

Star Wars: Edge of the Empire – Reference Sheets v12 (14/11/2012)

Character Creation (p27)

Step 1: Determine Concept and Background (p29)

Step 2: Determine Starting Obligation (p30)

D%	Obligation Type
01-08	Addiction
09-16	Betrayal
17-24	Blackmail
25-32	Bounty
33-40	Criminal
41-48	Debt
49-56	Dutybound
57-64	Family
65-72	Favor
73-80	Oath
81-88	Obsession
89-96	Responsibility
97-00	Roll twice on this chart *

- Determine type either with a random roll or choose one (with GM approval).
- (Optional) increase starting obligation to obtain additional starting XP or credits.

Number of PCs	Starting Player Obligation
2	20
3	15
4-5	10
6+	5

Obligation Bonus

Obligation Bonus Type	Default	+5 Obligation	+10 Obligation
Character Generation	Species default XP	+5 XP	+10 XP
Gear	500 credits	+1000 credits	+2500 credits

* The Characters starting obligation is split evenly between two different types.

Step 3: Select Species (p33)

- Decide which species you wish to play and apply all starting statistics.
- Record species special abilities and make adjustments to characteristics (where necessary).

Species	Br.	Ag.	Int.	Cun.	Wil.	Pre.	Wounds	Strain	XP	Special
Bothan (p34)	1	2	2	3	2	2	10 + Br.	11 + Wil.	100	<ul style="list-style-type: none"> Add 1 rank in Streetwise skill. Add 1 rank in Convincing Demeanor talent.
Droid (p35)	1	1	1	1	1	1	10 + Br.	10 + Wil.	175	<ul style="list-style-type: none"> No need to eat, sleep or breathe. Inorganic. Mechanical Being. After selecting career, add 1 rank in 6 (rather than 4) skills. After selecting first specialization, add 1 rank in 3 (rather than 2) skills. Add 1 rank in Enduring talent.
Gand (p36)	2	2	2	2	3	1	10 + Br.	10 + Wil.	100	<ul style="list-style-type: none"> Choose sub-species. Add 1 rank in Discipline skill.
Human (p36)	2	2	2	2	2	2	10 + Br.	10 + Wil.	110	<ul style="list-style-type: none"> Add 1 rank in 2 non-career skills.
Rodian (p37)	2	3	2	2	1	2	10 + Br.	10 + Wil.	100	<ul style="list-style-type: none"> Add 1 rank in Survival skill. Add 1 rank in Expert Tracker talent.
Trandoshan (p38)	3	1	2	2	2	2	12 + Br.	9 + Wil.	90	<ul style="list-style-type: none"> Add 1 rank in Perception skill. Regeneration. Claws.
Twi'lek (p38)	1	2	2	2	2	3	11 + Br.	11 + Wil.	100	<ul style="list-style-type: none"> Add 1 rank in Charm or Deceit skill. Remove ■ on skill check due to arid or hot environment.
Wookiee (p39)	3	2	2	2	1	2	14 + Br.	8 + Wil.	90	<ul style="list-style-type: none"> Add 1 rank in Brawl Skill. Wookiee Rage.

Step 4 & 5: Select Career and Specialization (p39)

- Decide one career path and starting specialization to follow. Record career skills from career and specialization.
- Choose four career skills and add one free rank to each. Choose two specialization skills and add one free rank to each. Additional ranks may be granted based on species to a maximum of 2 ranks per skill at character creation.

Career	Career Skills	Specializations and Skills		
Bounty Hunter (p40)	Athletics, Perception, Pilot (Planet), Pilot (Space), Streetwise, Brawl, Vigilance, Ranged (Heavy)	Assassin Coordination, Skulduggery, Stealth, Melee	Gadeteer Computers, Mechanics, Coerce, Ranged (Light)	Survivalist Resilience, Survival, Knowledge (Lore), Knowledge (Xenology)
Colonist (p44)	Charm, Deceit, Leadership, Negotiation, Streetwise, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore)	Doctor Cool, Medicine, Resilience, Knowledge (Education)	Politico Charm, Coerce, Deceit, Negotiation	Scholar Perception, Knowledge (Outer Rim), Knowledge (Underworld), Knowledge (Xenology)
Explorer (p48)	Astrogation, Charm, Cool, Perception, Pilot (Space), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology)	Fringer Astrogation, Coordination, Negotiation, Streetwise	Scout Athletics, Pilot (Planet), Survival, Medicine	Trader Deceit, Negotiation, Knowledge (Core Worlds), Knowledge (Education)

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Hired Gun (p52)	Athletics, Discipline, Pilot (Planet), Resilience, Vigilance, Brawl, Melee, Ranged (Light)	Bodyguard Perception, Pilot (Planet), Gunnery, Ranged (Heavy)	Marauder Coerce, Resilience, Survival, Melee	Mercenary Soldier Gunnery, Ranged (Heavy), Discipline, Leadership
Smuggler (p56)	Coordination, Deceit, Perception, Pilot (Space), Skulduggery, Streetwise, Vigilance, Knowledge (Underworld)	Pilot Astrogation, Pilot (Planet), Pilot (Space), Gunnery	Scoundrel Charm, Cool, Brawl, Ranged (Light)	Thief Skulduggery, Vigilance, Knowledge (Underworld), Stealth
Technician (p60)	Astrogation, Computers, Coordination, Discipline, Mechanics, Perception, Pilot (Planet), Knowledge (Outer Rim)	Mechanic Mechanics, Pilot (Space), Skulduggery, Brawl	Outlaw Tech Mechanics, Streetwise, Knowledge (Education), Knowledge (Underworld)	Slicer Computers, Stealth, Knowledge (Education), Knowledge (Underworld)

Step 6: Invest Experience Points (p64)

1. Spend XP to improve characteristics, increase skill ranks, learn talents, or purchase new specializations.

Options	XP Cost	Limit
Improve Characteristic	10 x purchased rating. Purchased sequentially.	May not purchase above 5 during character creation.
Add Career Skill Rank	5 x purchased rating. Purchased sequentially.	May not purchase above 2 during character creation.
Add Non-career Skill Rank	5 x purchased rating plus additional 5 XP. Purchased sequentially.	May not purchase above 2 during character creation.
Learn Talent	Talent level cost.	No limit.
Learn Career Specialization	10 x new total number of specializations in XP.	No limit.
Learn Universal Specialization	10 x new total number of specializations in XP.	No limit.
Learn Non-career Specialization	10 x new total number of specializations, plus additional 10 XP.	No limit.
Learn Force Power	10 XP.	Must have Force Rating of 1 or higher.

Step 7: Determine Derived Stats (p65)

1. **Wound Threshold:** based on character species. *Does not* improve with additional levels of Brawn later.
2. **Strain Threshold:** based on character species. *Does not* improve with additional levels of Willpower later.
3. **Defense (Ranged/Melee):** default is 0. Improve with talents and/or armor.
4. **Soak Value:** equal to Brawn rating. *Does* improve with additional levels of Brawn later.
5. **Encumbrance Threshold:** equal to 5 + Brawn rating. *Does* improve with additional levels of Brawn later.

Step 8: Determine Starting Motivations (p66)

1. Motivation is used to assist the player is roleplaying his character. This attribute determines what makes the character "tick." You can choose your motivation (with GM approval) or roll against the following tables:

D10	Motivation Result
1-3	Ambition
4-6	Cause
7-9	Relationship
10	Roll once on each of two categories

D%	Ambition
01-10	Friendship
11-20	Love
21-30	Freedom
31-40	Fame
41-50	Greed
51-60	Status
61-70	Expertise
71-80	Wanderlust/Novelty
81-90	Power
91-00	Religion/Spirituality

D%	Cause
01-10	Religion/Spirituality
11-20	The Weak / Charity
21-30	Non-Human Rights
31-40	Local Politics
41-50	Overthrow the Empire
51-60	Crime
61-70	Emancipation
71-80	Droid Rights
81-90	Capitalism
91-00	Support the Empire

D%	Relationship
01-10	Place of Origin
11-20	Pet
21-30	Childhood Friend
31-40	Comrades
41-50	Sibling(s)
51-60	Mentor
61-70	Parents
71-80	Extended Family/Clan
81-90	Droid Companion
91-00	Former Nemesis

Step 9: Starting Gear and Finishing Touches (p67)

1. Spend starting budget of credits to purchase gear. May not purchase Restricted (R) items without GM approval.
2. Begin play with any unspent credits + additional d100 credits "pocket money".
3. Complete your character by creating an appearance and personality.

Step 10: Group Selects Ship (p68)

1. Choose either: Ghtroc 720 Light Freighter; YT-1300 Light Freighter or Firespray System Patrol Craft.

Name	Hyperd.	Sens.	Enc.	Sil.	Spd.	Hand.	Def.	Arm.	Hull	Strain	HP	Weapons
Ghtroc 720 Light Freighter	2 / 15	Med.	250	4	3	-1	1/1	5	28	15	5	• Dorsal Twin Laser Cannon
YT-1300 Light Freighter	2 / 12	Short	165	4	3	-1	1/1	3	22	15	6	• Dorsal & Ventral Turret Medium Laser Cannon
Firespray System Patrol Craft	3 / 15	Short	40	4	4	0	1/1	4	15	12	4	• Forward Auto-Blasters • Forward Light Tractor Beam

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General Reference

Dice Type	Symbol	1	2	3	4	5	6	7	8	9	10	11	12
Boost	□	Blank	Blank	☺☺	☺	☺☺	☺	☺					
Ability	◇	Blank	☺	☺☺	☺☺☺	☺☺	☺☺	☺☺☺	☺☺☺				
Proficiency	⬢	Blank	☺	☺☺	☺☺☺	☺☺☺	☺☺☺	☺☺☺☺	☺☺☺☺	☺☺☺☺	☺☺☺☺	☺☺☺☺	☺☺☺☺
Setback	■	Blank	Blank	☹	☹☹	☹☹☺	☹☹☺						
Difficulty	◆	Blank	☹	☹☹	☹☹☺	☹☹☺	☹☹☺	☹☹☺☺	☹☹☺☺				
Challenge	⬢	Blank	☹	☹☹	☹☹☺	☹☹☺	☹☹☺	☹☹☺☺	☹☹☺☺	☹☹☺☺	☹☹☺☺	☹☹☺☺	☹☹☺☺
Force	◯	●	●	●	●	●	●	●●	○	○	○○	○○	○○

Icons (p11)

Success	☺	Determines outcome of attempted action. More ☺ than ☹ on check indicates successful action, nett number of ☺ determine magnitude of success.
Failure	☹	Cancels ☺ when determining outcome of action. More ☹ than ☺ indicates failed action, nett number of ☹ determine magnitude of failure.
Advantage	☺☺	Positive side effect or benefit associated with action, regardless of success/failure. Nett number of ☺☺ determine magnitude of side effect or benefit.
Threat	☹☹	Cancels ☺☺ when determining side effects of action. More ☹☹ than ☺☺ indicates negative side effect or complication associated with action, regardless of success/failure. Nett number of ☹☹ determine magnitude of negative side effect or complication.
Triumph	☺☺☺☺	Counts as ☺☺ and may trigger special critical success effects, Critical Hits or Weapon Qualities, regardless of the number of ☺☺ normally required to trigger.
Despair	☹☹☺☺	Counts as ☹☹ and may trigger special critical failure effects.

