.

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), antique vibrosword (Melee; Damage 4; Critical 2; Range [Engaged]; Defensive 1, Pierce 2, Vicious 1) personal shuttle (use the Lambda class shuttle profile on "T-4a Lambda-class Long Range Shuttle" on page 182).

SPACEPORT OVERSEER [RIVAL]

Each spaceport has its overseers. These men and women frequently operate under a shared common code of regulations determined by the Empire, but may also have individual sector, system, planetary, or even personal regulations that they enforce as well.

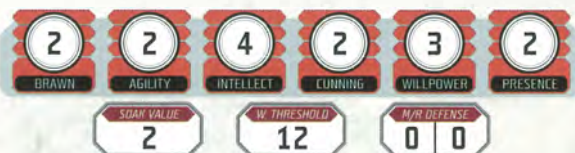


Skills: Coercion 2, Cool 2, Perception 3, Streetwise 3, Vigilance 3.

Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), datapad, comlink.



Skills: Computers 3, Perception 1.

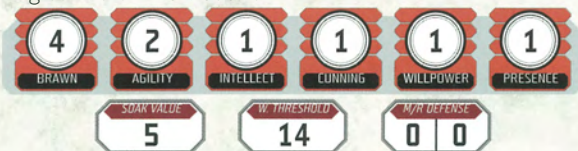
Talents: None.

Abilities: Enhanced Senses (add automatic 🌀 to any Perception checks).

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), comlink, datapad with direct access port.

DEWBACK [RIVAL]

Native to the planet Tatooine, these hardy, four-legged creatures are used for labor, transport, and sometimes food by those traveling across the blistering sands of the desert.



Skills: Brawl 1, Resilience 2.

Talents: None.

Abilities: Silhouette 2, Domesticated (may be used as beasts of burden or ridden as mounts using the Survival skill. Dewbacks add ■ to all checks made to ride them).

Equipment: Bite (Brawl; Damage 7; Critical 5; Range [Engaged]; Ensnare 2, Stagger 1).

DIANOGA [MINION]

The dianoga are scavengers, living off of organic material, primarily waste products.



Skills: Brawl 2, Perception 1, Stealth 4, Survival 2, Vigilance 3.

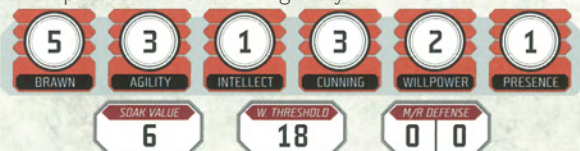
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Amphibious (dianogas may breathe underwater without penalty and never suffer movement penalties for traveling through water), Crushing Grip (a dianoga has many tentacles and can maintain a grip with some while attacking with others. As long as it has a victim immobilized by its tentacles, it inflicts 2 strain and 1 wound at the start of the victim's turn. A dianoga is an aquatic creature and a creature immobilized beneath the surface may well start drowning—see "Suffocation" on page 152 for more information about suffocation and drowning.).

Equipment: Tentacles (Brawl; Damage 5; Critical 4; Range [Engaged]; Ensnare 2, Knockdown, Linked 6).

GUNDARK [RIVAL]

The gundark is one of the most ferocious and aggressive species in the known galaxy.



Skills: Brawl 2, Perception 3, Survival 3, Vigilance 3.

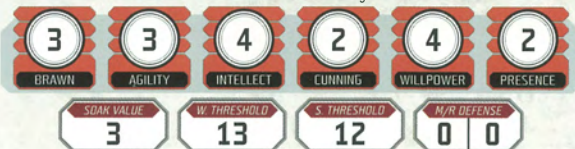
Talents: None.

Abilities: Four-armed (the gundark gains □ on all Brawl checks and may spend ☹☹ on a successful melee attack to hit a second target engaged with it, dealing the same damage as dealt to the original target).

Equipment: Meaty fists (Brawl; Damage 8; Critical 4; Range [Engaged]; Knockdown, Disorient 1).

JEDI-IN-HIDING [NEMESIS]

The Jedi Order has been painted as a collection of traitors, fools, and lunatics by Imperial propaganda. Few Jedi are believed to have survived the Empire's great purge of the Jedi, and the majority of those who did were hunted and killed shortly thereafter.



Skills: Athletics 1, Charm 2, Cool 2, Coordination 1, Discipline 2, Knowledge (Lore) 3, Melee 4, Perception 4, Piloting (Space) 2, Resilience 2, Vigilance 2.

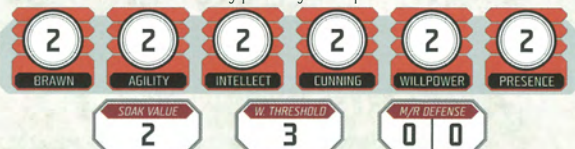
Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Force Rating 3, Uncanny Senses 1 (add □ to all Perception checks), Uncanny Reactions 2 (add □ to all Vigilance checks).

Abilities: Force power Move (○: Move one object Silhouette 1 at short range; may make ranged attacks with this power.), Force power Enhance (○: Gain ☆ or ☹ [user's choice] on the Athletics, Coordination, or Resilience check. ○: take a Force Leap action to jump horizontally or vertically to any location in short range.), Force power Foresee (○: Gain vague hints of events to come, up to a day into his future. ○: Gain ☹ per point on his Initiative check).

Equipment: Lightsaber (Lightsaber; Damage 10; Critical 1; Range [Engaged]; Breach 1, Sunder, Vicious 2), Jedi robes (+1 soak).

NERF HERDER [MINION]

The nerf was a domesticated herd beast that originated on the planet Alderaan. Those individuals that raise nerf herds are typically simple folk.



Skills (group only): Survival.

Talents: None.

Abilities: None.

Equipment: Shepherd's crook (Melee; Damage 3; Critical 4; Range [Engaged]; Disorient 2), flock of nerfs.



XI

OPERATION: SHELL GAME

INTRODUCTION

Welcome to an introductory adventure for **AGE OF REBELLION**. This adventure is designed to send a team of beginning Alliance operatives into Imperial-occupied space while introducing major game concepts and rules along the way. Before beginning, the Game Master should read the entire adventure. The players should create their characters, requisition equipment, and establish their individual or group Duty.

While this adventure introduces game concepts and rules, it does not necessarily introduce the Player Characters to each other. With Alliance agents, it is possible that the Player Characters do not know one another prior to the mission briefing, or they may have worked together on previous missions. The players should decide what relationships the Player Characters have, if any, prior to the mission starting.

ADVENTURE SUMMARY

Alliance High Command has recently become aware that a prototype starship from an as-yet-unknown Imperial testing facility is being moved to a more high-profile location in order to undergo end stage testing of its unique properties. The information concerning this transfer is extremely delicate, and truthfully the Alliance came into possession of it largely by blind luck.

Unfortunately, the testing is taking place over a very short period of time, so mobilizing the Alliance's top operatives for a strike to retrieve the prototype will be impossible; it falls to a relatively untested team of op-

eratives to try to retrieve the starship in question.

The Player Characters assemble at one of the closest Alliance bases, one set in Corva Sector, near the border of the Outer Rim Territories. Corva Sector is firmly under Imperial control, but the Empire's resources there are relatively scarce, allowing the Rebels to sneak in without being noticed and keep a low profile. In fact, the Alliance assets in Corva Sector almost never undertake missions within the sector itself in order to prevent drawing attention and causing an increase in the Imperial presence. As a result, the

strike against the Imperial facility where the prototype is being tested will have the element of surprise in its favor. Or at least, that's the theory.

The first stage of the mission is gaining entry into the Imperial facility in question. Alliance command opens the door for the team, providing them with a stolen shuttle and forged credentials, but it falls to the team members themselves to carry off the ruse. Once they gain entry into the facility itself, the plan is much less concrete: the Alliance has no access to the schematics of the station itself and so the group must improvise as they search for the prototype. The myriad activities taking place within a standard Imperial military facility afford the Player Characters numerous opportunities to pursue side objectives and fulfill their individual Duties.

The final stage of the mission begins when the Player Characters finally secure the prototype. The departure of the secretive starship will immediately alert the Imperials aboard the space station that the Alliance is attempting to secure the ship. They immediately scramble several squadrons of TIE fighters and bring one of the system capital-scale ships in to attempt to recapture the prototype. Fortunately for the team, the Alliance anticipated such a potential outcome and has a squadron of X-wings ready to intervene.

What was intended to be a simple getaway rapidly becomes a pitched battle in space between the Rebel Alliance and the Galactic Empire.

INVOLVING THE PLAYERS

Assembling a party of Player Characters in **AGE OF REBELLION** is a simple matter: the Alliance desperately needs someone to complete an important mission, and no one else is available; the Player Characters are the Alliance's only hope. It may be that the characters are a long-standing mission team, or they may have been assembled specifically for this mission. The players may wish to make this choice beforehand, or the GM may decide that it is necessary for the purpose of the adventure that it be established one way or another. Regardless, all parties need to be familiar with the idea in the beginning so as to avoid any unfortunate character creation errors that might diminish enjoyment of the game.

Prior to starting play, the GM should make a Duty check to see if any of the Player Characters' Duty is activated. If so, the GM should try to incorporate it into the adventure. Then the players roll to generate the pool of Destiny Points for the session.

EPISODE I: WELCOME TO TITAN BASE

After ensuring all game preparation is complete, read or paraphrase the opening crawl aloud:

It is a time of civil war. Throughout the galaxy, the outmanned and outgunned REBEL ALLIANCE battles the GALACTIC EMPIRE. The Rebels have scored their first victory, destroying the DEATH STAR. Despite recent upheaval, the Galactic Civil War does not dominate the galaxy.

The REBEL ALLIANCE has discovered a plan by the Imperial Navy to test a new prototype starship, one that could decimate the Rebel fleet. Unable to allow the weapon to remain in the hands of the EMPIRE, the Alliance deploys a team of operatives in an attempt to capture the prototype before it can be used against them. ...

The Player Characters begin the game with a rendezvous with an Alliance transport on a minor world's starport a few hours from their destination: Titan Base. The captain of the transport is a very surly and laconic near-human with no interest whatsoever in having a conversation with the Rebels. Once they take off, he orders everyone off his bridge and does not come out. The two-hour trip to Titan Base is an opportunity for

the characters to meet and converse with one another before their arrival, so that they have a more cohesive group when they arrive at the base. Upon their arrival, read the following text:

As you disembark, your senses are assailed by the typical conditions of a hangar bay. There are workers and droids scurrying in every direction, another light freighter, and four X-wings. A woman is looking at a datapad as you step down. "Everybody here?" she asks. "I'm Lt. Shara, Logistics Officer. You've got a briefing in ten minutes, but I'd bet my pay that it's going to be at least a half-hour before the brass is ready. In the meantime, get some food, grab a rest or shower in the barracks, or whatever. Just stay out of the way."

