

Star Wars: Age of Rebellion Character Generation Cheat Sheet βw4

Character Generation Process

1	Concept	(Optional)	4.1	Specialty ☑	<ul style="list-style-type: none"> pick specialty from career. Mark specialty skills as career skills ☑ Take 2 of specialty skills at 1 rank each
2	Duty	• Roll or pick a Duty. Magnitude 0, Contribution 0			
3	Species	• Pick Species, Copy attributes			
4	Career ☑	<ul style="list-style-type: none"> Pick Career mark career skills ☑ Take 4 of career skills at 1 rank each 	4	Experience	• Spend experience on Attributes, Skills, Additional Specializations, and Traits
			5	Other Data	<ul style="list-style-type: none"> Pick or Roll one Motivation Fill in WT and ST

Base Obligation		Duty Mods				Starting Experience Costs						
2	20	Starting Cash		Starting Exp		+1 to reach:						
3	25	+0	Cr500	+0	Racial	Career Skill	1	2	3	4	5	6
4-5	10	-5	Cr1000	-5	Racial +5	Other Skill	5	10	(15)	(20)	(25)	—
6+	5	-10	Cr2500	-10	Racial +10	Attribute	10	15	(20)	(25)	(30)	—
Note: Attributes can only be raised in play by traits						Career Specialty Tree	—	10	20	30	40	50
There is no "unskilled penalty".						Non-Career Specialty Tree	—	20	30	40	50	60

Traits taken must connect to top of tree by other traits taken.						Traits						By position on tree.					
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Standard Duty		Motivation Type				1-3		Belief		7-9		Quest	
01-08	Combat Victory					4-6		Connection		10		Roll Two	
09-16	Counter-Intelligence	Belief				01-10		Political		01-10		Redemption	
17-24	Intelligence	11-20				11-20		Family		11-20		Glory	
25-32	Internal Security	21-30				21-30		Military		21-30		Vengeance	
33-40	Personnel	31-40				31-40		Intelligence		31-40		Influence	
41-48	Political Support	41-50				41-50		Friends		41-50		Rescue	
49-56	Recruiting	51-60				51-60		The Underworld		51-60		The Jedi Knights	
57-64	Resource Acquisition	61-70				61-70		Economic		61-70		Freedom	
65-72	Sabotage	71-80				71-80		Rival		71-81		Lost Treasures	
73-80	Space Superiority	81-90				81-90		Rescuer		81-90		Purpose	
81-88	Tech Procurement	91-00				91-00		Love Interest		91-00		The Sith	
89-96	Support												
97-00	Roll twice												

Races

RACE	BR	AG	IN	CU	WP	PR	WT	ST	EXP	SPECIALS		
BOTHAN	1	2	2	3	2	2	10	11	100	<ul style="list-style-type: none"> S: Streetwise 1 T: Convincing Demeanor 1 		
DUROS	1	2	3	2	2	2	11	10	100	<ul style="list-style-type: none"> S: Piloting (Space) 1 A: Intuitive Navigation: +1 on all Astrogation Checks 		
DROID	1	1	1	1	1	1	10	10	175	<ul style="list-style-type: none"> A: Inorganic A: Mechanical Being T: Enduring 1 A: Increased Training (6 career, 3 specialty, rather than 4/2) 		
GRAN	2	2	2	1	2	3	9	9	100	<ul style="list-style-type: none"> S: Charm 1 or Negotiation 1 A: Enhanced Vision: -1 on penalties for vision on ranged combat or perception checks 		
HUMAN	2	2	2	2	2	2	10	10	110	<ul style="list-style-type: none"> any two non-career skills at 1 rank each 		
ITHORIAN	2	1	2	2	3	2	9	12	90	<ul style="list-style-type: none"> S: Survival 1 R: Ithorian Bellow: 3 Strain each attack for Resilience, Dmg 6, Crit 4, Short Range, Blast 3, Concussive 1, Slow Firing 2, Stun Damage. 		
MON CALAMARI	2	2	3	1	2	2	10	10	100	<ul style="list-style-type: none"> S: Knowledge (Education) 1 A: Amphibious: breath underwater and suffer no water movement penalties. 		
SULLUSTAN	2	3	2	1	2	2	10	10	100	<ul style="list-style-type: none"> S: Astrogation 1 T: Skilled Jockey 1 		

List of Careers

Career	ACE	COMMANDER	DIPLOMAT	ENGINEER	SOLDIER	SPY
Specialty	Driver	Commodore	Ambassador	Mechanic	Commando	Infiltrator
	Gunner	Squad Leader	Agitator	Saboteur	Medic	Scout
	Pilot	Tactician	Quartermaster	Scientist	Sharpshooter	Slicer

Symbol Key

○ Yellow Die	◇ Green Die	□ Blue Die	● Red Die	◆ Purple Die	■ Black Die	⦿ Force Die	↗ Upgrade	↘ Downgrade
[S] Strain	[R] Ranks	[M] Maneuver	[A] Action	[I] Incidental	[D] flip a Destiny	rds Rounds	enc Encounter	r round

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Ace

Skills	Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)
Driver	Cool, Gunnery, Mechanics, Piloting (Planetary)
Gunner	Discipline, Gunnery, Ranged (Heavy), Resilience
Pilot	Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)

Ace: Driver

Full Throttle ♦♦♦ Pilot to +1 Top Speed for Cun Rds	All-Terrain Driver No penalties for driving in rough terrain.	Fine Tuning When Reducing craft [S], +[R] reduced.	Gearhead -[R]■ on Mechanics. Adding Mods ½ cost.	5
Grit +1 Strain Threshold	Skilled Jockey -[R]■ from Pilot (Planetary) & Pilot (Space)	Rapid Reaction -[R][S] to +[R]* on Initiative	Grit +1 Strain Threshold	10
Improved Full Throttle 1[S] -♦ on Full Throttle	Tricky Target -1 Sil. when piloted vehicle attacked.	Fine Tuning When Reducing craft [S], +[R] reduced.	Toughened +2 Wound Threshold	15
Defensive Driving +[R] Vehicle/ship Def when piloting it	Skilled Jockey -[R]■ from Pilot (Planetary) & Pilot (Space)	Natural Driver 1/ess reroll Pilot (Plan) or Gunnery	Gearhead -[R]■ on Mechanics. Adding Mods ½ cost.	20
Supreme Full Throttle ♦♦♦ Pilot to +2 Top Speed for Cun Rds	Full Stop [M] to reduce speed to 0; 1 [S] per point.	Master Driver 2[S] to perform [A] as [M]	Dedication One Characteristic gets +1 level	25

Ace: Gunner

Durable -10[R] Crit Rolls when receiving Criticals	Grit +1 Strain Threshold	Overwhelm Defenses On Gunnery fail: ☹☹ to -1 Def, [R] times	Debilitating Shot On Hit: ☹☹ -1 Target Spd to end of next rd.	5
Toughened +2 Wound Threshold	Brace [M] to -[R]■ on next attack	Spare Clip Cannot run out of ammo from ☹	True Aim 1/rd [M] to Aim & +[R](♦♠♣)	10
Durable -10[R] Crit Rolls when receiving Criticals	Enduring +1 Soak	Jury Rigged 1 item 1 permanent improvement	Overwhelm Defenses On Gunnery fail: ☹☹ to -1 Def, [R] times	15
Toughened +2 Wound Threshold	Enduring +1 Soak	Brace [M] to -[R]■ on next attack	Exhaust Port [D] to ignore Massive for one attack	20
Heroic Fortitude [D] ignore Crit penalties to Br or AG [Enc]	Jury Rigged 1 item 1 permanent improvement	Dedication One Characteristic gets +1 level	True Aim 1/rd [M] to Aim & +[R](♦♠♣)	25

Ace: Pilot

Full Throttle ♦♦♦ Pilot to +1 Top Speed for Cun Rds	Skilled Jockey -[R]■ from Pilot (Planetary) & Pilot (Space)	Galaxy Mapper -[R]■ on Astrogation tests	Let's Ride [I] to mount/dismount beast/vehicle/cockpit	5
Skilled Jockey -[R]■ from Pilot (Planetary) & Pilot (Space)	Dead to Rights [D] to +Agl/2 Dam w/ Veh/Ship weapons	Galaxy Mapper -[R]■ on Astrogation tests	Rapid Recovery +[R] Strain recover at end of Enc.	10
Improved Full Throttle 1[S] -♦ on Full Throttle	Improved Dead to Rights [D] to +Agl Dam w/ Veh/Ship weapons	Grit +1 Strain Threshold	Natural Pilot 1/ess reroll Pilot (space) or Gunnery	15
Grit +1 Strain Threshold	Supreme Full Throttle ♦♦♦ Pilot to +2 Top Speed for Cun Rds	Tricky Target -1 Sil. when piloted vehicle attacked.	Defensive Driving +[R] Vehicle/ship Def when piloting it	20
Master Pilot 2[S] perform piloting [A] as [M]	Dedication One Characteristic gets +1 level	Toughened +2 Wound Threshold	Brilliant Evasion Opposed Pilot: Tgt can't attack AG Rds	25

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Commander

Skills	Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance
Commodore	Astrogation, Computers, Knowledge (Education), Knowledge (Outer Rim)
Squad Leader	Gunnery, Mechanics, Piloting (Planetary), Piloting (Space)
Tactician	Brawl, Discipline, Leadership, Ranged (Heavy)

Commander: Commodore

Solid Repairs Repair +[R] Hull Trauma on repairs	Command +[R] Leadership; Target +□ Discipline 24h	Rapid Reaction -[R][S] to +[R]* on Initiative	Galaxy Mapper -[R] on Astrogation tests	5
↓	↓	↓	↓	↓
Known Schematic 1/ess ♦♦ Kn. (Edu.) for Familiarity	Commanding Presence -[R] from Leadership & Cool checks	Grit +1 Strain Threshold	Familiar Suns 1/ess [M] ♦♦ Kn (OR/CW) reveal env.	10
↓	↓	↓	↓	↓
Solid Repairs Repair +[R] Hull Trauma on repairs	Command +[R] Leadership; Target +□ Discipline 24h	Rapid Reaction -[R][S] to +[R]* on Initiative	Galaxy Mapper -[R] on Astrogation tests	15
↓	↓	↓	↓	↓
Hold Together [D] to [I] to convert Hull Dmg to Strain	Commanding Presence -[R] from Leadership & Cool checks	Grit +1 Strain Threshold	Master Starhopper 2[S]: -♦ on Astrogation (min. ♦)	20
↓	↓	↓	↓	↓
Solid Repairs Repair +[R] Hull Trauma on repairs	Fire Control [A]: Combat Checks use +1 Sil. this turn	Dedication One Characteristic gets +1 level	Galaxy Mapper -[R] on Astrogation tests	25

Commander: Squad Leader

Grit +1 Strain Threshold	Quick Strike +[R] vs targets who haven't acted	Let's Ride [I] to mount/dismount beast/vehicle/cockpit	Defensive Driving +[R] Vehicle/ship Def when piloting it	5
↓	↓	↓	↓	↓
Field Commander ♦♦ Leadership: Pre Allies 1[S] to +[M]	Confidence -[R] ♦ Discipline vs Fear	Quick Strike +[R] vs targets who haven't acted	Heightened Awareness Allies at Cl +□ & at Eng +□□	10
↓	↓	↓	↓	↓
Command +[R] Leadership; Target +□ Discipline 24h	Grit +1 Strain Threshold	Full Stop [M] to reduce speed to 0; 1 [S] per point.	Defensive Driving +[R] Vehicle/ship Def when piloting it	15
↓	↓	↓	↓	↓
Improved Field Commander ☉ allies: 1[S] to +[A]	Command +[R] Leadership; Target +□ Discipline 24h	Form On Me Allies at Close gain the Advantage	Tricky Target -1 Sil. when piloted vehicle attacked.	20
↓	↓	↓	↓	↓
Master Leader 1/rd 2[S]: next Leadership -♦	Confidence -[R] ♦ Discipline vs Fear	Dedication One Characteristic gets +1 level	Brilliant Evasion Opposed Pilot: Tgt can't attack AG Rds	25

Commander: Tactician

Outdoorsman -[R] from outdoor movement checks.	Commanding Presence -[R] from Leadership & Cool checks	Toughened +2 Wound Threshold	Side Step 1/rd [M] +[R][S] to [R](♦♦) to be hit	5
↓	↓	↓	↓	↓
Outdoorsman -[R] from outdoor movement checks.	Confidence -[R] ♦ Discipline vs Fear	Quick Draw Draw/Holster as [I]	Swift do not suffer penalties for difficult terrain	10
↓	↓	↓	↓	↓
Natural Outdoorsman 1/ess, reroll Resilience or Survival	Toughened +2 Wound Threshold	Body Guard 1/rd [M] 1 Ally +[R](♦♦) to be hit	Body Guard 1/rd [M] 1 Ally +[R](♦♦) to be hit	15
↓	↓	↓	↓	↓
Confidence -[R] ♦ Discipline vs Fear	Commanding Presence -[R] from Leadership & Cool checks	Field Commander ♦♦ Leadership: Pre Allies 1[S] to +[M]	Side Step 1/rd [M] +[R][S] to [R](♦♦) to be hit	20
↓	↓	↓	↓	↓
Coordinated Assault [M]: Leadership Allies +☉ on combat checks	Natural Leader 1/ess, reroll Cool or Leadership	Improved Field Commander ☉ allies: 1[S] to +[A]	Dedication One Characteristic gets +1 level	25