Building a Dice Pool (p13)

- Determine Characteristic and Skill to be used.
- Combined check uses two skills, taking the lowest characteristic and skill rating for each.
- Start with number of ◇ equal to highest value.
- Upgrade number of ◇ to ⬢ equal to lower value.
- Add ◆ and ⬢ to pool based on the challenge or opposing attribute of a character.
- Add □ or ■ to pool based on circumstances.

Difficulty Dice (p15)

Simple	None
Easy	◆
Average	◆◆
Hard	◆◆◆
Daunting	◆◆◆◆
Formidable	◆◆◆◆◆

Assisted Checks (p22)

Skilled: Dice pool can use one characters characteristic and the others skill rating.

Unskilled: If a Characteristic or Skill is not higher than the person being assisted, add □ to check.

Spending Destiny Points (p23)

A Helping Hand: Upgrade one ◆ to ⬢.

Raising the Stakes: Upgrade one ◆ to ⬢.

Special Abilities: Some Special Abilities and Talents use Destiny Points.

Luck or Deus Ex Machina: Introduce “facts” and/or context into the narrative.

Ongoing Effects (p141)

Staggered	Cannot take actions.
Immobilized	Cannot take maneuvers, even those bought by ☺☺.
Disoriented	Add ■ to each check made.
Incapacitated	Unconscious and unable to act.

Social Skill Interactions (p72)

Acting Skill	Opposing Skill
Coerce, Deceit and Leadership	Discipline
Charm and Negotiate	Cool

Using the Force – Light Side (p178)

- Choose Force Power and roll a number of ◯ equal to Force Rating.
 - In addition, some Force Powers require a successful Discipline check to activate.
- Pool of Force points used to activate Force Power is equal to number of ◯ generated.
 - Optionally, add one or more ● to pool by flipping one light Destiny Point to dark and suffering one strain per ●.
- Activate Force Power using pool of ◯ (and possibly ●). Unless a Discipline check is required, activating a Force Power is always considered “successful”, even when no ◯ are generated.
- Commit one or more ◯ to fuel ongoing effects.

Force Rating (p176)

Rating	Magnitude	Examples
0	No affinity	Common populace
1	Sensitive	Jedi Initiate
2	Tenuous	Self-taught exile, Padawan
3	Moderate	Young Jedi Knight
4	Strong	Well-trained Jedi Knight
5	Potent	Veteran Jedi Knight
6	Formidable	Jedi Master, Sith Lord
7	Legendary	The most truly heroic Jedi or most villainous Sith Lords.

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Environmental Effects (p138)

Situation	Modifiers
Cover	Character with cover increases ranged defence by 1 (or more at GM discretion).
Difficult Terrain	Perform twice as many maneuvers as required to enter or move through.
Impassable Terrain	Must succeed on appropriate skill check (requires action), as well as perform required maneuvers, to enter or move through.
Water	Counts as Difficult or Impassable Terrain at GM discretion. Must hold breath or suffocate if submerged.
Concealment	Add a number of ■ to ranged combat and Perception checks and □ to Stealth checks, or other checks if appropriate (see table below).
Heavy Gravity	Add up to ■■■ to any Brawn based skill checks (except Resilience) and Coordination checks.
Light Gravity	Add up to □□□ to any Brawn based skill checks (except Resilience) and Coordination checks.
Zero Gravity	May move in three dimensions, but count all movement as through Difficult Terrain.
Dangerous Atmospheres	Suffer a number of wounds at beginning of each turn (see table below). May be able to hold breath to avoid exposure at GM discretion.
Extinguish Fire	Coordination check, Average (◆◆) difficulty on hard surfaces, Easy (◆) difficulty on soft surfaces, automatic if immersed in water. May work on other hazards (e.g. neutralise acid) at GM discretion.
Vacuum	Suffer 3 wounds, or Incapacitated and Critical Injury if wound threshold exceeded, at beginning of each turn. Must hold breath or suffocate.
Holding Breath	Hold breath for a number of rounds equal to Brawn, then begin to suffocate.
Suffocation	Suffer 3 strain, or Incapacitated and Critical Injury if strain threshold exceeded, at beginning of each turn.
Falling	Suffer damage (reduced by soak) and strain (see table below). Reduce damage and strain with an Average (◆◆) Athletics or Coordination check, each ✨ reduces damage by 1, each 🌀 reduces strain by 1, 🌀 reduces distance fallen by one range band, at GM discretion.

Concealment (p138)

Dice	Examples
+1	Mist, shadow, waist high grass.
+2	Fog, twilight, shoulder high thick grass.
+3	Heavy fog, thick and choking smoke, night, dense, head high underbrush and grass

Dangerous Atmospheres (p139)

Wounds	Opposing Skill
1-2	Camp fires, industrial cleaners, air filled with ash and fumes.
3-5	Flammable liquids, flame projectors, industrial acids, air contaminated by chemical leak.
6-9	Welding torches, weaponised acids, atmospheres with substantial parts dangerous gasses
10+	Lava furnaces, atmospheres made of dangerous gasses.

Falling Damage (p140)

Range	Damage	Strain
Short	10	10
Medium	30	20
Long	Incapacitated, Critical Injury +50	30
Extreme	Incapacitated, Critical Injury +75 (or death at GM discretion)	40

Fear Guidelines (p189)

1. Make Discipline or Cool check with difficulty determined by the state of fear (see table below).
2. Add ■ to represent other aspects of the situation, such as surprise, or □ if resolve is supported by powerful allies or other beneficial aids.
3. On failure, the character adds ■ to actions taken during the encounter. The character also suffers a number of strain equal to the number of 🌀. If the check generates 🌀🌀🌀 or more the character can be staggered for first turn instead. On 🌀, increase the difficulty of all checks by ◆ for the rest of the encounter.
4. On success, the character can spend 🌀 to gain □ on first check, plus □ to an additional player's first check for each 🌀 after the first. On 🌀, cancel all penalties from fear effects or ignore any additional fear checks during the encounter.

State of Fear	Example	Check Difficulty
Minimally afraid	Minorly overmatched in combat; a minimally dangerous creature.	◆
Moderately afraid	Overmatched in combat; a dangerously aggressive creature.	◆◆
Very afraid	Battlefield combat; a pack of aggressive creatures; a major threat to safety and a moderate fear for life.	◆◆◆
Mortally afraid	Terrifyingly intense combat; confronting a large and dangerous creature such as a rancor; overwhelming fear for life.	◆◆◆◆
Utterly terrified	A hopeless situation; combat against incomprehensible things; fear so crippling that sanity cracks.	◆◆◆◆◆
Something reputed to be dangerous	Confronting a Sith warrior; negotiating with Jabba the Hutt.	1 difficulty upgrade
Something known to be dangerous	Being trapped in the gullet of a Sarlacc.	2 difficulty upgrades
Something known to be extremely dangerous and unique	Fighting Darth Vader.	3 difficulty upgrades

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Personal Combat Reference

Combat Overview (p128)

1. Determine Initiative
 - a. Simple Cool (if prepared) or Vigilance (if unexpected) check
2. Assign Initiative Slots
3. Participants Take Turns
 - a. Unlimited Incidentals
 - b. One Maneuver for free, suffer 2 strain to gain a second
 - c. One Action
4. Round Ends
5. Encounter Ends

Range Bands (p134)

Band	Maneuver Cost
Engaged	1 to Short (Disengage)
Short Range	1 to Engaged/Medium
Medium Range	1 to Short / 2 to Long
Long Range	2 to Medium/Extreme
Extreme Range	2 to Long

Actions in Combat (p129)

Incidentals (p129): Speak, Drop an Item, Release held person, Minor movement.

Maneuvers (p129): Aim, Assist, Guarded Stance, Interact with Environment, Manage Gear, Mount or Dismount, Move, Engage/Disengage, Drop Prone / Stand from Prone, Preparation.

Actions (p131): Perform Skill Check, Perform Combat Check, Activate Ability, Activate Force Power, Exchange for Maneuver.

Performing a Combat Check (p132)

1. Declare Attack and Target
 - a. Melee attack – Melee or Brawn skill
 - b. Ranged attack – Ranged (Light), Ranged (Heavy) or Gunnery skill
2. Assemble Dice Pool
 - a. Melee attack difficulty is Average (◆◆)
 - b. Ranged attack difficulty is determined by range (see table below)
3. Evaluate Success
 - a. Each remaining ✨ adds +1 damage to each hit
4. Resolve Advantage and Triumph
 - a. On successful hit that deals damage exceeding target's soak, spend number of ☹ equal to weapon Critical Rating or ☹ to inflict critical hit on target
 - b. Spend number of ☹ or ☹ to activate weapon quality
 - c. Other options (see table below for examples)
5. Resolve Threat and Despair
 - a. Spend number of ☹ or ☹ to activate weapon quality
 - b. Other options (see table below for examples)
6. Apply Damage and Critical Hits
 - a. Reduce damage of each hit by soak, suffer remaining damage as wounds
 - b. Roll critical hits separately, or make single roll with +10 per critical hit after the first.

Ranged Attack Difficulty (p132)

Range	Difficulty
Engaged	◆
- w/Ranged (Light)	Add ◆
- w/Ranged (Heavy)	Add ◆◆
- w/Gunnery	May not make Gunnery checks
Short	◆
Medium	◆◆
Long	◆◆◆
Extreme	◆◆◆◆

Silhouettes and Characters (p137)

Silhouette	Example
0	Jawas, Ewoks, astromech droids, smaller creatures.
1	Humans, Wookies, Gand, Rodians, Trandoshans, Twi'leks, humanoid droids, Bothans and most humanoid species.
2	Dewbacks, wampas, taun-tauns, banthas, most riding animals.
3	Rancors, krayt dragons, other large and dangerous creatures.
4	Creatures larger than those listed.