As she says, Lt. Shara is just a logistics officer and is responsible for moving things from place to place, but knows little about the reasons why. She can, however, provide a wealth of information about Titan Base itself, though she will not, under any circumstances, provide its system location unless she is instructed to do so by a superior. She tends to be highly occupied with her duties, as do most Alliance personnel in the hangar bay, but if asked, she or one of the other atten-

dants in the bay can give the Player Characters quick directions to any of the locations described in the following section; the base isn't that large, after all.

TITAN BASE

In most respects, Titan Base is a typical Alliance starfighter base, and the Player Characters will be largely familiar with the layout if the GM wishes to inform them of its basic amenities. Each location within the base has its own personnel, and those personnel may have information that is of use to the Player Characters, either in the fulfillment of the mission they are undertaking or in assisting them with secondary objectives that they may discover during its execution.

COMMAND CENTER

The command center of Titan Base is generally restricted access for most personnel, and although the security droids stationed outside its door will not stop anyone from entering, they will remind Player Characters that they should only enter the CC if they have the necessary credentials and relevant business. However, since the Player Characters are scheduled to have a meeting within a matter of minutes, no one objects to their presence.

The CC is relatively quiet, with half a dozen beings working diligently at their stations supervising communications, sensor information, and analyzing data. When the characters enter, they will be greeted by Captain Aleene, a female Bothan who identifies herself as second-in-command of Titan Base, although technically that is a rank she shares with the Alliance Intelligence Officer on-site (this is a matter of some political conflict between the two of them, actually).

Aleene is aware of the characters' presence and the nature of their mission, but while she is friendly toward them, she will not reveal any information pertaining to the mission itself, as she considers such a thing unprofessional for someone in her position. She will answer questions about Titan Base itself and its personnel, however, and can identify any of the other personnel described in these locations as well as the command staff:

- Titan Base's commander is a male Mon Calamari named Elemack, who is reserved and competent, but seems to take a great deal of his duties personally, particularly if missions fail. He is under a great deal of stress presently due to an overdue Special Operations team, which is what necessitated the Player Characters be brought in.
- The other significant player in Titan Base's command structure is Captain Jannis, a male human who serves as the Intelligence Officer. Jannis is an abrupt and dismissive person who forms no attachments to others, viewing everyone and everything

as an asset. He is intensely disliked by base personnel but respected for his skill at his job. (Aleene reveals this information as part of her subtle, Bothan attempts to undermine Jannis's authority.)

- While she does not reveal mission particulars, Aleene will mention that the characters may be conducting a mission in a delicate location where additional information may be easily at hand. In particular, she emphasizes, during the mission the team should keep their eyes open for sensitive information such as sector fleet deployment details and scheduling. Such information would be quite valuable to the Alliance.

HANGAR BAY

As the sight of their arrival, the goings-on in the base's hangar bay are largely described in the text above. It is easily the largest and busiest part of the base, which is natural given that Titan Base is primarily a starfighter base. Lt. Shara can be found there, as she can be most of the time.

Other prominent personnel include Jayce Terril, the commander of the base's X-wing squadron, and Chief Engineer Sorren, a Sullustan who oversees the mechanic crews that maintain the base's contingent of ships. Terril is remarkably reserved and quiet for an X-wing ace, and regards the newcomers with intensity.

Sorren is quite bubbly and gregarious (unusually for someone in such a stressful position) and eager to talk to anyone who wishes to strike up a conversation. Although Lt. Shara will brush off any attempt at conversation in order to continue her duties, Terril and Sorren will be able to talk and will impart the following information to anyone interested:

- Titan Base is home to an X-wing squadron that primarily conducts missions in adjacent sectors. Nightmare Squadron is known for lightning-fast attacks that decimate Imperial targets and leave little in the way of survivors, hence their somewhat aggressive name.
- Nightmare Squadron is presently being prepared for something Terril refers to as "an ambush double," where the squadron jumps to a dead spot and waits there to make a micro-jump to an actual target as part of an ambush. The squadron is scheduled to depart whenever the mission team deploys, and both Terril and Sorren believe that the fighters will play some sort of role in the Player Characters' mission.
- "The Hammer," an Imperial space station of some importance within Corva Sector, is the site of a training facility for Imperial pilots, which is one of the reasons that Nightmare Squadron is not normally deployed within the sector. Terril and his pilots are eager to test their skills against the Imperials, how-

ever. Still, if the mission takes the characters to the Hammer, both Terril and Sorren recommend acts of sabotage to ensure that they are not grossly outnumbered by TIE fighters upon their escape.

THE BARRACKS

The barracks are very nondescript and cramped in their layout, just as one might expect a military base to be. The troops stationed at Titan Base are organized into three duty shifts, and divide their waking hours between security duties and training exercises, as well as filling in with any menial labor that the base's limited droid contingent is inadequate to take care of on their own.

The barracks themselves are remarkable only in how bland they are: they consist of simple, uncomfortable cots, footlockers for each enlisted man, and a smattering of furniture such as tables and chairs where the men sometimes play cards or partake in other leisure pursuits.

At the time the Player Characters come by, the duty shift has just changed and several soldiers are present, unwinding a bit before they grab some rack time. Five are playing a game of sabacc while another, a male Duros named Krudar, is cleaning his personal blaster while sitting on one of the bunks. The men playing cards are not interested in conversation, and are quite stand-offish toward outsiders. Krudar is a bit more amenable, although he still regards newcomers somewhat indifferently until they prove themselves, which the Player Characters will not have time to do. If a Player Character makes an **Easy (◆) Leadership check** or an **Average (◆◆) Charm check**, Krudar will become a little more talkative, and can give them the following information:

- The mission currently being organized is not being assigned to the Alliance troops stationed at the base, and the troops' commander is not happy about it.
- Titan Base has a resident team from Special Operations, but they are presently overdue from a mission and rumor among the enlisted men is that they may have been captured or killed in action.
- Scuttlebutt at the base is that the Imperials have some new weapon in testing and the base commander wants it destroyed before it can be brought to bear against the Alliance.

WEAPONS RANGE

Titan Base is largely subterranean, as is often the case with starfighter bases, having been built into a mesa on an uninhabited planet in one of Corva Sector's more remote systems. A large natural cavern lies beneath the base itself, and it is here that the com-

mander of the ground troops stationed at Titan Base has set up a weapons range and testing ground where she can put her men through their paces and ensure that they are ready when they are called upon by the commander. Most of the troops go through maneuvers in the weapons range daily, driven by the fanatic perfectionism of their commander, a female Twi'lek named Lieutenant B'wek.

B'wek is in the weapons range overseeing target practice and is not at all pleased to see the Player Characters; she believes that the mission being organized should have been assigned to her and her men, not some newcomers. Getting on B'wek's good side is quite difficult, given her natural prejudices, and requires either a **Hard (◆◆◆) Charm** or **Leadership check**, or an impressive display of weapons proficiency to gain her favor. Player Characters hoping to accomplish the latter will need to make a **Hard (◆◆◆) Ranged (Light)** or **Ranged (Heavy) check** with one of the standard issue weapons at the range. If the characters manage to win over B'wek, she may be willing to give them the following information:

- Allegedly, the mission they are undertaking involves a secondary Imperial station known to everyone as "the Hammer," due to its characteristic shape.
- B'wek has seen orders indicating that her men may be deployed to serve as secondary search-and-rescue forces for the missing Special Operations team if they do not appear within the next three days. It is her opinion that they have been captured by the Imperials and are being held somewhere in Corva Sector.

MISSION BRIEFING

After a little time familiarizing themselves with Titan Base and its personnel, the Player Characters are alerted to the impending briefing by a call through the base intercom which informs all new arrivals to report immediately to the primary briefing room attached to the command center. Several others, including Shara, Jannis, and Terril are present.

When the Player Characters enter the briefing room, read or paraphrase the following aloud:

Conversation dies down as Commander Elemack enters the room. "Take your seats, please," he says gruffly. "We have no time for socializing. However, it's only fair to inform you that you were not our first choice for this mission. Titan Base's Special Operations team is missing in action, and none of our other local assets are available. You are our last option, and we don't have the time to bring in outside operatives." He pauses for a moment. "This is likely not something you are accustomed to hearing. If you have concerns, now is the time to give them voice."

This rather unusual confession on the part of the base commander is a test of sorts by Elemack to determine if the team has the proper psychological make-up to handle the mission. He will be pleased if they respond with some mild degree of indignation, even more so if they instead make it clear that they will prove they are the right beings for the job.

Overt hostility toward the commander or others as a result of this secondary status will only reinforce to the commander that this is a last-ditch effort that may well fail, and he will become less enthused about the chances for success. If the characters are particularly abrasive, he may limit the resources he affords them as a result, becoming unwilling to lose additional assets in what he considers a mission with an extremely high risk of failure.

Regardless of how the briefing begins, after a few moments, the commander continues with the essential information concerning the nature of the mission:

Elemack lifts a simple remote and the lights dim. A rotating hologram of an Imperial freight ship appears above the conference table. "I cannot overstate the importance of this mission. If you have questions as the briefing progresses, it is imperative that you ask them." He looks over to the others and nods, indicating to them that they may present the mission statistics.

THE MISSION PARTICULARS

Rather than present a lengthy explanation to be read directly to the players, the mission briefing should be handled as a back and forth exercise between the various members of the briefing team and the characters themselves. As the commander has said, questions and comments are welcome throughout the briefing, although in many cases the characters may ask questions that will be answered by information that has not yet been imparted.

The most relevant facts of the mission are as follows:

- Imperial freighter *IM-873X*, a Star Galleon, has been making precisely scheduled trips to Corva Sector for more than six years. Recently, the ship was delayed by a period of eight days, something that has never happened in the better part of a decade. This anomalous incident caught the attention of Alliance Intelligence.
- Intelligence analysis of the Galleon's fuel capacity and range provided a limited number of ports of call that the ship could have used for refueling. The list of Imperial grade starports was eliminated from the list through slicing into records of the Bureau of Ships and Services records.
- The stellar cartography data gathered by Intelligence estimated the Galleon's delay was due to a

trip into the Styler Nebula, a region wherein the Alliance has long suspected a secret Imperial development facility is located.

- A single unencrypted communiqué was intercepted by Intelligence referring to a prototype for an unknown project called Operation: Shell-cracker. Contextual clues from the communication seemed to indicate it was a small-scale ship designed for use against fleet-scale capital ships.

At this point the true nature of the mission has essentially been revealed, and the characters may have significant questions. Unfortunately, there is very little information available about the prototype itself or its nature. Truthfully, the Alliance only knows that it exists, and suspects what its ultimate purpose is. Beyond that, they have nothing but conjecture and hypothesis, none of which they wish to burden the characters with because doing so will predispose them toward certain outcomes in their mission; command prefers its operatives to remain fluid. Jannis will tell them what he can about the mission, but frankly they have almost nothing to go on. It's an exceptionally dangerous undertaking with grossly little intelligence to base their choices on.