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Diplomat

Skills	Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation
Ambassador	Charm, Discipline, Knowledge (Core Worlds), Negotiation
Agitator	Coercion, Deception, Knowledge (Underworld), Streetwise
Quartermaster	Computers, Negotiation, Skulduggery, Vigilance

Ambassador

Indistinguishable +[R](♦♣●) to be identified	Kill with Kindness -[R]■ on Charm and Leadership	Nobody's Fool [R](♦♣○) vs Charm, Coercion, Deception	Confidence -[R]♦ Discipline vs Fear	5
Indistinguishable +[R](♦♣●) to be identified	Grit +1 Strain Threshold	Grit +1 Strain Threshold	Dodge [R] Strain for [R](♦♣●) to be hit	10
Kill with Kindness -[R]■ on Charm and Leadership	Inspiring Rhetoric ♦♦ Leadership: * 1 ally recovers (1+♣)[S]	Steely Nerves [D] ignore Crit penalties to WP or Pre [Enc]	Confidence -[R]♦ Discipline vs Fear	15
Improved Inspiring Rhetoric Allies also gain +□ for Leadership Rds	Intense Presence [D] Recover Pre [S]	Works Like A Charm 1/sess, use PRE instead of linked attribute	Dodge [R] Strain for [R](♦♣●) to be hit	20
Supreme Inspiring Rhetoric [S] to perform as [M] instead of [A]	Natural Charmer 1/sess reroll Charm or Deception	Dedication One Characteristic gets +1 level	Sixth Sense +1 Ranged Defense	25

Diplomat: Agitator

Plausible Deniability -[R]■ Coercion & Deception	Nobody's Fool [R](♦♣○) vs Charm, Coercion, Deception	Grit +1 Strain Threshold	Intimidating [R][S] for [R] downgrades Coercion	5
Street Smarts -[R]■ on Streetwise & Kn. (Underworld)	Street Smarts -[R]■ on Streetwise & Kn. (Underworld)	Convincing Demeanor -[R]■ on Deception or Skulduggery	Intimidating [R][S] for [R] downgrades Coercion	10
Convincing Demeanor -[R]■ on Deception or Skulduggery	Plausible Deniability -[R]■ Coercion & Deception	Scathing Tirade ♦♦ Coercion * Enemy Cl. (1+♣)[S]	Grit +1 Strain Threshold	15
Natural Enforcer 1/sess, reroll Coercion or Streetwise	Nobody's Fool [R](♦♣○) vs Charm, Coercion, Deception	Improved Scathing Tirade Enemy +■ for Coercion Rds	Intimidating [R][S] for [R] downgrades Coercion	20
Intimidating [R][S] for [R] downgrades Coercion	Dedication One Characteristic gets +1 level	Supreme Scathing Tirade [S] to perform as [M] instead of [A]	Incite Rebellion ♦♦♦ Coercion to incite Coercion tgts to rebel	25

Diplomat: Quartermaster

Know Somebody 1/sess -[R] rarity one item	Smooth Talker 1 of Social Skill gets: ♣ to +[R]*	Wheel and Deal +[R]10% Credits when selling goods legally	Grit +1 Strain Threshold	5
Smooth Talker 1 of Social Skill gets: ♣ to +[R]*	Greased Palms Cr50 to ♦♣○ social action once	Master Merchant 2[S] for +25% Sell or -25% Buy or ±1 Ob.	Toughened +2 Wound Threshold	10
Grit +1 Strain Threshold	Wheel and Deal +[R]10% Credits when selling goods legally	Bought Info [A] + Cr50: Pass Kn. check with *, no roll	Grit +1 Strain Threshold	15
Know Somebody 1/sess -[R] rarity one item	Sound Investments Cr100 x [R] each session	Sound Investments Cr100 x [R] each session	Intense Focus [M] & [S]: ♦♣○ next action	20
Dedication One Characteristic gets +1 level	Natural Negotiator 1/session reroll Cool or Negotiation	Superior Reflexes +1 Melee Def	Toughened +2 Wound Threshold	25

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Engineer

Skills	Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light) Vigilance
Mechanic	Brawl, Mechanics, Piloting (Space), Skulduggery
Saboteur	Coordination, Mechanics, Skulduggery, Stealth
Scientist	Computers, Knowledge (Education), Knowledge (Lore), Medicine

Engineer: Mechanic

Gearhead -[R]■ on Mechanics. Adding Mods ½ cost.	Toughened +2 Wound Threshold	Fine Tuning When Reducing craft [S], +[R] reduced.	Solid Repairs Repair +[R] Hull Trauma on repairs	5
Redundant Systems ◆ Mechanics to harvest redundant spares	Solid Repairs Repair +[R] Hull Trauma on repairs	Gearhead -[R]■ on Mechanics. Adding Mods ½ cost.	Grit +1 Strain Threshold	10
Solid Repairs Repair +[R] Hull Trauma on repairs	Enduring +1 Soak	Bad Motivator 1/sess ◆◆◆ Mechanic to fail target device.	Toughened +2 Wound Threshold	15
Contraption 1/sess ◆◆◆ Mechanics McGuyver solution	Solid Repairs Repair +[R] Hull Trauma on repairs	Fine Tuning When Reducing craft [S], +[R] reduced.	Hard Headed ◆◆◆ Discipline -Staggered -Disoriented	20
Natural Tinkerer 1/sess reroll Mechanics	Hold Together [D] to [I] to convert Hull Dmg to Strain	Dedication One Characteristic gets +1 level	Improved Hard Headed +◆ to rem strain to Strain Threshold -1	25

Engineer: Saboteur

Resolve -[R][S] (min 1) when taking [S]	Second Wind 1/sess [I] to -[R][S]	Grit +1 Strain Threshold	Rapid Recovery +[R] Strain recover at end of Enc.	5
Grit +1 Strain Threshold	Powerful Blast +[R] blast damage to explosives, grenades	Toughened +2 Wound Threshold	Second Wind 1/sess [I] to -[R][S]	10
Time To Go [D] to [M] into cover or out of blast as [I]	Rapid Recovery +[R] Strain recover at end of Enc.	Resolve -[R][S] (min 1) when taking [S]	Hard Headed ◆◆◆ Discipline -Staggered -Disoriented	15
Improved Time To Go [D] to move self and Ally as per Time To Go	Powerful Blast +[R] blast damage to explosives, grenades	Selective Detonation ♣ to exclude [R] targets of choice from blasts	Toughened +2 Wound Threshold	20
Dedication One Characteristic gets +1 level	Master Grenadier -♣ on Blast cost to activate, min 1 ♣	Selective Detonation ♣ to exclude [R] targets of choice from blasts	Improved Hard Headed +◆ to rem strain to Strain Threshold -1	25

Engineer: Scientist

Knowledge Specialization Pick 1 Knowledge: ♣ +[R] *	Respected Scholar [R] Downgrades to deal with Educ.	Researcher -[R]■ Knowledge. Research time x½	Speaks Binary +[R]□ to NPC Droids when directed	5
Researcher -[R]■ Knowledge. Research time x½	Knowledge Specialization Pick 1 Knowledge: ♣ +[R] *	Hidden Storage +[R] Encumbrance worth on vehicle/ship	Tinkerer [R] items get +1 hard point each	10
Respected Scholar [R] Downgrades to deal with Educ.	Mental Fortress [D] ignore Crit penalties to Int or Cun [Enc]	Speaks Binary +[R]□ to NPC Droids when directed	Inventor [R](-□ or +■) construct or modify	15
Natural Scholar 1/sess reroll Knowledge check	Stroke of Genius 1/sess Roll check using Int instead of Char.	Inventor [R](-□ or +■) construct or modify	Tinkerer [R] items get +1 hard point each	20
Intense Focus [M] & [S]: ♠▷○ next action	Careful Planning 1/sess introduce Fact as if spending [D]	Dedication One Characteristic gets +1 level	Utility Belt [D] & [I] to produce undocumented item	25

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Soldier

Skills	Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival
Commando	Brawl, Melee, Resilience, Survival
Medic	Knowledge (Xenology), Medicine, Resilience, Vigilance
Sharpshooter	Cool, Perception, Ranged (Light), Ranged (Heavy)

Soldier: Commando

Physical Training +[R] resist Athletics & Resilience	Grit +1 Strain Threshold	Toughened +2 Wound Threshold	Point Blank +[R] Dmg R(L) or R(H) 1st hit/rd at Cl/En	5
Toughened +2 Wound Threshold	Durable -10[R] Crit Rolls when receiving Criticals	Physical Training +[R] resist Athletics & Resilience	Strong Arm Thrown Weapons +1 Max Rg.	10
Blooded +[R] resist poison, -[R] rds duration	Armor Master +1 Soak when armored	Natural Outdoorsman 1/sss, reroll Resilience or Survival	Feral Strength +[R] Damage Brawl Melee	15
Toughened +2 Wound Threshold	Heroic Fortitude [D] ignore Crit penalties to Br or AG [Enc]	Durable -10[R] Crit Rolls when receiving Criticals	Knockdown ☉ in Melee to knock tgt prone.	20
Improved Armor Master +1 Def when wearing soak 2+ armor	Dedication One Characteristic gets +1 level	Unstoppable Ignore Crit Rolls of Natural 01 or Adj. ≤1 or	Feral Strength +[R] Damage Brawl Melee	25

Soldier: Medic

Forager ½ time and -■■ to forage, find shelter.	Stimpack Specialization Stimpacks heal +[R] wounds each	Grit +1 Strain Threshold	Surgeon Heal +[R] wounds per Medicine roll	5
Toughened +2 Wound Threshold	Surgeon Heal +[R] wounds per Medicine roll	Stimpack Specialization Stimpacks heal +[R] wounds each	Bacta Specialist Heal +[R] wounds in long term care	10
Well Rounded 2 more skills become Career Skills	Grit +1 Strain Threshold	Stim Application ♦♦ Medicine +1 to one ally's Char & 4[S]	Master Doctor 1/rd 2[S] -♦ Medicine	15
Dodge [R] Strain for [R](♦♣♣) to be hit	Natural Doctor 1/sss reroll Medicine	Improved Stim Application ♦♦♦ but only 1[S]	Stimpack Specialization Stimpacks heal +[R] wounds each	20
Anatomy Lessons 1[D] to add Int to 1st hit damage	Dedication One Characteristic gets +1 level	It's Not That Bad 1/sss: ♦♦♦ Medical to prevent a crit on ally.	Supreme Stim Application ☉ adds +1 to another characteristic	25

Soldier: Sharpshooter

Expert Tracker -[R] tracking. Time taken halved.	Sniper Shot {M} +[R] Max Rng and Diff Upgrades	Brace [M] to -[R] on next attack	Grit +1 Strain Threshold	5
Grit +1 Strain Threshold	True Aim 1/rd [M] to Aim & +[R](♦♣♣)	Deadly Accuracy Picked skill: 1st hit/rd gets +SL Dmg	Lethal Blows +10 to Melee Critical Rolls inflicted	10
Brace [M] to -[R] on next attack	Lethal Blows +10 to Melee Critical Rolls inflicted	Sniper Shot {M} +[R] Max Rng and Diff Upgrades	True Aim 1/rd [M] to Aim & +[R](♦♣♣)	15
Expert Tracker -[R] tracking. Time taken halved.	Deadly Accuracy Picked skill: 1st hit/rd gets +SL Dmg	Toughened +2 Wound Threshold	Crippling Blow +♦ to inflict 1[S] ea maneuver rest of cbt.	20
Quick Fix 1/sss, use AG instead of linked attribute	Natural Marksman 1/sss reroll Ranged (Light or Heavy)	Dedication One Characteristic gets +1 level	Targeted Blow 1 [D] to add AG Damage to 1st hit	25

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Spy

Skills	Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skullduggery, Stealth
Infiltrator	Deception, Melee, Skullduggery, Streetwise
Scout	Athletics, Medicine, Piloting (Planetary), Survival
Slicer	Computers, Knowledge (Education), Knowledge (Underworld), Stealth

Spy: Infiltrator

Grit +1 Strain Threshold	Dodge [R] Strain for [R](♦♣) to be hit	Frenzied Attack [M] [R][S] to [R](♦♣) to hit	Defensive Stance [M] [R][S] to [R] upgrades to be hit	5
Stunning Blow Do melee damage as strain after armor	Grit +1 Strain Threshold	Soft Spot 1[D] to add Cunning to 1st hit damage	Jump Up [i] to rise from seated or prone	10
Knockdown ♣ in Melee to knock tgt prone.	Frenzied Attack [M] [R][S] to [R](♦♣) to hit	Familiar Suns 1/sess [M] ♦♦♦ Kn (OR/CW) reveal env.	Dodge [R] Strain for [R](♦♣) to be hit	15
Natural Brawler 1/sess reroll Brawl or Melee	Toughened +2 Wound Threshold	Improved Stunning Blow ♣ in Melee to stagger for 1 round	Defensive Stance [M] [R][S] to [R] upgrades to be hit	20
Dedication One Characteristic gets +1 level	Clever Solution 1/sess Use Cunning in place of std att.	Master of Shadows 2[S] for -♦ Stealth, Skullduggery	Natural Rogue 1/sess Reroll 1 Skullduggery or Stealth	25

