

STAR THE FORCE AWAKENS WARS

BEGINNER GAME



READ THIS BOOK LAST



RULEBOOK

STAR
WARS
ROLEPLAYING

STOP! OPEN THE ADVENTURE BOOK FIRST

The rules presented in this book are intended for players who have already played through the included **BEGINNER GAME** adventure. The introductory adventure featured in that book is designed to walk you through all of the basic *The Force Awakens* **BEGINNER GAME** rules in an easy, play-as-you-learn format. So grab some friends, crack open the adventure book, and get started!

GETTING STARTED

Now that you have played through the introductory **BEGINNER GAME** adventure, there is no need to stop there. The galaxy is yours to explore, and this book is filled with all the rules you will need to carry on with your adventures. All of the rules introduced and taught in the adventure can also be found here for ease of play, and many of the concepts have been expanded with further detail.

WHAT'S IN THE BOOK?

- **Chapter I: A Galaxy Far, Far Away (page 2).** A look at the state of the *Star Wars* galaxy, in the years following the *Return of the Jedi*.
- **Chapter II: Playing the Game (page 6).** Rules for building and interpreting dice pools, performing checks, using Destiny Points, and investing experience points to enhance *The Force Awakens* **BEGINNER GAME** characters.
- **Chapter III: Combat (page 16).** Rules for handling combat, movement, and characters' health.
- **Chapter IV: Skills (page 25).** Descriptions and common uses of each of the various skills that a character might learn in the course of adventuring in the *Star Wars* galaxy.
- **Chapter V: Talents (page 30).** Special abilities and techniques available to the characters in the *The Force Awakens* **BEGINNER GAME**.
- **Chapter VI: Gear and Equipment (page 34).** Common personal weapons, armor, and gear critical for surviving adventures in the *Star Wars* galaxy.
- **Chapter VII: Adversaries (page 41).** Several additional opponents with which the heroes can contend.
- **Chapter VIII: Your Saga Continues (page 46).** Guidance for GMs who wish to continue their *The Force Awakens* **BEGINNER GAME** experiences in the broader universe of *Star Wars* Roleplaying.



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

www.FantasyFlightGames.com

starwars.com

GAME RULES

Many of the rules presented here will be familiar now that you have played through the tutorial adventure, although this section provides greater depth.

WHAT PLAYERS NEED TO PLAY

Continuing with your *The Force Awakens* **BEGINNER GAME** requires very few materials. Besides at least one copy of this rulebook, players will need pencils or pens, as well as the character folios and custom dice they used in the **BEGINNER GAME** adventure.

The players and GM might also find it helpful to obtain the *Star Wars* dice-rolling application. More information can be found on the Fantasy Flight Games website at www.FantasyFlightGames.com.

NARRATIVE PLAY

The Force Awakens **BEGINNER GAME** asks the players to step into their characters' roles and use dramatic narrative to describe events and advance the story. While this rulebook provides specific rules for how to resolve actions, the game relies heavily on both the Game Master and the players to use their imaginations—tempered with common sense—to explain what happens.

In *The Force Awakens* **BEGINNER GAME**, combat, placement of characters, and other situations are represented in an abstract fashion. Rather than taking a ruler and measuring the distance between characters on a map, it is preferable for a player to simply state: "I'm ducking behind the computer console to get some cover while I return fire." That sort of description paints a much better picture of the action taking place.





I A GALAXY FAR, FAR AWAY

THERE HAS BEEN AN AWAKENING...

It has been thirty years since the Emperor died, slain by his former pupil. Three decades since the Alliance destroyed the second Death Star above the Sanctuary Moon. Thirty years since the Rebels won.

In the tumultuous years just after the Battle of Endor, the Empire self-destructed, tearing itself apart in a frenzy of infighting even as the triumphant Alliance pressed it on all fronts. Worlds threw off their oppressors, soldiers defected, and the galaxy rose up in revolt. Quickly, the Alliance declared a new Republic, driving the remnants of the Imperial military from the Core Worlds and into the wilderness of the Outer Rim and Unknown Regions.

The last great battle of the war occurred over the remote desert world of Jakku. Here, the Empire made its last stand against the New Republic, rallying its remaining ships above a planet that once held a secret Imperial research base. The New Republic Fleet met the Empire in a titanic battle, sending scores of warships crashing into the sands below. When the smoke cleared, Jakku had become a graveyard of star-

ships, and the Empire's last great fleet had been destroyed. The war was over.

The New Republic now faced a hard choice. To pursue and eradicate the Empire would require a massive war machine; thousands of warships and millions of soldiers. It would have to bleed its worlds of wealth and resources to finance the war, and it would have to mercilessly hunt the Imperial remnants wherever they hid. In short, to defeat the Empire, the New Republic would have to become the Empire.

Instead, Mon Mothma, leader of the New Republic, chose peace. The New Republic signed a treaty with the last forces of the Empire. The Galactic Concordance saw the Empire disarm under the threat of punishing sanctions and renewed hostilities. The New Republic followed suit. The great fleets of the galaxy demobilized, and the soldiers went home to their families. Much of the Imperial military retreated deep into the Unknown Regions, where everyone assumed it remained a shadow of its former glory.



THE LONG PEACE

With the Empire gone, the New Republic turned to rebuilding a galaxy scarred by decades of conflict. The Senate reformed on Chandrila; far away from the bitter memories on Coruscant. In the years that followed, the Senate would move from world to world on a regular basis so that no one planet could claim to be the galaxy's capital.

The New Republic Fleet, though a shadow of its former self, still remained the most powerful military force in the galaxy. It maintained order in the heart of the New Republic, and kept watch for pirates and marauders along the hyperlanes crisscrossing the galaxy. At times, it also patrolled the borders established by the Galactic Concordance. However, as the years stretched on into decades, many officials in the New Republic assumed the remnants of the Empire had withered and died.

The galaxy became a quieter place. Without the oppressive conformity of the Empire, many systems embraced their newfound freedoms. Some drew inward, concerning themselves more with their own business and encouraging others to do the same. Other worlds saw this as an opportunity to settle old grudges with bitter rivals. Finally, a number of worlds wanted nothing to do with the New Republic and struck out on their own as neutral systems.

Throughout this time, many members of the New Republic and the Galactic Senate worked tirelessly to preserve the peace. The New Republic Fleet behaved as a peacekeeping presence in certain regional disagreements to force belligerents to back down. Meanwhile, diplomats built strong relationships with the neutral systems, forming trade agreements, maintaining the free flow of information, and building rapport. Arms inspectors also had their hands full, keeping an eye on massive corporations like Kuat Drive Yards and Sienar Fleet Systems. These military-industrial giants had grown fat off supplying the armaments for the Clone Wars and the Galactic Civil War, and they chafed in these quiet times.

All in all, the New Republic had plenty to concern itself with. Luckily, its old foe, the Empire, was long gone.

RISE OF THE FIRST ORDER

Or so they thought. When the Empire retreated into the depths of the Unknown Regions, however, it did not flee into a desolate interstellar wilderness. To the rest of the galaxy, the Unknown Regions are a complete mystery. Few ships enter this unexplored, isolated, and dangerous region of space—and even fewer return.

However, during the height of the Empire, Emperor Palpatine dispatched some of his most trusted forces into the Unknown Regions. Though they could not explore more than a fraction of the region, they did stake out several reliable hyperspace routes and located a number of star systems with potential strategic value. Information in hand, the Emperor dispatched agents into those regions. They constructed laboratories, outposts, and communications stations. Some of these grew into garrisons, industrial settlements, and even shipyards.

This network of installations remained a closely guarded secret, and one the Alliance never learned about. Thus, when the Empire signed the Galactic Concordance, this second, hidden Empire was one of the locations where the remnants of the Imperial military retreated. There, the Empire grew in the darkness beyond the boundaries of Known Space, unseen.

Perhaps it was inevitable that the Empire's remains would eventually morph into something new. With the end of hostilities, many of the so-called "moderates" in the Imperial military hung up their uniforms and went home. Some faced trials for war crimes; others retired and did their best to forget about their service under Palpatine. The only Imperial soldiers willing to venture beyond the bounds of everything they knew and dedicate their lives to the memory of a dead leader were, in a word, fanatics. Eventually, the goals of the fanatics became the Empire's goals: destruction, revenge, and dominating the galaxy through terror. The old, failed Empire died. The First Order was born.



THE LONELY WATCH

Though the New Republic thought the Empire dead, not everyone shared those sentiments. Chief amongst those was Leia Organa. One of the Rebel Alliance's principle leaders, Leia had worked hard to form the New Republic and rebuild the Galactic Senate. However, she knew the Empire too well to assume that they would abide by the terms of the Galactic Concordance forever.

The Empire could not completely hide its return to power. Rumors began to circulate about deserted settlements, destroyed merchant ships, and spies infiltrating the Outer Rim. TIE fighters were seen along shipping lanes. The name "First Order" was whispered in the back rooms of seedy cantinas.

THE GALAXY TODAY

After thirty years of peace, the galaxy again finds itself on the brink of war. The First Order has finished its preparations, and is prepared for a devastating strike into the heart of the New Republic. Meanwhile, the Resistance scrambles to discover the First Order's plots while Leia searches for her missing brother Luke Skywalker, the last of the Jedi Knights.

THE NEW REPUBLIC

The cosmopolitan world of Hosnian Prime currently hosts the Galactic Senate. Chancellor Lanever Villecham of Tarsunt presides over the august body. The modest and unassuming Tarsunt is primarily concerned with rebuilding trade and diplomatic relationships with the Trans-Hydian Borderlands. In doing so, he hopes to convince the galaxy's many neutral systems that the New Republic can and will be good neighbors.

The core of the New Republic Fleet remains in orbit over Hosnian Prime and the other worlds in the Hosnian system. Here it watches over the Senate, while standing ready to respond to any threats to the safety of the New Republic.



Leia could not convince the Senate that this resurgent Empire, if it existed, would face off against the New Republic. Many Senators clung to the knowledge that the Republic Fleet was still the most powerful military force in the galaxy, backed by the support of countless worlds. Surely this First Order wouldn't be crazy enough to restart the war?

However, Leia leveraged her prestige, convincing certain Senators to quietly authorize a small military force to keep an eye on the First Order's activities. Though officially unsupported and unsanctioned, the Senate gave Leia some ships and supplies, and her charismatic leadership drew a collection of old friends and young enthusiasts to her banner. The Resistance began to monitor the First Order, and prepare for war.

THE FIRST ORDER

After years of preparations, the First Order finally stands ready to crush the New Republic and dominate the galaxy once more. Under the leadership of Supreme Leader Snoke, the First Order has rebuilt its military, constructing new Star Destroyers and TIE fighters, and training new legions of fanatically loyal stormtroopers.

Though impressive, these alone could not defeat the New Republic. However, the First Order has two trump cards that will turn the tide of war in their favor. One is the secret military installation called Starkiller Base. The other is the young and tortured Force user Kylo Ren. With the disappearance of Luke Skywalker, Kylo Ren stand unchallenged, as dangerous as he is unstable.