Elemack walks around the table and says, "Your mission is to infiltrate the Hammer, discover the nature of Project: Shell-cracker, and then steal the prototype. If taking it intact proves impossible, then you are to destroy it at all costs. Whatever the outcome, we cannot permit a weapon of this nature, whatever that nature might be, to remain within the hands of the Empire. Questions?"

Obviously, there are a large number of unknown factors in the mission. The good news, if it can be called such, is that once the team is inside the Hammer, things are much simpler, because there is no significant secondary security cordon inside the station other than the one that will presumably exist around the prototype itself, and by the time the team is ready to breach that, it will be the end of the mission. Inevitably, the characters will inquire about the plan of insertion, at which point, the commander will turn the meeting back over to Captain Jannis.

"Four months ago, an Imperial survey vessel stumbled across an Alliance safeworld. Fortunately, there were SpecForce teams training there, and they captured the vessel before the planet's location was compromised. They submitted a false report and the ship was turned over to Intelligence. Reports were filed to maintain the illusion that the crew is still operating.

"The last report places the ship relatively nearby, and near enough to a neutron star to have sustained significant electronic damage. So, if the ship were to appear at the Hammer and request repairs, it would not be unreasonable, particularly if you have credentials."

The Player Characters are provided with a *Lambda*-class shuttle, a pilot if need be, and forged credentials that will allow them to successfully pass for an Imperial survey crew. This should get them into the Hammer, but from there, they will be responsible for locating the prototype and acquiring (or destroying) it. After that, the escape from the Hammer is up to them, and perhaps the most dangerous portion of the mission. If rules for the *Lambda*-class shuttle are needed, they can be found on page 182.

Fortunately, as Terril informs them, Nightmare Squad will be nearby to serve as a proper escort if the prototype makes it free of the station's tractor beams (which he mentions the team will need to disable unless they are better pilots than anyone on his squadron). Before it reaches that point, however, they will not intervene; doing so does not statistically improve

the chances of success and risks exposing the existence of a starfighter base in the sector. Such a risk is worth it to secure the prototype, but unless it makes it clear of the station, the chances are not worth it.

As the Player Characters take on the role of a survey crew, the question of equipment may come up. Imperial survey officers rarely carry military-grade equipment beyond standard issue sidearms, so that may significantly hinder the sort of weapons that they may take with them. On the other hand, however, survey corps members do tend to carry large kits with them, containing all sorts of supplies for their wilderness explorations and such. This allows the Player Characters to smuggle in an array of different gear, including disassembled weapons if they are so inclined.

In a worst case scenario, Lt. Shara can, if properly plied, scrounge up an old exploration droid that can be used to contain some of the larger, more obvious components of blaster rifles, should the Player Characters desire to sneak such things into the station rather than appropriate them once they arrive. In general, however, assume that the Player Characters can carry blaster pistols, but no more than two larger weapons at most, and only then if they specifically take steps to conceal them within other survey equipment.

EPISODE II: LAY THE HAMMER DOWN

Deployment to the Hammer takes place on the aforementioned captured Imperial survey vessel, with the charming transponder identification code of The Emperor's Vision. The characters are accompanied at the very least by an old astromech droid, R2-M5. Em-five's purpose is to upload a specifically tailored set of data to the ship's navicomputer after the ship emerges in the system where the Hammer is located. This will prevent any Imperial examination of the computer's data revealing the location of Titan Base.

The team is instructed to either wipe the droid's memory after it has served its purpose and bring it with them aboard the prototype, or destroy it so that it cannot give away any essential information. How the characters wish to proceed with the droid is up to them.

Some types of characters, particularly Commanders, Engineers, and Spies, may wish to gain more information about the Hammer before their arrival. If this is the case, they may be able to glean the following sorts of information by making an **Average (◆◆) Knowledge (Galactic Civil War) check**:

- ✨: The Hammer is positioned in a minor system an hour or two off of the Corva system, for which the sector is named. The station plays a major role in supplying smaller capital ships from the

Corva fleet, and is stationed just far enough out of the way to prevent further congestion of the Corva system. In addition to its value for supply, the Hammer is a training facility for pilots. The nearby asteroid belts are notoriously stable and allow for certification for high-speed, close-quarters ship combat.

- 🗓️: The Hammer is an old, refitted Firestar-class Orbital Defense Station, manufactured during the days of the Old Republic by Rendili StarDrive. It presently serves as a staging point for secondary fleet maneuvers in Corva Sector. As part of its refitting, the Hammer has a TIE complement of two full squadrons of twelve, for a total of twenty-four standard TIE/In starfighters.
- 🗓️🗓️: Despite its origins as an orbital defense station, a sizable portion of the Hammer's armaments have been removed to make room for additional storage and work space. It relies primarily, but not exclusively, on fighter support for defense.
- 🗓️: A station the size of the Hammer has a crew of approximately 500 naval personnel, plus a large number of droids. With gunners, security forces, and pilots, the total number of crew is increased to approximately 750.

WELCOMING COMMITTEE

As soon as the Player Characters' vessel emerges from hyperspace in the Hammer's system, read:

The blue clouds of hyperspace drops away, replaced by white stars that streak into view. In the distance, a hammer-shaped station hangs in orbit around a blue-grey planet. The ship's comm comes to life: "Attention, unidentified vessel. You are not a scheduled arrival for this system. Maintain your present course and identify yourself immediately or face military censure."

This is an opportunity for Player Characters who emphasize interaction skills to take the lead and ensure that the group is not suspected of any oddities. The agreed-upon story concerning damage to the ship's electronic systems has been supported with carefully staged damage inflicted by Intelligence agents, and the credentials that the Player Characters have been provided with will take several hours to be detected as forgeries, either through background checks in a massive Imperial database or through repeated scrutiny of physical documents of one form or another.

Regardless, despite the harsh tone of the initial communication, the Imperials have no particular reason to disbelieve the Player Characters, and as long as the crew keeps their cool and sticks to the story (and avoids any particularly horrendous skill roll results), everything should go relatively smoothly.

There will be an uncomfortable few moments of silence after transmitting the details of the ship's identity to the Hammer, after which you may read the following to the players:

"Attention, The Emperor's Vision. Your transmitted credentials have been confirmed. You will follow the transmitted heading and dock at Imperial station HM7-R, where your physical credentials will be examined. If all is in order, you will be permitted to effect repairs as needed to continue your mission."

The sterile message carefully omits what may happen if your credentials cannot be validated, although you can easily imagine exactly what that outcome might be.

The initial stage of the insertion goes easily, as expected. Alliance Intelligence tends to do very well with forged credentials, after all, and this is no exception. Now the difficult part of the mission, the one dependent upon the Player Character themselves, begins.

NON-HUMAN PLAYER CHARACTERS

A valid concern on the part of the Player Characters may be that the presence of non-human characters on the mission team is going to raise eyebrows on an Imperial station.

Fortunately, the Imperial Survey Corps is one branch of the Empire that does actually use aliens on occasion, such as the Shistavanens and others. Allow the players to devise options of their own, but if they are stumped, below are some suggestions:

- Alien characters may be explained as detainees, and as such may be remanded to the detention center. This may benefit the Player Characters in terms of the optional mission to liberate captured Rebel operatives, described later in this episode.
- Alien characters may be presented as secondary members of the corps, which is a form of indentured servitude that is recognized, if not respected, among Imperial military ranks.

Once the survey vessel enters the station, read or paraphrase the following aloud:

There is a series of metallic thuds as the station's tractor beam deposits your vessel on the deck of the hangar bay. From the viewport you can see a trio of other vessels, two light military freighters and a diplomatic shuttle of some sort.

The hiss of the exit door seems loud, and the men waiting for you at the bottom are exactly what you would expect to see in an Imperial facility. The officer glances at his datapad and looks at you in a distracted manner. "Imperial Survey Vessel ISV-7X8. You're a little far away from your normal rounds, aren't you?"

Interacting with the hangar logistics officer is a relatively simple procedure. He is not particularly invested in his duties. As long as the characters present their credentials and succeed at an **Easy (◆) Charm** or **Deception check**, they can convince him that they are who they claim to be, at least for now.

The questions are just a formality, really. Once the characters reach this point, barring any particularly foolish decisions on their part, they have gained access to the Hammer. Since the Hammer is not a standard Imperial station, built as it is on an older chassis, the customs officer admitting them to the station

will provide the characters with a single datapad that gives them the layout of the station as well as specifically delineates the portions of the station to which they have access.

THE HAMMER

The layout of Hammer is somewhat simplistic, given its older model and limited function. However, there are three levels of security clearance with regard to the Player Characters: Low, Medium, and High Security. Low Security areas do not have regular security details and are accessible to the Player Characters with no restrictions. Medium Security areas can be accessed by the Player Characters, but require them to show their credentials each time, which increases the chances that they might be detected as forgeries. High Security areas are not accessible to the Player Characters for any reason, and if they are discovered in one of those areas they will immediately be placed in detention.

The officer hands back your documents. "Very well then," he says, his tone remaining disinterested. "Your vessel will be processed as soon as it can be worked into the duty roster. Droid crews will complete a diagnostic within forty-eight hours, at which point the actual repairs should be completed shortly thereafter.

"You are being issued seventy-two hour level one security passes. You will have access to all common areas of the station, and you have temporary quarters assigned. Any failure on your part to adhere to your security restrictions will result in disciplinary action and insubordination charges. Do you understand your restrictions?"

FREIGHT HANGAR BAY [LOW SECURITY]

This large bay is where the characters enter the Hammer, and is where their ship, *The Emperor's Vision*, remains throughout the entirety of their visit. Given the nature of their mission, it is relatively unlikely that they will be utilizing the survey vessel as a means of escape, but the ship remains without security regardless. Droid maintenance crews will be working on the ship shortly after the Player Characters arrive. It will take approximately forty-eight hours for the droid's findings to be analyzed by an Imperial technician, at which point they will realize that the damage to the survey vessel was deliberately inflicted rather than suffered as a result of an environmental stimulus. Unless they wish to tamper with the maintenance droids for some unknown reason, there is very little that warrants the Player Characters' attention in this hangar.

STARFIGHTER HANGAR BAY [MEDIUM SECURITY]

The secondary hangar on the Hammer has been refitted to serve as a starfighter bay, complete with the unique apparatus necessary to dock standard TIE fighters (the unique and distinctive shape of the fighters requires that they perch atop a tower-like structure for maintenance and recharging). Due to the aggressive rotation for pilot training that takes place at the Hammer, fully half of the TIE fighters are on maneuvers at any given time while the others are recharging and undergoing maintenance. This bay is serviced primarily by Imperial personnel rather than standard issue droids, which makes it more difficult to bypass scrutiny in the bay.