Spy: Scout

Rapid Recovery +[R] Strain recover at end of Enc.	Stalker Add [R]□ to Stealth & Coordination	Grit +1 Strain Threshold	Shortcut +[R]□ when in chases	5
Forager ½ time and -■■ to forage, find shelter.	Quick Strike +[R]□ vs targets who haven't acted	Let's Ride [I] to mount/dismount beast/vehicle/cockpit	Disorient ♣♣ to disorient for [R] rounds	10
Rapid Recovery +[R] Strain recover at end of Enc.	Natural Hunter 1/sess reroll Perception or Vigilance	Familiar Suns 1/sess [M] ♦♦♦ Kn (OR/CW) reveal env.	Shortcut +[R]□ when in chases	15
Grit +1 Strain Threshold	Heightened Awareness Allies at Cl +□ & at Eng +□□	Toughened +2 Wound Threshold	Quick Strike +[R]□ vs targets who haven't acted	20
Utility Belt [D] & [I] to produce undocumented item	Dedication One Characteristic gets +1 level	Stalker Add [R]□ to Stealth & Coordination	Disorient ♣♣ to disorient for [R] rounds	25

Spy: Slicer

Codebreaker -♦ & -[R]■ to decrypt or decode comms	Grit +1 Strain Threshold	Technical Aptitude -[R]*25% on computer task times	Bypass Security -[R]■ on disable security or open doors	5
Defensive Slicing +[R]■ on system to being hacked.	Technical Aptitude -[R]*25% on computer task times	Grit +1 Strain Threshold	Bypass Security -[R]■ on disable security or open doors	10
Natural Programmer 1/sess reroll Computers or Astrogation	Bypass Security -[R]■ on disable security or open doors	Defensive Slicing +[R]■ on system to being hacked.	Grit +1 Strain Threshold	15
Defensive Slicing +[R]■ on system to being hacked.	Improved Defensive Slicing +[R](♣♣) instead of +[R]■	Codebreaker -♦ & -[R]■ to decrypt or decode comms	Resolve -[R][S] (min 1) when taking [S]	20
Skilled Slicer Computers: ♣ to make further [A] as [V]	Master Slicer 1/rd [I] 2[S] for -♦ when Slicing	Mental Fortress [D] ignore Crit penalties to Int or Cun [Enc]	Dedication One Characteristic gets +1 level	25

Star Wars: Age of Rebellion Character Generation Cheat Sheet βw4

Non-Career: Force Sensitive

Skills	none	Free Talent	Force 1.	Other	Purchase powers below
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Non-Career: Force-Sensitive Emergent

Insight Perception & Discipline now career skills	Uncanny Senses +[R]□ to Perception	Indistinguishable +[R](♦♣●) to be identified	Grit +1 Strain Threshold	5
Uncanny Reactions +[R]□ to Vigilance	Toughened +2 Wound Threshold	Sleight of Mind +□ Stealth except vs Force Immune	Sleight of Mind +□ Stealth except vs Force Immune	10
Uncanny Senses +[R]□ to Perception	Uncanny Reactions +[R]□ to Vigilance	Grit +1 Strain Threshold	Indistinguishable +[R](♦♣●) to be identified	15
Toughened +2 Wound Threshold	Sense Danger 1/ess. -■ from any one check	Touch of Fate 1/ess +□ to any one check	Balance +[F]♦ on Enc Strain Rec; each ○ = -1[S]	20
Invigorate +[F]♦ on Cool or Discipline; ea ○ = *, ● = ♣	Force of Will 1/ess, use WIL instead of linked attribute	Force Rating +1 Force Rating	Dedication One Characteristic gets +1 level	25

Force-Power: Move

Move Basic Power [10]

○ to move object within Short range of Silhouette 0 out to maximum range, wich starts at short.

Magnitude [5] ○ +[R] targets	Strength [5] ○ +[R] Silhouette	Range [5] ○ +[R] bands	Range [5] ○ +[R] bands
Magnitude [5] ○ +[R] targets	Strength [10] ○ +[R] Silhouette	Control Upgrade [10] Disc. & Move Power doing 10x Silhouette	
Magnitude [10] ○ +[R] targets	Strength [15] ○ +[R] Silhouette	Control [5] rip loose from hand or mounting	Range [15] ○ +[R] bands
Magnitude [10] ○ +[R] targets	Strength [20] ○ +[R] Silhouette	Control [15] Fine Manipulation as if hands	

Force Power: Enhance

Enhance Basic Power [10]

+[F]♦ on Athletics. ○ = * or ♣ as desired.

Control [5] Use with Coordination checks	Control [5] Use with Resilience checks	Control [10] A: [F]♦; ○ allows jump horizontally to anyplace in short range	
Control [5] Use with Piloting (Planetary) checks	Control [5] Use with Brawl Checks	Control [10] A: [F]♦; ○ allows jump horizontally and/or vertically to anyplace in short range	
Control [5] Use with Piloting (Space) Checks	Control [10] Commit ♣ for +1 BR		Range [10] ○ for +1 Range
Control [10] Commit ♣ for +1 AG		Control [10] M: [F]♦; ○ allows jump horizontally and/or vertically to anyplace in short range	

Force Power: Forsee

Forsee Basic Power [10]

Spend ○ to get vague hints of things to come within 1 day

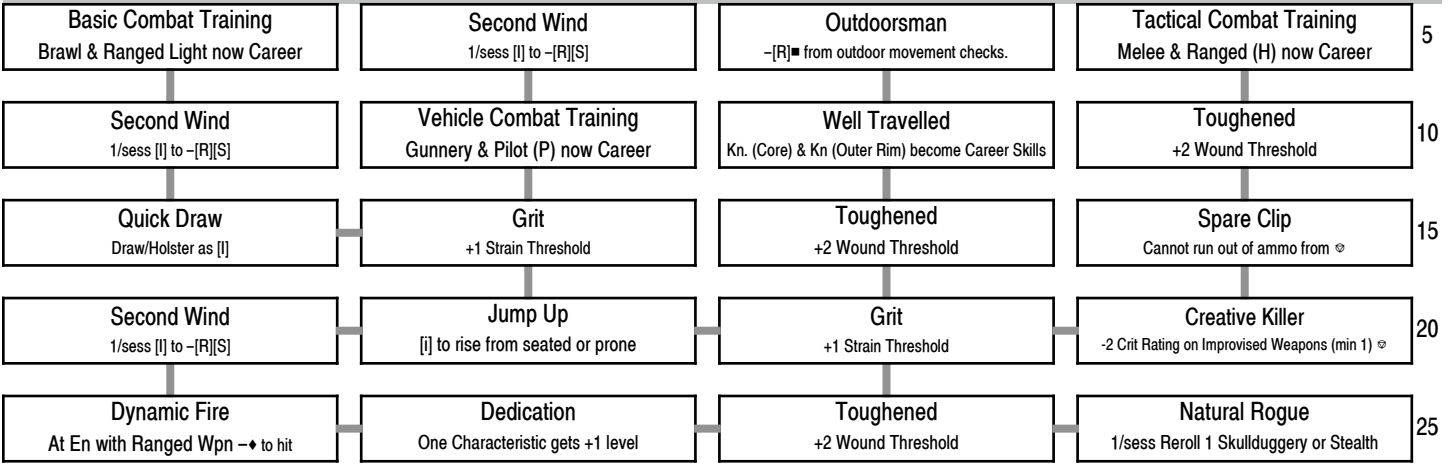
Control [15] Initiative +[F]♦; ○ = ♣			Strength [5] ○: [R] Specific details
Magnitude [5] ○: +[R] engaged allies gain bonus	Range [5] ○: +1 Rrange band affected allies	Control [5] Initiative +[F]♦; ○ = ♣ or *	Duration [5] ○: +[R] days
Magnitude [5] ○: +[R] engaged allies gain bonus	Range [5] ○: +1 Rrange band affected allies	Range [5] ○: +1 Rrange band affected allies	Strength [5] ○: [R] Specific details
Control [15] ○: affected allies get free [M] before first ound of combat begins.			Duration [5] ○: +[R] days

Star Wars: Age of Rebellion Character Generation Cheat Sheet βw4

Universal

Skills	None - Not a Career
Recruit	Athletics, Discipline, Survival, Vigilance

Universal: Recruit



Star Wars: Edge of the Empire Character Generation Cheat Sheet r1.0.1

Character Generation Process

1	Concept	(Optional)	4.1	Specialty ☑	<ul style="list-style-type: none"> pick specialty from career. Mark specialty skills as career skills ☑ Take 2 of specialty skills at 1 rank each
2	Obligation	<ul style="list-style-type: none"> Roll or pick a Obligation type, magnitude by party size. 	4	Experience	<ul style="list-style-type: none"> Spend experience on Attributes, Skills, Additional Specializations, and Traits
3	Species	<ul style="list-style-type: none"> Pick Species, Copy attributes 	5	Other Data	<ul style="list-style-type: none"> Pick or Roll one Motivation Fill in WT and ST
4	Career ☑	<ul style="list-style-type: none"> Pick Career mark career skills ☑ Take 4 of career skills at 1 rank each 			

Base Obligation		Obligation Mods		Starting Experience Costs									
2	20	Starting Cash		Starting Exp		+1 to reach:		1	2	3	4	5	6
3	25	+0	Cr500	+0	Racial	Career Skill		5	10	(15)	(20)	(25)	—
4-5	10	+5	Cr1000	+5	Racial +5	Other Skill		10	15	(20)	(25)	(30)	—
6+	5	+10	Cr2500	+10	Racial +10	Attribute		—	(20)	30	40	50	—
Note: Attributes can only be raised in play by traits						Career Specialty Tree		—	10	20	30	40	50
There is no "unskilled penalty".						Non-Career Specialty Tree		—	20	30	40	50	60
Traits taken must connect to top of tree by other traits taken.						Traits		By position on tree.					

Standard Obligation		Motivation Type		1-3		Ambition		7-9		Relationship	
01-08	Addiction			4-6		Cause		10		Roll Two	
09-16	Betrayal	Ambition		Cause		Relationship					
17-24	Blackmail	01-10	Friendship	01-10	Religion/Spirituality	01-10	Place of Origin				
25-32	Bounty	11-20	Love	11-20	The Weak/Charity	11-20	Pet				
33-40	Criminal	21-30	Freedom	21-30	Non-Human Rights	21-30	Childhood Friend				
41-48	Debt	31-40	Fame	31-40	Local Politics	31-40	Comrades				
49-56	Dutybound	41-50	Greed	41-50	Overthrow the Empire	41-50	Sibling(s)				
57-64	Family	51-60	Status	51-60	Crime	51-60	Mentor				
65-72	Favor	61-70	Expertise	61-70	Emancipation	61-70	Parents				
73-80	Oath	71-80	Wanderlust/Novelty	71-80	Droid Rights	71-80	Extended Family/Clan				
81-88	Obsession	81-90	Power	81-90	Capitalism	81-90	Droid Companion				
89-96	Responsibility	91-00	Religion/Spirituality	91-00	Support the Empire	91-00	Former Nemesis				
97-00	Roll 2 & split										

List of Careers

Career	BOUNTY HUNTER	COLONIST	EXPLORER	HIRED GUN	SMUGGLER	TECHNICIAN
Specialty	Assassin	Doctor	Fringer	Bodyguard	Pilot	Mechanic
	Gadeteer	Politico	Scout	Marauder	Scoundrel	Outlaw Tech
	Survivalist	Scholar	Trader	Mercenary	Thief	Slicer

Races

RACE	BR	AG	IN	CU	WP	PR	WT	ST	EXP	SPECIALS
BOTHAN	1	2	2	3	2	2	10	11	100	<ul style="list-style-type: none"> S: Streetwise 1 T: Convincing Demeanor 1
DROID	1	1	1	1	1	1	10	10	175	<ul style="list-style-type: none"> A: Inorganic A: Mechanical Being T: Enduring 1 A: Increased Training (6 career, 3 specialty, rather than 4/2)
GAND (NO LUNG)	2	2	2	2	3	1	10	10	100	<ul style="list-style-type: none"> S: Discipline 1
GAND (LUNGS)	2	2	2	2	3	1	10	10	110	<ul style="list-style-type: none"> S: Discipline 1 Breathes ammonia. Oxygen toxic.
HUMAN	2	2	2	2	2	2	10	10	110	<ul style="list-style-type: none"> any two non-career skills at 1 rank each
RODIAN	2	3	2	2	1	2	10	10	100	<ul style="list-style-type: none"> S: Survival 1 T: Expert Tracker 1
TRANDOSHAN	3	1	2	2	2	2	12	9	90	<ul style="list-style-type: none"> S: Perception 1 A: Regeneration: +1 wound when wounds recovered by rest or bacta, regrow lost limbs A: Claws (+1 damage, Crit 3)
TWI'LEK	1	2	2	2	2	3	11	11	100	<ul style="list-style-type: none"> Reduce 1 due to arid conditions S: either Charm 1 or Deception 1
WOOKIE	3	2	2	2	1	2	14	8	90	<ul style="list-style-type: none"> A: Wookie Rage: when brawling or in melee, +1 damage when wounded, +2 when critically wounded. S: Brawl 1

Symbol Key

○ Yellow Die	◇ Green Die	□ Blue Die	● Red Die	◆ Purple Die	■ Black Die	⦿ Force Die	↗ Upgrade	↘ Downgrade
[S] Strain	[R] Ranks	[M] Maneuver	[A] Action	[I] Incidental	[D] flip a Destiny	rds Rounds	enc Encounter	r round

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Bounty Hunter

Skills	Athletics, Perception, Pilot (Planet), Pilot (Space), Streetwise, Vigilance, Brawl, Ranged (Heavy)
Assassin	Skullduggery, Stealth, Melee, Ranged Heavy
Gadeteer	Coercion, Mechanics, Brawl, Ranged (Light)
Survivalist	Perception, Resilience, Survival, Kn. (Xenology)