Combat Modifiers (p136)

Situation	Modifiers
Attacker Aims	Add □ to next check, □□ if spent 2 consecutive maneuvers; or add ■■ to next check, ■ if spent 2 consecutive maneuvers, and hit specific part of target or item carried.
Attacker Assisted	Add □ to next check per engaged ally that used the Assist maneuver.
Target's Defense	Add ■ per point of targets defense.
Prone Target	Add ■ to ranged attack checks, □ to melee attack checks.
Prone Attacker	Add ■ to melee attack checks.
Attack w/Two Weapons	Make combined check against highest difficulty and add ◆ to check, or ◆◆ to check if combined check uses different skills. On a hit with primary weapon, spend ☹☹ or ☹ to deal additional hit with secondary weapon.
Attack w/Improvised Weapon	Automatically generate ☹. If attack results in ☹ or ☹ weapon breaks.
Silhouette Difference	Creature two sizes bigger remove ◆, creature two sizes smaller add ◆.
Engaged with Ranged Attacker	Add □ to next melee check against ranged attacker, while remaining engaged.
Ranged Attack At Engaged Target	Difficulty upgraded. If check succeeds, ☹ must be spent to make attack hit individual engaged with target instead.
Attacker in Guarded Stance	Add ■ to combat checks.
Target in Guarded Stance	Add ■ to melee checks.

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Starship and Vehicle Reference

Actions in Starship and Vehicle Combat (p153)

Maneuvers (p153): Move (inside starship or vehicle), Aim, Angle Deflector Shields.

Pilot Only Maneuvers (p153): Accelerate/Decelerate, Fly/Drive, Evasive Maneuvers (Silhouette 1-4, Speed 3+), Stay On Target (Silhouette 1-4, Speed 3+), Punch It (Silhouette 1-4).

Starship Actions (p155): Damage Control (once per encounter to reduce hull trauma), Gain the Advantage (Pilot Only, Size 1-4, Speed 4+), Use Complex Equipment, Perform Skill Check, Perform Combat Check, Exchange for Maneuver.

Additional Starship and Vehicle Actions (p155)

Action	Skill(s) and Difficulty	Results
Plot Course	Astrogation (◆◆) , Piloting (◆◆◆) , Perception (◆◆◆)	Reduce penalty suffered for difficult terrain by ■ per ✨.
Copilot	Piloting (◆◆)	Downgrade difficulty of pilot's next piloting check by 1 per ✨.
Jamming	Computers (◆◆)	If successful, enemy must make Computers (◆◆) check to use communication systems. Increase difficulty by ◆◆ per ✨✨, and affect additional target per ☉.
Boost Shields	Mechanics (◆◆◆)	If successful, ship or vehicle with defense rating suffers 1 system strain and increases defense of one defense zone per ✨ by 1.
Manual Repairs	Athletics (◆◆◆)	Use Athletics instead of Mechanics for Damage Control Action, at GM discretion. If successful, remove 1 hull trauma plus 1 additional hull trauma per ✨✨.
Fire Discipline	Leadership (◆◆◆) , Discipline (◆◆◆)	If successful, next crewmember firing weapon aboard ship adds □ to check. Affect additional crewmember per ✨✨. Spend ☉☉☉ to allow all shipboard weapons to inflict 1 system strain as well as regular damage until beginning of next turn.
Scan the Enemy	Perception (◆◆◆)	If successful, learn weapons, modifications, system strain and hull trauma thresholds of ship or vehicle. Spend ☉☉ to learn current system strain and hull trauma levels.
Slice Enemy's Systems	Computers (◆◆◆)	If successful, reduce the defense of one zone on target for one round per ✨. Spend ☉ to disable weapon system for 1 round, ☉☉ to inflict 1 system strain on target.
"Spoofing" Missiles	Computers (◆◆) , Vigilance (◆◆◆)	If successful, difficulty of attacks against ship or vehicle by weapons with the Guided quality upgraded by 1, plus 1 per ✨✨, until beginning of next turn.

Planetary Scale Range Bands (p158)

Band	Maneuver Cost (Speed 1)	Maneuver Cost (Speed 2-4)	Maneuver Cost (Speed 5-6)
Close	1 to Close / 2 to Short	1 to Close/Short	1 to Close/Medium / 2 to Long
Short	2 to Close	1 to Close / 2 to Medium	
Medium		2 to Close	1 to Close
Long			2 to Close

Speed Advantage Difficulty (p155)

Attacker Speed	Difficulty
Same as target	◆◆
higher than target	◆
1 lower than target	◆◆◆
2 or more lower than target	◆◆◆◆

Starship Attack Difficulty (p156)

Attacker Silhouette	Difficulty
Equal or 1 larger or smaller than target	◆◆
2 or more smaller than target	◆
2 larger than target	◆◆◆
3 larger than target	◆◆◆◆

Damage Control Difficulty (p155)

Total System Strain	Total Hull Trauma	Difficulty
Half or less ship's threshold	Half or less ship's threshold	◆
More than half ship's threshold	More than half ship's threshold	◆◆
Greater than ship's threshold	Greater than ship's threshold	◆◆◆

The Chase (p159)

- Determine starting distance in range bands.
- Chased and pursuer make competitive **Pilot** (or **Athletics**) checks. Difficulty set by terrain or **Simple** (-) in clear space with no terrain.
- Winner closes (pursuer) or opens (chased) distance by one range band, plus number of range bands equal to difference in relative speeds.

Piloting Stellar Phenomena and Terrain (p159)

- Determine ship or vehicle's current speed and half silhouette (round up).
- Add number of ◆ equal to higher value.
- Upgrade number of ◆ to ◆ equal to lower value.
- Add number of ■ to pool based on the navigation hazards (see table below).

Navigation Hazard Setback Dice (p159)

Ground Description	Space Description	Setback Dice
Flat clear terrain. Roads, firm fields, grassy plains, or (if flying) clear skies and good weather.	A broad, loosely packed asteroid field or a thin calm nebula.	None
Somewhat trickier terrain. Scattered trees, dense undergrowth, rolling hills, sand dunes, or windy weather.	Flying over high mountains on a moon, an asteroid field or nebula.	■
Dangerous Terrain. Thick forest, steep, rock-covered hills, or flying during a violent storm.	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, or speeding through a canyon just wide enough to fit through.	Navigating the Maw, flying close to a deadly pulsar, flying through asteroid tunnels, or other dangerous and foolhardy pursuits.	■ ■ ■

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Gear

Rarity (p102)

Rarity	Difficulty	Example
0	-	Glow Rod
1	-	Long-range Comlink
2	◆	Medpac
3	◆	Scanner Goggles
4	◆◆	Blaster Pistol
5	◆◆	Blaster Rifle
6	◆◆◆	Cybernetic Limb
7	◆◆◆	Bowcaster
8	◆◆◆◆	Thermal Detonator
9	◆◆◆◆	Personal Stealth Field
10	◆◆◆◆◆	Lesai

Rarity Modifiers (p103)

Modifier	Circumstances
-2	Primary Core World
-1	Other Core World World on primary trade lane
0	Colony or Inner-Rim world Civilized world
+1	Mid-Rim world Recently settled or out of the way world
+2	Outer Rim world Frontier planet
+3	Wild Space world
+4	Uncivilized planet

Black Market Goods (p103)

Rarity	Difficulty	Cost
0-2	◆	100%
3-4	◆◆	200%
5	◆◆◆	300%
6-7	◆◆◆◆	500%
8-10	◆◆◆◆◆	1000%
11+	Upgrade per level over 10	(Rarity x 100)%

Repairing Gear (p108)

Repair Req.	Difficulty	Penalty to Use
Minor	◆	Add ■
Moderate	◆◆	Add ◆
Major	◆◆◆	Unusable

Armor (p113)

Name	Defense	Soak	Enc*	HP	Price	Rarity	Special
Heavy Clothing	-	1	1	0	50	0	-
Adverse Environment Gear	-	1	2	1	500	1	Ignore one ■ imposed by the environment.
Padded Armor	-	2	2	0	500	1	-
Armored Clothing	■	1	3	1	1000	6	Detected by Average(◆◆) Perception check.
Laminate	-	2	4	3	2500	5	see p113
Heavy Battle Armor	■	2	6	4	5000	7 (R)	see p113
Personal Deflector Shield	■■	0	3	0	10000	8	Only protects against ranged attacks, see p113

* Reduce encumbrance by 3 when worn.

Brawl and Melee Weapons (p112)

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Rarity	Special
Brawling Weapons									
Brass Knuckles	Brawl	+1	○○○○	Engaged	1	0	25	0	Disorient 3, add ■ to Perception check to detect
Shock Gloves	Brawl	+0	○○○○○	Engaged	0	1	300	2	Stun 3
Melee Weapons									
Combat Knife	Melee	+1	○○○	Engaged	1	0	25	1	-
Gaffi Stick	Melee	+2	○○○	Engaged	3	0	100	2	Defensive 1, Disorient 3, requires two hands to wield
Force Pike	Melee	+3	○○	Engaged	3	3	450	4	Pierce 2, Stun Setting, see p112
Lightsaber	Lightsaber	10	○	Engaged	1	0	50000	10 (R)	Breach 1, Sunder, Vicious 2
Truncheon	Melee	+2	○○○○○	Engaged	2	0	15	1	Disorient 2
Vibro-knife	Melee	+1	○○	Engaged	1	2	150	3	Pierce 2, Vicious 1
Vibro-axe	Melee	+3	○○	Engaged	4	3	700	5	Pierce 2, Sunder, Vicious 3, requires two hands to wield
Vibrosword	Melee	+2	○○	Engaged	3	3	700	5	Pierce 2, Vicious 1, Defensive 1

Improvised Weapons (p138)

Name	Dam	Crit	Range	Enc	Special
Small (Broken bottle, fist-sized rock, hydrosponder)	+0	○○○○○	Engaged	1	-
Medium (Two-handed rock, chair holovid screen)	+1	○○○○○	Engaged	3	Cumbersome 2
Large (Shovel, large tree branch, table, crate)	+2	○○○○○	Engaged	4	Cumbersome 4

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Ranged and Gunnery Weapons (p110)