SECONDARY OBJECTIVE: TIE SABOTAGE

Whether as a result of their own initiative or as a result of information given to them by Engineer Sorren or Jayce Terril from Titan Base, the Player Characters may take it upon themselves to sabotage the fighters currently located within the secondary hangar bay in order to ensure that the team's exit from the station will be as painless as possible.

This act of sabotage is no mean feat, however, and can prove very difficult for those making the attempt. The simplest way is to destroy the system that governs the hangar bay door, or the system that releases the docking clamps that release the fighters. Both of these systems could be corrected, but it will take time, and the alternative is to physically disable the clamps themselves, which would be extraordinarily time-consuming and virtually impossible to complete without being detected. The procedure for this particular objective would unfold as follows:

- Once in the hangar bay, gaining access to a computer terminal that would allow such an act of sabotage to take place requires an **Average (◆◆) Charm** or **Coercion** check.
- After gaining access to the computer terminal, establishing an immediate lockdown of either the hangar doors or the docking clamps requires an **Average (◆◆) Computers** check. Establishing a time delay for one of these effects increases the difficulty to a **Hard (◆◆◆) Computers** check.
- If the hangar bay doors are sealed, it will take approximately two minutes for the Imperial personnel in the area to override it. If the docking clamps have been damaged instead, it takes five minutes. In either case, this provides an excellent head start for the Player Characters at the time of their escape from the station.

IMPERIAL TECHNICIAN [MINION]



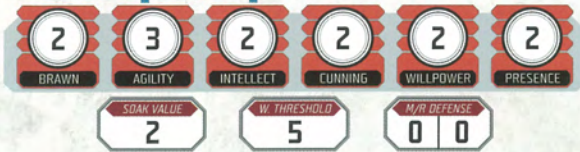
Skills (group only): Mechanics.

Talents: None.

Abilities: None.

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), tool kit.

TIE PILOT [MINION]



Skills (group only): Gunnery, Piloting (Space)

Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit.

DETENTION CENTER [HIGH SECURITY]

The Hammer has a small detention center that is marked on the datapad with clearly indicated security checkpoints. During the time that the Player Characters were at Titan Base, several Alliance personnel may have speculated about the possible capture of the base's Special Operations team. These speculations are correct, the team has in fact been captured, and is being held at the Hammer until such time as they are remanded into the custody of a higher authority. The only other prisoners presently being held in the detention center are a pair of Imperial troopers, one of whom is being held for insubordination and the other for dereliction of duty.

SECONDARY OBJECTIVE: RESCUE ALLIANCE PERSONNEL

Whether as a result of a deliberate investigation or by pure happenstance, the Player Characters may take it upon themselves to liberate Titan Base's Special Operations team. They were apprehended elsewhere, but their particular set of "crimes" ties them fairly closely to Corva Sector, and so they were discreetly moved back here to try to determine if there was any formal Alliance presence within the sector.

They have been detained within the station for more than two weeks, and all five members of the team are suffering from numerous injuries and repeated torture. None of them have surrendered any information yet, but it is only a matter of time; no one can hold out indefinitely, and it should be quite obvious to the

Player Characters if they see the prisoners or perhaps see video feed of them that they are on the brink of being broken.

Unfortunately, freeing the prisoners is one of the most difficult undertakings the mission team can set their sights upon. To begin with, the detention center, while small, is perhaps the most heavily guarded portion of the station other than the prototype hangar itself. Further complicating the matter is the disabled state of the prisoners themselves. Three can walk under their own power, but move quite slowly; the other two cannot move without assistance. The team consists of the following:

- **Nattus Breely:** A former smuggler and bounty hunter, Breely is frighteningly intense and leads missions through a combination of raw charisma and complete intimidation. He is still mobile, moving largely through sheer determination alone.
- **Wettan Garn:** A middle-aged human woman of unassuming appearance, Garn is the team's weapon specialist and is by far the most dangerous member of the team regardless of circumstances. Her repeated attempts to escape have resulted in a number of vicious beatings, leaving her unable to walk under her own power.
- **Llek Huron:** A near-human male, Huron is the team's back-up pilot and droid specialist. He has lost an eye during a particularly unpleasant interrogation and is probably the member of the team closest to the breaking point.
- **Yotuu:** A Gotal confidence man who serves as the team's procurement specialist, Yotuu has not been treated kindly by the anti-alien Imperials. He is the most grievously wounded member of the team, and is only barely conscious.
- **Ty Breely:** Nattus's young cousin and the team's technical expert. The Imperials at the Hammer suspect (correctly) that the younger Breely may be Force-sensitive, and are holding him for an Imperial Inquisitor scheduled to arrive to collect him in three days time. He is the least damaged of the team because of this.

Successfully gaining access to the detention center is a feat in and of itself. There are six armed and armored security guards present in this section at all times, and being permitted past the security access point at all requires a **Daunting (◆◆◆◆) Charm, Deception, or Leadership check**.

Assuming the Player Characters gain access to the detention center, they are watched extremely closely by the security forces. They will not be permitted to access the computer station, which is exactly what they need to do if they wish to override the security locks on high-value prisoners such as the Rebel team. This requires an **Average (◆◆) Computers check**.

Successfully completing this task, however, immediately alerts any remaining security forces in the center to what is going on, which will result in an immediate attack on the part of the Imperial personnel.

If the detention cells are opened successfully, and presumably the security detail is dealt with in one manner or another, the Rebel team is more than ready to depart the area. They are in unfortunate condition, however, with only two of the six able to move under their own power. Even if the team members help one another, there will still be two prisoners who are so wounded that they need Player Characters to help them leave the detention center.

Within ten minutes of disabling the security forces in the center, a standard communications check-in will be missed, and a station-wide alert will be sounded. If this happens, ten additional Imperial troopers will be instantly deployed to each High Security location, and Medium Security locations receive an additional five troopers as well.

Because of the slow speed with which the Player Characters and the former prisoners must move through the station, it is inevitable that an alarm will sound within moments of their departing the detention center. This means that, if they wish to seize the prototype from the restricted hangar bay, they will have to fight their way in. If this turns out to be the case, at least they have a few extra hands on deck for the battle.

IMPERIAL SECURITY DETAIL [MINION]

3	3	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 4		W. THRESHOLD 10		M/R DEFENSE 0 0	

Skills (group only): Ranged (Heavy).

Talents: None.

Abilities: None.

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), blast vest (+1 soak), military comlink.

ENGINEERING SECTION [MEDIUM SECURITY]

The portion of the station devoted to engineering concerns is medium security but has a fairly low population of Imperial personnel. Most of the systems found within the area operate independently, and sabotage is not usually a concern since the most vital systems are well shielded within the station's bulkheads, and anyone who wanted to destroy the life support system, for example, would be every bit as at the mercy of the elements as the rest of the station's crew.

Due to its status as a Medium Security area, the engineering section is accessible to the Player Charac-

ters, but only if they present a reasonable purpose for their visit; the security detail is unlikely to admit them without a reason given. An **Average (◆◆) Charm** or **Deception check** will be sufficient to convince the Imperial troops that they have sufficient business in this section. Once inside, there are patrols that sweep the area every half-hour, but beyond that there is no significant security presence within the region.

One of the most significant and important aspects of the engineering section is ready access to the station's computer system in the form of technical stations at regular intervals throughout the area. Many of these will be occupied by distracted technicians or be blocked by droids who are accessing the data-ports, but a few moments of searching should provide the Player Characters access to a computer station if they require one.

SECONDARY OBJECTIVE: DISABLE AFT TRACTOR BEAM ARRAY

Either of their own volition or as a result of advice they were given by Sorren or Terril at Titan Base, the Player Characters may very well have a vested interest in disabling the tractor beams that operate on the station's aft surface. This is the surface that faces the hangar bay exit of the restricted access hangar where the prototype is presently held, and as a result it will be important that the ship not be easily recaptured only moments after departing the hangar bay. Disabling the tractor beams is an essential step in this process.

The principle purpose of the tractor beams at the Hammer is to maneuver cargo pods into and out of the various hangar bays, as well as to bring ships into the docking area. Due to the current status of the restricted hangar bay, the tractor beams on that facing are not being used on a regular basis, and disabling them should go unnoticed. The Player Characters will not necessarily know this, of course, but it does make the objective easier to achieve.

Disabling the tractor beams immediately requires an **Average (◆◆) Computers check** to do so electronically or **Hard (◆◆◆) Mechanics check** to manually disrupt the relay. Attempting to set them to automatically disable at a later time increases the difficulty of the task to a **Hard (◆◆◆) Computers check**.

SECONDARY OBJECTIVE: OBTAIN SECTOR FLEET DEPLOYMENT INFORMATION

The computer system at the Hammer is part of the sector-wide network that coordinates the activities of the Corva Sector Imperial fleet. The characters may have been informed by Captain Aleene at Titan Base that the sector's fleet movements are incredibly important to the Alliance's activities, or they may take it upon themselves to try to locate any sensitive information that might benefit the Rebels in the station's network.

Either way, if they attempt to access the most secure records in the facility, they will come across fleet dispensation records as well as the secrets of Project: Shell-cracker. (Accessible information concerning the latter can be found in the sidebar **What Is Project: Shell-cracker**, below.) Obtaining information about the fleet (or the prototype) involves a **Hard** (◆◆◆) **Computers check**, the results of which will reveal varying degrees of information:

- ✨: The exact schedule and manifests of all fleet cargo transports throughout the sector for the next six weeks are retrieved from the network.
- 🕒: The schedule and manifests for all cargo transports and the exact nature of their military escorts for the next three months are retrieved from the network.
- 🕒🕒: The size and composition of all schedule military patrols throughout the entire sector are discovered for a period of three months, including the cargo ship information described above.
- 🕒🕒: The details of all military patrols as well as sector-scale capital ships such as Star Destroyers and other vessels are located for the entire sector for a period of six months is retrieved, as well as all other information described above.

**PRIMARY MISSION OBJECTIVE:
RESTRICTED HANGAR BAY
[HIGH SECURITY]**

This tertiary hangar bay is the smallest of those found on the Hammer and is presently being used exclusively for housing the prototype and its attendant crew and support equipment. No other ships or non-essential personnel have access to the hangar at all and there

are redundant security checkpoints to ensure that no outsiders gain entry. It is quite literally the most heavily guarded location on the Hammer and, of course, happens to be the one area where the Player Characters have to be in order to fulfill their mission.

The corridor that approaches the restricted hangar is covered by a security checkpoint at both ends, separated by the length of the corridor as well as by a blast-grade security door. Gaining access to the hangar itself requires either convincing the security detail to grant the characters passage through the checkpoint or fighting their way through to the hangar itself. The latter is exceptionally difficult to the point of impossible, but it may be the method that some characters prefer. Both options will be explored in this section.

GAINING ACCESS: THE SUBTLE APPROACH

Although extremely difficult, the avenue with the greater chance of success is using deception and subterfuge to gain access to the hangar, simply because if the team attempts to fight their way in, by the time they reach the hangar it is possible that it will have been sealed, making escape much more difficult.