Bounty Hunter: Assassin

Grit +1 Strain Threshold	Lethal Blows +10 to Melee Critical Rolls inflicted	Stalker Add [R]□ to Stealth & Coordination	Dodge [R] Strain for [R](♦♣) to be hit	5
Precise Aim [R] strain for [-R] target defense	Jump Up [i] to rise from seated or prone	Quick Strike +[R]□ vs targets who haven't acted	Quick Draw Draw/Holster as [i]	10
Targeted Blow 1 [D] to add AG Damage to 1st hit	Stalker Add [R]□ to Stealth & Coordination	Lethal Blows +10 to Melee Critical Rolls inflicted	Anatomy Lessons 1[D] to add Int to 1st hit damage	15
Stalker Add [R]□ to Stealth & Coordination	Sniper Shot {M} +[R] Max Rng and Diff Upgrades	Dodge [R] Strain for [R] upgrades to be hit	Lethal Blows +10 to Melee Critical Rolls inflicted	20
Precise Aim [R] strain for [-R] target defense	Deadly Accuracy Picked skill: 1st hit/rd gets +SL Dmg	Dedication One Characteristic gets +1 level	Master of Shadows 2[S] for -♦ Stealth, Skullduggery	25

Bounty Hunter: Gadeteer

Brace [M] to [-R]■ on next attack	Toughened +2 Wound Threshold	Intimidating [R][S] for [R] downgrades Coercion	Defensive Stance [M] [R][S] to [R] upgrades to be hit	5
Spare Clip Cannot run out of ammo from ☉	Jury Rigged 1 item 1 permanent improvement	Point Blank +[R] Dmg R(L) or R(H) 1st hit/rd at Cl/En	Disorient ☉ to disorient for [R] rounds	10
Toughened +2 Wound Threshold	Armor Master +1 Soak when armored	Natural Enforcer 1/sess, reroll Coercion or Streetwise	Stunning Blow Do melee damage as strain after armor	15
Jury Rigged 1 item 1 permanent improvement	Tinkerer [R] items get +1 hard point each	Deadly Accuracy Picked skill: 1st hit/rd gets +SL Dmg	Improved Stunning Blow ☉ in Melee to stagger for 1 round	20
Intimidating [R][S] for [R] downgrades Coercion	Dedication One Characteristic gets +1 level	Improved Armor Master +1 Def when wearing soak 2+ armor	Crippling Blow +♦ to inflict 1[S] ea maneuver rest of cbt.	25

Bounty Hunter: Survivalist

Forager ½ time and -■ to forage, find shelter.	Stalker Add [R]□ to Stealth & Coordination	Outdoorsman -[R]■ from outdoor movement checks.	Expert Tracker -[R]■ tracking. Time taken halved.	5
Outdoorsman -[R]■ outdoor move checks. ½ time ovrd.	Swift do not suffer penalties for difficult terrain	Hunter +[R]□, +10x[R] Crits vs animals	Soft Spot 1[D] to add Cunning to 1st hit damage	10
Toughened +2 Wound Threshold	Expert Tracker -[R]■ tracking.	Stalker Add [R]□ to Stealth & Coordination	Natural Outdoorsman 1/sess, reroll Resilience or Survival	15
Toughened +2 Wound Threshold	Hunter +[R]□, +10x[R] Crits vs animals	Expert Tracker -[R]■ tracking.	Blooded +[R]□ resist poison, -[R] rds duration	20
Enduring +1 Soak	Dedication One Characteristic gets +1 level	Grit +1 Strain Threshold	Heroic Fortitude [D] ignore Crit penalties to Br or AG [Enc]	25

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Colonist

Skills	Charm, Deception, Leadership, Negotiation, Streetwise, Kn. (Core Worlds), Kn. (Education), Kn. (Lore)
Doctor	Cool, Medicine, Resilience, Kn. (Education)
Politico	Charm, Coercion, Deception, Kn. (Core Worlds)
Scholar	Perception, Knowledge (Outer Rim), Kn. (Underworld), Kn. (Xenology)

Colonist: Doctor

Surgeon Heal +[R] wounds per Medicine roll	Bacta Specialist Heal +[R] wounds in long term care	Grit +1 Strain Threshold	Resolve -[R][S] (min 1) when taking [S]	5
Stim Application ♦♦ Medicine +1 to one ally's Char & 4[S]	Grit +1 Strain Threshold	Surgeon Heal +[R] wounds per Medicine roll	Resolve -[R][S] (min 1) when taking [S]	10
Surgeon Heal +[R] wounds per Medicine roll	Grit +1 Strain Threshold	Bacta Specialist Heal +[R] wounds in long term care	Pressure Point Dmg+Medicine Melee Dmg as Strain	15
Improved Stim Application ♦♦♦ but only 1[S]	Natural Doctor 1/ress reroll Medicine	Toughened +2 Wound Threshold	Anatomy Lessons 1[D] to add Int to 1st hit damage	20
Supreme Stim Application ☉ adds +1 to another characteristic	Master Doctor 1/rd 2[S] -♦ Medicine	Dedication One Characteristic gets +1 level	Dodge [R] Strain for [R](♦♣●) to be hit	25

Colonist: Politico

Kill with Kindness -[R]■ on Charm and Leadership	Grit +1 Strain Threshold	Plausible Deniability -[R]■ Coercion & Deception	Toughened +2 Wound Threshold	5
Inspiring Rhetoric ♦♦ Leadership: * 1 ally recovers (1+♣)[S]	Kill with Kindness -[R]■ on Charm and Leadership	Scathing Tirade ♦♦ Coercion * Enemy Cl. (1+♣)[S]	Plausible Deniability -[R]■ Coercion & Deception	10
Dodge [R] Strain for [R](♦♣●) to be hit	Improved Inspiring Rhetoric Allies also gain +□ for Leadership Rds	Improved Scathing Tirade Enemy +■ for Coercion Rds	Well Rounded 2 more skills become Career Skills	15
Grit +1 Strain Threshold	Supreme Inspiring Rhetoric [S] to perform as [M] instead of [A]	Supreme Scathing Tirade [S] to perform as [M] instead of [A]	Nobody's Fool [R](♦♣○) vs Charm, Coercion, Deception	20
Steely Nerves [D] ignore Crit penalties to WP or Pre [Enc]	Dedication One Characteristic gets +1 level	Natural Charmer 1/ress reroll Charm or Deception	Intense Presence [D] Recover Pre [S]	25

Colonist: Scholar

Respected Scholar [R] Downgrades to deal with Educ.	Speaks Binary +[R]□ to NPC Droids when directed	Grit +1 Strain Threshold	Brace [M] to -[R]■ on next attack	5
Researcher -[R]■ Knowledge. Research time x½	Respected Scholar [R] Downgrades to deal with Educ.	Resolve -[R][S] (min 1) when taking [S]	Researcher -[R]■ Knowledge. Research time x½	10
Codebreaker -♦ & -[R]■ to decrypt or decode comms	Knowledge Specialization Pick 1 Knowledge: ☉ +[R] *	Natural Scholar 1/ress reroll Knowledge check	Well Rounded 2 more skills become Career Skills	15
Knowledge Specialization Pick 1 Knowledge: ☉ +[R] *	Intense Focus [M] & [S]: ♦♣○ next action	Confidence -[R]♦ Discipline vs Fear	Resolve -[R][S] (min 1) when taking [S]	20
Stroke of Genius 1/ress Roll check using Int instead of Char.	Mental Fortress [D] ignore Crit penalties to Int or Cun [Enc]	Dedication One Characteristic gets +1 level	Toughened +2 Wound Threshold	25

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Explorer

Skills	Astrogation,, Cool, Perception, Pilot (Space), Survival, Kn. (Lore), Kn. (Outer Rim), Kn. (Xenology)
Archaeologist	Athletics, Discipline, Kn. (Education), Kn. (Lore)
Big-Game Hunter	Kn. (Xenology), Ranged (H), Stealth, Survival
Driver	Cool, Gunnery, Mechanics, Pilot (Planetary)
Fringer	Astrogation, Coordination, Negotiation, Streetwise
Scout	Athletics, Pilot (Planet), Survival, Medicine
Trader	Deception, Negotiation, Kn. (Core Worlds), Kn. (Underworld)

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Explorer: Fringer

Galaxy Mapper -[R] on Astrogation tests	Street Smarts -[R] on Streetwise & Kn. (Underworld)	Rapid Recovery +[R] Strain recover at end of Enc.	Street Smarts -[R] on Streetwise & Kn. (Underworld)	5
Skilled Jockey -[R] from Pilot (Planetary) & Pilot (Space)	Galaxy Mapper -[R] on Astrogation tests	Grit +1 Strain Threshold	Toughened +2 Wound Threshold	10
Master Starhopper 2[S]: -♦ on Astrogation (min. ♦)	Defensive Driving +[R] Vehicle/ship Def when piloting it	Rapid Recovery +[R] Strain recover at end of Enc.	Durable -10[R] Crit Rolls when receiving Criticals	15
Rapid Recovery +[R] Strain recover at end of Enc.	Jump Up [i] to rise from seated or prone	Grit +1 Strain Threshold	Knockdown ☹ in Melee to knock tgt prone.	20
Dedication One Characteristic gets +1 level	Toughened +2 Wound Threshold	Dodge [R] Strain for [R](♦♣♣) to be hit	Dodge [R] Strain for [R] ♦♣♣s to be hit	25

Explorer: Scout

Rapid Recovery +[R] Strain recover at end of Enc.	Stalker Add [R] to Stealth & Coordination	Grit +1 Strain Threshold	Shortcut +[R] when in chases	5
Forager ½ time and -■ to forage, find shelter.	Quick Strike +[R] vs targets who haven't acted	Let's Ride [i] to mount/dismount beast/vehicle/cockpit	Disorient ☹☹ to disorient for [R] rounds	10
Rapid Recovery +[R] Strain recover at end of Enc.	Natural Hunter 1/sess reroll Perception or Vigilance	Familiar Suns 1/sess [M] ♦♦♦ Kn (OR/CW) reveal env.	Shortcut +[R] when in chases	15
Grit +1 Strain Threshold	Heightened Awareness Allies at Cl +□ & at Eng +□□	Toughened +2 Wound Threshold	Quick Strike +[R] vs targets who haven't acted	20
Utility Belt [D] & [i] to produce undocumented item	Dedication One Characteristic gets +1 level	Stalker Add [R] to Stealth & Coordination	Disorient ☹☹ to disorient for [R] rounds	25

Explorer: Trader

Know Somebody 1/sess -[R] rarity one item	Convincing Demeanor -[R] on Deception or Skulduggery	Wheel and Deal +[R]10% Credits when selling goods legally	Smooth Talker 1of Social Skill gets: ☹ to +[R]*	5
Wheel and Deal +[R]10% Credits when selling goods legally	Grit +1 Strain Threshold	Spare Clip Cannot run out of ammo from ☹	Toughened +2 Wound Threshold	10
Know Somebody 1/sess -[R] rarity one item	Nobody's Fool [R](♦♣) vs Charm, Coercion, Deception	Smooth Talker 1of Social Skill gets: ☹ to +[R]*	Nobody's Fool [R](♦♣) vs Charm, Coercion, Deception	15
Wheel and Deal +[R]10% Credits when selling goods legally	Steely Nerves [D] ignore Crit penalties to WP or Pre [Enc]	Black Market Contacts +[R]50% Costs -[R] rarity on illegal goods	Black Market Contacts +[R]50% Costs -[R] rarity on illegal goods	20
Know Somebody 1/sess -[R] rarity one item	Natural Negotiator 1/session reroll Cool or Negotiation	Dedication One Characteristic gets +1 level	Master Merchant 2[S] for +25% Sell or -25% Buy or ±1 Ob.	25

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Explorer: Archaeologist

Well Rounded 2 more skills become Career Skills	Hard Headed ♦♦♦ Discipline -Staggered -Disoriented	Researcher -[R]■ Knowledge. Research time x½	Grit +1 Strain Threshold	5
Durable -10[R] Crit Rolls when receiving Criticals	Toughened +2 Wound Threshold	Resolve -[R][S] (min 1) when taking [S]	Knowledge Specialization Pick 1 Knowledge: ☉ +[R] *	10
Stunning Blow Do melee damage as strain after armor	Knockdown ☉ in Melee to knock tgt prone.	Respected Scholar [R] Downgrades to deal with Educ.	Researcher -[R]■ Knowledge. Research time x½	15
Hard Headed ♦♦♦ Discipline -Staggered -Disoriented	Enduring +1 Soak	Grit +1 Strain Threshold	Knowledge Specialization Pick 1 Knowledge: ☉ +[R] *	20
Pin A: Opp. Athletics. to immobilize 1rd. ☉ +1 rd.	Dedication One Characteristic gets +1 level	Respected Scholar [R] Downgrades to deal with Educ.	Museum Worthy 1/sess ♦♦♦ Edu to get historical info.	25

Explorer: Big Game Hunter

Forager ½ time and -■ to forage, find shelter.	Grit +1 Strain Threshold	Stalker Add [R]□ to Stealth & Coordination	Outdoorsman -[R]■ from outdoor movement checks.	5
Toughened +2 Wound Threshold	Outdoorsman -[R]■ from outdoor movement checks.	Confidence -[R]♦ Discipline vs Fear	Swift do not suffer penalties for difficult terrain	10
Stalker Add [R]□ to Stealth & Coordination	Natural Hunter 1/sess reroll Perception or Vigilance	Expert Tracker -[R]■ tracking. Time taken halved.	Heightened Awareness Allies at Cl +□ & at Eng +□□	15
Grit +1 Strain Threshold	Hunter's Quarry A: ♦♦♦ Survival ☉ at Long until end next turn	Quick Strike +[R]□ vs targets who haven't acted	Expert Tracker -[R]■ tracking. Time taken halved.	20
Bring It Down 1/Attack, [D] to add Tgt's Br to Damage	Improved Hunter's Quarry 2x[S] to perform HQ as maneuver.	Dedication One Characteristic gets +1 level	Superior Reflexes +1 Melee Def	25