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Rarity	Special
Blasters and Energy Weapons									
Holdout Blaster	Ranged (Light)	5	○○○○○	Short	1	1	200	4	Stun Setting, add ♦ to Perception check to detect
Light Blaster Pistol	Ranged (Light)	5	○○○○○	Medium	1	2	300	4	Stun Setting
Blaster Pistol	Ranged (Light)	6	○○○○	Medium	1	3	400	4	Stun Setting
Heavy Blaster Pistol	Ranged (Light)	7	○○○○	Medium	2	3	700	6	Stun Setting, out of ammo on ☉☉☉☉ or ☉
Blaster Carbine	Ranged (Heavy)	9	○○○○	Medium	3	4	850	5	Stun Setting
Blaster Rifle	Ranged (Heavy)	9	○○○○	Long	4	4	900	5	Stun Setting
Heavy Blaster Rifle	Ranged (Heavy)	10	○○○○	Long	6	4	1500	6	Auto-fire, Cumbersome 3
Light Repeating Blaster	Ranged (Heavy)	11	○○○○	Long	7	4	2250	7 (R)	Auto-fire, Cumbersome 4, Pierce 1
Heavy Repeating Blaster	Gunnery	15	○○	Long	9	4	6000	8 (R)	Auto-fire, Cumbersome 5, Pierce 2, Vicious 1, <i>see p109</i>
Bowcaster	Ranged (Heavy)	10	○○○○	Medium	5	2	1250	7	Cumbersome 3, Knockdown, requires maneuver to cock before each shot
Ionization Blaster	Ranged (Light)	10	○○○○○○	Short	3	3	250	3	Disorient 5, Stun Damage (Droid only)
Disruptor Pistol	Ranged (Light)	10	○○	Short	2	2	3000	6 (R)	Vicious 4, min. Critical Injury is "Crippled"
Disruptor Rifle	Ranged (Heavy)	10	○○	Long	5	4	5000	6 (R)	Cumbersome 2, Vicious 5, min. Critical Injury is "Crippled"
Slugthrowers									
Slugthrower Pistol	Ranged (Light)	4	○○○○○○	Short	1	0	100	3	-
Slugthrower Rifle	Ranged (Heavy)	7	○○○○○○	Medium	5	1	250	3	Cumbersome 2
Thrown Weapons									
Bola / Net	Ranged (Light)	2	-	Short	1 / 3	2	20	2	Ensnare 3, Knockdown, Limited Ammo 1, spend ☉ to entangle target (see p111)
Explosives and Flame Projectors									
Flame Projector	Ranged (Heavy)	8	○○	Short	6	2	1000	6	Burn 3, Blast 8, <i>see p111</i>
Missile Tube	Gunnery	20	○○	Extreme	7	4	7500	8 (R)	Blast 10, Breach 1, Cumbersome 3, Guided 3, Limited Ammo 6, <i>see p111</i>
Frag Grenade	Ranged (Light)	8	○○○○○	Short	1	0	50	5	Blast 6, Limited Ammo 1, <i>see p111</i>
Stun Grenade	Ranged (Light)	8	-	Short	1	0	75	4	Blast 8, Disorient 3, Limited Ammo 1, Stun Damage, <i>see p111</i>
Thermal Detonator	Ranged (Light)	20	○○	Short	1	0	2000	8 (R)	Blast 15, Breach 1, Limited Ammo 1, Vicious 4, <i>see p111</i>

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Armor Attachments (p126)

Name	HP	Price	Rarity	Base Modifiers	Modification Options
Thermal Shielding System <i>Any armor that covers entire body and can be sealed.</i>	1	4000	3	Reduce difficulty of Resilience checks to resist fire and extreme heat by ♦. Remove up to ■■ on checks due to fire and extreme heat.	None.
Heating System <i>Any armor that covers entire body and can be sealed.</i>	1	4000	3	Reduce difficulty of Resilience checks to resist extreme cold by ♦. Remove up to ■■ on checks due to extreme cold.	None.
Enhanced Optics Suite <i>Any armor.</i>	1	2500	3	Remove up to ■■ on Perception, Vigilance and combat checks due to environmental conditions that obstruct vision.	0-1 Skill (Vigilance) Bonus.
Strength Enhancing System <i>Laminate or similar full-body hard armor suits.</i>	2	10500	4	Increase wearer's Brawn by one point. Does not increase soak or wound threshold.	0-2 Skill (Athletics) Mods, 0-2 Innate Talent (Brace) Mod.
Optical Camouflage System <i>Any armor.</i>	2	5500	6	Upgrade all Stealth checks twice while wearing.	Innate Talent (Master of Shadows) Mod, 0-1 Skill (Stealth) Mod.
Superior Armor Customisation <i>Any armor.</i>	1	5000	6	Grants the Superior Quality.	None.

Weapon Attachments (p122)

Name	HP	Price	Rarity	Base Modifiers	Modification Options
Bowcaster Automatic Re-cocker <i>Bowcaster.</i>	1	500	3	Remove reloading maneuver requirement.	Weapon Quality (Auto-fire) Mod.
Bowcaster Accelerator Enhancement <i>Bowcaster.</i>	1	250	4	Increase weapon damage by one point.	0-2 Damage +1 Mods, 0-2 Weapon Quality (Pierce +1) Mods.
Weapon Sling <i>Ranged (Heavy) weapons.</i>	1	100	0	Decrease Cumbersome rating by one point.	Innate Talent Mod (Quick Draw).
Weapon Harness <i>Ranged (Heavy) and Gunnery weapons.</i>	2	700	2	Decrease Cumbersome rating by two points.	Innate Talent Mod (Brace [1]).
Filed Front Sight <i>Pistol-sized weapons.</i>	1	50	0	Innate Talent Mod (Quick Draw). Increase difficulty to hit targets beyond Short range by ♦.	Smoothed Frame (reduce difficulty of checks to conceal weapon by ♦).
Marksman Barrel <i>Blaster rifles.</i>	2	1500	4	Increase range by one range band. Weapon gains Cumbersome 2 Quality.	0-2 Weapon Quality (Accurate +1) Mods, Innate Talent Mod (Sniper Shot), Innate Talent Mod (Soft Spot).
Spread Barrel <i>Blaster rifles and blaster carbines.</i>	2	2200	4	Weapon Quality (Blast +4). Reduce range by one range band to a minimum of Short. If already Short, add ■ to attack checks.	0-3 Blast +1 Mods.
Augmented Spin Barrel <i>Blaster rifles and heavy blaster rifles.</i>	2	1750	4	Increase weapon damage by one point. Add ■ to Mechanics checks when performing maintenance on weapon.	0-2 Damage +1 Mods, Weapon Quality (Accurate +1) Mod, Weapon Quality (Pierce +2) Mod.
Shortened Barrel <i>Ranged (Light) pistol weapons.</i>	1	250	4	Reduce difficulty of checks to conceal weapon by ♦. Reduce range by one range band to a minimum of Short. If already Short, add ■ to attack checks.	Innate Talent Mod (Quick Draw).
Blaster Actuating Module <i>Ranged (Light) blaster pistols.</i>	1	500	4	Increase weapon damage by one point. Add ■ to attack checks.	0-2 Damage +1 Mods, Weapon Quality (Pierce +2) Mod.
Bipod Mount <i>Blaster rifles, heavy blaster rifles and light repeating blasters.</i>	1	200	1	Decrease Cumbersome rating by two points, when firing from prone or crouched position (or otherwise able to brace).	None.
Tripod Mount <i>Light repeating blasters, heavy repeating blasters and portable Gunnery weapons.</i>	2	500	3	Decrease Cumbersome rating by three points, when set up. May not move the weapon once set up.	0-2 Weapon Quality (Cumbersome -1) Mods.
Forearm Grip <i>Rifles (not heavy) and carbines.</i>	1	250	1	Decreases difficulty of making ranged attacks while engaged by ♦.	Innate Talent (Point Blank +1) Mod, Weapon Quality (Accurate +1) Mod.
Under-barrel Grenade Launcher <i>Ranged (Heavy) weapons.</i>	2	2000	5 (R)	Fire grenades with the profile: Ranged (Heavy); Dam 6; Crit 4; Range Short; Enc +2; Blast 3.	None.
Under-barrel Flame Projector <i>Ranged (Heavy) weapons.</i>	2	3000	5 (R)	Fire flame projector with the profile: Ranged (Heavy); Dam 10; Crit 2; Range Short; Burn 5, Blast 2. Adds Cumbersome (1) to weapon.	None.
Telescopic Optical Sight <i>Any ranged weapon that can benefit.</i>	1	250	1	Reduce difficulty of attacks at long and extreme range by ♦.	Innate Talent (Natural Marksman) Mod.
Multi-Optic Sight <i>Any ranged weapon that can benefit.</i>	1	2000	3	Remove up to ■■ on attacks due to environmental conditions that obstruct vision.	0-2 Skill (Perception) Bonus.
Superior Weapon Customisation <i>Any weapon.</i>	1	5000	6	Grants the Superior Quality.	None.

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Other Gear (p114)

Name	Price	Enc	Rarity
Comlink (handheld)	25	0	0
Comlink (long range)	200	2	1
Holo-messenger	250	0	4
SS Neurotoxin (dose)	50	0	6 (R)
SS Anesthetic (dose)	35	0	4
SS Neuroparalytic (dose)	75	0	6 (R)
Electrobinoculars	250	1	1
Macrobinoculars	75	1	2
Scanner Goggles	150	0	3
General Purpose Scanner	500	2	3
Hand Scanner	100	0	2
Surveillance Tagger	175	0	4 (R)
Bacta (litre)	20	1	1
Bacta (full tank)	4000	12	1
Emergency Medpac	100	1	1
Medpac	400	2	2
Stimpack	25	0	1
Synthskin	10	-	1
Cybernetic Arm Mod V and VI	10000	-	6
Cybernetic Leg Mod II and III	10000	-	6
Cybernetic Brain Implant	10000	-	6
Implant Armor	7500	-	6
Cybernetic Eyes	7500	-	6
Immune Implant	5000	-	6
Cybernetic Weapon	4000	-	7
CyberScanner Limb	4000	-	7
Repli-Limb Prosthetic (limb)	2000	-	4

Name	Price	Enc	Rarity
Repli-Limb Prosthetic (organ)	1000	-	4
Dejarik Table	350	10	1
Sabacc Deck	40	0	0
Chance Cubes	1	0	0
Com Jammer	400	4	3
Disguise Kit	100	2	4
Electronic Lock Breaker	1000	1	5 (R)
Binders	25	0	0
Restraining Bolt	35	0	0
Com Scrambler	1000	0	5
Slicer Gear	500	2	4
Ration Pack	5	0	0
Breath Mask	25	1	1
Space Suit	100	4	1
Crash Survival Kit	300	5	2
Tent	100	4	1
Thermal Cloak	200	2	1
Backpack	50	-	0
Climbing Gear	50	1	2
Datapad	75	1	1
Fusion Lantern	150	2	2
Glow Rod	10	1	0
Jet Pack	4500	2	7
Extra Reloads	25	1	1
Tool Kit	350	4	2
Emergency Repair Kit	25	0	1
Utility Belt	25	-	0