STARKILLER BASE

Starkiller Base is the linchpin of Supreme Leader Snoke's plan to reconquer the galaxy. Under the command of General Hux, this technological terror emulates the Death Stars of old, but on a truly monumental scale. The First Order carved Starkiller base from an icy planet, meaning the installation is the size of a world and dwarfs any other construction the galaxy has seen. The base can even move, traveling through hyperspace from system to system. This is essential, given the base's terrifying capabilities.

The heart of Starkiller Base is a massive superweapon, so large that it dominated the planet's surface from space. The weapon uses highly advanced theories of dark energy and hyperspace tunneling to fire a powerful laser blast through hyperspace, allowing it to destroy planets on the other side of the galaxy. The weapon is so powerful that it requires the base consume the entire energy of a star in order to fire. Once it has drained a star into a smoldering husk, it must fly to a new system to fire its weapon again.



LUKE SKYWALKER AND KYLO REN

After the defeat of the Emperor and the redemption of Darth Vader, Luke Skywalker thought it was his destiny to rebuild the Jedi Order. He set out to train a new generation of Jedi Knights. However, in an eerie parody of the past, one student would prove to be his undoing.

Han and Leia had a child, Ben, who was strong in the Force. They asked Luke to train him as a Jedi. Unbeknownst to them, however, the mysterious Supreme Leader Snoke had other designs for the boy. Snoke turned Ben to the dark side of the Force. His fall was terrible, as were the consequences for Luke and his other students. Though the details remain unclear, one thing is known. Ben is no more. Now, he is Kylo Ren.

THE RESISTANCE

Though few realize it, the Resistance is the galaxy's best hope for defeating the First Order, because only Leia and her colleagues recognize the threat it poses. Like the Rebel Alliance thirty years ago, the Resistance is a small force of committed and dedicated personnel using surplus and often antiquated equipment. It has a small number of warships and would not be able to stand up to the First Order in a straight fight; therefore, it will have to rely on commando raids and hit-and-run strikes with its starfighter squadrons.

The Resistance is a melding of old and new faces. Its higher ranks are dominated by veterans of the Galactic Civil War, who bring with them extensive knowledge on how to fight guerrilla campaigns. Admiral Ackbar, for example, has nearly sixty years of military experience; he fought in the Clone Wars and eventually led the Rebel Fleet to victory at Endor. Major Caluan Ematt joined the Alliance before Yavin and now serves the Resistance as a seasoned soldier, while Nien Nunb helped fly the *Millennium Falcon* at Endor and is now a veteran fighter ace. They are joined by a group of brash youngsters including Snap Wexley, Poe Dameron, and Jess Pava. Though most of them were only children when the Empire fell, they know just how dangerous the First Order is, and they are ready to lay their lives on the line to defeat it.





II PLAYING THE GAME

THE CORE MECHANIC

The core mechanic of the game revolves around the skill check. The skill check determines whether specific actions performed by characters succeed or fail, as well as any consequences that might accompany success or failure. This core mechanic in the *Star Wars: The Force Awakens* **BEGINNER GAME** is quite simple and can be broken into two key elements:

1. Roll a pool of dice.
2. After accounting for all other factors, if there is at least one Success ✱ symbol showing on the dice, the task is completed successfully.

The first element involves rolling a pool of dice. When a character wishes to attempt an action, a dice pool must be assembled. The number and types of dice are influenced by several factors, including the character's innate abilities, skill training, and equipment, as well as by the inherent difficulty of the task being attempted. The GM might decide that the environment or the situation warrants certain additional dice. Once all the necessary dice have been assembled, the player attempting the task rolls all of the dice in the pool.

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

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



THE DICE

When a character makes a skill check in the *Star Wars: The Force Awakens* **BEGINNER GAME**, the dice allow the players to quickly determine the success or failure, as well as the magnitude and narrative implications, of the attempted task. To accomplish this, the *Star Wars: The Force Awakens* **BEGINNER GAME** uses seven different types of dice. Each die face is either blank or features one or more symbols that represent various positive or negative effects.

POSITIVE DICE

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

ABILITY DICE ◆

Ability is represented with green eight-sided dice. Ability dice ◆ represent the character's aptitude or skill when attempting a skill check.

BOOST DICE □

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

PROFICIENCY DICE ●

Proficiency is represented with yellow twelve-sided dice. Proficiency dice ● represent the combination of innate ability and training. They are most often used when characters attempt skill checks for which they have training in a relevant skill. Proficiency dice ● are the upgraded version of Ability dice ◆ (for more on upgrades, see page 11).

NEGATIVE DICE

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

DIFFICULTY DICE ◆

Difficulty is represented with purple eight-sided dice. Difficulty dice ◆ represent the inherent challenge or complexity of a particular task a character is attempting. In simplest terms, the more Difficulty dice ◆ in a dice pool, the more challenging it is to succeed.

POSITIVE DICE AND NEGATIVE DICE

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

Positive dice are added to the pool to help accomplish a task or achieve beneficial side effects. Negative dice are added to the pool to hinder or disrupt a task, or to introduce the possibility of complicating side effects.

TABLE 2-1: POSITIVE AND NEGATIVE DICE

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

SETBACK DICE ■

Certain complications, or "setbacks," are represented with black six-sided dice. Setback dice ■ represent problems or minor obstacles during task resolution. Setback dice ■ are not as potent as Difficulty dice ◆.

CHALLENGE DICE ●

Challenge is represented with red twelve-sided dice. Challenge dice ● represent the most extreme adversity and opposition. These dice might be featured in place of Difficulty dice ◆ during particularly daunting challenges posed by trained, elite, or prepared opponents. Challenge dice ● are the upgraded version of Difficulty dice ◆ (for more on upgrades, see page 11).

FORCE DICE

The Force is abstracted using white twelve-sided dice. These Force dice ○ represent the power and pervasiveness of the Force. In the *Star Wars: The Force Awakens* **BEGINNER GAME**, Force dice ○ are only used when the players generate their starting Destiny pool at the beginning of a session (see **Destiny Points**, on page 14).



DICE SYMBOLS & RESULTS

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

POSITIVE RESULTS

There are three positive symbols on the task resolution dice.

SUCCESS ✨

Success ✨ symbols are critical for determining whether a skill check succeeds or fails. One Success ✨ symbol is canceled by one Failure ▼ symbol. If there is at least one Success ✨ symbol remaining in the pool after all cancellations, the skill check succeeds.

Success ✨ symbols also influence the magnitude of the outcome. For example, in combat, each Success ✨ symbol is added to the damage inflicted on the target. Generating four net Successes ✨ would inflict four additional damage.

ADVANTAGE 🌀

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

It is possible for a task to fail while generating a number of Advantage 🌀 symbols, which allows something good to come out of the failure. The applications of Advantage 🌀 are covered in more detail on page 19.

TRIUMPH 🏆

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

- First, each Triumph 🏆 symbol also counts as one Success ✨, in every way a Success ✨ has been defined.
- Second, each Triumph 🏆 can be used to trigger an incredibly potent effect. See page 19 for more information on using Triumph 🏆 to trigger effects.

Players gain both effects with each Triumph 🏆 symbol; they do not have to choose between the Success ✨ and the special effect trigger.

NEGATIVE RESULTS

There are three negative symbols on the task resolution dice.

FAILURE ▼

Failure ▼ symbols are critical for determining whether a skill check succeeds or fails. One Failure ▼ symbol cancels one Success ✨ symbol. If there are no Success ✨ symbols remaining in the pool after all cancellations, the skill check fails. Multiple net Failure ▼ symbols have no further effect.

THREAT ☠

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

It is possible for a task to succeed but also generate Threat ☠ symbols that taint or diminish the impact of the success. The GM generally resolves Threat ☠ effects. The applications of Threat ☠ are covered in more detail on page 20.

DESPAIR 💀

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

- First, each Despair 💀 symbol also counts as one Failure ▼, in every way a Failure ▼ has been defined.
- Second, each Despair 💀 can be used to trigger a potent negative effect. See page 20 for more information on using Despair 💀 to trigger effects.

Players suffer both effects with each Despair 💀 symbol; they do not get to choose between the Failure ▼ and the special effect trigger. The Failure ▼ aspect of a Despair 💀 can be canceled by a Success ✨ symbol as normal, but the second aspect of the Despair 💀 result cannot be canceled. If it appears alongside a Triumph 🏆 symbol, both take effect for the results of the check.

LIGHTS, CAMERA, ACTION!

During the course of a *Star Wars: The Force Awakens* **BEGINNER GAME** adventure, characters find themselves attempting a variety of tasks. When the outcome of a PC's task is uncertain, that character usually needs to perform a skill check to determine the success or failure of a particular action.

The type of skill check required is determined by the GM (for more information on skill types, see page 25). Once the type of check and its difficulty have been set, the player creates a pool of dice based on the different factors involved in the task. The pool can be a combination of many types of

dice, and it varies from action to action based on the characters involved and the specific situation.

After the dice pool has been created, the player rolls all of the dice assembled. The results on these dice are evaluated. Some results cancel each other out, while others are cumulative. Once all evaluations have been made, the player and GM can resolve the skill check by determining the action's success or failure. They use the information from the dice results to describe the outcome of the check, as well as any additional effects, complications, or surprises.

THE BASIC DICE POOL

The *Star Wars: The Force Awakens* **BEGINNER GAME** uses a concept known as a dice pool, which is a collection of the custom dice needed for the game (see **Building a Basic Dice Pool**, on page 10). The basic dice pool relies on three factors: the PC's inherent ability, any specialized training, and the difficulty of the task being attempted.

CHARACTERISTICS

A character's intrinsic abilities are defined by the following six characteristics:

AGILITY

The Agility characteristic measures a character's manual dexterity, hand-eye coordination, and body control.

BRAWN

A character's Brawn represents a blend of a character's brute power, strength, and overall toughness, as well as the ability to apply those attributes as needed.

CUNNING

Cunning reflects how crafty, devious, clever, and creative a character can be.

INTELLECT

The Intellect characteristic measures a character's intelligence, education, mental acuity, memory, and ability to reason and rationalize.

PRESENCE

A character's Presence characteristic is a measure of moxie, charisma, confidence, and force of personality.

WILLPOWER

The Willpower characteristic reflects a character's discipline, self-control, mental fortitude, and faith.

CHARACTERISTIC RATINGS

Characteristic ratings for both PCs and NPCs generally range from 1 to 6.

A typical humanoid has an average characteristic rating of 2. A rating of 1 is weak and below average. A characteristic rating of 3 or 4 is significantly above average, while ratings of 5 or 6 represent peak performance and ability.

SKILLS & TRAINING

Skills represent the character's training or experience in performing specific tasks and actions. Although a character can attempt almost anything without the proper training or skill, a trained character will be far more effective and capable than one unskilled at the task at hand.