Explorer: Driver

Full Throttle ♦♦♦ Pilot to +1 Top Speed for Cun Rds	All-Terrain Driver No penalties for driving in rough terrain.	Fine Tuning When Reducing craft [S], +[R] reduced.	Gearhead -[R]■ on Mechanics. Adding Mods ½ cost.	5
Grit +1 Strain Threshold	Skilled Jockey -[R]■ from Pilot (Planetary) & Pilot (Space)	Rapid Reaction -[R][S] to +[R]* on Initiative	Grit +1 Strain Threshold	10
Improved Full Throttle 1[S] -♦ on Full Throttle	Tricky Target -1 Sil. when piloted vehicle attacked.	Fine Tuning When Reducing craft [S], +[R] reduced.	Toughened +2 Wound Threshold	15
Defensive Driving +[R] Vehicle/ship Def when piloting it	Skilled Jockey -[R]■ from Pilot (Planetary) & Pilot (Space)	Natural Driver 1/sess reroll Pilot (Plan) or Gunnery	Gearhead -[R]■ on Mechanics. Adding Mods ½ cost.	20
Supreme Full Throttle ♦♦♦ Pilot to +2 Top Speed for Cun Rds	Full Stop [M] to reduce speed to 0; 1 [S] per point.	Master Driver 2[S] to perform [A] as [M]	Dedication One Characteristic gets +1 level	25

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Hired Gun

Skills	Athletics, Discipline, Pilot (Planet), Resilience, Vigilance, Brawl, Melee, Ranged (Light)
Bodyguard	Perception, Pilot (Planet) Gunnery, Ranged (Heavy)
Marauder	Coercion, Resilience, Survival, Melee
Mercenary	Discipline, Leadership, Gunnery, Ranged (Heavy)

Hired Gun: Bodyguard

Toughened +2 Wound Threshold	Barrage +[R] Dmg 1st hit per rd R(H) or Gunnery	Durable -10[R] Crit Rolls when receiving Criticals	Grit +1 Strain Threshold	5
Body Guard 1/rd [M] 1 Ally +[R](♦♣●) to be hit	Hard Headed ♦♦♦ Discipline -Staggered -Disoriented	Barrage +[R] Dmg 1st hit per rd R(H) or Gunnery	Brace [M] to -[R]■ on next attack	10
Body Guard 1/rd [M] 1 Ally +[R](♦♣●) to be hit	Side Step 1/rd [M] +[R][S] to [R](♦♣●) to be hit	Defensive Stance [M] [R][S] to [R](♦♣●) to be hit	Brace [M] to -[R]■ on next attack	15
Enduring +1 Soak	Side Step 1/rd [M] +[R][S] to [R](♦♣●) to be hit	Defensive Stance [M] [R][S] to [R](♦♣●) to be hit	Hard Headed ♦♦♦ Discipline -Staggered -Disoriented	20
Dedication One Characteristic gets +1 level	Barrage +[R] Dmg 1st hit per rd R(H) or Gunnery	Toughened +2 Wound Threshold	Improved Hard Headed +♦ to rem strain to Strain Threshold -1	25

Hired Gun: Marauder

Toughened +2 Wound Threshold	Frenzied Attack [M] [R][S] to [R](♦♣○) to hit	Feral Strength +[R] Damage Brawl Melee	Lethal Blows +10 to Melee Critical Rolls inflicted	5
Feral Strength +[R] Damage Brawl Melee	Toughened +2 Wound Threshold	Heroic Fortitude [D] ignore Crit penalties to Br or AG [Enc]	Knockdown ☉ in Melee to knock tgt prone.	10
Enduring +1 Soak	Lethal Blows +10 to Melee Critical Rolls inflicted	Toughened +2 Wound Threshold	Frenzied Attack [M] [R][S] to [R](♦♣○) to hit	15
Toughened +2 Wound Threshold	Feral Strength +[R] Damage Brawl Melee	Natural Brawler 1/sess reroll Brawl or Melee	Lethal Blows +10 to Melee Critical Rolls inflicted	20
Frenzied Attack [M] [R][S] to [R](♦♣○) to hit	Enduring +1 Soak	Defensive Stance [M] [R][S] to [R](♦♣●) to be hit	Dedication One Characteristic gets +1 level	25

Hired Gun: Mercenary Soldier

Command +[R]□ Leadership; Target +□ Discipline 24h	Second Wind 1/sess [I] to -[R][S]	Point Blank +[R] Dmg R(L) or R(H) 1st hit/rd at Cl/En	Side Step 1/rd [M] +[R][S] to [R](♦♣●) to be hit	5
Second Wind 1/sess [I] to -[R][S]	Confidence -[R]♦ Discipline vs Fear	Strong Arm Thrown Weapons +1 Max Rg.	Point Blank +[R] Dmg R(L) or R(H) 1st hit/rd at Cl/En	10
Field Commander ♦♦ Leadership: Pre Allies 1[S] to +[M]	Command +[R]□ Leadership; Target +□ Discipline 24h	Natural Marksman 1/sess reroll Ranged (Light or Heavy)	Sniper Shot {M} +[R] Max Rng and +[R]♦♣●	15
Improved Field Commander ☉ allies: 1[S] to +[A]	Grit +1 Strain Threshold	Toughened +2 Wound Threshold	Lethal Blows +10 to Melee Critical Rolls inflicted	20
Deadly Accuracy Picked skill: 1st hit/rd gets +SL Dmg	True Aim 1/rd [M] to Aim & +[R](♦♣○)	Dedication One Characteristic gets +1 level	True Aim 1/rd [M] to Aim & +[R](♦♣○)	25

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Smuggler

Skills	Coordination, Deception, Perception, Pilot (Space), Skullduggery, Streetwise, Vigilance, Kn. (Underworld)
Pilot	Astrogation, Pilot (Planet), Pilot (Space), Gunnery
Scoundrel	Charm, Cool, Deception, Ranged (Light)
Thief	Computers, Skullduggery, Stealth, Vigilance

Smuggler: Pilot

Full Throttle ♦♦♦ Pilot to +1 Top Speed for Cun Rds	Skilled Jockey -[R] from Pilot (Planetary) & Pilot (Space)	Galaxy Mapper -[R] on Astrogation tests	Let's Ride [I] to mount/dismount beast/vehicle/cockpit	5
Skilled Jockey -[R] from Pilot (Planetary) & Pilot (Space)	Dead to Rights [D] to +Agl/2 Dam w/ Veh/Ship weapons	Galaxy Mapper -[R] on Astrogation tests	Rapid Recovery +[R] Strain recover at end of Enc.	10
Improved Full Throttle 1[S] -♦ on Full Throttle	Improved Dead to Rights [D] to +Agl Dam w/ Veh/Ship weapons	Grit +1 Strain Threshold	Natural Pilot 1/ess reroll Pilot (space) or Gunnery	15
Grit +1 Strain Threshold	Supreme Full Throttle ♦♦♦ Pilot to +2 Top Speed for Cun Rds	Tricky Target -1 Sil. when piloted vehicle attacked.	Defensive Driving +[R] Vehicle/ship Def when piloting it	20
Master Pilot 2[S] perform piloting [A] as [M]	Dedication One Characteristic gets +1 level	Toughened +2 Wound Threshold	Brilliant Evasion Opposed Pilot: Tgt can't attack AG Rds	25

Smuggler: Scoundrel

Black Market Contacts +[R]50% Costs -[R] rarity on illegal goods	Convincing Demeanor -[R] on Deception or Skullduggery	Quick Draw Draw/Holster as [I]	Rapid Reaction -[R][S] to +[R]* on Initiative	5
Convincing Demeanor -[R] on Deception or Skullduggery	Black Market Contacts +[R]50% Costs -[R] rarity on illegal goods	Convincing Demeanor -[R] on Deception or Skullduggery	Quick Strike +[R] vs targets who haven't acted	10
Hidden Storage +[R] Encumbrance worth on vehicle/ship	Toughened +2 Wound Threshold	Black Market Contacts +[R]50% Costs -[R] rarity on illegal goods	Side Step 1/rd [M] +[R][S] to [R](♦♦●) to be hit	15
Toughened +2 Wound Threshold	Rapid Reaction -[R][S] to +[R]* on Initiative	Hidden Storage +[R] Encumbrance worth on vehicle/ship	Side Step 1/rd [M] +[R][S] to [R](♦♦●) to be hit	20
Dedication One Characteristic gets +1 level	Natural Charmer 1/ess reroll Charm or Deception	Soft Spot 1[D] to add Cunning to 1st hit damage	Quick Strike +[R] vs targets who haven't acted	25

Smuggler: Thief

Street Smarts -[R] on Streetwise & Kn. (Underworld)	Black Market Contacts +[R]50% Costs -[R] rarity on illegal goods	Indistinguishable +[R](♦♦●) to be identified	Bypass Security -[R] on disable security or open doors	5
Black Market Contacts +[R]50% Costs -[R] rarity on illegal goods	Dodge [R] Strain for [R](♦♦●) to be hit	Grit +1 Strain Threshold	Hidden Storage +[R] Encumbrance worth on vehicle/ship	10
Stalker Add [R] to Stealth & Coordination	Grit +1 Strain Threshold	Rapid Reaction -[R][S] to +[R]* on Initiative	Shortcut +[R] when in chases	15
Bypass Security -[R] on disable security or open doors	Natural Rogue 1/ess Reroll 1 Skullduggery or Stealth	Street Smarts -[R] on Streetwise & Kn. (Underworld)	Jump Up [I] to rise from seated or prone	20
Master of Shadows 1/rd +2[S] for -♦ Stealth or Skullduggery	Dodge [R] Strain for [R](♦♦●) to be hit	Indistinguishable +[R](♦♦●) to be identified	Dedication One Characteristic gets +1 level	25

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Technician

Skills	Astrogation, Computers, Coordination, Discipline, Mechanics, Perception, Pilot (Planet), Kn. (Outer Rim)
Mechanic	Mechanics, Pilot (Space), Skullduggery, Brawl
Outlaw Tech	Mechanics, Streetwise, Kn. (Education), Kn. (Underworld)
Slicer	Computers, Stealth, Kn. (Education), Kn. (Underworld)

Technician: Mechanic

Gearhead -[R] on Mechanics. Adding Mods ½ cost.	Toughened +2 Wound Threshold	Fine Tuning When Reducing craft [S], +[R] reduced.	Solid Repairs Repair +[R] Hull Trauma on repairs	5
Redundant Systems ♦ Mechanics to harvest redundant spares	Solid Repairs Repair +[R] Hull Trauma on repairs	Gearhead -[R] on Mechanics. Adding Mods ½ cost.	Grit +1 Strain Threshold	10
Solid Repairs Repair +[R] Hull Trauma on repairs	Enduring +1 Soak	Bad Motivator 1/sess ♦♦♦ Mechanic to fail target device.	Toughened +2 Wound Threshold	15
Contraption 1/sess ♦♦♦ Mechanics McGuyver solution	Solid Repairs Repair +[R] Hull Trauma on repairs	Fine Tuning When Reducing craft [S], +[R] reduced.	Hard Headed ♦♦♦ Discipline -Staggered -Disoriented	20
Natural Tinkerer 1/sess reroll Mechanics	Hold Together [D] to [I] to convert Hull Dmg to Strain	Dedication One Characteristic gets +1 level	Improved Hard Headed +♦ to rem strain to Strain Threshold -1	25

Technician: Outlaw Tech

Tinkerer [R] items get +1 hard point each	Utinni! -[R] to scavenge or find parts	Speaks Binary +[R] to NPC Droids when directed	Tinkerer [R] items get +1 hard point each	5
Solid Repairs Repair +[R] Hull Trauma on repairs	Grit +1 Strain Threshold	Utinni! -[R] to scavenge or find parts	Toughened +2 Wound Threshold	10
Utility Belt [D] & [I] to produce undocumented item	Side Step 1/rd [M] +[R][S] to [R](♦/♣) to be hit	Brace [M] to -[R] on next attack	Defensive Stance [M] [R][S] to [R] upgrades to be hit	15
Jury Rigged 1 item 1 permanent improvement	Speaks Binary +[R] to NPC Droids when directed	Inventor [R](-□ or +■) construct or modify	Jury Rigged 1 item 1 permanent improvement	20
Inventor [R](-□ or +■) construct or modify	Dedication One Characteristic gets +1 level	Known Schematic 1/sess ♦♦♦ Kn. (Edu.) for Familiarity	Brace [M] to -[R] on next attack	25

Technician: Slicer

Codebreaker -♦ & -[R] to decrypt or decode comms	Grit +1 Strain Threshold	Technical Aptitude -[R]*25% on computer task times	Bypass Security -[R] on disable security or open doors	5
Defensive Slicing +[R] on system to being hacked.	Technical Aptitude -[R]*25% on computer task times	Grit +1 Strain Threshold	Bypass Security -[R] on disable security or open doors	10
Natural Programmer 1/sess reroll Computers or Astrogation	Bypass Security -[R] on disable security or open doors	Defensive Slicing +[R] on system to being hacked.	Grit +1 Strain Threshold	15
Defensive Slicing +[R] on system to being hacked.	Improved Defensive Slicing +[R](♣/♠) instead of +[R]	Codebreaker -♦ & -[R] to decrypt or decode comms	Resolve -[R][S] (min 1) when taking [S]	20
Skilled Slicer Computers: ♣ to make further [A] as [V]	Master Slicer 1/rd [I] 2[S] for -♦ when Slicing	Mental Fortress [D] ignore Crit penalties to Int or Cun [Enc]	Dedication One Characteristic gets +1 level	25

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Non-Career: Force Sensitive

Skills	none	Free Talent	Force 1.	Other	Purchase powers below
Only first force tree opened grants free force rank.					