Spice and Other Drugs (p120)

Name	Price	Enc	Rarity
Avabush Spice (dose)	25	0	6 (R)
Avabush Spice (100 dose cargo container)	2000	3	7 (R)
Booster Blue (dose)	10	0	5 (R)
Booster Blue (100 dose cargo container)	750	3	6 (R)
Glitterstim (dose)	100	0	7 (R)
Glitterstim (100 dose cargo container)	5000	5	8 (R)
Lesai (dose)	500	0	9 (R)
Lesai (20 dose enviro-sealed cargo pod)	7500	2	10 (R)
Yarroch (dose)	350	0	8 (R)
Yarroch (100 dose cargo container)	20000	3	9 (R)
Death sticks (dose)	5	0	1 (R)
Death sticks (100 dose cargo container)	250	3	2 (R)

Outlaw Tech (p121)

Name	Price	Enc	Rarity
Data Breaker	1000	1	6 (R)
Flesh Camouflage Set	2500	2	7 (R)
Personal Stealth Field	20000	1	9 (R)

Group Obligation Threshold Guidelines (p191)

Threshold	Reputable Deals	Disreputable Deals
5-19	No difficulties contacting high level government and corporate individuals. May purchase licensed and military equipment through normal channels.	Difficult to locate and negotiate with previously unknown black markets. May be suspected of working with law enforcement or similar entity.
20-39	No difficulties dealing with mid-level government and corporate officials. May purchase licensed and military equipment through legitimate channels.	May deal regularly with specific black markets, if known to them. May be known to specific criminal enterprises, but not widely recognised.
40-59	Difficult to deal with all levels of government, except for personal connections. High level officials may demand secret meetings.	Easier to make illicit deals with underworld figures, as well as corrupt officials.
60-79	Too dangerous for most politicians to deal with publicly. Few will risk doing so privately.	Easier to access underworld connections and moderately influential figures. Easier to make close ties to personally known underworld figures.
80-99	Unable to buy licensed and military equipment from legitimate sources. Too infamous for legitimate deals.	May locate black market and informants with ease; are well known to some underworld groups.
100+ (Obligation cap)	May not buy most weapons, vehicles, and related equipment from legitimate sources. Government agencies will often attempt to arrest on sight.	Legendary in underworld circles or regions. Reputation precedes group. Illegal sources of equipment, vehicles and weapons are available, but suppliers are wary of the risk of angering a rival faction or alerting the authorities.

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Starship and Vehicle Weapons (p150)

Name	Dam	Crit	Range	Reqd. Sil.	Price	Special
Auto-Blaster	3	○○○○○	Close	2-10	3000	Auto-fire
Blaster Cannon (Light)	4	○○○○	Close	2-10	4000	-
Blaster Cannon (Heavy)	5	○○○○	Close	3-10	5000	-
Concussion Missile	6	○○○	Short	3-10	7500	Blast 4, Breach 4, Guided 3, Limited Ammo 3, Slow Firing 1
Ion Cannon (Light)	5	○○○○	Close	3-10	5000	Ion
Ion Cannon (Medium)	6	○○○○	Short	5-10	6000	Ion
Ion Cannon (Heavy)	7	○○○○	Medium	6-10	7500	Slow Firing 1, Ion
Laser Cannon (Light)	5	○○○	Close	3-10	5500	-
Laser Cannon (Medium)	6	○○○	Close	3-10	7000	-
Laser Cannon (Heavy)	6	○○○	Short	4-10	7500	-
Quad Laser Cannon	5	○○○	Close	4-10	8000	Accurate, Linked 3
Tractor Beam (Light)	-	-	Close	4-10	6000	Tractor 2
Tractor Beam (Medium)	-	-	Short	5-10	8000	Tractor 4
Tractor Beam (Heavy)	-	-	Short	5-10	10000	Tractor 6
Turbolaser (Light)	9	○○○	Medium	5-10	12000	Breach 2, Slow Firing 1
Turbolaser (Medium)	10	○○○	Long	6-10	15000	Breach 3, Slow Firing 1
Turbolaser (Heavy)	11	○○○	Long	6-10	20000	Breach 4, Slow Firing 2
Proton Torpedo Launcher	8	○○	Short	3-10	9000	Blast 6, Breach 6, Guided 2, Limited Ammo 3, Slow Firing 1

Starship and Vehicle Attachments (p172)

Name	HP	Price	Base Modifiers	Modification Options
Enhanced Carbon-Durasteel Armor	2	2000 x silhouette	Adds one point to armor, reduces handling by one.	None.
Electronic Countermeasures Suite	1	3000	Blocks sensors within range, counting silhouette as one step smaller when fired at. Notifies all ships in system or vehicles within 100km of existence.	Improved Jamming (increases difficulty by ♦ when making subsequent attacks due to Guided Weapon Quality) (0-1).
Advanced Targeting Array	1	4000	Upgrades Gunnery checks once when firing weapons.	Additional Upgrades (0-1), Innate Talent Mod (Sniper Shot), Innate Talent Mod (True Aim).
Hydraulic Control Circuits	2	1000	Suffer half damage from weapons with Ion Weapon Quality, after soak. Reduce handling and system strain threshold by one.	Defender chooses ship component affected by Ion Weapon Quality, instead of attacker (0-1), Increase system strain threshold by one (0-1).
Reinforced Shield Generator	2	3800	Adds one point of defense to defense zone of choice.	Additional defense points (0-2).
Smuggling Compartments	1	1200	Stores up to 25 encumbrance (counts as part of total ship encumbrance threshold). Add ♦♦ to difficulty of checks to find compartment.	Additional Storage (25 additional Encumbrance) (0-2).
Subspace Transceiver	1	4800	Increase range of shipboard communications by one range band.	Additional Comms Range Bands (0-3).
Hyperdrive Generator	1	6400	Reduce hyperdrive class by 1, to minimum of 1.	Reduce hyperdrive class by 1, to minimum of .5 (0-2).
High-Output Ion Turbine	1	5300	Add one point to speed, reduce system strain threshold by one.	None.
Upgraded Weapons	varies	varies	Mount weapon on ship.	None.

Sublight travel Times (p164)

Distance	Duration
From planet's orbit to safe hyperspace jump distance.	5-15 mins
From planet's surface to one of its moons.	30-90 mins
From one planet to another in the same star system.	6-12 hours
From center of star system to furthest limits.	12-72 hours

Hyperspace Travel Times (p165)















Distance	Duration
Within a sector	10-24 hours
Within a region	10-72 hours
Between regions	3-7 days
Across the galaxy	1-3 weeks

Astrogation Modifiers (p165)

Description	Difficulty
Damaged or missing astromech droid or navicomputer.	Add ♦♦♦
Quick calculations or entry into hyperspace under duress.	Add ♦
Ship lightly damaged.	Add ♦
Ship heavily damaged.	Add ♦♦
Outdated, corrupt, or counterfeit navigation charts or navicomputer data.	Add ♦

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Weapon Qualities (p105)

Name	Activation	Description
Accurate	Passive	Attacker adds a number of  equal to Accurate rating to attack die pools.
Auto-fire		Increase combat check difficulty by  . Deal an additional hit to target or another target within range. If attacking multiple targets, initial target must be the one with the highest difficulty and defense. May be activated multiple times. May activate Critical Hits multiple times, up to the number of hits scored. May choose not to use Auto-fire quality before attack and not take penalty.
Breach	Passive	Ignore 1 point of ship Armor (10 points of soak) for every rating of Breach.
Burn		Target suffers weapon's base damage for a number of rounds equal to Burn rating at the start of turn. May be extinguished (see extinguish fire under environmental modifiers).
Blast	varies	If attack successful, spend  to deal damage equal to Blast rating, to each character engaged with target. If attack misses, spend  to deal damage equal to Blast rating to target and each character engaged with target. Starship blast weapons hit their primary target and every additional target within short range.
Concussive		Target is staggered for a number of rounds equal to Concussive rating.
Cortosis	Passive	Weapon ignores the Sunder quality. Armor ignores the Breach and Pierce qualities.
Cumbersome	Passive	For each point of Brawn less than the Cumbersome rating, increase check difficulty by  .
Defensive	Passive	Increase melee defense by Defensive rating.
Deflection	Passive	Increase ranged defense by Deflection rating.
Disorient		Target is disoriented for a number of rounds equal to Disorient rating.
Ensnare		Target is immobilized for a number of rounds equal to Ensnare rating. Target may attempt Hard () Athletics check as an action to break free.
Guided		If attack misses, may make check at end of round with a number of  equal to Guided rating and difficulty calculated by comparing 0 silhouette to silhouette of target. If successful, weapon hits target.
Knockdown		Requires additional  per silhouette of target beyond 1. Target is knocked prone.
Inferior	Passive	Weapon automatically generates  on all checks and base damage decreased by 1. Armor has encumbrance increased by 1 and soak value decreased by 1.
Ion	Passive	Damage dealt to target's strain threshold, after reducing by armor and soak.
Limited Ammo	Passive	Expend ammo which must be purchased or obtained separately and requires maneuver to reload after Limited Ammo rating number of attacks.
Linked		Deal an additional hit to target. May be activated multiple times, to a maximum of Linked rating.
Pierce	Passive	Ignore one point of soak for every rating of Pierce.
Slow-firing	Passive	Must wait Slow-firing rating number of rounds after firing weapon before it can fire again.
Stun		Inflict strain equal to Stun rating.
Stun Damage	Passive	Damage dealt as strain, after reducing by soak. When used, range of weapon changes to short and cannot be increased.
Sunder		Item openly wielded by target is damaged one step: Minor, Moderate, Major, Destroyed. May be activated multiple times.
Superior	Passive	Weapon automatically generates  on all checks and base damage increased by 1. Armor has encumbrance decreased by 1 and soak value increased by 1.
Tractor	Passive	If attack successful, target may not use starship maneuvers unless pilot makes successful Piloting check, with a number of  equal to Tractor rating, as an action to break free.
Vicious	Passive	On a critical hit, add 10x Vicious rating to critical hit roll.