The first step in gaining access to the hangar is to defeat the two security checkpoints that bar the way. Each performs completely independent inspection of credentials to ensure that lax procedures on the part of one patrol cannot impair the duties of the others. Each checkpoint represents a **Daunting** (◆◆◆◆) **Charm** or **Deception check**. Each set of guards will require the characters to present the forged credentials that they were given by Alliance Intelligence, and they will be closely scrutinized both times.

WHAT IS PROJECT: SHELL-CRACKER?

As suspected by Alliance Intelligence, Project: Shell-cracker is a weapons initiative inadvertently inspired by the Rebellion's victory at Yavin. The successful deployment of starfighters against larger, hardened targets caused munitions experts within the Imperial Navy to envision a similar effort by the Empire to destroy large-scale targets, including both Alliance bases and their larger capital-scale vessels. The project combines several previously mothballed weapons projects into a single, unified effort: a ship that can circumvent ray and particle shielding to deliver a devastating payload of hull-shattering bombs.

The theory behind the ship is that its complex shield structure contains a lattice-like web of ionic energy that serves to disrupt the energy

signatures of other shields. Thus, while a fighter or bomber normally approaching a shielded target would impact upon its particle shielding, the Shell-cracker would penetrate this layer of defense and be able to deposit its payload upon the target. Alpha-stage testing has proven that this technology does work, although it needs a great deal of fine-tuning, and the prototype has been delivered to the testing station at the Hammer to continue testing. It is currently fitted with the shielding technology, but none of the high-yield bombs.

The above information is all accessible via a successful **Average** (◆◆◆) **Computers check** with [] in the encrypted datafiles from the Restricted Hangar Bay, and is replicated within the databanks of the prototype itself.

Additionally, each separate patrol will require an explanation as to the reason for the team accessing the hangar. GMs may, if they so choose, lower the difficulty of the Charm or Deception check slightly to reflect their superior duplicity. Alternatively, if the team includes any non-human, non-droid members, this may increase the difficulty by one or more degrees at the GM's discretion.

Once the security checkpoints are successfully bypassed, the characters gain entry into the hangar itself. Unfortunately, this is very much a case of leaving the frying pan and entering the fire. There are additional security personnel stationed inside the hangar, although not as many as in the corridor outside. The internal security forces do not actively investigate those entering the hangar, assuming that they have been inspected by the external forces. However, any strange behavior or oddities of any sort within the hangar proper will result in immediate and demonstrative action from the security forces. They will not question anyone, but rather immediately place them in custody and escort them to the detention center, then question them there.

Ironically, the greater threat to the team once they are inside the restricted hangar is the team of technicians currently working on the prototype. This is a small, hand-selected group of well trained individuals who are familiar with one another from working together long term. Outsiders will be met with immediate suspicion and confusion. Allaying their suspicions is absolutely necessary in order to access the prototype, and is difficult to accomplish.

Convincing the technical team that the Player Characters have legitimate business with the prototype requires a **Daunting (◆◆◆◆) Charm** or **Deception check**. Alternatively, it may be possible for the characters to convince the technicians that they belong in the hangar bay through a demonstration of their technical acumen, which can be accomplished with a **Hard (◆◆◆) Mechanics check**.

As if the characters have not had enough difficulty already, once they decide to actually enter the prototype, presumably for their imminent departure, they discover that it has one additional layer of security: a keycard entry system that requires not only a specific card from one of the technical crew, but also a personalized entry code. The keycards can be obtained from any of the naval engineers present in the hangar, but they will not surrender the code unless aggressively coerced through a **Hard (◆◆◆) Coercion check**. Attempting to defeat the security system without the proper credentials and code requires a **Daunting (◆◆◆◆) Computers check**.

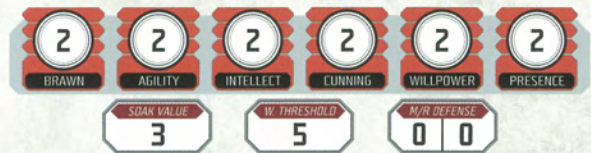
GAINING ACCESS: THE DIRECT APPROACH

Some types of Player Characters may prefer a direct frontal assault to gain access to the prototype. If so, ensure that they understand this is an exceptionally difficult, nigh-impossible task, but permit them to make the attempt if they wish.

The two security checkpoints in the corridor outside present the first obstacles. Both consist of ten standard Imperial security personnel and are separated with by a heavy blast door. In addition to dealing with the security forces, opening the door (which will be sealed as soon as the fighting breaks out) will require either a **Daunting (◆◆◆◆) Computers check** or a **Hard (◆◆◆) Mechanics check** to set demolitions.

Inside the hangar bay, there are another half-dozen security personnel as well as a dozen Imperial technicians (who are armed but who would prefer to avoid combat unless there is no other option) and a number of non-military grade technical droids.

IMPERIAL NAVY TROOPER [MINION]



Skills (group only): Perception, Ranged (Light).

Talents: None.

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), blast vest and helmet (+ 1 soak).

IMPERIAL NAVAL ENGINEER [MINION]



Skills (group only): Computers, Mechanics.

Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting).

EPISODE III: THE BATTLE FOR CORVA SECTOR

Once the Player Characters gain access to the secure hangar bay where the Shell-cracker prototype is being held, the mission begins its endgame; there is no going back, for the likelihood of accessing the hangar on two separate occasions without being detected is extremely unlikely. Presumably, the Player Characters gain access to the prototype itself after employing whatever deception or assault plan suits their needs for the end of **Episode II**. Once they access the prototype's cockpit, read the following text aloud:

The air within the prototype smells of ozone, as if electrical work had been conducted shortly before it was sealed. As you approach the cockpit, numerous lights and systems begin to power up. The good news is that internal sensors seem to respond to your presence and get a jump start on making the ship ready for take-off. The bad news is that someone outside will detect this. As you sit down in the cockpit, klaxons sound. "Unauthorized activity aboard prototype," the unnervingly calm voice of the intercom reports. "Unauthorized activity detected. Emergency hangar seal in process."

Normally, once this klaxon sounds, it is too late. Any ship attempting to exit the hangar at this point would run into a heavy particle shield, causing significant structural damage. Adding to that the fact that a heavy blast door is very slowly closing, and escape from the hangar is impossible. However, due to the unique nature of the prototype's shield arrays, the particle shield covering the exits into the void is not an issue, giving the Player Characters a handful of precious seconds to get the ship out before the blast doors close, which even the prototype will not be able to overcome.

As you watch from the viewport, rows of lights turn from yellow to green in the cockpit and troops scurry throughout the hangar bay—many of them pointing to you in the window calling for support of one form or another. The glimmering opening that leads to the vast void beyond the station begins to slowly shrink as the massive emergency blast doors begin to slide closed.

SHELL-CRACKER PROTOTYPE



Hull Type/Class: Patrol Boat/Shell-Cracker.
Manufacturer: Imperial R&D.
Hyperdrive: Primary: Class 1, Backup: None.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot, one gunner.
Encumbrance Capacity: 40.
Passenger Capacity: 6.
Consumables: One week.
Cost/Rarity: NA.
Customization Hard Points: 4.
Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Dorsal twin light ion cannon turret (Fire Arc All; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Time is of the essence now. The blast doors will be closed in six rounds. The ship's warm-up procedure will complete in three rounds, allowing the characters only three rounds to successfully exit the hangar. They may secure additional time by making a successful **Average (◆◆) Piloting (Space) check**. Each ☉ gained on this roll reduces the amount of time start-up takes to complete by one round, although a ☹ may result in certain systems becoming unavailable for a short period of time. Once the prototype is completely powered up, it will require either an **Average (◆◆) Piloting (Space) check** to clear the doors if more than three rounds remain before they close, or a **Hard (◆◆◆) Piloting (Space) check** if three or fewer rounds remain.

The blast doors are looming toward you as the ship spirals out of the hangar bay into the void of space, ignoring the slew of small arms fire from the frustrated security forces within. There is a strange crackling sound as you clear the particle shield, accompanied by a shuddering sensation and a much stronger ozone smell. It might be your imagination, but you think you hear the squeal of metal-on-metal as the prototype clears the bay and breaks free of the Hammer, hopefully for good. The moment the ship is clear, you transmit the pre-arranged signal to alert the Alliance to your departure.

At this point it will become very important whether or not the Player Characters disabled the tractor beams and the station's secondary TIE/In squadron. If they have, then getting free of the station's gravity well is a relatively simple matter. If they did not, then things will be much more difficult. The aft tractor beam array will come online almost immediately as the station personnel attempt to secure the prototype before it leaves range.

Evading or breaking free of them requires two **Average (◆◆) Piloting (Space) checks** to avoid the beams altogether, and a **Daunting (◆◆◆◆) Piloting (Space) check** to escape one of them once they are caught. Fortunately for the PCs, the tractor beams are meant primarily for moving cargo and have limited range. Barring any unforeseen problems, the prototype will be clear of them within four rounds.

The second round after the prototype clears the bay, the station will begin deploying two TIE fighters per round, for a maximum of six rounds to deploy the entire secondary squadron. The pilots are under orders to disable the prototype for recapture if necessary, but if not, it is to be destroyed rather than fall into the hands of the Rebel Alliance. Imperial Navy pilots interpret this particular order rather liberally, and offer only a handful of half-hearted warning shots before attempting to destroy the craft outright. This will require evasive action, which may make any attempt to navigate clear of the system somewhat more complicated.

With the station rapidly shrinking behind you, it seems that you may make it out of this mess with your hides intact after all. The navicomputer calculations are almost complete, but of course nothing is ever that simple.

Before the final compilation finishes, the proximity sensors go off, warning you of approaching ships. A dozen TIE signatures emerge smoothly from the asteroid field nearby and accelerate toward you at top speed. Suddenly, you see the unmistakable profile of X-wings, Nightmare Squadron, as they emerge from hyperspace. The fact that you are now sandwiched between these two fighting forces is something that occurs to you only seconds later.

BELLIGERENCE AND STRENGTH

And now the battle for Corva Sector begins in earnest. The forces in question are described as follows:

HAMMER SQUADRON ALPHA

The principal squadron attached to the station is an experienced unit that has participated in numerous blockades and other actions against planetary governments that did not capitulate quickly enough. They have also engaged in sorties against a handful of pirate groups and are eager to test their skill against the Rebellion.

Even assuming that the other TIE squadrons were successfully disabled by the Player Characters while they were inside the Hammer, Alpha Squadron was deployed on maneuvers in a nearby asteroid belt and can respond as soon as the general alarm is sounded. This will certainly give Nightmare Squadron something to do while the Player Characters are attempting to escape with the prototype.