Non-Career: Force-Sensitive Exile

Uncanny Senses +[R]□ to Perception	Insight Perception & Discipline now career skills	Forager ½ time and -■ to forage, find shelter.	Uncanny Reactions +[R]□ to Vigilance	5
Convincing Demeanor -[R]■ on Deception or Skullduggery	Overwhelm Emotions [F]● to Charm, Coercion, Deception.	Intense Focus [M] & [S]: upgrade next action	Quick Draw Draw/Holster as [I]	10
Sense Danger 1/sess. -■ from any one check	Sense Emotions +□ to Charm, Coercion, Deception	Balance +[F]● on Enc Strain Rec; each ○ = -1[S]	Touch of Fate 1/sess +□ to any one check	15
Street Smarts -[R]■ on Streewise & Kn. (Underworld)	Uncanny Senses +[R]□ to Perception	Uncanny Reactions +[R]□ to Vigilance	Street Smarts -[R]■ on Streewise & Kn. (Underworld)	20
Sixth Sense +1 Ranged Defense	Force Rating +1 Force Rating	Dedication One Characteristic gets +1 level	Superior Reflexes +1 Melee Def	25

Force-Power: Sense

Sense Basic Power [10]

○ to sense life to short range; ○ to sense emotion one engaged being

Control [10] ♦♦● to be hit	Control Upgrade [10] ○ Sense Thoughts, 1T engaged	
Duration [10] additional 1x/round	Range [5] ○ +[R] bands	Magnitude [5] ○ +[R] targets
Strength [10] Upgrade x2	Range [10] ○ +[R] bands	Magnitude [10] ○ +[R] targets
Control [10] Commit die; combat ability ♦♦○ once	Range [10] ○ +[R] bands	Magnitude [10] ○ +[R] targets

Force-Power: Influence

Influence Basic Power [10]

○ to stress the mind of one living target in engaged range, inflicting 1 strain. ○ neutral or positive emotions only. ● neutral or negative emotions only.

Range [5] ○ +[R] bands	Magnitude [5] ○ +[R] targets	Control [10] ○ inflict emotion or belief with Disc. v Disc	
Control [15] ○ to gain * or ♣		Strength [10] inflicts 2 strain	
Range [10] ○ +[R] bands	Magnitude [5] ○ +[R] targets	Duration [5] additional 1x/round	Duration [5] additional 1x/round
Range [10] ○ +[R] bands	Magnitude [10] ○ +[R] targets	Duration [5] additional 1x/round	Duration [5] additional 1x/round

Force-Power: Move

Move Basic Power [10]

○ to move object within Short range of Silhouette 0 out to maximum range, wich starts at short.

Magnitude [5] ○ +[R] targets	Strength [5] ○ +[R] Silhouette	Range [5] ○ +[R] bands	Range [5] ○ +[R] bands
Magnitude [5] ○ +[R] targets	Strength [10] ○ +[R] Silhouette	Control Upgrade [10] Disc. & Move Power doing 10x Silhouette	
Magnitude [10] ○ +[R] targets	Strength [15] ○ +[R] Silhouette	Control [5] rip loose from hand or mounting	Range [15] ○ +[R] bands
Magnitude [10] ○ +[R] targets	Strength [20] ○ +[R] Silhouette	Control [15] Fine Manipulation as if hands	

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Explorer Signature Ability: Sudden Discovery

Sudden Discovery Base [30]

1/session 2x[D] ♦♦♦ Kn. (Outer Rim) or Kn. (Core Worlds) to do one of: pinpoint exact location without map, locate lost/hidden object/location, or identify safe path through any terrain.

Add Boost [10]
+□ to activate

Reduce Setback [10]
-■ to activate

Reduce Setback [10]
-■ to activate

Change Skill [10]
Allows using Astrogation or Survival.

Add Boost [15]
+□ to activate

Reduce Difficulty [15]
♦♦ to activate.

Frequency [15]
may be used 2/session

Destiny [15]
cost is 1x[D]

Explorer Signature Ability: Unmatched Mobility

Unmatched Mobility Base [30]

1/session [I]+2x[D] to increase maximum maneuvers/turn to 3 for next two rounds. Extra Maneuver not free; normal sources for additional maneuvers apply.

Duration [10]
+1 round

Free Maneuver [10]
+1 free maneuver per turn

Free Maneuver [10]
+1 free maneuver per turn

Melee Defense [10]
+1 Melee Defense while active

Duration [15]
+1 round

Duration [15]
+1 round

Destiny [15]
cost is 1x[D]

Ranged Defense [15]
+1 Ranged Defense while active

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Character Generation Process

1	Concept	(Optional)	4.1	Specialty ☑	<ul style="list-style-type: none"> • pick specialty from career. • Mark specialty skills as career skills ☑ • Take 2 of specialty skills at 1 rank each
2	Duty &/Or Obligation	<ul style="list-style-type: none"> • Roll or pick a Duty. Magnitude 0, Contribution 0 • Roll or pick a Obligation type, magnitude by party size. 			
3	Species	• Pick Species, Copy attributes	4	Experience	• Spend experience on Attributes, Skills, Additional Specializations, and Traits
4	Career ☑	<ul style="list-style-type: none"> • Pick Career • mark career skills ☑ • Take 4 of career skills at 1 rank each 	5	Other Data	<ul style="list-style-type: none"> • Pick or Roll one Motivation • Fill in WT and ST

Base Obligation		Obligation Mods		Starting Experience Costs						
2	20	Starting Cash	Starting Exp	+1 to reach:	1	2	3	4	5	6
3	25	+0 Cr500	+0 Racial	Career Skill	5	10	(15)	(20)	(25)	—
4-5	10	+5 Cr1000	+5 Racial +5	Other Skill	10	15	(20)	(25)	(30)	—
6+	5	+10 Cr2500	+10 Racial +10	Attribute	—	(20)	30	40	50	—
Note: Attributes can only be raised in play by traits				Career Specialty Tree	—	10	20	30	40	50
There is no "unskilled penalty".				Non-Career Specialty Tree	—	20	30	40	50	60
Traits taken must connect to top of tree by other traits taken.				Traits	By position on tree.					
Starting Duty is 0. May be raised by spending Starting Experience										

List of Careers

Career	BOUNTY HUNTER	COLONIST	EXPLORER	HIRED GUN	SMUGGLER	TECHNICIAN
Specialty	Assassin	Doctor	Fringer	Bodyguard	Pilot	Mechanic
	Gadgeteer	Politico	Scout	Marauder	Scoundrel	Outlaw Tech
	Survivalist	Scholar	Trader	Mercenary	Thief	Slicer
			Archaeologist			
			Big Game Hunter			
			Driver			
Career	ACE	COMMANDER	DIPLOMAT	ENGINEER	SOLDIER	SPY
Specialty	Driver	Commodore	Ambassador	Mechanic	Commando	Infiltrator
	Gunner	Squad Leader	Agitator	Saboteur	Medic	Scout
	Pilot	Tactician	Quartermaster	Scientist	Sharpshooter	Slicer

Standard Duty		AoR Motivation Type		1-3	Belief	7-9	Quest
01-08	Combat Victory			4-6	Connection	10	Roll Two
09-16	Counter-Intelligence						
17-24	Intelligence	01-10	Belief	01-10	Connection	01-10	Quests
25-32	Internal Security	11-20	The Republic	11-20	Political	11-20	Redemption
33-40	Personnel	21-30	Honor	21-30	Family	21-30	Glory
41-48	Political Support	31-40	Free Enterprise	31-40	Military	31-40	Vengeance
49-56	Recruiting	31-40	Justice	31-40	Intelligence	31-40	Influence
57-64	Resource Acquisition	41-50	Species Rights	41-50	Friends	41-50	Rescue
65-72	Sabotage	51-60	Peace	51-60	The Underworld	51-60	The Jedi Knights
73-80	Space Superiority	61-70	Religion/Philosophy	61-70	Economic	61-70	Freedom
81-88	Tech Procurement	71-80	Liberty	71-80	Rival	71-81	Lost Treasures
89-96	Support	81-90	Order	81-90	Rescuer	81-90	Purpose
97-00	Roll twice	91-00	The Force	91-00	Love Interest	91-00	The Sith

Standard Obligation		Expl	EotE Motivation Type		Std	Subtable	Expl		
01-08	Addiction	01-06			1-3	Ambition	1-2		
09-16	Betrayal	07-14			4-6	Cause	3-4		
17-24	Blackmail	15-22			7-9	Relationship	5-6		
25-32	Bounty	23-30			—	Discovere	7-9		
33-40	Criminal	31-38			10	Roll Two	10		
41-48	Debt	39-48							
49-56	Dutybound	—	01-10	Ambition	01-10	Cause	01-10	Relationship	Discovery
57-64	Family	49-57	11-20	Friendship	11-20	Religion/Spirituality	11-20	Place of Origin	Self
65-72	Favor	58-66	11-20	Love	11-20	The Weak/Charity	11-20	Pet	Civilization
—	Fervor	67-74	21-30	Freedom	21-30	Non-Human Rights	21-30	Childhood Friend	Planets
73-80	Oath	—	21-30	Fame	31-40	Local Politics	31-40	Comrades	Treasures
81-88	Obsession	75-82	31-40	Greed	31-40	Overthrow the	31-40	Sibling(s)	Secrets
89-96	Responsibility	—	41-50	Status	41-50	Crime	41-50	Mentor	Knowledge
	Sponsorship	83-96	51-60	Expertise	51-60	Emancipation	51-60	Parents	Resources
97-00	Roll 2 & split	97-100	61-70	Wanderlust/Novelty	61-70	Droid Rights	61-70	Extended Family/	Technology
			71-80	Power	71-80	Capitalism	71-80	Droid Companion	The Lost
			81-90	Religion/Spirituality	81-90	Support the Empire	81-90	Former Nemesis	Anywhere but here"

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Races

RACE	BR	AG	IN	CU	WP	PR	WT	ST	EXP	SPECIALS
BOTHAN	1	2	2	3	2	2	10	11	100	<ul style="list-style-type: none"> S: Streetwise 1 T: Convincing Demeanor 1
CHISS	2	2	3	2	2	1	10	10	100	<ul style="list-style-type: none"> S: Coll 1 A: Infravision (IR + normal) Remove up to ■■■ from lighting.
DUROS	1	2	3	2	2	12	11	10	100	<ul style="list-style-type: none"> S: Piloting (Space) 1 A: Intuitive Navigation: +⊕ on all Astrogation Checks
DROID	1	1	1	1	1	1	10	10	175	<ul style="list-style-type: none"> A: Inorganic A: Mechanical Being T: Enduring 1 A: Increased Training (6 career, 3 specialty, rather than 4/2)
GAND (NO LUNG)	2	2	2	2	3	1	10	10	100	<ul style="list-style-type: none"> S: Discipline 1
GAND (LUNGS)	2	2	2	2	3	1	10	10	110	<ul style="list-style-type: none"> S: Discipline 1 Breathes ammonia. Oxygen toxic.
GRAN	2	2	2	1	2	3	9	9	100	<ul style="list-style-type: none"> S: Charm 1 or Negotiation 1 A: Enhanced Vision: -■■ on penalties for vision on ranged combat or perception checks
HUMAN	2	2	2	2	2	2	10	10	110	<ul style="list-style-type: none"> any two non-career skills at 1 rank each
ITHORIAN	2	1	2	2	3	2	9	12	90	<ul style="list-style-type: none"> S: Survival 1 R: Ithorian Bellow: 3 Strain each attack for Resilience, Dmg 6, Crit 4, Short Range, Blast 3, Concussive 1, Slow Firing 2, Stun Damage.
MON CALAMARI	2	2	3	1	2	2	10	10	100	<ul style="list-style-type: none"> S: Knowledge (Education) 1 A: Amphibious: breath underwater and suffer no water movement penalties.
RODIAN	2	3	2	2	1	2	10	10	100	<ul style="list-style-type: none"> S: Survival 1 T: Expert Tracker 1
SULLUSTAN	2	3	2	1	2	2	10	10	100	<ul style="list-style-type: none"> S: Astrogation 1 T: Skilled Jockey 1
TOYDARIAN	1	1	2	2	3	3	9	12	90	<ul style="list-style-type: none"> A: Smaller than average; Silhouette 0 A: Hoverer. No additional maneuvers for difficult ground, otherwise, as walking.
TRANDOSHAN	3	1	2	2	2	2	12	9	90	<ul style="list-style-type: none"> S: Perception 1 A: Regeneration: +1 wound when wounds recovered by rest or bacta, regrow lost limbs A: Claws (+1 damage, Crit 3)
TWILEK	1	2	2	2	2	3	11	11	100	<ul style="list-style-type: none"> Reduce 1 due to arid conditions S: either Charm 1 or Deception 1
WOOKIEE	3	2	2	2	1	2	14	8	90	<ul style="list-style-type: none"> A: Wookiee Rage: when brawling or in melee, +1 damage when wounded, +2 when critically wounded. S: Brawl 1