Each skill is linked to a specific characteristic, the default ability a character uses when performing a task with that skill. For example, the Athletics skill is based on Brawn, Deception relies on Cunning, and Knowledge uses Intellect.

For a more in-depth look at skills and their applications, see page 25.

DIFFICULTY

Difficulty adds negative dice to the dice pool, making success more challenging. In addition to the dice representing the task's inherent difficulty, other dice may be added to reflect further complications based on the environment or specific situation.

While the characteristic and related skill training are defined by the character attempting the task, the difficulty of a task is set by the GM. There are six difficulty levels (see **Table 2–2: Difficulty Levels**, on page 11).

BUILDING A BASIC DICE POOL

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

APPLYING SKILLS & CHARACTERISTICS

The active character's skill training and the skill's linked characteristic are equally important when building a dice pool. When a character performs a task, the GM and player determine which skill is most appropriate. The skill they select determines which characteristic the character uses. For example, if the character is attempting to bypass a security terminal by slicing its alarm system, the skill check would use the Computers skill, which is linked to the Intellect characteristic.

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

The higher of the two values determines how many Ability dice (◆) are added to the skill check's dice pool. Then the player upgrades a number of those Ability dice (◆) into Proficiency dice (●) based on the lower of the two values. If a character is unskilled (possesses no ranks) in the necessary skill, that value is automatically zero, and the character relies solely on the appropriate characteristic.

Example 1: Tiras Or'un, a desert scavenger on Jakku, is caught in a sandstorm unawares. This calls for Tiras's Resilience skill and Brawn characteristic. Tiras has Resilience 2 and Brawn 3. His Brawn is higher, so the player begins by adding three Ability dice (◆◆◆) to his pool. His Resilience skill is lower, so he upgrades that many dice (two) into Proficiency dice (●●). To attempt this action, Tiras starts out with three dice in his pool: ●●◆ (two Proficiency dice and one Ability die).

Example 2: Elsewhere, Fira Bon, an ex-soldier turned drifter, is caught in the same sandstorm. Fira's time in the military has made her particularly tough, and she has Resilience 3. However, her Brawn is only 2. Her Resilience skill is higher, so the player begins by adding three Ability dice (◆◆◆) to her pool. Her Brawn rating is lower, so she upgrades that many dice (two) into Proficiency dice (●●). To attempt this action, Fira starts out with four dice in her pool: ●●◆◆ (two Proficiency dice and one Ability die).

Note that both Tiras and Fira begin with the same size and type of dice pool, despite the fact that their ranks in the Resilience skill and their Brawn characteristics are different.

APPLYING TASK DIFFICULTY

After determining which skill and related characteristic are required to attempt the task, the GM chooses the level of difficulty for the task by consulting **Table 2–2: Difficulty Levels**, on page 11. The difficulty level of the task determines the number of Difficulty dice (◆) the player must add to the pool. For example, an **Average (◆◆)** skill check means the player adds two Difficulty dice (◆◆) to the dice pool.

In some cases, the GM may upgrade one or more of these Difficulty dice (◆), removing them from the dice pool and replacing them with an equal number of Challenge dice (●). Difficulty dice (◆) are most often upgraded into Challenge dice (●) when characters face skilled opposition or particularly dire circumstances, or when the GM uses Destiny Points to make a check more challenging. Upgrading Difficulty dice (◆) into Challenge dice (●) is discussed in more detail on page 11.

If there are no other factors influencing the outcome of the attempt, the basic dice pool is now complete and can be rolled to determine success or failure, as well as any potential side effects.

Example: For the previous sample scenarios, the GM reviews the table of difficulty levels. She decides that this storm is not particularly severe and can be endured by those with enough grit, so she assigns a difficulty of **Average (◆◆)** to the task. Two Difficulty dice are added to the players' dice pools when the PCs try to weather the sandstorm.

MODIFYING A DICE POOL

If there are no other influences or contributing factors that can impact the outcome of a task, the basic dice pool might be sufficient to represent the check. However, in a setting as diverse and action-packed as *Star Wars*, it is common for other factors to be introduced.

Any number of factors might warrant modification of the dice pool, such as obstructing terrain, poor lighting, tactical advantages, time constraints, superior equipment, special talents, investment of Destiny Points, or Critical Injuries. The following sections describe these modifications in more detail.

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

ADDING DICE

One way to modify the basic dice pool is to add dice to reflect environmental conditions or various advantages and

TABLE 2-2: DIFFICULTY LEVELS

Difficulty Level	Dice	Example
Simple	—	A simple task is something so basic and routine that the outcome is rarely in doubt. Success is assumed for the majority of simple tasks. If failure is virtually impossible, the task should not even require a check—the GM may simply state that the proposed action succeeds. If circumstances make the outcome uncertain, then a simple task may require a roll. This is generally the case only if one or more Setback dice ■ are introduced, such as those added due to injuries, the environment, or opposition.
Easy	◆	An easy task represents something that should pose little challenge to most characters, but something could go wrong, and failure is still possible. Examples include picking a primitive lock, tending to minor cuts and bruises, finding food on a lush planet, and shooting a target at short range.
Average	◆◆	An average task represents a routine action for which success is common enough to be expected, but failure is not surprising. Examples include picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range, and trying to strike a target with a melee attack while engaged.
Hard	◆◆◆	A hard task is much more demanding of a character. Success is certainly feasible, but failure is far from surprising. Examples include picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, and shooting a target at long range.
Daunting	◆◆◆◆	A daunting task taxes a character and may push him to his limits. Success may be difficult to achieve, but it is possible. Examples include picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, and shooting a target at extreme range.
Formidable	◆◆◆◆◆	Formidable tasks seem nigh impossible. In fact, a formidable task most likely is impossible if approached casually. However, with proper planning, a well-trained and well-equipped character has a chance at success. Examples include picking a lock with no comprehensible mechanism, cloning a new body, and finding food and shelter on a planet without a breathable atmosphere.

disadvantages. This is done primarily through the use of Boost □ and Setback ■ dice. As a general rule, one Boost die □ is added to the dice pool for each edge or tool that would help the character succeed, and one Setback die ■ is added for each disadvantage or obstacle impeding success.

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

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

Example: In the sandstorm scenario used prior, the scene could be described to reflect the character braving the storm in an area with little to no cover (a disadvantage) and with no water (a disadvantage). Fortunately, the character is a seasoned desert-dweller, and has body-covering clothing, goggles, and a rebreather mask (an advantage). Based on how the scene has been set up and described, the GM adds two Setback dice ■ and one Boost die □ (in total, ■■□) to the pool.

UPGRADING AND DOWNGRADING DICE

In addition to dice being added to the pool, some game effects, such as Destiny Points, upgrade a weaker die into a more potent die, or downgrade a potent die into a weaker die.

UPGRADING DICE

Upgrading dice is a mechanic specific to Ability dice ◆ and Difficulty dice ◆. When an Ability die ◆ is upgraded, it is converted into a Proficiency die ●. When a Difficulty die ◆ is upgraded, it is converted into a Challenge die ●.

When a special talent or effect calls for one or more dice to be upgraded, the player first determines how many dice are to be upgraded. Once this has been determined, the player removes that number of Ability dice ◆ or Difficulty dice ◆ from the pool and replaces them with an equal number of either Proficiency dice ● or Challenge dice ●.

UPGRADING MORE DICE THAN AVAILABLE

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

If a player needs to upgrade Difficulty dice ◆ into Challenge dice ●, but there are no more Difficulty dice ◆ remaining, the same process is followed.

DOWNGRADING DICE

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

When a special talent or effect calls for one or more dice to be downgraded, the player first determines how many dice are to be downgraded. Once this has been determined, the player removes that number of Proficiency dice (yellow diamond) or Challenge dice (red diamond) from the pool and replaces them with an equal number of either Ability dice (green diamond) or Difficulty dice (blue diamond).

DOWNGRADING MORE DICE THAN AVAILABLE

There might be situations in which a player needs to downgrade Proficiency dice (yellow diamond) into Ability dice (green diamond) or Challenge dice (red diamond) into Difficulty dice (blue diamond). If all the potential dice are already in their downgraded form, ignore any further downgrades.

UPGRADES & DOWNGRADES IN THE SAME POOL

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

REMOVING DICE

Just as some effects add Boost dice (light blue square) or Setback dice (black square) to a pool, other effects remove dice from the pool before they are rolled. Most often, this is due to character talents that allow the removal of Setback dice (black square) from a pool. If an ability would remove more dice of a type than there are in the dice pool, the maximum number of dice available are removed, and any additional removals are ignored.

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

INTERPRETING THE POOL

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

SUCCESSES & FAILURES

Each Failure (black triangle) symbol cancels one Success (star) symbol. Remember that Triumph (blue circle with a dot) symbols are counted as Success (star) symbols in addition to their Triumph (blue circle with a dot) effects, and the Success (star) portion of their effects can be canceled by a Failure (black triangle) symbol. Likewise, Despair (purple circle with a dot) symbols count as Failure (black triangle) symbols in addition to their Despair (purple circle with a dot) effects, and thus cancel Success (star) symbols just like regular Failure (black triangle) symbols do.

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

ADVANTAGE & THREAT

Advantage (blue circle with a dot) symbols and Threat (red circle with a dot) symbols cancel one another. Each Threat (red circle with a dot) symbol cancels one Advantage (blue circle with a dot) symbol. After all Threat (red circle with a dot) symbols have canceled Advantage (blue circle with a dot) symbols, a pool will have one or more Advantage (blue circle with a dot) symbols, one or more Threat (red circle with a dot) symbols, or everything evenly canceled out.

Having one or more net Advantage (blue circle with a dot) symbols indicates a positive side effect or benefit. Having one or more net Threat (red circle with a dot) symbols indicates a negative side effect or complication of the attempted task. If all the Advantage (blue circle with a dot) symbols and Threat (red circle with a dot) symbols cancel each other out, then there are no additional effects, positive or negative.

TRIUMPH & DESPAIR

Two symbols represent far more potent effects than the others. Triumph (blue circle with a dot) and Despair (purple circle with a dot) are special cases and operate somewhat differently than the other symbols. Unlike Success (star) and Failure (black triangle) or Advantage (blue circle with a dot) and Threat (red circle with a dot), Triumph (blue circle with a dot) and Despair (purple circle with a dot) do not completely cancel each other out. Rather, they indicate an especially positive or unfortunately dire side effect. Only the "Success" and the "Failure" portions of each symbol can cancel each other out.

Remember that it is possible for a skill check to result in both Triumph (blue circle with a dot) and Despair (purple circle with a dot) symbols. In this case, each result is interpreted separately. For more information about the specific applications of Triumph (blue circle with a dot) and Despair (purple circle with a dot), see pages 19–20.