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Critical Injury Results (p142)

Dice Roll	Severity	Result	Details
01-05	◆	Minor Knick	Suffer 1 strain.
06-10	◆	Slowed Down	May only act during last hero Initiative slot on next turn.
11-15	◆	Sudden Jolt	Drop whatever is in hand.
16-20	◆	Distracted	Cannot perform free maneuver on next turn.
21-25	◆	Off-Balance	Add ■ to next skill check.
26-30	◆	Discouraging Wound	Flip one light destiny to dark.
31-35	◆	Stunned	Cannot perform action on next turn.
36-40	◆	Stinger	Increase difficulty of next check by ◆.
41-45	◆◆	Bowled Over	Knocked prone and suffer 1 strain.
46-50	◆◆	Head Ringer	Increase difficulty of all Intellect and Cunning checks by ◆ until end of encounter.
51-55	◆◆	Fearsome Wound	Increase difficulty of all Presence and Willpower checks by ◆ until end of encounter.
56-60	◆◆	Agonizing Wound	Increase difficulty of all Brawn and Agility checks by ◆ until end of encounter.
61-65	◆◆	Slightly Dazed	Add ■ to all skill checks until end of encounter.
66-70	◆◆	Scattered Senses	Remove all □ from all skill checks until end of encounter.
71-75	◆◆	Hamstrung	Lose free maneuver until end of encounter.
76-80	◆◆	Staggered	Attacker may immediately attempt another free attack against you using same pool as original attack.
81-85	◆◆	Winded	Cannot voluntarily suffer strain to activate abilities or gain additional maneuvers until end of encounter.
86-90	◆◆	Compromised	Increase difficulty of all skill checks by ◆ until end of encounter.
91-95	◆◆◆	At the Brink	Until healed, suffer 1 strain each time you perform an action.
96-100	◆◆◆	Crippled	Limb crippled until healed or replaced. Increase difficulty of all checks that use that limb by ◆.
101-105	◆◆◆	Maimed	Limb permanently lost. Unless you have a cybernetic replacement, cannot perform actions that use that limb. Add ■ to all other actions.
106-110	◆◆◆	Horrific Injury	Roll Critical Injury Characteristic (see table below). Until healed, treat that characteristic as one point lower.
111-115	◆◆◆	Temporarily Lame	Until healed, may not perform more than one maneuver each turn.
116-120	◆◆◆	Blinded	Can no longer see. Upgrade the difficulty of Perception and Vigilance checks three times, and all other checks twice.
121-125	◆◆◆	Knocked Senseless	You can no longer upgrade ◆ for checks.
126-130	◆◆◆◆	Gruesome Injury	Roll Critical Injury Characteristic (see table below). Characteristic permanently reduced by 1, to minimum of 1.
131-140	◆◆◆◆	Bleeding Out	Suffer 1 wound and 1 strain every round at the beginning of turn. For every 5 wounds suffered beyond wound threshold, suffer one additional Critical Injury (ignore the details for any result below this result).
141-150	◆◆◆◆	The End is Nigh	Die after the last Initiative slot during the next round.
151+	◆◆◆◆	Dead	Complete, absolute death.

Critical Injury Characteristic (p143)

D%	Characteristic
01-30	Brawn
31-60	Agility
61-70	Intellect
71-80	Cunning
81-90	Presence
91-00	Willpower

Medical/Repair Check Difficulty to Heal (p77)

State of Health	Difficulty
Current wounds <= half wound threshold	◆
Current wounds > half wound threshold	◆◆
Wounds exceed wound threshold	◆◆◆
Critical Injury	Critical Injury Severity
Attempt to heal self	Add ◆◆ (Add ◆ if using Mechanics)
Without proper equipment and supplies	Add ◆

Healing (p143)

- Use **Medicine** (non-droids) or **Mechanics** (droids) to heal wounds or Critical Injuries (once per week per Critical Injury)
 - Difficulty determined by severity of wounds (see table above) – heal 1 wound per ✨, recover 1 strain per ☹.
- Resting restores 1 wound and all strain after a full nights rest.
 - Resting after an encounter allows a **Simple (-) Discipline** or **Cool** check to recover one strain per ✨.
 - Resting for a full week allows a **Resilience** check to recover from a Critical Injury (difficulty determined by Critical Injury severity). On failure, recover 1 wound, on ☹ recover one additional Critical Injury.
- Using a Bacta tank (non-droid) recovers 1 wound per 2 hours. If Incapacitated, recover 1 wound per 6 hours and roll to recover Critical Injury after 24 hours as if rested for a full week (see above). Using an oil bath (droid) recovers 1 wound per hour.
- Use Stimpack or Emergency Repair Kit to recover wounds up to 5 times in a 24 hour period. First restores 5 wounds, each subsequent restores 1 less.

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Vehicle Critical Hits (p162)

Dice Roll	Severity	Result	Details
01-09	◆	Mechanical Stress	Ship or vehicle suffers 1 system strain.
10-18	◆	Jostled	All crew members suffer 1 strain.
19-27	◆	Losing Power to Shields	Decrease defense in affected defense zone by 1 until repaired. If ship or vehicle has no defense, suffer 1 system strain.
28-36	◆	Knocked Off Course	On next turn, pilot cannot execute any maneuvers. Instead, must make a Piloting check to regain bearings and resume course. Difficulty depends on current speed.
37-45	◆	Tails핀	All firing from ship or vehicle suffers ■■ until end of pilot's next turn.
46-54	◆	Component Hit	Component from Small Ship Components or Large Ship Components (see tables below) is rendered inoperable until end of next round.
55-63	◆◆	Shields Failing	Decrease defense in all defense zones by 1 until repaired. If ship or vehicle has no defense, suffer 2 system strain.
64-72	◆◆	Hyperdrive or Navicomputer Failure	Cannot make any jump to hyperspace until repaired. If ship or vehicle has no hyperdrive, navigation systems fail leaving it unable to tell where it is or is going.
73-81	◆◆	Power Fluctuations	Pilot cannot voluntarily inflict system strain on the ship until repaired.
82-90	◆◆	Shields Down	Decrease defense in affected defense zone to 0 and all other defense zones by 1 point until repaired. If ship or vehicle has no defense, suffer 4 system strain.
91-99	◆◆	Engine Damaged	Ship or vehicle's maximum speed reduced by 1, to a minimum of 1, until repaired.
100-108	◆◆	Shield Overload	Decrease defense in all defense zones to 0 until repaired. In addition, suffer 2 system strain. Cannot be repaired until end of encounter. If ship or vehicle has no defense, reduce armor by 1 until repaired.
109-117	◆◆◆	Engines Down	Ship or vehicle's maximum speed reduced to 0. In addition, ship or vehicle cannot execute maneuvers until repaired. Ship continues on course at current speed and cannot be stopped or course changed until repaired.
118-126	◆◆◆	Major System Failure	Component from Small Ship Components or Large Ship Components (see tables below) is rendered inoperable until repaired.
127-135	◆◆◆	Major Hull Breach	Ships and vehicles of silhouette 4 and smaller depressurize in a number of rounds equal to silhouette. Ships of silhouette 5 and larger don't completely depressurize, but parts do (specifics at GM discretion). Ships and vehicles operating in atmosphere instead suffer a Destabilized Critical .
136-144	◆◆◆	Destabilized	Reduce ship or vehicle's hull trauma threshold and system strain threshold to half original values until repaired.
145-153	◆◆◆	Fire!	Fire rages through ship or vehicle and it immediately takes 2 system strain. Fire can be extinguished with appropriate skill, Vigilance or Cool checks at GM's discretion. Takes one round per two silhouette to put out.
154+	◆◆◆	Breaking Up	At the end of next round, ship is completely destroyed. Anyone aboard has one round to reach escape pod or bail out before they are lost.

Vehicle Components (p163)

Small Vehicle silhouette <= 4	Large Vehicle silhouette >= 5	Details
Support Droid		Knocked out of commission until repaired. If a PC, immediately suffers maximum strain.
Ejection System		Pilot and/or crew unable to escape the ship in emergency until restarted or repaired.
Landing Gear		Roll d100: 01-50 stuck in landing, reduce Handling in atmosphere by 1; 51-00 stuck in retracted, any attempt at landing results in 2 hull trauma damage and 2 system strain.
One Weapon System		One weapon system of attacker's choice knocked offline.
Sensors		Sensor range reduced by one range band. If already close range, knocked offline completely and ship effectively blind until restarted or repaired.
Comms		Ship cannot send or receive electronic signals or data.
Sublight Engines		Ship's maximum speed is reduced by 1.
Hyperdrive or Navicomputer		Ship cannot make any jump to hyperspace.
Shields		Decrease defense in all defense zones by 1.
	Landing Bay	One of the ship's landing bays is knocked out of commission. Could result in temporary inability to launch or recover ships, to failure of shield and total decompression of compartment at GMs discretion.
	Cargo Hold	One of the ship's cargo holds is exposed to vacuum. Could result in cargo damaged or lost, and anyone in cargo hold may take damage at GMs discretion.
	Bridge	No starship maneuvers or starship actions may be executed. Ship continues on course at current speed and cannot be stopped or course changed until restarted or repaired.

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Skills (p69)