Random Species Determination (House Rule)

Edge	Age	Both	Species	Edge	Age	Both	Species
01—11	01—11	01—06	Bothan	22-32	—	40—45	Rodian
—	—	07—09	Chiss	—	56—66	46—51	Sullustan
—	12—22	10—15	Duros	—	—	52—54	Toydarian
12-16	—	16—18	Gand (No Lungs)	33—43	—	55—60	Trandoshan
17-21	—	19—21	Gand (Lungs)	44—54	—	61—66	Twilek
—	23—33	22—27	Gran	55—65	—	67—72	Wookiee
—	34—44	28—33	Ithorian	66—82	67—82	73—80	Droid
—	45—55	34—39	Mon Calamari	83—00	83—00	81—00	Human

Symbol Key

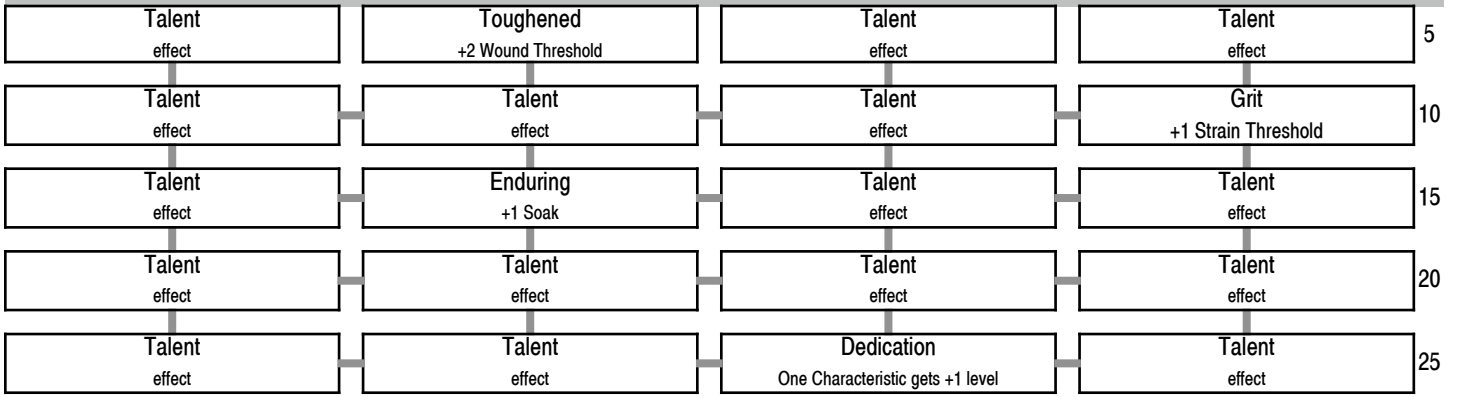
○ Yellow Die	◇ Green Die	□ Blue Die	● Red Die	◆ Purple Die	■ Black Die	⊕ Force Die	↗ Upgrade	↘ Downgrade
[S] Strain	[R] Ranks	[M] Maneuver	[A] Action	[I] Incidental	[D] flip a Destiny	rds Rounds	enc Encounter	r round

Star Wars: Combined Character Generation Cheat Sheet r1.0

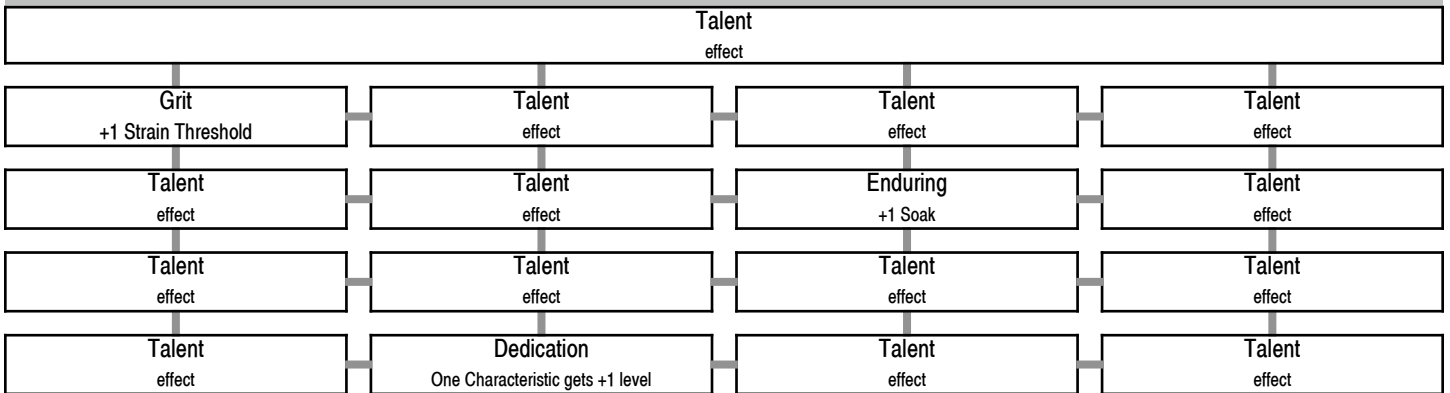
Ace	Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)
Driver	Cool, Gunnery, Mechanics, Piloting (Planetary)
Gunner	Discipline, Gunnery, Ranged (Heavy), Resilience
Pilot	Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)
Bounty Hunter	Athletics, Perception, Pilot (Planet), Pilot (Space), Streetwise, Vigilance, Brawl, Ranged (Heavy)
Assassin	Skullduggery, Stealth, Melee, Ranged Heavy
Gadgeteer	Coercion, Mechanics, Brawl, Ranged (Light)
Survivalist	Perception, Resilience, Survival, Kn. (Xenology)
Colonist	Charm, Deception, Leadership, Negotiation, Streetwise, Kn. (Core Worlds), Kn. (Education), Kn. (Lore)
Doctor	Cool, Medicine, Resilience, Kn. (Education)
Politico	Charm, Coercion, Deception, Kn. (Core Worlds)
Scholar	Perception, Knowledge (Outer Rim), Kn. (Underworld), Kn. (Xenology)
Commander	Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance
Commodore	Astrogation, Computers, Knowledge (Education), Knowledge (Outer Rim)
Squad Leader	Gunnery, Mechanics, Piloting (Planetary), Piloting (Space)
Tactician	Brawl, Discipline, Leadership, Ranged (Heavy)
Diplomat	Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation
Ambassador	Charm, Discipline, Knowledge (Core Worlds), Negotiation
Agitator	Coercion, Deception, Knowledge (Underworld), Streetwise
Quartermaster	Computers, Negotiation, Skullduggery, Vigilance
Diplomat	Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation
Ambassador	Charm, Discipline, Knowledge (Core Worlds), Negotiation
Agitator	Coercion, Deception, Knowledge (Underworld), Streetwise
Quartermaster	Computers, Negotiation, Skullduggery, Vigilance
Engineer	Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light) Vigilance
Mechanic	Brawl, Mechanics, Piloting (Space), Skullduggery
Saboteur	Coordination, Mechanics, Skullduggery, Stealth
Scientist	Computers, Knowledge (Education), Knowledge (Lore), Medicine
Explorer	Astrogation, Cool, Perception, Pilot (Space), Survival, Kn. (Lore), Kn. (Outer Rim), Kn. (Xenology)
Archaeologist	Athletics, Discipline, Kn. (Education), Kn. (Lore)
Big-Game Hunter	Kn. (Xenology), Ranged (H), Stealth, Survival
Driver	Cool, Gunnery, Mechanics, Pilot (Planetary)
Fringer	Astrogation, Coordination, Negotiation, Streetwise
Scout	Athletics, Pilot (Planet), Survival, Medicine
Trader	Deception, Negotiation, Kn. (Core Worlds), Kn. (Underworld)
Hired Gun	Athletics, Discipline, Pilot (Planet), Resilience, Vigilance, Brawl, Melee, Ranged (Light)
Bodyguard	Perception, Pilot (Planet) Gunnery, Ranged (Heavy)
Marauder	Coercion, Resilience, Survival, Melee
Mercenary	Discipline, Leadership, Gunnery, Ranged (Heavy)
Smuggler	Coordination, Deception, Perception, Pilot (Space), Skullduggery, Streetwise, Vigilance, Kn. (Underworld)
Pilot	Astrogation, Pilot (Planet), Pilot (Space), Gunnery
Scoundrel	Charm, Cool, Deception, Ranged (Light)
Thief	Computers, Skullduggery, Stealth, Vigilance
Soldier	Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival
Commando	Brawl, Melee, Resilience, Survival
Medic	Knowledge (Xenology), Medicine, Resilience, Vigilance
Sharpshooter	Cool, Perception, Ranged (Light), Ranged (Heavy)
Spy	Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skullduggery, Stealth
Infiltrator	Deception, Melee, Skullduggery, Streetwise
Scout	Athletics, Medicine, Piloting (Planetary), Survival
Slicer	Computers, Knowledge (Education), Knowledge (Underworld), Stealth
Technician	Astrogation, Computers, Coordination, Discipline, Mechanics, Perception, Pilot (Planet), Kn. (Outer Rim)
Mechanic	Mechanics, Pilot (Space), Skullduggery, Brawl
Outlaw Tech	Mechanics, Streetwise, Kn. (Education), Kn. (Underworld)
Slicer	Computers, Stealth, Kn. (Education), Kn. (Underworld)
Universal	none - not a career class
Recruit	Athletics, Discipline, Survival, Vigilance

Star Wars: Edge of the Empire Character Generation Cheat Sheet r1.0.1

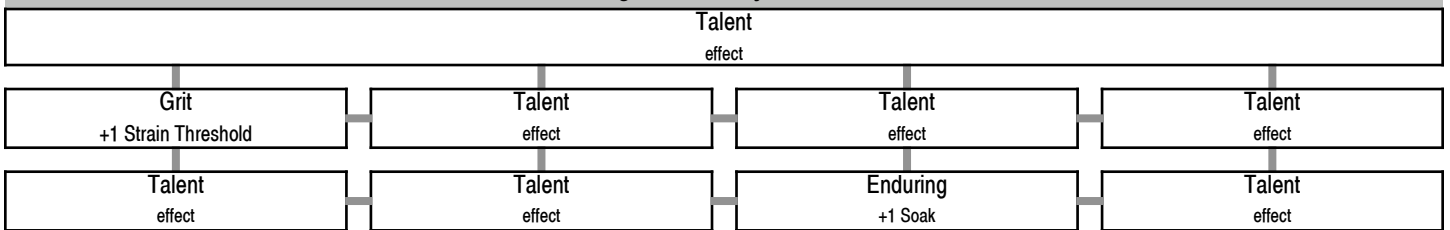
Empty Tree



Force Power: Forsee



Signature Ability: Forsee



Star Wars Talent Cheat Sheet r1.0

Talents

Adversary [R](♦♣●) to be hit
All-Terrain Driver No penalties for driving in rough terrain.
Anatomy Lessons 1[D] to add Int to 1st hit damage
Armor Master +1 Soak when armored
Bacta Specialist Heal +[R] wounds in long term care
Bad Motivator 1/sess ♦♦♦ Mechanic to fail target device.
Balance +[F]♦ on Enc Strain Rec; each ○ = -1[S]
Barrage +[R] Dmg 1st hit per rd R(H) or Gunnery
Basic Combat Training Brawl & Ranged Light now Career
Black Market Contacts +[R]50% Costs -[R] rarity on illegal goods
Blooded +[R]□ resist poison, -[R] rds duration
Body Guard 1/rd [M] 1 Ally +[R](♦♣●) to be hit
Bought Info [A] + Cr50: Pass Kn. check with *, no roll
Brace [M] to -[R]■ on next attack
Brilliant Evasion Opposed Pilot: Tgt can't attack AG Rds
Bring It Down 1/Attack, [D] to add Tgt's Br to Damage
Bypass Security -[R]■ on disable security or open doors
Careful Planning 1/sess introduce Fact as if spending [D]
Clever Solution 1/sess Use Cunning in place of std att.
Codebreaker -♦ & -[R]■ to decrypt or decode comms
Command +[R]□ Leadership; Target +□ Discipline 24h
Commanding Presence -[R]■ from Leadership & Cool checks
Confidence -[R]♦ Discipline vs Fear
Contraption 1/sess ♦♦♦ Mechanics McGuyver solution
Convincing Demeanor -[R]■ on Deception or Skullduggery
Coordinated Assault [M]: Leadership Allies +ψ on combat checks
Creative Killer -2 Crit Rating on Improvised Weapons (min 1) ☉
Crippling Blow +♦ to inflict 1[S] ea maneuver rest of cbt.
Dead to Rights [D] to +Ag1/2 Dam w/ Veh/Ship weapons
Deadly Accuracy Picked skill: 1st hit/rd gets +SL Dmg
Debilitating Shot On Hit: ψψ -1 Target Spd to nd of next rd, [R]x
Dedication One Characteristic gets +1 level
Defensive Driving +[R] Vehicle/ship Def when piloting it