UNLIMITED POSSIBILITIES

With the opportunity for success or failure, as well as the myriad side effects possible through varying amounts of Advantage (blue circle with a dot), Threat (red circle with a dot), Triumph (blue circle with a dot), and Despair (purple circle with a dot), no two skill checks are the same. There are hundreds of possible outcomes with almost every skill check. A character might achieve a high-magnitude success with no other complications, or a low-magnitude success with Advantage (blue circle with a dot), or a moderate success with Advantage (blue circle with a dot) symbols that are tempered by Despair (purple circle with a dot). Likewise, failed checks can have silver linings by also featuring Advantage (blue circle with a dot) or Triumph (blue circle with a dot), or can create truly dire situations when they are accompanied by Threat (red circle with a dot) and Despair (purple circle with a dot).

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

OTHER TYPES OF CHECKS

The standard skill check using a basic dice pool can be used to resolve the vast majority of tasks in a game session. However, some situations call for a slightly different approach.

OPPOSED CHECKS

Sometimes a task is more difficult to accomplish because someone is actively trying to prevent the character from succeeding. Similarly, a task may be influenced when one character is trying to overcome or bypass another character. For example, let's say a spy lies to the First Order commander he is betraying, claiming he had nothing to do with the intel leaks. The infiltrator's Deception check might be opposed by the commander's Discipline. When a scout tries to sneak past a guard, the scout's Stealth check is opposed by the sentry's Vigilance skill.

Like standard checks, opposed checks have associated Difficulty \blacklozenge and potentially Challenge dice \blacklozenge that are added to the skill check's dice pool. However, rather than assigning a general difficulty level to an opposed check, a comparison between the active and opposing characters' characteristics and skill ratings determines the difficulty of an opposed check.

The active character's dice pool is built using Ability dice and potentially upgrading some into Proficiency dice yellow diamond based on characteristic and skill rating, as usual. The opposition then introduces Difficulty dice \blacklozenge and Challenge dice \blacklozenge based on its relevant characteristic and skill rating. The higher of the opposition's characteristic and skill rating values determines how many Difficulty dice \blacklozenge are added to the pool, while the lower value indicates how many of those dice are upgraded into Challenge dice \blacklozenge (see **Upgrading Dice**, on page 11).

Example: Mhar'li the pilot is flying her quadjumper, trying to force a TIE fighter into a crash by passing into a deep canyon. Mhar'li has Agility 4 and Piloting 2, which creates an initial dice pool of four Ability dice, two of which are upgraded to Proficiency dice (yellow diamond green diamond green diamond in total). The TIE fighter pilot has Cunning 2 and Perception 1. Therefore, the opposition adds two Difficulty dice to the check, one of which is subsequently upgraded to a Challenge die (\blacklozenge \blacklozenge in total). If there are no other factors, the skill check dice pool contains the following dice: yellow diamond yellow diamond green diamond green diamond \blacklozenge \blacklozenge .

COMPETITIVE CHECKS

When multiple characters are attempting the same task and the players need to know which character accomplishes the task first or performs it best, or they need to measure some other outcome, they are engaging in a competitive check.

For example, two characters engage in a friendly footrace through a dense jungle. Each character has the same goal: to win the race by crossing the finish line first. This is a competitive check to see who outperforms the other.

For a competitive check, the GM assigns a difficulty level for the task, and each character involved in the competition makes a skill check based on that difficulty. When characters make a competitive check, it is important to track how many net Successes \star each character generates after cancellations. The character with the most net Successes \star "wins" the check.

Although Advantage U and Triumph P symbols still provide their customary effects in these situations, they also provide one additional benefit: the resolution of ties. If the two characters tie by generating the same number of net Successes \star , the character with the greater number of Triumph P symbols is the winner. If the characters are still tied, the character with more total Advantage U wins the check.

If the characters are still tied after evaluating these categories, the competitive check is a draw. In this case, the GM must determine the winner, or the consequences if everyone loses, or call for another competitive check.

Example: Durm Bormo the Abednedo doctor and Fira Bon the soldier engage in a friendly game of dejarik while relaxing at the cantina. The GM decides that making the winning move will require an **Average** (\blacklozenge \blacklozenge) **Knowledge** check for Bormo (using a classic dejarik strategy) and an **Average** (\blacklozenge \blacklozenge) **Leadership** check for Fira (utilizing her experience in the military). Bormo has Intellect 4 and Knowledge 2, while Fira has Presence 3 and Leadership 1. Bormo manages to generate two Successes, no Triumph, and two Advantage (\star \star U U in total). Despite her experience on the field, in the game Fira only manages to generate one Success, one Triumph (which, in addition to being a Triumph, also counts as Fira's second Success), and three Threat (\star P X X X) Fira wins the competitive check based on the tiebreaker.



DESTINY POINTS

Destiny is that special spark that elevates heroes above the rank and file, imbuing a persona with enough significance in the galaxy's events to be a Player Character. Over the course of the PCs' adventures, Destiny can intervene on their behalf for good or ill.

The concept of Destiny and the Player Characters' ability to tap into and influence this resource is represented by Destiny Points. Destiny is interwoven with the Force and is one way the Force guides and surrounds the characters.

THE POOL OF DESTINY

Like the Force, Destiny has both a light side and a dark side. Light side Destiny Points favor the Player Characters and can be used to aid them in their actions. Dark side Destiny Points impede the PCs and are used by the GM to imperil the PCs and complicate their actions. As the pool of light side Destiny ebbs, the dark side's Destiny pool grows. As dark side Destiny Points are consumed, light side Destiny Points are replenished.

PREPARING THE DESTINY POOL

To determine the current Destiny pool, at the beginning of each game session, each hero player rolls one Force die (the GM does not roll a Force die). The results of the Force dice are tallied to become the starting Destiny pool for that session. For example, if a player rolls one light side symbol ○, add one light side Destiny Point to the session's Destiny pool. If a player rolls two dark side symbols ●●, add two dark side Destiny Points to the Destiny pool.

Once set, the size of the Destiny pool does not change for the remainder of that game session.

At the start of the next session, each player rolls again, and thus the group makes a new pool, which might well have a different number of Destiny Points.

TRACKING DESTINY POINTS

Destiny Points can be easily tracked using the included two-sided gaming tokens. The white side represents light side Destiny Points, and the black side is designated to represent dark side Destiny Points. When anyone spends a Destiny Point, simply flip a token over to its other side.

HOW DESTINY POINTS ARE USED

Player Characters may only spend light side Destiny Points, and the GM may only spend dark side Destiny Points.

When a player spends a light side Destiny Point, it is converted into a dark side Destiny Point after the current action is resolved. When the GM spends a dark side Destiny Point, it is then converted into a light side Destiny Point in the same fashion. A player can only spend one light side Destiny Point during a single action. The GM likewise is limited to spending one dark side point per action.

The active player (the player or GM forming the dice pool) always has the first chance to use a Destiny Point. Once this player has decided whether or not to use a Destiny Point, the other party involved in the check (the targeted player, or the GM in the case of an NPC) has the opportunity to respond by using a Destiny Point in turn.

The following section explains some of the ways in which Destiny Points can be used.

A HELPING HAND

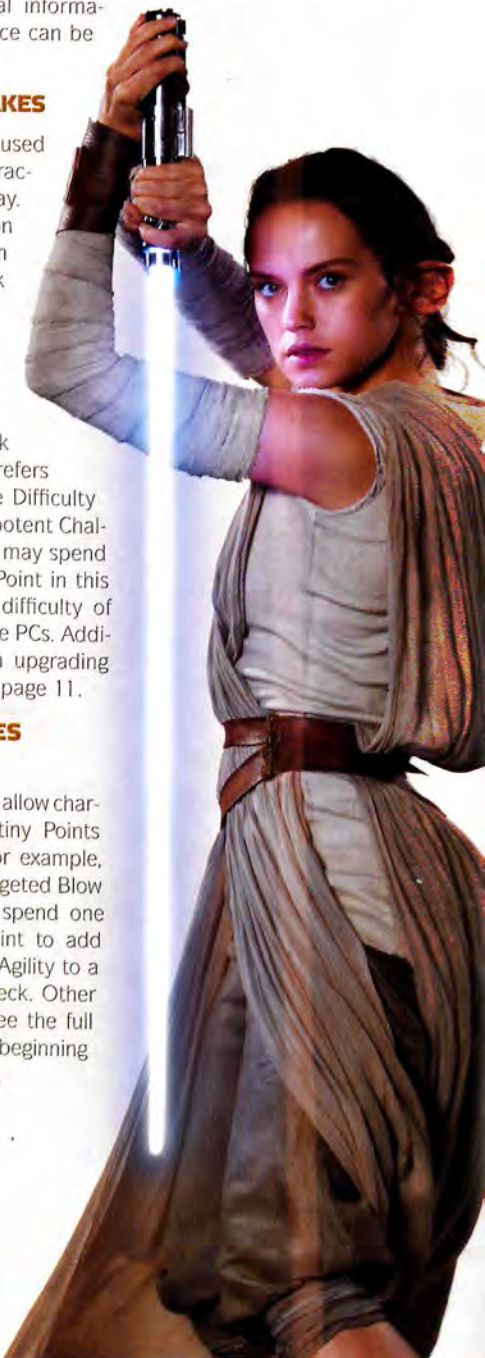
Players have the opportunity to call on Destiny to enhance skill checks they are about to attempt. A hero player may spend one light side Destiny Point to upgrade a dice pool by one step. This refers to upgrading a single Ability die ◆ into the superior Proficiency die ◇. The GM may spend a dark side Destiny Point in this way to upgrade an NPC's dice pool. Additional information on upgrading dice can be found on page 11.

RAISING THE STAKES

Destiny can also be used to help keep characters out of harm's way. Players can call on Destiny to make an opponent's skill check more challenging. A hero player may spend one light side Destiny Point to upgrade the difficulty in any NPC's skill check by one step. This refers to upgrading a single Difficulty die ◆ into the more potent Challenge die ●. The GM may spend a dark side Destiny Point in this way to upgrade the difficulty of dice pool of one of the PCs. Additional information on upgrading dice can be found on page 11.

SPECIAL ABILITIES AND TALENTS

Some powerful talents allow characters to spend Destiny Points for various effects. For example, after acquiring the Targeted Blow talent, Fira Bon can spend one light side Destiny Point to add damage equal to her Agility to a successful combat check. Other uses exist, as well—see the full talent descriptions, beginning on page 31 for details.



INVESTING EXPERIENCE POINTS

Experience is the primary means by which players customize their characters. Players should receive experience from the GM as they continue to play with the characters in the *Star Wars: The Force Awakens* **BEGINNER GAME**, and they can spend that experience to improve their characters.

SKILL TRAINING

Each skill has five ranks of training available. The cost for training skills falls into one of two categories: career skills and non-career skills. Each character should have check marks next to a number of skills (based on career). These are the character's career skills.

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

A character can also purchase ranks of non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from rank 0 (untrained) to rank 1 requires 10 experience points. Improving a rank 1 non-career skill to rank 2 requires 15 experience

points. Each rank must be purchased separately. This means that training a non-career skill from rank 0 to rank 2 costs 25 experience points (10 for raising it from rank 0 to rank 1, then 15 more for raising it from rank 1 to rank 2).