Name	Characteristic	Usage
General Skills		
Astrogation (p71)	Intellect	<ul style="list-style-type: none"> • Program a navicomputer for a hyperspace jump. • Basic knowledge of galactic geography. • Use navicomputer to identify location. • Familiarity with hyperspace routes and the types of craft and commerce most common along a route.
Athletics (p71)	Brawn	<ul style="list-style-type: none"> • Climb – including rappel or swing on a line – difficulty determined by surface and weather conditions. • Swim – difficulty determined by water conditions (waves, currents and tides). • Jump horizontally or vertically – difficulty determined by gravitational conditions and distance required. • Push movement to a longer speed or run for an extended time.
Charm (p72) <i>Opposed by Cool</i>	Presence	<ul style="list-style-type: none"> • Persuade an individual to make a special exception to usual practices through flattery, flirting and grace. • Appeal to an individual's better nature, requiring them to go out of their way to aid the characters without any hope of remuneration. • Sincere seduction attempts (use Deceit when interest is feigned).
Coerce (p72) <i>Opposed by Discipline</i>	Willpower	<ul style="list-style-type: none"> • Issue a threat, whether accompanied by hostile actions or implied, such as gesturing or pointing towards a weapon. • Question or persuade a target under conditions of physical captivity. • Acts of torture.
Computers (p73)	Intellect	<ul style="list-style-type: none"> • Open a locked door, control an elevator or bypass a security system. • Search through records, particularly if encrypted. • Investigate what actions a slicer might have taken against a computer system. • Alter a droid's programming or gain access to its memories. • Recover data from a system that has suffered physical damage.
Cool (p74)	Presence	<ul style="list-style-type: none"> • Resist efforts to hide the truth among overt niceties. • Check for initiative when carefully and calmly prepared. • Check for initiative in a social situation/discussion where timing matters.
Coordination (p74)	Agility	<ul style="list-style-type: none"> • Reduce damage when falling (see p140). • Walk across a narrow surface, whether a wide beam or a thin pipe. • Escape from restraints. • Crawl through the twists and turns of a sewage pipe, ventilation duct or garbage chute.
Deceit (p75) <i>Opposed by Discipline</i>	Cunning	<ul style="list-style-type: none"> • Mislead a buyer or seller about the value of an object. • Distract an opponent through guile. • Lay a false trail when pursued.
Discipline (p75)	Willpower	<ul style="list-style-type: none"> • Act normally while pinned down by heavy fire. • Engage, rather than flee before, a creature with inherently horrifying aspects. • Resist a tempting deal that seems far too good to be true.
Leadership (p76) <i>Opposed by Discipline</i>	Presence	<ul style="list-style-type: none"> • Rally allies subject to the effects of fear (see p189). • Sway a crowd in a public venue to take action, most often of a political nature. • Reassert the loyalty of underlings that have fallen before the guile of an opponent.
Mechanics (p76)	Intellect	<ul style="list-style-type: none"> • Repair physical damage to a device, provided necessary tools and replacement components are available. • Repair starship or vehicle (see p155). • Identify the parts and tools necessary for a repair job, along with approximate cost. • Construct a completely new device from discrete components and damaged devices. • Make a healing check on a droid (see Medicine, p177).
Medicine (p77)	Intellect	<ul style="list-style-type: none"> • Apply routine first aid, including medpacs. • Treat or inflict a poison, pharmaceutical or recreational drug. • Identify symptoms and treatment for infectious diseases and parasites. • More serious treatment – including surgery, cybernetic augmentation and psychotherapy, provided necessary pharmaceuticals and medical instruments are available.
Negotiate (p77) <i>Opposed by Cool</i>	Presence	<ul style="list-style-type: none"> • Adjust the purchase price when buying goods or services. • Adjust the selling price when selling goods or services. • Participate in skill-based gambling (use Deceit when cheating).
Perception (p78) <i>Opposed by skill used for concealment</i>	Cunning	<ul style="list-style-type: none"> • Detect a trap or ambush, prior to falling prey to the assault. • Detect a disguised individual, when not actively looking. • Notice a subtle clue – overheard conversation, the stink of a Jawa, drug introduced to beverage. • Accidentally notice subtly hidden objects, such as the latch securing a smuggling compartment.
Pilot (Planetary) (p78)	Agility	<ul style="list-style-type: none"> • Decipher basic controls of completely foreign type of atmospheric craft. • Determine results of a race upon a world's surface. • Maintain a tail or lose a chaser. • Navigate through a familiar environment, representing knowledge of typical traffic patterns.

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Pilot (Space) (p79)	Agility	<ul style="list-style-type: none"> Determine results of a race between the stars. Resolve chases, whether through asteroid belts, a crowded battlefield or skirting the edge of a gravimetric instability. Jockey for position in a space conflict, to determine which shields face the enemy and which weapons may be brought to bear.
Resilience (p79)	Brawn	<ul style="list-style-type: none"> Go without sleep for significantly longer than is healthy for species. Resist the effects of a toxin. Endure prolonged exposure to a hostile environment – including heat, cold or toxic pollution. Resist the effects of dehydration and malnutrition.
Skullduggery (p80) <i>Opposed by Perception</i>	Cunning	<ul style="list-style-type: none"> Pick a lock or pocket using physical tools rather than programming. Escape from a cell (after using Coordination to slip any bonds) and navigate away from security elements. Identify the most vulnerable aspects of a security scheme.
Stealth (p80) <i>Opposed by Perception</i>	Agility	<ul style="list-style-type: none"> Blend in with a crowd, hiding by acting as though you belong. Hide from an opponent's senses, modified by ambient conditions and applicable gear. Hide people or objects from the attentions of others, either through concealment or misdirection.
Streetwise (p81)	Cunning	<ul style="list-style-type: none"> Locate a merchant who specialises in unsavoury goods or illicit services. Pick up subtle cues from the language and attitudes of those who operate outside of legal structures. Understand subtle references within conversations. Discover what rumours are actively circulating within a region.
Survival (p82)	Cunning	<ul style="list-style-type: none"> Identify safe food, potable water or shelter in a natural environment. Understand weather patterns. Recognise the signs of imminent dangerous conditions and know the best way to prepare. Track a subject through the wilderness – whether game or bounty. Handle domesticated animals, so they may be used as beasts of burden or transport.
Vigilance (p82)	Willpower	<ul style="list-style-type: none"> Check for initiative when unprepared. Use ability associated with the Force dependent on Vigilance. Determine how prepared you are for unexpected crises. Resolve questions about whether or not a small piece of gear is available.
Knowledge Skills		
Core Worlds (p85)	Intellect	<ul style="list-style-type: none"> Identify a person's planet of origin without asking, by recognising traits of accent, dress and mannerisms associated with a particular world. Know what behaviours are considered necessary and polite, as opposed to ones that could be offensive when interacting with someone from a Core World. Identify which markets are the best places to sell or purchase a particular cargo (in the Core Worlds). Recognise any worlds where such goods could be illegal.
Education (p85)	Intellect	<ul style="list-style-type: none"> Identify the best way to proceed when interacting with a government entity. Employ basic scientific knowledge in an analysis. Understand any question that doesn't obviously fall under another knowledge skill.
Lore (p85)	Intellect	<ul style="list-style-type: none"> Decipher an ancient piece of writing or identify its context. Know legends associated with the exploits of an ancient hero.
Outer Rim (p86)	Intellect	<ul style="list-style-type: none"> Find a planet with a particular resource or service among the systems of the Outer Rim. Identify which markets are the best places to sell or purchase a particular cargo (in the Outer Rim). Recognise any worlds where such goods could be illegal. Know what behaviours are considered necessary and polite, as opposed to ones that could be offensive when interacting with someone from an Outer Rim world.
Underworld (p86)	Intellect	<ul style="list-style-type: none"> Know which nearby worlds are the best locations for a particular type of illegal business. Determine the most common methods an opponent might use for a particular type of criminal activity.
Xenology (p86)	Intellect	<ul style="list-style-type: none"> Know what behaviours are considered necessary and polite, as opposed to ones that could be offensive when interacting with a member of an unfamiliar species. Identify a particular way to injure or a characteristic vulnerability, to either help or harm a member of another species. Know appropriate environmental conditions and foodstuffs for a member of another species.
Combat Skills		
Brawl (p83)	Brawn	<ul style="list-style-type: none"> Make a melee attack while unarmed or using a Brawl weapon.
Gunnery (p83)	Agility	<ul style="list-style-type: none"> Make a ranged attack using a Gunnery weapon. Operate complex targeting computers and automated weapons mounts.
Melee (p84)	Brawn	<ul style="list-style-type: none"> Make a melee attack using a Melee weapon.
Ranged (Heavy) (p84)	Agility	<ul style="list-style-type: none"> Make a ranged attack using a Ranged (Heavy) weapon.
Ranged (Light) (p84)	Agility	<ul style="list-style-type: none"> Make a ranged attack using a Ranged (Light) weapon.

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Examples of Spending Additional Successes, Advantage and Triumph with Skills

Name	Per additional ✨	Per 🌀	Per 🎯
Astrogation (p71)	<ul style="list-style-type: none"> Better target the location, e.g.: place vessel directly into orbit around target planet. Reduce time spent calculating. 	<ul style="list-style-type: none"> Reduce travel time. Identify convenient stopovers to resupply or conduct additional business. 	<ul style="list-style-type: none"> Complete calculations in minimum time. Greatly reduce travel time. Reveal highly valuable but previously unknown information.
Athletics (p71)	<ul style="list-style-type: none"> Reduce time required. Increase distance travelled. 	<ul style="list-style-type: none"> Generate bonus 🎲 on other physical checks performed later or by allies that turn. 🌀 to grant additional maneuver during turn to move or perform physical activity. 	Perform the check with truly impressive results.
Charm (p72)	Gain an extra scene in which target is willing to support you for each additional ✨	Affect unexpected subjects beyond the original target.	Have target NPC become recurring character who remains predisposed to assist.
Coerce (p72)	🌀🌀 Inflict one strain on target.	Affect unexpected subjects beyond the original target.	Shift allegiance of target.
Computers (p73)	Reduce time required.	Uncover additional information about the system.	Obfuscate actions taken –add 🎯 to any check to detect or identify the characters actions.
Cool (p74)	-	Gain an additional insight into the situation at hand.	Heal 3 strain.
Coordination (p74)	<ul style="list-style-type: none"> Reduce time required. Increase distance travelled by 25%, (maximum 100% increase). 	🌀 to grant additional maneuver during turn.	Perform the check with truly impressive results.
Deceit (p75)	Extend duration of Deceit action.	Increase the value of any goods or services gained through the action.	Fool the target into believing the character is trustworthy – future Deceit checks against target do not require an opposed check.
Discipline (p75)	Downgrade difficulty of the dice pool for next action (max. 1).	Gain an additional insight into the situation at hand.	Add 🎲 to any Discipline checks made by allies during the following round.
Leadership (p76)	<ul style="list-style-type: none"> Extend target's support for additional scenes. Increase efficiency or effectiveness of target during ordered actions. 	Affect bystanders in addition to target.	Have target NPC become recurring character who decides to faithfully follow the acting character.
Mechanics (p76)	Reduce time required by 10-20%	Grant 🎲 on checks when using repaired item, or even the Superior quality, for a session.	Give device additional single use function.
Medicine (p77)	<ul style="list-style-type: none"> Target recovers one additional wound. Reduce healing time by one hour. 	Eliminate one strain from target.	Heal additional wounds while attempting to heal Critical Injury, or vice versa.
Negotiate (p77)	<ul style="list-style-type: none"> Increase acting character's profit by 5%. Modify scope of agreement. 	Earn unrelated boons from target, concessions if failed or extra perks if passed.	Have target NPC become regular client or specialist vendor.
Perception (p78)	Reveal additional details	Recall additional information associated with object noticed.	Notice details that can be useful later to gain 🎲 on future interactions with noticed object.
Pilot (Planetary) (p78)	<ul style="list-style-type: none"> Gain insights into situation. Deduce way to modify vehicle to make it more effective in future. 	Reveal vulnerability in opponent's piloting style or vehicle, giving benefit in later rounds.	Grant additional maneuver while continuing to pilot vehicle.
Pilot (Space) (p79)	<ul style="list-style-type: none"> Gain insights into situation. Deduce way to modify vehicle to make it more effective in future. 	Reveal vulnerability in opponent's piloting style or vehicle, giving benefit in later rounds.	Grant additional maneuver while continuing to pilot vehicle.
Resilience (p79)	Extend effects of the success to increase time between checks.	Identify way to reduce difficulty of future checks against same threat.	Recover 3 strain.
Skullduggery (p80)	Gain additional insights about nature of opposition.	Identify additional potential target.	Earn an unexpected boon.
Stealth (p80)	Assist allied character infiltrating at same time.	Decrease time taken to perform action while hidden.	Identify way to completely distract opponent for duration of scene.
Streetwise (p81)	Reduce time or funds required to obtain item, information or service.	Reveal additional rumours or alternative sources.	Gain semi-permanent contact on street.
Survival (p82)	<ul style="list-style-type: none"> Assist other character in surviving. Stockpile goods to increase time between checks. 	<ul style="list-style-type: none"> Gain insight into environment to make future checks simpler. When tracking, learn significant detail about target, such as number, species or how recently tracks were made. 	<ul style="list-style-type: none"> When handling domesticated animal, predispose animal towards character earning loyal companion. When tracking, learn vital clue about target.
Vigilance (p82)	Character is particularly well prepared.	Notice key environmental factor.	Gain extra maneuver during first round of combat.
Knowledge Skills	Recall information or complete research with remarkable haste.	Learn extra trivial information about subject.	Learn relevant, beneficial information about subject, such as an understanding of a beast's particular weakness or the familial strife between crime syndicates.