Defensive Slicing +[R]■ on system to being hacked.
Defensive Stance [M] [R][S] to [R] upgrades to be hit
Disorient ψψ to disorient for [R] rounds
Dodge [R] Strain for [R](♦♣●) to be hit
Durable -10[R] Crit Rolls when receiving Criticals
Dynamic Fire At En with Ranged Wpn →♦ to hit
Enduring +1 Soak
Exhaust Port [D] to ignore Massive for one attack
Expert Tracker -[R]■ tracking. Time taken halved.
Familiar Suns 1/sess [M] ♦♦♦ Kn (OR/CW) reveal env.
Feral Strength +[R] Damage Brawl Melee
Field Commander ♦♦ Leadership: Pre Allies 1[S] to +[M]
Fine Tuning When Reducing craft [S], +[R] reduced.
Fire Control [A]: Combat Checks use +1 Sil. this turn
Forager ½ time and -■ to forage, find shelter.
Force of Will 1/sess, use WIL instead of linked attribute
Force Rating +1 Force Rating
Form On Me Allies at Close gain Gain the Advantage
Frenzied Attack [M] [R][S] to [R](♦♣○) to hit
Full Stop [M] to reduce speed to 0; 1 [S] per point.
Full Throttle ♦♦♦ Pilot to +1 Top Speed for Cun Rds
Galaxy Mapper -[R]■ on Astrogation tests
Gearhead -[R]■ on Mechanics. Adding Mods ½ cost.
Greased Palms Cr50 to ♦♣○ social action once
Grit +1 Strain Threshold
Hard Headed ♦♦♦ Discipline -Staggered-Disoriented
Heightened Awareness Allies at Cl +□ & at Eng +□□
Heroic Fortitude [D] ignore Crit penalties to Br or AG [Enc]
Hidden Storage +[R] Encumbrance worth on vehicle/ship
Hold Together [D] to [I] to convert Hull Dmg to Strain
Hunter +[R]□, +10x[R] Crits vs animals
Hunter's Quarry A: ♦♦♦ Survival ♦♣○ at Long until end next turn
Improved Armor Master +1 Def when wearing soak 2+ armor
Improved Dead to Rights [D] to +Ag1 Dam w/ Veh/Ship weapons

Improved Defensive Slicing +[R](■♣●) instead of +[R]■
Improved Field Commander ☉ allies: 1[S] to +[A]
Improved Full Throttle 1[S] →♦ on Full Throttle
Improved Hard Headed +♦ to rem strain to Strain Threshold -1
Improved Hunter's Quarry 2x[S] to perform HQ as maneuver.
Improved Inspiring Rhetoric Allies also gain +□ for Leadership Rds
Improved Scathing Tirade Enemy +■ for Coercion Rds
Improved Stim Application ♦♦ but only 1[S]
Improved Stunning Blow ☉ in Melee to stagger for 1 round
Improved Time To Go [D] to move self and Ally as per Time To Go
Incite Rebellion ♦♦♦ Coercion to incite Coercion tgts to rebel
Indistinguishable +[R](♦♣●) to be identified
Insight Perception & Discipline now career skills
Inspiring Rhetoric ♦♦ Leadership: * 1 ally recovers (1+ψ)[S]
Intense Focus [M] & [S]: ♦♣○ next action
Intense Presence [D] Recover Pre [S]
Intimidating [R][S] for [R] downgrades Coercion
Inventor [R](-□ or +■) construct or modify
Invigorate +[F]☉ on Cool or Discipline; ea ○ = *, ● = ψ
It's Not That Bad 1/sess: ♦♦♦ Medical to prevent a crit on ally.
Jump Up [i] to rise from seated or prone
Jury Rigged 1 item 1 permanent improvement
Kill with Kindness -[R]■ on Charm and Leadership
Knockdown ☉ in Melee to knock tgt prone.
Know Somebody 1/sess -[R] rarity one item
Knowledge Specialization Pick 1 Knowledge: ☉ +[R] *
Known Schematic 1/sess ♦♦♦ Kn. (Edu.) for Familiarity
Lethal Blows +10 to Melee Critical Rolls inflicted
Let's Ride [I] to mount/dismount beast/vehicle/cockpit
Master Doctor 1/rd 2[S] →♦ Medicine
Master Driver 2[S] to perform [A] as [M]
Master Grenadier -ψ on Blast cost to activate, min 1 ψ
Master Leader 1/rd 2[S]; next Leadership →♦
Master Merchant 2[S] for +25% Sell or -25% Buy or ±1 Ob.

Master of Shadows 2[S] for →♦ Stealth, Skullduggery
Master Pilot 2[S] perform piloting [A] as [M]
Master Slicer 1/rd [I] 2[S] for →♦ when Slicing
Master Starhopper 2[S]: →♦ on Astrogation (min. ♦)
Mental Fortress [D] ignore Crit penalties to Int or Cun [Enc]
Museum Worthy 1/sess ♦♦♦ Edu to get historical info.
Natural Brawler 1/sess reroll Brawl or Melee
Natural Charmer 1/sess reroll Charm or Deception
Natural Doctor 1/sess reroll Medicine
Natural Driver 1/sess reroll Pilot (Plan) or Gunnery
Natural Enforcer 1/sess, reroll Coercion or Streetwise
Natural Hunter 1/sess reroll Perception or Vigilance
Natural Leader 1/sess, reroll Cool or Leadership
Natural Marksman 1/sess reroll Ranged (Light or Heavy)
Natural Negotiator 1/session reroll Cool or Negotiation
Natural Outdoorsman 1/sess, reroll Resilience or Survival
Natural Pilot 1/sess reroll Pilot (space) or Gunnery
Natural Programmer 1/sess reroll Computers or Astrogation
Natural Rogue 1/sess Reroll 1 Skullduggery or Stealth
Natural Scholar 1/sess reroll Knowledge check
Natural Tinkerer 1/sess reroll Mechanics
Nobody's Fool [R](♦♣○) vs Charm, Coercion, Deception
Outdoorsman -[R]■ from outdoor movement checks.
Overwhelm Defenses On Gunnery fail: ψψ to -1 Def, [R] times
Overwhelm Emotions [F]☉ to Charm, Coercion, Deception.
Pin A: Opp. Athletics. to immobilize 1rd. ☉ +1 rd.
Plausible Deniability -[R]■ Coercion & Deception
Point Blank +[R] Dmg R(L) or R(H) 1st hit/rd at Cl/En
Powerful Blast +[R] blast damage to explosives, grenades
Precise Aim [R] strain for -[R] target defense
Pressure Point Dmg+Medicine Melee Dmg as Strain
Quick Draw Draw/Holster as [I]
Quick Fix 1/sess, use AG instead of linked attribute

Star Wars Talent Cheat Sheet r1.0

Quick Strike +[R]□ vs targets who haven't acted
Rapid Reaction -[R][S] to +[R]* on Initiative
Rapid Recovery +[R] Strain recover at end of Enc.
Redundant Systems ♦ Mechanics to harvest redundant spares
Researcher -[R]■ Knowledge. Research time x½
Resolve -[R][S] (min 1) when taking [S]
Respected Scholar [R] Downgrades to deal with Educ.
Scathing Tirade ♦♦ Coercion * Enemy Cl. (1+♣)[S]
Second Wind 1/sess [I] to -[R][S]
Sense Danger 1/sess. -■ from any one check
Sense Emotions +□ to Charm, Coercion, Deception
Selective Detonation ♣ to exclude [R] targets of choice from blasts
Shortcut +[R]□ when in chases
Side Step 1/rd [M] +[R][S] to [R](♦♣) to be hit
Sixth Sense +1 Ranged Defense
Skilled Jockey -[R]■ from Pilot (Planetary) & Pilot (Space)
Skilled Slicer Computers: ♣ to make further [A] as [V]
Sleight of Mind +□ Stealth except vs Force Immune
Smooth Talker 1of Social Skill gets: ♣ to +[R]*
Sniper Shot [M] +[R] Max Rng and Diff Upgrades
Soft Spot 1[D] to add Cunning to 1st hit damage
Solid Repairs Repair +[R] Hull Trauma on repairs
Sound Investments Cr100 x [R] each session
Spare Clip Cannot run out of ammo from ♣
Speaks Binary +[R]□ to NPC Droids when directed
Stalker Add [R]□ to Stealth & Coordination
Steely Nerves [D] ignore Crit penalties to WP or Pre [Enc]
Stim Application ♦♦ Medicine +1 to one ally's Char & 4[S]
Stimpack Specialization Stimpacks heal +[R] wounds each
Street Smarts -[R]■ on Streewise & Kn. (Underworld)
Stroke of Genius 1/sess Roll check using Int instead of Char.
Strong Arm Thrown Weapons +1 Max Rg.
Stunning Blow Do melee damage as strain after armor
Superior Reflexes +1 Melee Def

Supreme Full Throttle ♦♦ Pilot to +2 Top Speed for Cun Rds
Supreme Inspiring Rhetoric [S] to perform as [M] instead of [A]
Supreme Scathing Tirade [S] to perform as [M] instead of [A]
Supreme Stim Application ♣ adds +1 to another characteristic
Surgeon Heal +[R] wounds per Medicine roll
Swift do not suffer penalties for difficult terrain
Tactical Combat Training Melee & Ranged (H) now Career
Targeted Blow 1 [D] to add AG Damage to 1st hit
Technical Aptitude -[R]*25% on computer task times
Time To Go [D] to [M] into cover or out of blast as [I]
Tinkerer [R] items get +1 hard point each
Touch of Fate 1/sess +□ to any one check
Toughened +2 Wound Threshold
Tricky Target -1 Sil. when piloted vehicle attacked.
True Aim 1/rd [M] to Aim & +[R](♦♣) to
Uncanny Reactions +[R]□ to Vigilance
Uncanny Senses +[R]□ to Perception
Unstoppable Ignore Crit Rolls of Natural 01 or Adj. ≤1 or
Utility Belt [D] & [I] to produce undocumented item
Utinni! -[R]■ to scavenge or find parts
Vehicle Combat Training Gunnery & Pilot (P) now Career
Well Rounded 2 more skills become Career Skills
Well Travelled Kn. (Core) & Kn (Outer Rim) become Career Skills
Wheel and Deal +[R]10% Credits when selling goods legally
Works Like A Charm 1/sess, use PRE instead of linked attribute

Abilities

Alliance Leader +□ Vigilance & Perception if present
Ammonia Breathers Oxygen Atmosphere Dangerous Atmosphere 8; Ammonia native atmosphere.
Amphibious breath and move underwater without penalties
Awkward +■ Brawl, Melee, Coordination checks
Claws Damage +1, Crit 3, Range Engaged
Covering Fire [A]: +1 RDef to self + 2 allies or minion groups

Covering Fire (Improved) Allied minions at M or les may perform covering fire action.
Critical Eye +□ to replicate familiar document
Crushing Grip grapped target takes 1W +2 Strain/round
Desert Adapted -■ from heat or arid environments
Energy Parasite Coordination ♦♦ to latch on, doing 1 Strain/day
Enhanced Senses +♣ perception checks
Etiquette & Protocol +□ to negotiate/mediate
Flyer Moves by flying. 1 [M]/turn to fly.
Four Armed Brawl +□; spend ♣ to hit again.
Destabilizing Influence [M] Enemies w/in medium range +⊕ Cool & Discipline til end of encounter.
Enhanced Vision Ranged, Perception:-■ Environment/ Concealment penalties
Imperial Valor M: Ally or helpless enemy at En takes hits on him instead of him
Infravision See in both IR and VS light. -■■■ from lighting penalties.
Inorganic Healed by mechanics, not medicine. Need not sleep nor eat. Gain Enduring 1 Talent
Intuitive Astrogation +♣ on Astrogation checks
Ithorian Bellow 3[S]: Resilience Dam 6, Crit 4, Short, Blast 3, Concussive 1, Slow Firing 2, Stun Damage
Leader Subordinates' Discipline Checks +□
Light Sensitive +■ in bright light unless in protective goggles
Mechanical Being Cannot be Force Sensitive, Immune to Mind-affecting force powers
Pirate Leader [M] Allied pirates +□ next action
Professional Gambler +♣ when gambling
Regeneration Recover 1 extra Wound when healing wounds Can regrow lost limbs over a month or two.
Riot Tactics 3+ CSA agents+1 Soak & Damage if present
Shadowed +□ to stealth when in shadows
Spaceport Leader +□ to Staff's Vigilance & Perception if present
Sweep Attack ♣ to hit all target's allies at Engaged from him
Swipe # ♣: do [R]x strain to target
Tactical Direction M: 1 Sub. Minion Group either +□ or free [M]

Vacuum Dweller Need not breath, can move in vacuum.
Wookie Rage When has suffered wounds, +1 damage Brawl and Melee. Crit is +2 damage to same.

Skill List

Astrogation	(Int)
Athletics	(Br)
Brawl	(Br)
Charm	(Pr)
Coercion	(Will)
Computers	(Int)
Cool	(Pr)
Coordination	(Ag)
Deception	(Cun)
Discipline	(Will)
Gunnery	(Ag)
Knowledge - Core Worlds	(Int)
Knowledge - Education	(Int)
Knowledge - Lore	(Int)
Knowledge - Outer Rim	(Int)
Knowledge - Underworld	(Int)
Knowledge - Warfare	(In)
Knowledge - Xenology	(Int)
Leadership	(Pr)
Lightsaber	(Br/Ag)
Mechanics	(Int)
Medicine	(Int)
Melee	(Br)
Negotiation	(Pr)
Perception	(Cun)
Pilot - Planet	(Ag)
Pilot - Space	(Ag)
Ranged - Heavy	(Ag)
Ranged - Light	(Ag)
Resilience	(Br)
Skulduggery	(Cun)
Stealth	(Ag)
Streetwise	(Cun)
Survival	(Cun)
Vigilance	(Will)

Difficulties

Simple	—
Easy	◆
Average	◆◆
Hard	◆◆◆
Daunting	◆◆◆◆
Formidable	◆◆◆◆◆
Disallowed	◆◆◆◆◆◆