ACQUIRING TALENTS

Talents in the *Star Wars: The Force Awakens* **BEGINNER GAME** are acquired from a character's career talent tree. Talent trees provide a unique format for purchasing talents that comes with several special rules and restrictions.

Each talent tree has four columns and three rows. This means each talent tree has a total of twelve talents that characters may purchase. The cost of each talent depends on the row it occupies. The talents in the topmost row are the least expensive, costing 5 experience points each. The next row's choices cost 10 experience points each, and the third and final row's choices cost 15 experience each.

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

TABLE 2-3: INVESTING EXPERIENCE

Option	Cost	Prerequisites
May purchase ranks in any skill, up to rank 5.	Career skills cost five times the purchased rating in experience. Non-career skills cost five times the purchased rating in experience, plus five additional experience.	Whether for a career skill or a non-career skill, each rank must be purchased sequentially (rank 2 must be purchased before rank 3, and so on).
May spend experience to purchase talents in talent trees.	Each talent lists its cost.	Talents can only be purchased if they are on the first level of a talent tree or if they are connected with a bar to one or more talents already purchased.





The *Star Wars: The Force Awakens* **BEGINNER GAME** strives to capture the pure cinematic thrill found in the *Star Wars* universe. Combat is frequent, fast-moving, and meant to showcase the talents and abilities of the Player Characters.

Most of the gameplay is done on a narrative basis, with the GM describing events and the players describing their characters' actions and reactions to these events. Combat, however, requires more structured gameplay.

STRUCTURED GAMEPLAY

In structured gameplay, the game is broken down into a series of rounds, each of which is further broken down into a series of turns. During a single round, each Player Character and Non-Player Character gets one turn, during which they have the opportunity to accomplish tasks and perform various actions.

Players should keep in mind that a round lasts long enough for their character to move to a new location and perform an important action. They should also remember that although each round is broken up into turns that happen sequentially in gameplay, narratively the turns are occurring at roughly the same time.

Structured gameplay events (also known as **encounters**) such as combat, follow these steps.

STEP 1: DETERMINE INITIATIVE

At the beginning of the first round of combat, the hero players and the GM need to determine in what order the characters will take their turns. This is referred to as the Initiative order.

To determine the Initiative order, each Player Character and NPC makes a **Simple (–) Cool** or **Vigilance check**—Cool when aware and ready for combat, Vigilance when combat begins unexpectedly. It is important to note that different characters might use different skills to determine Initiative during the same combat, depending on their differing circumstances.

Once all Initiative checks have been made, the GM notes the results of each check and ranks them in order, from highest number of Successes ✨ to lowest number of Successes ✨. If two checks are tied, the check with more Advantage ☞ is ranked higher. If they are still tied, the check with more Triumph ☞ is ranked higher. If a Player Character and an NPC are still tied after all of these factors have been taken into account, the Player Character is ranked higher. This is the Initiative order.

STEP 2: ASSIGN INITIATIVE SLOTS

After determining the Initiative order, the GM notes which results were generated by Player Characters and which results were generated by NPCs. The results generated by Player Characters become Player Character Initiative slots. The results generated by NPCs become NPC Initiative slots.

STEP 3: PARTICIPANTS TAKE TURNS

Beginning at the top of the Initiative order, the hero players and GM fill each Initiative slot one at a time with a character turn. If the Initiative slot is a Player Character Initiative slot, then the players agree on one Player Character to fill the slot from among the Player Characters who have not acted that round. That Player Character then takes this turn.

If the Initiative slot is an NPC Initiative slot, then the GM chooses one NPC to fill the slot from among the NPCs who have not acted that turn. That NPC then takes this turn.

STEP 4: ROUND ENDS

Once all NPCs and Player Characters have taken a turn, the round ends. At this point, certain effects that last until the "end of the round" end. The GM also determines if the ongoing event warrants additional rounds, or if it has been resolved. If the ongoing event continues, repeat step 3 using the same Initiative order generated in step 1. If the action has been resolved and the encounter is over, proceed to step 5.

STEP 5: ENCOUNTER ENDS

Once the focal event of the encounter has been resolved, the GM ends the encounter. At this point, any character abilities that can only be used "once per encounter" reset. Each Player Character also has a chance to breathe easy and recover strain, and each PC may take steps to help heal any incapacitated characters.

THE TURN

Each character (whether a Player Character or a Non-Player Character) gets one turn to act during each round. During this turn, the character has the chance to undertake certain activities, such as moving from place to place, using skills, or even attacking others. The activities the active character can perform during a turn are split into three categories: incidentals, maneuvers, and actions.

INCIDENTALS

Incidentals are minor activities that characters can undertake that require extremely little time or effort. There is no hard limit to the number of incidentals a character can perform during a single turn, although the GM may veto excessive numbers of them or decide they are complex enough to warrant counting as a maneuver. The following are examples of incidentals:

- Speaking to another character.
- Dropping an item held in one's hands.
- Releasing someone the character is holding.
- Making slight movements such as shifting position, peeking around a corner, or looking behind oneself.

MANEUVERS

Not all undertakings require a check. These minor activities are known as maneuvers and cover a wide range of activities that any character can perform. They require an investment of time and effort on the character's part, but are simple enough that there is no chance of failure when doing them. Technically, characters perform maneuvers during narrative gameplay as well as encounters. However, maneuvers are tracked and defined during encounters because characters are more limited in their time and efforts by the frantic pace of conflict.


MANEUVER LIMITATIONS

A character can perform one free maneuver on his turn. The character may also perform a second maneuver by voluntarily suffering two points of strain. A single character cannot perform more than two maneuvers during a turn.



TYPES OF MANEUVERS

The following is a list of the most common maneuvers a character can perform during combat:



AIM

During combat, a character can use the Aim maneuver to steady a weapon or line up a hit before attacking. This grants one Boost die  to the character's next combat check.

ASSIST

A character can perform the Assist maneuver to add a bonus Boost die  to an engaged ally's next check. Several characters can use the assist maneuver to add more bonus Boost dice  to the engaged ally's next check. The Game Master should use common sense when allowing characters to assist one another. Some actions simply do not benefit from assistance.

GUARDED STANCE

A character can perform a Guarded Stance maneuver to protect against melee attacks. Until the end of the character's next turn, any combat checks the character makes suffer one Setback die , and Melee and Brawl checks made targeting the character suffer one Setback die .

RANGED ATTACKS AND MELEE ATTACKS

Ranged attacks and melee attacks are two different types of attacks, meaning they are also two different types of combat checks. A ranged attack is an attack made with a ranged weapon of some sort, most likely an attack made using the Ranged (Light), Ranged (Heavy), or Gunnery skill. A melee attack is an attack made in close combat against an opponent with a weapon designed for use in close combat. Most often, a melee attack is made using the Melee or Brawl skill.

INTERACT WITH THE ENVIRONMENT

This is a broad category of possible interactions, such as opening a blast door, flipping or ducking behind a table, pressing a specific button on a control panel, or grabbing a blaster off of the ground.

Taking cover: Ducking behind a door jam, crouching behind a crate, or peeking around a tree trunk: all of these maneuvers allow a character to add a Setback die ■ to any ranged combat checks that target that character.

MANAGE GEAR

This maneuver allows a character to manage items and equipment (such as drawing or loading a weapon or drawing something from a pouch or satchel).

MOVE

The Move maneuver allows a character to move within the surrounding environment.

- **Change range increment.** Performing this maneuver allows a character to move between short and medium range relative to another person or object. This also means that a character can move between medium and long range by performing two maneuvers, or between long and extreme range by performing two maneuvers. When covering long distances, multiple maneuvers do not have to be performed on the same turn, but the character is not considered to be in the new range increment until all required maneuvers have been performed. For more detail on determining range, see page 21.
- **Engage or disengage from an opponent.** If a target is already within short range of a character, the character can perform a maneuver to engage that target; if already engaged with a target, a character can perform a maneuver to disengage from that target.
- **Move within short range.** Performing this maneuver allows an unengaged character to move to another position that is currently within short range.

DROP PRONE OR STAND FROM PRONE

Dropping prone and standing from a prone position both require a maneuver. Dropping prone adds one Setback die ■ to all ranged attacks made against the prone character but also adds one Boost die □ to all melee attacks made against the prone character.

ACTIONS

During a character's turn, the character generally has the chance to perform one primary activity. This is the character's action. A character can only perform one action in a turn. In the *Star Wars: The Force Awakens* **BEGINNER GAME**, there are four major types of actions a character can perform during a turn:

EXCHANGING AN ACTION FOR A MANEUVER

A character may exchange an action for an additional maneuver during the turn. However, a character still cannot perform more than two maneuvers during a single turn.

SPENDING AN ACTION TO ACTIVATE AN ABILITY

Certain abilities and talents can require an action to activate. When a character spends an action to activate an ability, the character has used the action for that turn.

PERFORMING A SKILL CHECK

The most common actions most characters take during their turn are actions that require a skill check to resolve. In other words, these are activities for which success is not guaranteed or for which the failure of the task may be important to the ongoing story. Skill descriptions are covered on page 26.

Combat checks, however, are unique enough that they require a separate description.

PERFORMING A COMBAT CHECK

A player makes a combat check when that player's PC uses a combat skill to attack a target. This is also referred to as an attack. A combat check follows all the rules and procedures for making a skill check, including the steps for assembling the dice pool (see page 10). However, several additional steps are included in a combat check:

1. DECLARE AN ATTACK AND SELECT TARGETS

The player chooses to have the character make an attack. The player selects the skill the character uses to make the attack and, if the skill requires a weapon to use, which weapon the character uses. The player then declares the attack's target.

2. ASSEMBLE THE DICE POOL

The player then assembles a dice pool based on the skill, its characteristic, and any applicable talents or other abilities.

The difficulty of a combat check depends on whether the attack is a ranged attack (using Ranged [Light], Ranged [Heavy], or Gunnery) or a melee attack (using Melee or Brawl). Melee attack difficulties are always **Average** (◆◆) **difficulty**. Ranged attack difficulties depend on the distance the target is from the active character, or in other words, the range band the target occupies. **Table 3-3: Ranged Attack Difficulty**, on page 21 lists difficulties as they relate to different range bands. See page 21 for more information about range bands.

3. POOL RESULTS AND DEALING DAMAGE

The player rolls the dice pool for the character and evaluates the results (**Interpreting the Pool**, on page 12). As with any skill check, the check must generate more Successes ✨ than Failures ▼ to be successful.