TIE FIGHTER PILOT [MINION]

Commonly disparaged by the Alliance as vastly inferior to Rebellion pilots, in truth the pilots produced by the Empire's starfighter training programs are head-and-shoulders above any other equivalent force in the galaxy, with the possible exception of the Alliance. In fact, the generally poor reputation TIE pilots have is no fault of their own, but rather a combination of their relatively fragile equipment and their lack of protective auxiliaries (shields being the most notable exclusion).



Skills (groups only): Piloting (Space).

Talents: None.

Abilities: None.

Equipment: Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit.

TIE/LN STARFIGHTER

The tiny and fragile TIE/ln has been the primary space superiority fighter of the Imperial Navy for decades now. Light, fast, and nimble, Sienar Fleet System's TIE/ln is a bare-bones, no-nonsense fighter designed to be deployed in large groups to overwhelm enemy combatants with sheer numbers.



Hull Type/Class: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 4.

Passenger Capacity: 0.

Consumables: Two days.

Cost/Rarity: 50,000 credits (R)/4.

Customization Hard Points: 0.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

NIGHTMARE SQUADRON

This X-wing squadron received its name from its formation, which involved bringing together some of the best reconnaissance pilots from other squadrons throughout the Outer Rim into one unit designed for lightning strikes. Nightmare Squadron's typical tactics are to hit an enemy installation before anyone knows that they are there, then get back out long before reinforcements arrive to eliminate them. So far, they have an exceptional success rate, and Terril does not intend to change that on this mission.

EPILOGUE

Presumably, the Player Characters will successfully escape the system where the Hammer is positioned with the prototype, although it is possible that they instead chose to sabotage and destroy it if they deemed it too difficult to extricate from the station. The prototype will be escorted to a pre-arranged destination in a dead system, where a ship of Alliance technicians will examine the ship from every possible angle to ensure it has no tracking devices or other means for the Empire to locate it. If that proves successful, then the ship will disappear, taken into custody by Intelligence, its ultimate fate unknown.

ALLIANCE STARFIGHTER PILOT [MINIONS]



Skills (group only): Cool, Gunnery, Piloting (Space).

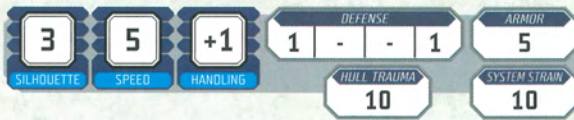
Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit.

T-65B "X-WING" MULTI-ROLE STARFIGHTER

Incom's T-65B X-wing is the Rebel Alliance's primary force projection starfighter. A powerful, capable, easy-to-fly starfighter, the X-wing combines speed and hitting power into a potent package.



Hull Type/Class: Starfighter/T-65B X-wing.

Manufacturer: Incom Corporation.

Hyperdrive: Primary: Class 1, Backup: N/A.

Navicomputer: None—Astromech Droid Socket.

Sensor Range: Close.

Ship's Complement: One pilot, one astromech droid.

Encumbrance Capacity: 10.

Passenger Capacity: 0.

Consumables: One week.

Cost/Rarity: 120,000 credits/5.

Customization Hard Points: 1.

Weapons: S-foil-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 6, Linked 1, Slow-Firing 1).

Given the extremely delicate nature of the mission and how little time and materials there were to prepare for it, the Player Characters will be celebrated by Alliance command for their performance. They may find themselves in line for promotion, a prestigious post to a more prominent sector, or simply a higher profile for subsequent missions in Corva Sector. Regardless, their performance will result in them gaining the favor of Commander Elemack, even if Intelligence Officer Jannis never seems particularly impressed.

INDEX

- A**
- Ability dice..... 11
 - Accelerate/Decelerate..... 165
 - Accurate (quality)..... 112
 - Ace (career)..... 42
 - Acid..... 151
 - Actions..... 141
 - Vehicle Actions..... 166
 - Activating a Force Power (action)..... 142
 - Advanced Flesh Camouflage Kit..... 127
 - Advanced Targeting Array..... 189
 - Advantage (result)..... 13, 22
 - Adversary (talent)..... 94
 - Agility (characteristic)..... 15
 - Agitator (specialization)..... 52
 - Aim (maneuver)..... 139
 - Alliance Infantry..... 210
 - Alliance Rewards..... 36
 - Managing..... 206
 - All Terrain Armored Transport..... 179
 - All-Terrain Driver (talent)..... 94
 - All Terrain Scout Transport..... 179
 - Ambassador (specialization)..... 51
 - Ammo..... 116
 - Anatomy Lessons (talent)..... 94
 - Angle Deflector Shields..... 166
 - Anti-Personnel Mine..... 119
 - Anti-Vehicle Mine..... 119
 - Armor..... 121
 - Attachments..... 134
 - Characteristics..... 122
 - Armored Clothing..... 122
 - Armor Master (Improved) (talent)..... 94
 - Armor Master (talent)..... 94
 - Armor Piercing Grenade..... 119
 - A/SF-01 "B-wing" Starfighter..... 181
 - Assassin Droid..... 221
 - Assist (maneuver)..... 140
 - Astrogation (skill)..... 74
 - Astromech Droid..... 221
 - Athletics (skill)..... 74
 - Attachments..... 130
 - Armor..... 134
 - Vehicles..... 189
 - Weapon..... 131
 - Augmented Spin Barrel..... 131
 - Auto-Fire (quality)..... 112
 - Average check..... 16, 17
 - A-wing..... 180
- B**
- Background..... 32
 - Backpack..... 129
 - Bacta..... 126
 - Bacta Specialist (talent)..... 94
 - Bad Motivator (talent)..... 94
 - Balanced Hilt..... 132
 - Balance (talent)..... 94
 - Barrage (talent)..... 94
 - Battleships..... 187
 - Binders..... 127
 - Bipod Mount..... 132
 - Black Market..... 108
 - Black Marketeer..... 218
 - BlackOps Data Breaker..... 127
 - Blast Actuating Module..... 132
 - Blaster Carbine..... 117
 - Blaster Pistol..... 117
 - Blaster Rifle..... 117
 - Blast (quality)..... 113
 - Blooded (talent)..... 94
 - Body Guard (talent)..... 94
- C**
- Boost Dice..... 11
 - Usage..... 201
 - BoSS Agent..... 213
 - Bothan (species)..... 37
 - Bothan Spy..... 210
 - Bought Info (talent)..... 95
 - Bowcaster..... 118
 - Bowcaster Accelerator..... 132
 - Bowcaster Automatic Re-cocker..... 132
 - Brace (talent)..... 95
 - Brass Knuckles..... 120
 - Brawl (skill)..... 86
 - Brawn (characteristic)..... 15
 - Breach (quality)..... 112
 - Breath Masks and Respirators..... 128
 - Brilliant Evasion (talent)..... 95
 - BTL-A4/BTL-S3 "Y-wing"..... 181
 - Bum (quality)..... 113
 - B-wing..... 181
 - Bypass Security (talent)..... 95
- C**
- Career..... 41
 - Careful Planning (talent)..... 95
 - Carrying..... 111
 - Challenge Dice..... 12
 - Characteristic..... 15
 - Charm (skill)..... 75
 - Check..... 10
 - Assisted..... 24
 - Competitive..... 24
 - Opposed..... 23
 - Clever Solution (talent)..... 95
 - Climbing Gear..... 128
 - Close (range)..... 171
 - Codebreaker (talent)..... 95
 - Coercion (skill)..... 75
 - Collisions..... 174
 - Combat Knife..... 120
 - Combat Modifiers..... 147
 - Com Jammer..... 127
 - Comlink..... 123
 - Commander..... 210
 - Commander (career)..... 46
 - Commanding Presence (talent)..... 95
 - Commando (specialization)..... 59
 - Command (talent)..... 95
 - Commodore (specialization)..... 47
 - Communications Equipment..... 123
 - COMPNOR Agent..... 213
 - Component Criticals..... 176
 - Computers (skill)..... 76
 - Com Scrambler..... 127
 - Concealment..... 150
 - Concussive (quality)..... 113
 - Confidence (talent)..... 95
 - Consular-class Cruiser..... 184
 - Contraption (talent)..... 95
 - Contribution Rank..... 35
 - Usage..... 205
 - Convincing Demeanor (talent)..... 95
 - Cool (skill)..... 77
 - Coordinated Assault (talent)..... 96
 - Coordination (skill)..... 77
 - Core Mechanic..... 10
 - Core World Denizens..... 222
 - Corporate Representative..... 222
 - Corrosive Atmospheres..... 151
 - Cortosis (quality)..... 113
 - Cortosis Weave..... 134
 - Cover..... 150
 - CR90-class Corvette..... 183
 - Crash Survival Kit..... 128
 - Crippling Blow (talent)..... 96
- D**
- Critical Hits..... 174
 - Critical Injuries..... 153
 - Cruisers..... 184
 - Cumbersome (quality)..... 113
 - Cunning (characteristic)..... 16
 - Customization..... 130
 - Customization Hard Points..... 160
 - Cybernetic Arms..... 125
 - Cybernetic Brain..... 125
 - Cybernetic Eyes..... 125
 - Cybernetic Legs..... 125
 - Cybernetics..... 124
 - Cybernetic Weapon Implant..... 125
 - Cyberscanner Limb..... 125
 - Cyborg Administrator..... 223
- D**
- Damage Control..... 166
 - Dark Side (result)..... 14
 - Dark Trooper..... 216
 - Datapad..... 128
 - Daunting Check..... 17, 18
 - Deadly Accuracy (talent)..... 96
 - Dead to Rights (Improved) (talent)..... 96
 - Dead to Rights (talent)..... 96
 - Death..... 155, 204
 - Deception (skill)..... 78
 - Dedication (talent)..... 96
 - Defense..... 68, 122, 144
 - Defensive Driving (talent)..... 96
 - Defensive (quality)..... 113
 - Defensive Slicing (Improved) (talent)..... 96
 - Defensive Slicing (talent)..... 96
 - Defensive Stance (talent)..... 96
 - Deflection (quality)..... 113
 - Derived Attributes..... 67
 - Despair (result)..... 14, 22
 - Destiny Points..... 25
 - Adjudicating..... 207
 - Destiny Pool..... 25
 - Using Destiny Points..... 26
 - Dewback..... 224
 - Dianoga..... 224
 - Dice Conversion..... 12
 - Dice Pool..... 10, 15
 - Building..... 18
 - Interpreting..... 22, 201
 - Modifying..... 19
 - Difficult Terrain..... 150
 - Difficulty Dice..... 11
 - Diplomat (career)..... 50
 - Discipline (skill)..... 78
 - Disguise Kit..... 127
 - Disoriented..... 155
 - Disorient (quality)..... 113
 - Disorient (talent)..... 96
 - Disruptor Rifle/Pistol..... 119
 - Dodge (talent)..... 96
 - Dreadnaught-class Heavy Cruiser..... 185
 - Driver (specialization)..... 43
 - Droid Adversaries..... 221
 - Droid (species)..... 37
 - Drop Prone (maneuver)..... 141
 - Drugs..... 123
 - Durable (talent)..... 97
 - Duros (species)..... 38
 - Duty..... 32
 - Assembling..... 34
 - Chart..... 33
 - Reset..... 36
 - Usage..... 205
- E**
- Easy Check..... 17
 - EF76 Nebulon-B Frigate..... 185
 - Electrobinoculars..... 125
 - Electronic Countermeasures Suite..... 189
 - Electronic Lock Breaker..... 127
 - Electronics..... 128
 - Emergency Medpac..... 126
 - Emergency Repair Patch..... 129
 - Encumbrance..... 110
 - Enduring (talent)..... 97
 - Engaged (range)..... 146
 - Engineer (career)..... 54
 - Enhanced Optics Suite..... 134
 - Enhance (force power)..... 196
 - Ensnare (quality)..... 113
 - Environmental Effects..... 150
 - Espionage Equipment..... 127
 - Evasive Maneuvers..... 165
 - Exchange Action/Maneuver (action)..... 141
 - Experience Points..... 27, 66
 - Awarding..... 204
 - Spending..... 27
 - Expert Forger..... 218
 - Expert Tracker (talent)..... 97
 - Extra Reloads..... 129
 - Extreme (range)..... 146
 - Planetary..... 172
- F**
- Failure (result)..... 13, 22
 - Falling..... 152
 - Familiar Suns (talent)..... 97
 - Fear
 - Usage..... 202
 - Feral Strength (talent)..... 97
 - Field Commander (Improved) (talent)..... 97
 - Field Commander (talent)..... 97
 - Field Ration Packs..... 128
 - Filed Front Sight..... 132
 - Fine Tuning (talent)..... 97
 - Fire..... 151
 - Fire Arcs..... 162
 - Fire Control (talent)..... 97
 - Flame Projector..... 119
 - Fly/Drive..... 165
 - Flying..... 140
 - Forager (talent)..... 97
 - Force Dice..... 12
 - Force Emergent (specialization)..... 192
 - Force of Will (talent)..... 97
 - Force Pike..... 121
 - Force Powers..... 194
 - Force Rating (talent)..... 97
 - Forearm Grip..... 132
 - Foresee (force power)..... 198
 - Formidable Check..... 17, 18
 - Form on Me (talent)..... 97
 - Frag Grenade..... 119
 - Frenzied Attack (talent)..... 97
 - Fringe Dwellers..... 223
 - Full Stop (talent)..... 98
 - Full Throttle (Improved) (talent)..... 98
 - Full Throttle (Supreme) (talent)..... 98
 - Full Throttle (talent)..... 98
 - Fusion Cutter..... 129
 - Fusion Lantern..... 129
- G**
- Gain the Advantage..... 167
 - Galactic Economy..... 107
 - Galactic Oddities..... 223
 - Galactic Underworld..... 218