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Examples of Spending Threat and Despair with Skills

Name	Per ☉	Per ☽
Astrogation (p71)	<ul style="list-style-type: none"> Decrease accuracy of hyperspace jump. Increase travel time. Miss relevant details when analyzing hyperspace routes or galactic maps. 	<ul style="list-style-type: none"> As for ☉, but to greater magnitude. Trigger something truly awful happening, such as jumping out of hyperspace in the path of an asteroid.
Athletics (p71)	<ul style="list-style-type: none"> Small amounts cause strain. Larger amounts may cause character to fall prone, or even suffer a wound from sprains and bruises. 	Inflict a Critical Injury, which the GM can choose to be thematic or roll randomly.
Charm (p72)	<ul style="list-style-type: none"> Reduce the number of people able to influence Turn those affected negatively against character. 	Turn NPC against character and make into a minor recurring adversary.
Coerce (p72)	Target has building resentment towards character.	Reveal something about goals and motivations to target.
Computers (p73)	The character does a poor job of concealing his presence in the system. Security systems are alerted, and add ☐ to the check of any NPC attempting to discover evidence of his actions.	Leave behind trace information of your own system in the system being sliced. Add ☐ to the check of any NPC using the target system to slice the character's system.
Cool (p74)	Miss a vital detail or event.	The character is overwhelmed by the chaos and is stunned for one round.
Coordination (p74)	Lose free maneuver for one round.	<ul style="list-style-type: none"> Suffer a wound Lose a vital piece of equipment.
Deceit (p75)	Give away a portion of the lie, making target suspicious.	Target realises he has been lied to and spreads word of his deceit to harm his reputation or uses the situation to his advantage.
Discipline (p75)	Undermine the characters resolve, perhaps inflicting a penalty on further actions in distressing circumstances.	The character is overwhelmed entirely and is unable to perform more than one maneuver next round.
Leadership (p76)	Decrease the efficiency of ordered actions, causing them to take longer or be done poorly.	<ul style="list-style-type: none"> Undermine the character's authority, damaging the characters ability to command target or those who witnessed the attempt. With multiple ☽ target may become a recurring thorn in the character's side, refusing future orders or turning others against the character.
Mechanics (p76)	Particularly shoddy repairs or temporary measures, the GM may spend ☉ to cause the target object or system to malfunction shortly after check completed.	<ul style="list-style-type: none"> Cause further harm to target object or system. Cause other components of target to malfunction.
Medicine (p77)	<ul style="list-style-type: none"> Inflict strain on the target due to shock of procedure. Increase time procedure takes. 	A truly terrible accident, perhaps inflicting further wounds on target.
Negotiate (p77)	<ul style="list-style-type: none"> Increase cost of goods purchased. Decrease value of goods sold. Shorten contracts negotiated. 	Seriously sabotage goals during the interaction, perhaps receive counterfeit goods or payment, or agree to terms entirely beyond scope of negotiation.
Perception (p78)	Conceal a vital detail about situation or environment.	Obtain false information about surroundings or target.
Pilot (Planetary) (p78)	☉☉ to give opponents ☐ on checks against character and vehicle due to momentary malfunction in system.	Deal damage to vehicle as character strains systems throughout vehicle during check.
Pilot (Space) (p79)	☉☉ to give opponents ☐ on checks against character and vehicle due to momentary malfunction in system.	Deal damage to vehicle as character strains systems throughout vehicle during check.
Resilience (p79)	Overburden the character, inflicting penalties on subsequent checks.	Inflict a wound or minor Critical Injury on character, as they succumb to harsh conditions.
Skullduggery (p80)	Opportunity to catch character immediately after act, number of ☉ determine immediacy of discovery and ensuing danger.	Leave behind evidence of larceny.
Stealth (p80)	Increase time taken to perform action while hidden by 20%.	Leave behind evidence of passing, concerning identity and possibly motive.
Streetwise (p81)	Seed gathered information with minor falsehoods.	Character lets slip details about self or information sought.
Survival (p82)	Spend vital resources (food, fuel, etc.) during check.	Inflict wounds, Critical Injuries or large amounts of strain on character.
Vigilance (p82)	Miss key piece of information about situation or environment.	The character is unable to perform more than one maneuver during first round of combat.
Knowledge Skills	Omit a vital detail about the subject at hand.	Seed misinformation and outright falsehoods.

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Examples of Spending Advantage and Triumph in Combat (p133/156)

Cost	General	Starship and Vehicle
☉ or ☉	<ul style="list-style-type: none"> Recover 1 strain (may be selected more than once). Add ■ to next active allied characters check. Notice a single important point in the ongoing conflict. Activate Critical Hit for weapon with ☉ Critical rating. Activate ☉ cost Weapon Quality. 	<ul style="list-style-type: none"> Add ■ to next active allied characters Pilot, Gunnery, Computers or Mechanics check. Notice a single important point in the ongoing conflict. Activate Critical Hit for weapon with ☉ Critical rating. Activate ☉ cost Weapon Quality.
☉☉ or ☉	<ul style="list-style-type: none"> Perform an immediate free maneuver, provided you have not already performed two maneuvers that turn. Add ■ to target's next check. Add ■ to active or allied characters next check. Activate Critical Hit for weapon with ☉☉ Critical rating. Activate ☉☉ cost Weapon Quality (default). 	<ul style="list-style-type: none"> Perform an immediate free maneuver, provided you have not already performed two maneuvers that turn. Add ■ to target's next Pilot or Gunnery check. Add ■ to active or allied characters next Pilot, Gunnery, Computers or Mechanics check. Activate Critical Hit for weapon with ☉☉ Critical rating. Activate ☉☉ cost Weapon Quality (default).
☉☉☉ or ☉	<ul style="list-style-type: none"> Negate enemy's defensive bonus till end of round. Ignore environmental penalties till end of next turn. Gain +1 to melee or ranged defense till end of next turn. Disarm the target. Activate Critical Hit for weapon with ☉☉☉ Critical rating. Activate ☉☉☉ cost Weapon Quality. 	<ul style="list-style-type: none"> Reduce the target's defense by half till end of round. Ignore stellar effects till end of next turn. If piloting, perform free Pilot Only maneuver, provided you have not already performed maximum number of Pilot Only maneuvers that turn. Force target to break any Aim or Stay on Target actions. Activate Critical Hit for weapon with ☉☉☉ Critical rating. Activate ☉☉☉ cost Weapon Quality.
☉☉☉☉ or ☉	<ul style="list-style-type: none"> Activate Critical Hit for weapon with ☉☉☉☉ Critical rating. 	<ul style="list-style-type: none"> Activate Critical Hit for weapon with ☉☉☉☉ Critical rating.
☉☉☉☉☉ or ☉	<ul style="list-style-type: none"> Activate Critical Hit for weapon with ☉☉☉☉☉ Critical rating. 	<ul style="list-style-type: none"> Activate Critical Hit for weapon with ☉☉☉☉☉ Critical rating.
☉	<ul style="list-style-type: none"> Upgrade the difficulty of target's next attack. Upgrade active or allied characters next check. Do something vital to turn the tide of battle. 	<ul style="list-style-type: none"> Upgrade the difficulty of target's next Pilot or Gunnery check. Upgrade active or allied characters next Pilot, Gunnery, Computers or Mechanics check. Do something vital to turn the tide of battle.

Examples of Spending Threat and Despair in Combat (p133/157)

Cost	General	Starship and Vehicle
☉ or ☉	<ul style="list-style-type: none"> Active character suffers 1 strain (may be selected more than once). Active character loses the benefit of a prior maneuver. 	<ul style="list-style-type: none"> If piloting, force ship to slow down by one speed. Active character loses the benefit of a prior maneuver.
☉☉ or ☉	<ul style="list-style-type: none"> Opponent may immediately perform one free maneuver in response to active characters check. Add ■ to target's next check. Add ■ to active or allied characters next check. 	<ul style="list-style-type: none"> Opponent may immediately perform one free maneuver in response to active characters check. Add ■ to target's next check. Add ■ to active or allied characters next check. Active characters vehicle suffers 1 system strain (may be selected more than once).
☉☉☉ or ☉	<ul style="list-style-type: none"> Active character falls prone. Active character grants the enemy an advantage in the encounter, decreasing the difficulty of checks made against it by one until beginning of his next turn. 	<ul style="list-style-type: none"> The initiative slot used by active player drops to last in initiative order. Active character grants the enemy an advantage in the encounter, decreasing the difficulty of checks made against it by one until beginning of his next turn.
☉	<ul style="list-style-type: none"> Active characters weapon immediately runs out of ammo and can't be used for the rest of the encounter. Upgrade the difficulty of active or allied characters next check. Tool or melee weapon the active character is using becomes damaged. 	<ul style="list-style-type: none"> Primary weapon system of active characters ship (or weapon system manned if gunner) suffers Component Hit Critical. Does not count towards ship's accumulated Critical Hits. Upgrade the difficulty of active or allied characters next Pilot, Gunnery, Computers or Mechanics check. The active character suffers a minor collision with opponent at close range or stellar effect.
☉ (plus failed check)		<ul style="list-style-type: none"> The active character suffers a major collision with opponent at close range or stellar effect.