TABLE 3-1: SPENDING ADVANTAGE ☺ AND TRIUMPH ☺ IN COMBAT

Cost	Result Options
1 Triumph ☺ or (variable) Advantage ☺	Activate a Critical Injury (if the target suffers at least 1 wound) or active weapon quality based on weapon (see page 36).
1 Advantage ☺ or 1 Triumph ☺	Recover 1 strain (this option may be selected more than once). Add one Boost die <input type="checkbox"/> to the next allied active character's check. Notice a single important point in the ongoing conflict, such as the location of a blast door's control panel or a weak point on an attack speeder.
2 Advantage ☺☺ or 1 Triumph ☺	Perform an immediate free maneuver, provided that the character has not already performed two maneuvers in that turn. Add one Setback die <input type="checkbox"/> to the targeted character's next check. Add one Boost die <input type="checkbox"/> to an allied character's next check (or that of the current active character).
1 Triumph ☺	Upgrade the difficulty of the targeted character's next check. Upgrade the ability of an allied character's next check (or that of the current active character). Do something vital to turning the tide of battle, such as shooting the controls to the nearby blast doors to seal them shut.
2 Triumph ☺☺	When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as blowing up a blaster or destroying a personal shield generator.

When making a combat check, after calculating overall success, each remaining Success ✨ result adds +1 damage to a successful attack. If the attack affects multiple targets, the additional damage is inflicted on each target.

4. RESOLVE ADVANTAGE ☺ AND TRIUMPH ☺

As in every skill check, Advantage ☺ and Triumph ☺ can be spent by the active character to gain incidental beneficial effects on a combat check. There are specific options for spending Advantage ☺ and Triumph ☺ in combat encounters. The most common of these effects can be found on **Table 3-1: Spending Advantage ☺ and Triumph ☺ in Combat**.

Keep in mind, these are not intended to be the only options available. As always, players and GMs may invent other ways to spend Advantage ☺ and Triumph ☺ depending on the specific circumstances of the encounter, and any option that the players and GM agree on can be viable.

5. RESOLVE THREAT ☹ AND DESPAIR ☹

Just as the controlling player determines how a character spends Advantage ☺ and Triumph ☺ in a combat check, the GM then determines how to spend any Threat ☹ and Despair ☹ generated in the check. By default, the GM determines how Threat ☹ and Despair ☹ are spent.

There are specific options for spending Threat ☹ and Despair ☹ in encounters, and the most common of these can be found on **Table 3-2: Spending Threat ☹ and Despair ☹ in Combat** (page 20). As with Advantage ☺ and Triumph ☺, keep in mind that these are not intended to be the only options available, and the GM is encouraged to be creative.

6. REDUCE DAMAGE, APPLY TO WOUND THRESHOLD, AND APPLY CRITICAL INJURIES

When a character suffers damage, reduce the damage the dealt by the character's soak value. If any damage remains after this reduction, the character suffers that many wounds. If the net result is zero or negative, the character suffers no wounds. For more information on soak, damage, and wounds, see **Wounds, Strain, and Injuries** on page 23.

An attack can potentially generate a Critical Injury if the target suffers at least 1 wound. In this case, an NPC target is defeated outright. If the target is a PC or nemesis NPC, instead refer to **Table 3-4: Critical Injuries**, on page 22.

Example: Tiras is wearing padded armor, and with his natural Brawn, he has a total soak value of 4. A successful hit with a blaster pistol deals 9 points of damage to him. His soak value absorbs 4 points of this damage, which means he suffers 5 wounds.



TABLE 3-2: SPENDING THREAT ☠ AND DESPAIR ☠ IN COMBAT

Cost	Result Options
1 Threat ☠ or 1 Despair ☠	The active character suffers 1 strain (this option may be selected more than once).
2 Threat ☠☠ or 1 Despair ☠	An opponent (chosen by the GM) may immediately perform one free maneuver in response to the active character's check. Add one Boost die □ to the targeted character's next check. The active character or another allied character suffers one Setback die ■ on his next action.
3 Threat ☠☠☠ or 1 Despair ☠	The active character falls prone.
1 Despair ☠	The character's ranged weapon immediately runs out of ammunition and cannot be used for the remainder of the encounter. Upgrade the difficulty of another allied character's next check (or that of the current active character). The tool or melee weapon the character is using becomes damaged.

SOAK

A character's soak value helps protect against incoming wounds. Most creatures and characters have a default soak value equal to their Brawn rating. Most armor and other forms of protection provide additional soak (see page 38).

After calculating the total amount of physical damage inflicted by any source, subtract the total soak value from that damage total. The result is the number of wounds the character suffers. If the soak reduces the damage to zero or less than zero, then the character takes no wounds.



TABLE 3-3: RANGED ATTACK DIFFICULTY

Range Band	Difficulty
Engaged	Easy (◆) plus additional modifiers depending on weapon used.
Short	Easy (◆)
Medium	Average (◆◆)
Long	Hard (◆◆◆)
Extreme	Daunting (◆◆◆◆)

ADDITIONAL DIFFICULTY

Range	Difficulty
Engaged with Ranged (Light)	+ 1 difficulty (◆)
Engaged with Ranged (Heavy)	+ 2 difficulty (◆◆)
Engaged with Gunnery	Cannot make Gunnery checks when engaged with an opponent.

RANGE BANDS

The *Star Wars: The Force Awakens* **BEGINNER GAME** relies on broad terms to describe ranges and distances. The distance between two points—people, objects, or adversaries—is defined in general range categories. These range categories are used to determine how far a ranged attack can reach, how far apart two people are from each other, how much effort is needed to move between two places, and so on.

THE FIVE RANGE BANDS

For ease of play, distance in the *Star Wars: The Force Awakens* **BEGINNER GAME** is divided up into five different bands, from engaged to extreme. As always, the GM has final say in determining the range between the attacker and the target.

The GM is free to describe scenes dynamically and set up the action without having to worry about exact distances. Precise distances in meters do not matter. The details and story come first, creating a vivid picture for the players, while still allowing the GM to quickly provide the mechanical information players need to use their actions and build strategies.

ENGAGED

Two characters engaged with each other are in very close proximity. A character needs to be engaged with a target to strike it with a melee weapon, such as a vibroknife.

Engaged is also used to indicate that a person is close enough to an item to use it. For example, a slicer needs to be engaged with a security terminal to attempt to hack it.

SHORT RANGE

Short range indicates up to several meters between targets. Many thrown weapons and small firearms are most accurate at short range. Two people in short range can talk comfortably without raising their voices. Moving to another spot within short range requires only one maneuver.

MEDIUM RANGE

Medium range can be up to several dozen meters away. More reliable pistols can reach to medium range. Few thrown weapons can reach this far. Two people in medium range of each other need to talk loudly to hear each other. Moving from short range to medium range requires only one maneuver.

LONG RANGE

Long range is farther than a few dozen meters. Blaster rifles, mounted weapons, and weapons that use the Gunnery skill can reliably reach this far without too much trouble. Two people in long range of each other need to yell loudly to hear each other. Moving from medium range to long range requires two maneuvers.

EXTREME RANGE

Extreme range is the farthest range at which two targets can interact. High-tech sniper weaponry and some vehicle-mounted armaments reach out to this range. Two people at extreme range might not be able to hear each other even if they shout. Moving between long range and extreme range can be extremely time consuming and taxing, and thus doing so requires two maneuvers.

ADDITIONAL COMBAT CHECK MODIFIERS

Any number of factors can modify a combat check, from environmental concerns to actions the character takes. This section discusses some of these modifiers.

RANGED ATTACKS AT ENGAGED TARGETS

When attacking a target engaged with an ally, the attacker upgrades the difficulty of the check by one step (upgrading one Difficulty die ♦ to a Challenge die ●).

RANGED ATTACKS WHILE ENGAGED

When an engaged opponent makes a ranged attack against a character, that character may add one Boost die □ to the next Brawl or Melee check that character makes against that opponent.

In addition, the difficulty of some ranged attacks increases while engaged, and other ranged attacks become impossible. See **Table 3-3: Ranged Attack Difficulty**, on page 21, for more information.

UNARMED COMBAT

Characters fighting with their bare fists (or other appendage) use the Brawl combat skill. When a character does so, the attack has a base damage equal to the character's Brawn, a range of engaged, a Critical Rating of 5, and the Disorient 1 and Knockdown qualities (see **Weapon Qualities**, on page 36). Finally, when making a Brawl attack, the attacker can choose to deal damage to the target as strain instead of as wounds. Note that this strain damage is still reduced by the target's soak value.

Unlike other weapons, Brawl weapons (see page 35) augment this basic attack. Brawl weapons can add damage to this attack, and can have an improved Critical Rating and additional weapon qualities. When using a Brawl weapon, the user adds the additional weapon qualities to the qualities already provided by the Brawl attack. If the weapon provides an improved version of an existing quality of an unarmed attack, the character uses the improved version.

TABLE 3-4: CRITICAL INJURIES

Number of Critical Injuries	Difficulty to Heal	Effects
First Critical Injury	Easy (♦)	The character suffers 2 strain immediately. No ongoing effect.
Second Critical Injury	Average (♦♦)	The character suffers a Setback die ■ to the character's next check. No ongoing effect.
Third Critical Injury	Hard (♦♦♦)	The character suffers a Setback die ■ to all checks until this Critical Injury is healed.
Fourth Critical Injury	Hard (♦♦♦♦)	The character is incapacitated until this Critical Injury is healed.

IMPROVISED WEAPONS

Improvised weapons such as broken bottles, rocks, and sticks use the Melee skill. As with all Melee weapons, add the attacker's Brawn to the damage dealt. Improvised weapons generate one automatic Threat ☼ on any check and have a base damage of 1. Any attack roll that results in a Despair ☹ or two or more Threat ☼ indicates that the improvised weapon breaks and is useless in further rounds of combat.

ENVIRONMENTAL EFFECTS

The GM can add Boost □ and Setback die ■ as he deems appropriate to any combat check due to environmental effects, such as darkness or smoke.

COVER

Being behind some sort of cover—a crate, wall, or vehicle, for example—imposes one Setback die ■ on the opponent's attack rolls and on certain skill checks, such as Perception.

DIFFICULT TERRAIN

Difficult terrain is anything that a GM decides is hard to move through or over. It can include tight passageways, bodies of water, slippery ice, thick undergrowth, loose rubble, or deep and shifting sand. Characters entering or moving through difficult terrain must perform twice as many maneuvers to move the distance they could under normal conditions.

FALLING

Gravity can be extremely dangerous. A character who falls from a height within short range suffers 10 wounds and 10 strain. Falls from greater heights can cause a character to be incapacitated or even killed, per the GM's discretion.

WOUNDS, STRAIN, AND INJURIES

A character's health is tracked using two independent yet similar systems: wounds and strain.

WOUNDS AND WOUND THRESHOLD

Damage to a character's physical body is tracked using wounds. Each point of damage inflicts one wound on a character. A character can only withstand so many wounds before being incapacitated. This physical limit is represented by the character's wound threshold.

- When a PC suffers wounds beyond his or her wound threshold, that PC is knocked out and incapacitated until the wounds are reduced so that they no longer exceed the character's wound threshold (usually via healing). The PC also immediately suffers one Critical Injury.
- When NPCs and creatures suffer wounds greater than their wound threshold, they are defeated. Note that the GM might wish to designate some important NPCs as nemesis NPCs. These NPCs follow the same rules for being incapacitated and suffering Critical Injuries as PCs.