Galaxy Mapper (talent).....	98
Game Master.....	9
Gear.....	123
Gearhead (talent).....	98
General Purpose Scanner.....	126
Glow Rod.....	129
Gozanti-class Armed Transport.....	184
Gran (species).....	38
Grappling.....	149
Gravity.....	150
Greased Palms (talent).....	98
Grit (talent).....	98
Guarded Stance (maneuver).....	140
Guided (quality).....	113
Guided Bounty Hunter.....	218
Gundark.....	224
Gunner (specialization).....	44
Gunnery (skill).....	86
Gunships.....	183
H	
Hand Scanner.....	126
Hard Check.....	17, 18
Hard Headed (Improved) (talent).....	98
Hard Headed (talent).....	98
Healing.....	155
Heating System.....	135
Heavy Battle Armor.....	122
Heavy Blaster Pistol.....	117
Heavy Blaster Rifle.....	117
Heavy Clothing.....	122
Heavy Repeating Blaster.....	117
Heightened Awareness (talent).....	98
Heroic Fortitude (talent).....	98
Hidden Storage (talent).....	99
Hired Thug (Aqualish).....	219
Hired Thug (Weequay).....	219
Holdout Blaster.....	117
Hold Together (talent).....	99
Holo-messenger.....	123
Hull Trauma.....	173
Human (species).....	39
Hutt Crime Lord.....	219
Hydraulic Control Circuits.....	189
Hyperspace Travel.....	177
I	
Immobilized.....	155
Immobilizer 418 Cruiser.....	186
Immune Implant.....	125
Impassable Terrain.....	150
Imperial Advisor.....	213
Imperial Army Trooper.....	214
Imperial Bureaucracy.....	212
Imperial Credits.....	108
Imperial DeStab Agent.....	213
Imperial Gunnery Corps.....	214
Imperial I-Class Star Destroyer.....	187
Imperial Military.....	214
Imperial Moff.....	213
Imperial Naval Engineer.....	236
Imperial Navy Trooper.....	214, 236
Imperial Officer.....	214
Imperial Security Detail.....	234
Imperial Stormtrooper.....	215
Imperial Stormtrooper Sergeant.....	216
Imperial Technician.....	233
Imperial Vehicle Corps.....	215
Implant Armor.....	125
Improvised Weapons.....	149
Inaccurate (quality).....	114
Incidental.....	138
Incite Rebellion (talent).....	99
Incom Engineer.....	211
Indistinguishable (talent).....	99
Inferior (quality).....	114
Infiltrator (specialization).....	63
Infochant.....	219
Initiative.....	137
Insight (talent).....	99
Inspiring Rhetoric (Improved) (talent).....	99
Inspiring Rhetoric (Supreme) (talent).....	99
Inspiring Rhetoric (talent).....	99
Intellect (characteristic).....	16
Intelligence Agent.....	215
Intense Focus (talent).....	99
Intense Presence (talent).....	99
Interact w/ Environment (maneuver).....	140
Interstellar Travel.....	177
Intimidating (talent).....	99
Inventor (talent).....	99
Invigorate (talent).....	99
Ionization Blaster.....	118
Ion (quality).....	114
Item Qualities.....	112
Ithorian (species).....	40
It's Not That Bad (talent).....	100
J	
Jedi-in-Hiding.....	224
Jump Up (talent).....	100
Jury Rigged (talent).....	100
K	
Kill with Kindness (talent).....	100
Knockdown (quality).....	114
Knockdown (talent).....	100
Knowledge (skill)	
Core Worlds.....	88
Education.....	88
Galactic Civil War.....	89
Lore.....	89
Outer Rim.....	89
Underworld.....	90
Xenology.....	90
Knowledge Specialization (talent).....	100
Known Schematic (talent).....	100
Know Somebody (talent).....	100
L	
Laminate Armor.....	122
Lancer-class Frigate.....	185
Leadership (skill).....	79
Lethal Blows (talent).....	100
Let's Ride (talent).....	100
Lifting.....	111
Light Blaster Pistol.....	117
Light Repeating Blaster.....	117
Lightsaber.....	121
Light Side (result).....	14
Limited Ammo (quality).....	114
Linked (quality).....	114
Load-Bearing Gear.....	129
Long (range).....	146
Planetary.....	172
M	
Macrobinoculars.....	126
Maintenance Droid.....	221
Manage Gear (maneuver).....	140
Maneuvers.....	139
Vehicle Maneuvers.....	165
Marksmanship.....	132
Master Doctor (talent).....	100
Master Driver (talent).....	100
Master Grenadier (talent).....	100
Master Leader (talent).....	101
Master Merchant (talent).....	101
Master of Shadows (talent).....	101
Master Pilot (talent).....	101
Master Slicer (talent).....	101
Master Starhopper (talent).....	101
MC80 Liberty-class Star Cruiser.....	188
Mechanic.....	211
Mechanic (specialization).....	55
Mechanics (skill).....	80
Medical Droid.....	222
Medical Equipment.....	126
Medicine (skill).....	80
Medic (specialization).....	60
Medium (range).....	146
Planetary.....	172
Medpac.....	126
Melee Attacks.....	142
Melee (skill).....	87
Mental Fortress (talent).....	101
Military Field Manuals.....	129
Military Informants.....	215
Minions.....	208
Missile Tube.....	119
Modifications.....	130
Mon Calamari (species).....	40
Mono-Molecular Edge.....	133
Motivation.....	68
Mount or Dismount (maneuver).....	141
Move (force power).....	195
Move (maneuver).....	141
Multi-Optic Sight.....	133
N	
Narrative Play.....	9, 136
Natural Brawler (talent).....	101
Natural Charmer (talent).....	101
Natural Doctor (talent).....	101
Natural Driver (talent).....	101
Natural Enforcer (talent).....	101
Natural Hunter (talent).....	101
Natural Leader (talent).....	101
Natural Marksman (talent).....	101
Natural Negotiator (talent).....	101
Natural Outdoorsman (talent).....	102
Natural Pilot (talent).....	102
Natural Programmer (talent).....	102
Natural Rogue (talent).....	102
Natural Scholar (talent).....	102
Natural Tinkerer (talent).....	102
Naval Engineer.....	215
Negative Dice.....	10, 11
Negative Results.....	13
Negotiation (skill).....	81
Nemeses.....	209
Nerf-Herder.....	224
Nobody's Fool (talent).....	102
O	
Optical Camouflage System.....	135
Outdoorsman (talent).....	102
P	
Padded Armor.....	122
Perception (skill).....	82
Perform a Combat Check with Vehicle Weapons.....	167
Performing Combat Check (action).....	142
Performing A Skill Check (action).....	142
Personal Deflector Shield.....	122
Personal Stealth Field.....	127
Physician.....	222
Pierce (quality).....	114
Piloting (skill)	
Planetary.....	82
Space.....	83
Pilot (specialization).....	45
Pirate Captain.....	220
Pirate Crew.....	220
Plausible Deniability (talent).....	102
Player Characters.....	9
Point Blank (talent).....	102
Poisons.....	123
Politician/Senator.....	223
Positive Dice.....	10
Positive Results.....	13
Powerful Blast (talent).....	102
Praetor II-class Star Battlecruiser.....	187
Precise Aim (talent).....	102
Preparation (maneuver).....	141
Prepare (quality).....	114
Presence (characteristic).....	16
Proficiency Dice.....	11
Prosthetic Replacements.....	125
Protocol Droid.....	222
Punch It.....	166
Q	
Quarren Agitator.....	211
Quartermaster.....	211
Quartermaster (specialization).....	53
Quick Draw (talent).....	102
Quick Fix (talent).....	102
Quick Strike (talent).....	102
R	
Range Bands.....	146
Planetary Scale.....	171
Ranged Attacks.....	142
Difficulties.....	142
Ranged (skill)	
Heavy.....	87
Light.....	87
Rapid Reaction (talent).....	102
Rapid Recovery (talent).....	103
Rarity.....	108
Rebel Alliance.....	210
Rebel Cell Leader.....	211
Rebellion Resources.....	70
Rebel SpecForce Infiltrator.....	212
Rebel SpecForce Pathfinder.....	212
Redundant Systems (talent).....	103
Reinforced Shield Generator.....	189
Researcher (talent).....	103
Resilience (skill).....	83
Resolve (talent).....	103
Respected Scholar (talent).....	103
Restraining Bolt.....	128
Retrofitted Hangar Bay.....	190
Rivals.....	209
Round.....	137
RZ-1 "A-wing" Light Interceptor.....	180
S	
Sabacc Player.....	220
Saboteur (specialization).....	56
Sandtrooper.....	216
Scanner Goggles.....	126
Scathing Tirade (Improved) (talent).....	103
Scathing Tirade (Supreme) (talent).....	103
Scathing Tirade (talent).....	103
Scientist (specialization).....	57
Scout (specialization).....	64
Scout trooper.....	216
Seatrooper.....	217
Second Wind (talent).....	103
Selective Detonation (talent).....	103
Selling.....	109
Sense Danger (talent).....	103
Sentinel-class Landing Craft.....	183
Serrated Edge.....	133
Setback Dice.....	11
Usage.....	201
Shadowport Mechanic.....	220
Sharpshooter (specialization).....	61
Shock Gloves.....	120
Shortcut (talent).....	103
Shortened Barrel.....	133
Short (range).....	146
Planetary.....	172
Shuttles.....	180
Side Step (talent).....	103
Silhouette.....	149
Simple Check.....	17
Sixth Sense (talent).....	104
Skilled Jockey (talent).....	104