STRAIN AND STRAIN THRESHOLD

Any effect that impairs the character, but does not inflict physical harm or wounds, is considered strain.

- When a PC suffers strain beyond his or her strain threshold, that PC is incapacitated until the strain is reduced so that it no longer exceeds the PC's strain threshold.

INCAPACITATED

Because "Resistance sympathizer" is a dangerous occupation in the best of circumstances, Player Characters often find themselves in treacherous situations. While even the most stalwart character cannot survive everything, *Star Wars: The Force Awakens* **BEGINNER GAME** does not include rules for Player Character death. Instead, a PC who becomes too injured or strained will find himself incapacitated.

A character is incapacitated once he has suffered more wounds than his wound threshold or more strain than his strain threshold. Incapacitation means that a character is unconscious and unable to act until the number of wounds or strain he is suffering is decreased to a value equal to or below the appropriate threshold.

- When an NPC suffers strain, it applies the strain directly to its wound threshold (unless it is a high-level opponent such as a nemesis, who instead uses the same rules as PCs).

Characters may also voluntarily suffer strain to trigger certain effects, such as gaining additional maneuvers or activating certain talents.

CRITICAL INJURIES

A particularly dangerous type of wound is a Critical Injury. Critical Injuries are often the result of attacks that trigger a weapon's Critical Rating during combat, but characters can also suffer them from exceeding their wound threshold. Each time a character suffers a Critical Injury, that character suffers ill effects based on the number of Critical Injuries he or she is currently suffering from (see **Table 3-4: Critical Injuries**, on page 22).





RECOVERY AND HEALING

While characters can be afflicted with various ailments and types of damage, there are several options for recovery.

RECOVERING FROM WOUNDS

Characters can recover from wounds in several different ways. Find some options (and restrictions) for healing below:

- **Natural Rest:** For each full night's rest, a character recovers one wound. At the end of each full week of rest, the character may attempt a Resilience check to recover from one Critical Injury. The difficulty for this check depends on the number of Critical Injuries the character is currently suffering from (see **Table 3-4: Critical Injuries**, on page 22). A Triumph Φ result means the character can heal one additional Critical Injury. Droids benefit from natural rest as well, as their subroutines and automated systems enact self-repairs.
- **Medical Care:** Once per encounter, a character may attempt a Medicine check to patch up injuries (or have an engaged ally attempt the check instead). The difficulty of the check is based on the character's current state of health (see **Table 4-1: Medicine Check Difficulty**, on page 27). If the character does not have access to proper medical supplies (such as a medpac), the difficulty of the check is increased by one \Diamond . On a successful check, the target recovers a number of wounds equal to the number of Successes \star generated by the Medicine check and an amount of strain equal to the amount of Advantage Ψ generated.

Once per week, a character may also attempt to heal a Critical Injury by making a Medicine check (or having an engaged ally attempt the check) with a difficulty based on the number of Critical Injuries he or she is currently suffering from (see **Table 3-4: Critical Injuries**, on page 22).

Droids do not benefit from medical care in the traditional sense. However, a skilled machinist can use the Mechanics skill to treat a droid in the same way a doctor treats an organic patient with the Medicine skill.

- **Bacta Tanks:** Characters can also recover using a bacta tank. Bacta tanks are rare outside of medical installations. A wounded character recovers at a rate of one wound per two hours. At the end of each 24-hour period, a character may attempt one Resilience check to remove one Critical Injury. The difficulty for this check depends on the number of Critical Injuries the character is currently suffering from (see **Table 2-4: Critical Injuries**, on page 22).

Droids do not benefit from spending time in a bacta tank. However, they can gain the same benefits from spending time in an oil bath.

- **Stimpacks:** Stimpacks heal a fixed amount with no check necessary. Each stimpack used on a character automatically recovers 4 wounds. It requires one maneuver for characters to inject themselves or engaged allies. Stimpacks have no effect on Critical Injuries. See page 40 for more information on stimpacks.

Droids cannot use stimpacks. However, they benefit from emergency repair patches in the exact same way. If the GM wants to include emergency repair patches in his game, he should treat them as stimpacks that only can be used by droids.

RECOVERING FROM STRAIN

Fortunately, recovering from strain is fairly easy. At the end of each encounter, each PC recovers strain equal to the PC's Presence or ranks in the Cool skill, whichever is greater. Furthermore, a good night's rest generally removes all strain a character has suffered.



IV SKILLS




The vast majority of a character's actions are governed by abilities acquired through education or experience. Any time a character attempts an action that has a reasonable chance of success or failure, the skills the character has honed come into play as a means of determining the result.

Almost anything that a character might learn could be considered a skill. The galaxy is a vast place, however, and not everything a person might learn applies directly to a dramatic game. To reflect this, the *Star Wars: The Force Awakens* **BEGINNER GAME** includes a list of skills that are most likely to come up in the course of fast-paced adventures set within the *Star Wars* galaxy. The list might not cover every imaginable situation, but it should address the majority of skills characters are likely to use over the course of a **BEGINNER GAME** session.

CAREER SKILLS

On the last two-page spread in each character folio, several skills are flagged to denote career skills. These are skills that define the core focus of a character's chosen career. These skills are less expensive to advance when spending experience.

SKILL RANKS

Every time a character prepares to make a skill check, the player who controls that character starts by forming a dice pool. The higher of the character's values for the relevant characteristic or skill determines the total number of Ability dice . The smaller of these two values indicates how many of those dice are upgraded to Proficiency dice . A character who has not spent XP to purchase ranks in a skill is considered unskilled. This character has a value of 0 for the skill in question, and thus makes checks using that skill without any Proficiency dice .

The first two ranks of a skill represent that a character has a thorough grounding in that skill but limited practical experience. The third and fourth ranks are indicative of a true professional. These are individuals who have honed the skill thoroughly and can make their living at it. Few beings actually attain the fifth rank of a skill; after all, only a rare and gifted individual can adequately appreciate the artistry of a master, whatever that artisan's craft, so those who strive to attain this level of expertise must deliberately challenge themselves to perfect their skills.

SKILL DESCRIPTIONS

This section provides a basic description of each of the skills used in the *Star Wars: The Force Awakens* **BEGINNER GAME**. Each skill is presented with clarifications on how it can best be used, along with notes on key differences from similar skills.

ASTROGATION (INTELLECT)

The Astrogation skill represents a character's ability to use knowledge of the galaxy to most effectively program the hyper-space coordinates for any jump. Astrogation examples include:

- Programming a navicomputer for a hyperspace jump.
- Providing an answer when a character wonders what other planets and systems are nearby.

ATHLETICS (BRAWN)

The Athletics skill serves as a measure of the character's overall fitness and physical conditioning. Athletics examples include:

- Climbing. The difficulty of this task is determined based on the surface and weather conditions.
- Swimming in difficult conditions. Water conditions—particularly waves, currents, and tides—dictate the overall challenge of any efforts to swim.
- Vertical and horizontal jumping. Gravitational conditions and the distance a character tries to jump are the factors most likely to affect difficulty calculations.

BRAWL (BRAWN)

Some individuals are thoroughly trained in unarmed combat, have natural weapons that they prefer to use during physical altercations, or seek to drop foes without seriously injuring them. In any of these situations, Brawl is the skill used to determine the success or failure of a hand-to-hand strike. Attacks made with Brawl can inflict wounds or strain upon their target (the attacker chooses when making the attack).

CHARM (PRESENCE)

An individual with the Charm skill is capable of giving just the right compliment to a target. Charm examples include:

- Persuading an individual to make a special exception to protocol through flattery, flirting, and grace.
- Appealing to a target to go out of the way to aid the characters, without any hope of remuneration.

Charm is often an opposed check, using the subject's Presence or Cool.

COERCION (WILLPOWER)

When a character attempts to instill obedience in a target through the use of threats or acts of physical intimidation, the character uses Coercion. Examples include:

- Issuing a threat. An implied threat—such as gesturing or pointing towards a weapon—is sufficient to invoke the use of the Coercion skill.
- Questioning or persuading a target to yield information under conditions of physical captivity.

Coercion is an opposed check, resisted by the subject's Willpower or Discipline. Attempting to persuade a subject to betray core beliefs should always add an extra Difficulty die ♦ to the pool.

COMPUTERS (INTELLECT)

The Computers skill is used to program, manipulate, and exploit the seemingly infinite computer systems and droid brains found throughout the galaxy. This skill also governs the repair of a damaged computer system, defensive actions against an intruding slicer, and the routine maintenance needed to keep the software on a computer or droid running effectively. Computers examples include:

- Attempting to open a locked door, control an elevator, or bypass a security system.
- Altering a droid's programming or gaining access to its memories.

The difficulty for a Computers check is calculated based on any defenses present within the system and the inherent sophistication of the system against intrusion.

COOL (PRESENCE)

Resistance operatives need to be able to act casual in even the deadliest situations, to avoid blowing their cover. Characters with the Cool skill have the ability to stay calm and think clearly even as their lives hang in the balance.

Cool is also used to resist Charm and Negotiation.

In some combat situations, a character's Initiative is determined by the Cool skill. This is applicable under circumstances in which the acting character has calmly prepared to take action. See page 16 for full details.



COORDINATION (AGILITY)

When a character needs to balance on unstable surfaces, crawl through narrow openings, or tumble from dangerous heights, the character uses the Coordination skill. Coordination examples include:

- Walking across a narrow surface.
- Escaping from restraints.
- Crawling through the twists and turns of a sewage pipe, ventilation duct, or garbage chute.

DECEPTION (CUNNING)

When a falsehood plays the central part in a character's persuasive effort, then that character is employing the Deception skill. Attempts to deceive are subject to the perceptions of the target. Deception is opposed by the subject's Discipline. Deception examples include:

- Misleading a buyer or seller about the value of an object.
- Distracting an opponent through guile—even within the context of a physical confrontation.

DISCIPLINE (WILLPOWER)

The ability to maintain composure and react in an effective manner is governed by the Discipline skill. Discipline can enable a character to overcome attempted treachery and threats that others seek to impose. It is used to resist other characters' uses of Leadership, Coercion, and Deception. Discipline examples include:

- Acting normally when pinned by heavy fire.
- Facing down a terrifying foe rather than fleeing.

GUNNERY (AGILITY)

Gunnery applies to weapons that are typically too large for a person to carry. Gunnery examples include:

- Firing a starfighter's weapons.
- Using a vehicle-mounted weapon or a turret built into a defensive emplacement.

KNOWLEDGE (INTELLECT)

The actions that a character takes are often performed in reaction to the character's knowledge about a situation. Players can never be expected to know as much about life in the game setting as the characters who have lived there. The Knowledge skill serves to bridge this gap. It enables players to make decisions about their characters' actions that are informed by what the characters might know about the galaxy around them. Knowledge examples include:

- Recognizing accents, dress, and mannerisms that are associated with a particular world.
- Understanding basic scientific information.
- Deciphering an ancient piece of writing or identifying its context.
- Determining the best location to sell a cargo of goods.