Skilled Slicer (talent)	104
Skills	16, 71
Career Skills	16
Combat Skills	86, 111
Custom Skills	72
General Skills	74
Knowledge Skills	88
Social Skills	81
Skulduggery (skill)	84
Sleight of Mind (talent)	104
Slicer	220
Slicer Gear	128
Slicer (specialization)	65
Slow-Firing (quality)	114
Slugthrower Pistol	119
Slugthrower Rifle	119
Smooth Talker (talent)	104
Smuggler	220
Sniper Shot (talent)	104
Snowtrooper	217
Soak	122, 144
Soak Value	28, 68
Soft Spot (talent)	104
Soldier (career)	58
Solid Repairs (talent)	104
Sound Investments (talent)	104
Spaceport Administrator	223
Spacesuit	128
SpaceTrooper	217
Spare Clip (talent)	104
Speaks Binary (talent)	104
Specialization	41
Species	36
Speeder Bike	179
Speeders	178
SpendActionfor Ability (action)	142
Spread Barrel	133
Spy (career)	62
Squad Leader (specialization)	48
Staggered	155
Stalker (talent)	104
Starfighter Ace	212
Starfighter Pilot	212, 239
Starfighters	180
Starships	
Characteristics	158
Combat	163
Defense	161
Modifications	189
Profiles	180
Repairing	176
Scale	160
Weapons	161
Starting Gear	69
States of Health	153
Stay on Target	166
Stealth (skill)	84
Steely Nerves (talent)	104
Stellar Phenomena	172
Stim Application (Improved) (talent)	105
Stim Application (Supreme) (talent)	105
Stim Application (talent)	104
Stimpak Specialization (talent)	105
Stimpak	126
Storage Equipment	129
Storm Commando	217
Storm IV Cloud Car	179
Strain	
Usage	202
Strain Threshold	28, 67, 153
Street Smarts (talent)	105
Streetwise (skill)	85
Strength Enhancement System	135
Stroke of Genius (talent)	105
Strong Arm (talent)	105
Structured Gameplay	137
Stun Damage (quality)	115
Stun Grenade	119
Stunning Blow (Improved) (talent)	105
Stunning Blow (talent)	105
Stun (quality)	114
Sublight Travel	177
Success (result)	13, 22
Suffocation	152
Sullustan (species)	41
Sunder (quality)	115
Superior Armor Customization	135
Superior (quality)	115
Superior Reflexes (talent)	105
Superior Weapon Customization	133
Surgeon (talent)	105
Surveillance Equipment	125
Surveillance Tagger	126
Survival Gear	128
Survival (skill)	85
Swift (talent)	105
Swimming	151
Synthetic Anesthetic	123
Synthetic Neuroparalytic	124
Synthetic Neurotoxin	124
Synthskin/Synthflesh	127
System Strain	174
T	
T-4a Lambda-class Shuttle	182
T-47 Airspeeder	179
T-65B "X-wing" Starfighter	180, 239
Tactician (specialization)	49
Talents	25, 91
Targeted Blow (talent)	105
Technical Aptitude (talent)	105
Telescopic Optical Sight	133
Ten-sided Dice	12
Tent	128
The Hammer	232
Thermal Cloak	128
Thermal Detonator	120
Thermal Shielding System	135
Threat (result)	13, 22
TIE Ace	218
TIE/d "Defender" Starfighter	182
TIE Fighter Pilot	238
TIE/in Interceptor	181
TIE/n Starfighter	181, 239
TIE Pilot	218, 235
TIE/sa Tactical Bomber	182
Time to Go (Improved) (talent)	106
Time to Go (talent)	105
Tinkerer (talent)	106
Titan Base	227
Tool Kit	129
Tools	128
Touch of Fate (talent)	106
Toughened (talent)	106
Tractor (quality)	115
Trading	109
Tricky Target (talent)	106
Tripod Mount	133
Triumph (result)	13, 22
True Aim (talent)	106
Truncheon	121
Turn	138
Two-Weapon Combat	148
U	
Unarmed Combat	148
Uncanny Reactions (talent)	106
Uncanny Senses (talent)	106
Under-barrel Flame Projector	134
Under-Barrel Grenade Launcher	134
Unstoppable (talent)	106
Upgraded Armor	190
Upgraded Comms Array	190
Upgraded Hyperdrive	190
Upgraded Sublight Drives	190
Utility Belt	129
Utility Belt (talent)	106
V	
Vacuum	151
Vacuum Sealed	135
Vehicles	
Characteristics	158
Combat	163
Defense	161
Modifications	189
Profiles	178
Repairing	176
Scale	160
Weapons	161
Vibro-axe	121
Vibro-knife	121
Vibrosword	121
Vicious (quality)	115
Victory-class Star Destroyer	188
Vigilance (skill)	86
Vigil-class Corvette	183
Vindicator-class Heavy Cruiser	186
W	
Walkers	179
Wealthy Noble	223
Weapon Harness	134
Weapons	
Attachments	131
Blasters	117
Brawl Weapons	120
Characteristics	115
Explosives and Ordnance	119
Maintenance	116
Melee Weapons	120
Slugthrowers	119
Weapon Sling	134
Weighted Head	134
Well Rounded (talent)	106
Wheel and Deal (talent)	106
Willpower (characteristic)	16
Works Like a Charm (talent)	106
Wound Threshold	28, 67, 152
X	
X-wing	180
Y	
YV-929 Armed Transport	184
Y-wing	181

CHARACTER AND VEHICLE SHEETS

In addition to the character sheet provided on the following pages, a vehicle/starship sheet is available for download on the Fantasy Flight Games website (www.FantasyFlightGames.com).

CHARACTER

CHARACTER NAME

SPECIES

CAREER

SPECIALIZATION TREES

STAR WARS. AGE OF REBELLION™ ROLEPLAYING GAME

PLAYER

SOAK VALUE

WOUNDS

STRAIN

DEFENSE

THRESHOLD

CURRENT

THRESHOLD

CURRENT

RANGED

MELEE

CHARACTERISTICS

BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER

PRESENCE

SKILLS

GENERAL SKILLS	CAREER?	RANK
Astrogation (Int)		▢▢▢▢▢▢
Athletics (Br)		▢▢▢▢▢▢
Charm (Pr)		▢▢▢▢▢▢
Coercion (Will)		▢▢▢▢▢▢
Computers (Int)		▢▢▢▢▢▢
Cool (Pr)		▢▢▢▢▢▢
Coordination (Ag)		▢▢▢▢▢▢
Deception (Cun)		▢▢▢▢▢▢
Discipline (Will)		▢▢▢▢▢▢
Leadership (Pr)		▢▢▢▢▢▢
Mechanics (Int)		▢▢▢▢▢▢
Medicine (Int)		▢▢▢▢▢▢
Negotiation (Pr)		▢▢▢▢▢▢
Perception (Cun)		▢▢▢▢▢▢
Piloting - Planetary (Ag)		▢▢▢▢▢▢
Piloting - Space (Ag)		▢▢▢▢▢▢
Resilience (Br)		▢▢▢▢▢▢
Skulduggery (Cun)		▢▢▢▢▢▢
Stealth (Ag)		▢▢▢▢▢▢
Streetwise (Cun)		▢▢▢▢▢▢
Survival (Cun)		▢▢▢▢▢▢
Vigilance (Will)		▢▢▢▢▢▢

COMBAT SKILLS	CAREER?	RANK
Brawl (Br)		▢▢▢▢▢▢
Gunnery (Ag)		▢▢▢▢▢▢
Melee (Br)		▢▢▢▢▢▢
Ranged - Light (Ag)		▢▢▢▢▢▢
Ranged - Heavy (Ag)		▢▢▢▢▢▢

KNOWLEDGE SKILLS	CAREER?	RANK
Core Worlds (Int)		▢▢▢▢▢▢
Education (Int)		▢▢▢▢▢▢
Galactic Civil War (Int)		▢▢▢▢▢▢
Lore (Int)		▢▢▢▢▢▢
Outer Rim (Int)		▢▢▢▢▢▢
Underworld (Int)		▢▢▢▢▢▢
Xenology (Int)		▢▢▢▢▢▢
Other:		▢▢▢▢▢▢

CUSTOM SKILLS	CAREER?	RANK
		▢▢▢▢▢▢
		▢▢▢▢▢▢
		▢▢▢▢▢▢
		▢▢▢▢▢▢

WEAPONS

WEAPON	SKILL	DAMAGE	RANGE	CRIT	SPECIAL

CHARACTER SHEET

TOTAL XP

AVAILABLE XP

MOTIVATIONS

TYPE: _____	TYPE: _____
_____	_____

CHARACTER DESCRIPTION

GENDER: _____

AGE: _____

HEIGHT: _____

BUILD: _____

HAIR: _____

EYES: _____

NOTABLE FEATURES: _____

DUTIES

TYPE: _____	TYPE: _____
MAGNITUDE: _____	MAGNITUDE: _____
GROUP'S CONTRIBUTION RANK: _____	

CRITICAL INJURIES

SEVERITY:	RESULT:

CREDITS

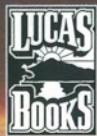
EQUIPMENT LOG

WEAPONS & ARMOR

PERSONAL GEAR

TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY



**FANTASY
FLIGHT
GAMES**

starwars.com

www.fantasyflightgames.com

Star Wars: Age of Rebellion - BETA BTA006

ISBN: 978-1-61661-748-6

EAN 13



9 781616 617486

52995

1817AUG13