LEADERSHIP (PRESENCE)

The Leadership skill represents a character's ability to instill faith and trust in friends, allies, and subordinates. Leadership examples include:

- Rallying allies.
- Swaying an assembled crowd to take action.

The difficulty of a Leadership check is based on the complexity of the orders a character is attempting to convey, as well as the intelligence and professionalism of the subjects that character is attempting to command.

MECHANICS (INTELLECT)

The Mechanics skill represents the expertise required to repair anything from a failed hyperspace engine to a trusty blaster. Mechanics examples include:

- Repairing a device that has suffered physical damage, provided the necessary tools and replacement components are available. Droids do not benefit from Medicine, but they can substitute the Mechanics skill for the same healing effects (see **Medicine**, below).
- Identifying the parts and tools necessary for a repair job along with their approximate cost.

MEDICINE (INTELLECT)

Through the course of their travels, characters are certain to suffer injuries. The Medicine skill is used to treat these injuries and perform first aid. Medicine examples include:

- Giving routine first aid.
- Treating for poison.
- Performing surgeries, implanting cybernetic augmentations, or administering psychological therapy—these generally require additional medical supplies.

When treating injuries, the difficulty of the check is based on the target's current state of health (see **Table 3-1: Medicine Check Difficulty**). On a successful check, the target recovers a number of wounds equal to the number of Successes ✨ generated by the Medicine check and an amount of strain equal to the amount of Advantage 🎲 generated. Characters attempting to treat their own injuries increase the difficulty of the Medicine check by 2.

Droids do not benefit from Medicine, but they can substitute the Mechanics skill for these same healing checks.

TABLE 4-1: MEDICINE CHECK DIFFICULTY

State of Health	Medicine Check
Current wounds equal half of wound threshold or less	Easy (◆)
Current wounds more than half of wound threshold	Average (◆◆)
Wounds exceed wound threshold	Hard (◆◆◆)
Critical Injury	Critical Injury Severity Rating per Table 3-4: Critical Injuries on page 22

MELEE (BRAWN)

The majority of melee weapons depend upon the wielder's strength to inflict damage. Virtually any reasonably sturdy object can be used as a makeshift weapon, so a character who has become adept at the Melee skill can often make do with what's available. Attacks made with Melee inflict wounds upon their target unless the acting character has a weapon that specifically induces strain.

NEGOTIATION (PRESENCE)

The art of negotiation deals with determining exactly how much of what a subject wants must be surrendered in order to get a particular good or service in return. Negotiation is opposed by the subject's Presence or Cool. Negotiation examples include:

- Purchasing goods or services for less than the seller's asking price.
- Selling goods or services—whether legal or of a more proscribed nature—at the best price possible.

PERCEPTION (CUNNING)

Characters must often maintain a careful awareness of their environment. The Perception skill represents the character's constant, passive state of awareness. Perception can be opposed by skills used for concealment or might have a difficulty set by the environment. Perception examples include:

- Noticing a trap or an ambush before falling prey to a surprise assault.
- Spotting a disguised opponent.
- Noticing a subtle clue, such as an overheard conversation or the smell of a recently fired blaster.

PILOTING (AGILITY)

The struggle against the First Order is fought on many fronts, and with myriad different vessels, from vast warships to lumbering walkers to nimble starfighters and atmospheric craft. No matter how a vehicle moves—by rolling, gliding, walking, flying, or floating—the skill that governs its use is Piloting.

Under normal conditions and for regular actions, a character is not required to make a Piloting check. When those actions are complicated by treacherous weather conditions, the use of a failing vehicle, or enemy fire, then the character piloting the craft must demonstrate expertise.

RANGED (HEAVY) (AGILITY)

When fired upon a target at range, weapons that are held with two hands offer a more stable firing platform than those that are held in a single hand. Further, rifles and other such firearms are generally more deadly and more accurate than their lighter counterparts. These large weapons depend upon the Ranged (Heavy) skill for their operation.

RANGED (LIGHT) (AGILITY)

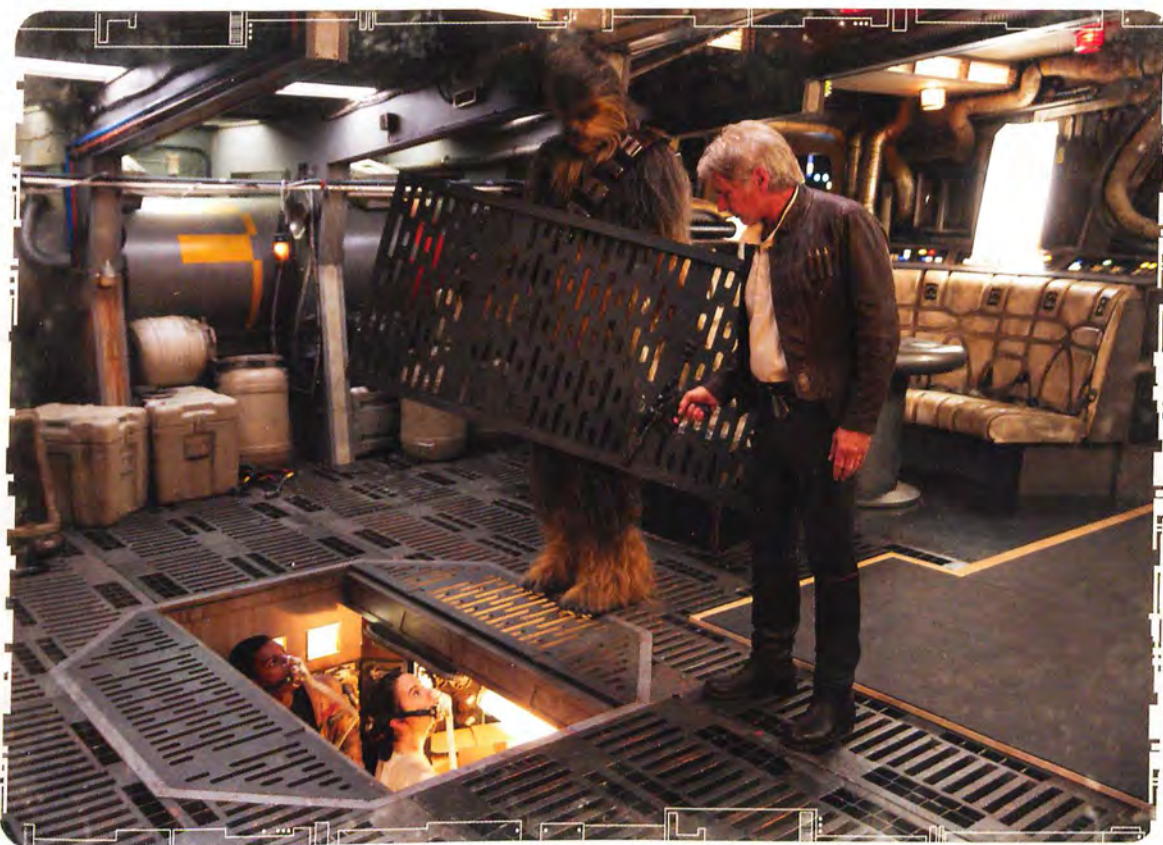
The Ranged (Light) skill includes the use of any weapon that can be fired with one hand without the benefit of a brace or other support element.

RESILIENCE (BRAWN)

Resilience represents a character's physical fortitude against threats such as sleep deprivation, brutal climates, the most restrictive of rations, and ingested toxins. This skill reflects the body's ability to be pushed beyond reasonable limits. Resilience examples include:

- Attempting to go without sleep for significantly longer than is healthy for the character's species.
- Resisting the effects of a toxin after ingesting it.
- Enduring prolonged exposure to a hostile environment—such as one with extreme heat, cold, or toxic pollution.





SKULDUGGERY (CUNNING)

Skulduggery encompasses a broad range of skills that are crucial to performing physical covert operations such as picking pockets and locks, breaking into and out of secure facilities, sleight of hand, disguise, setting traps, and sundry other mischievous actions. At the Game Master's discretion, a particular Skulduggery check can use Agility instead of Cunning, to reflect a more physical approach. Skulduggery is often opposed by a target's Perception—for the watchful—or Vigilance. Skulduggery examples include:

- Picking a lock using physical tools rather than slicing into a computer. Note that not every electronic lock has a physical interface.
- Escaping from a cell by palming a key and safely navigating away from security elements.

STEALTH (AGILITY)

The Stealth skill reflects how talented a character is at not being noticed. Stealth examples include:

- Attempting to blend in with a crowd.
- Hiding from all of an opponent's senses.
- Hiding people or objects from the attentions of others, either through concealment or misdirection.

STREETWISE (CUNNING)

The Streetwise skill represents the ability of a character to survive in the less savory portions of the galaxy by recognizing

the warning signs that come with danger as well as those that might signal an opportunity. Streetwise examples include:

- Looking for a merchant who specializes in unsavory goods or illicit services.
- Discovering rumors actively circulating within a region.

SURVIVAL (CUNNING)

Learning to recognize the dangers of the natural environment as well as how to exploit its resources is dependent upon the Survival skill. Survival examples include:

- Identifying safe food, potable water, or shelter in a natural environment.
- Recognizing the signs of dangerous weather conditions and knowing the best way to prepare for them.
- Tracking one's quarry through the wilderness—whether that target is game or an enemy soldier.

VIGILANCE (WILLPOWER)

In uncertain times, characters skilled in Vigilance are constantly prepared to face a variety of challenges and are far more likely to succeed than those who simply react to ever-changing circumstances. This sort of preparedness requires mental discipline, and also hinges upon the character's having the wisdom and foresight to keep a variety of essential tools and supplies close at hand.

In combat situations, outside of those times when a character has patiently prepared to begin the engagement, Vigilance is used to calculate Initiative. See page 16 for details.



Player Characters are often distinguished by their special abilities. Where a minor character might surrender to overwhelming odds, a hero is expected to dramatically triumph. Talents provide a game mechanic for a character to perform tasks with superhuman flair and ability. These generally represent specialized techniques that a character has mastered—typically through intense practice and study. A character is most likely to succeed when equipped with both a skill and a talent that is appropriate for the situation.

TALENT TREES

Each of the *Star Wars: The Force Awakens* **BEGINNER GAME** character folios has a talent tree on the final spread. As the GM continues to award experience, the players can invest in it by selecting new talents from the trees.

Any time a player wishes to select a new talent for a character, the player must first make certain that it is currently accessible on the character's tree. In order to navigate to a new talent, the character must have already purchased all of the preceding talents listed on the tree, descending through a particular path on the tree. All such descents must follow the available lines shown on the tree. Note that for some

trees, directly descending within a single column is not possible, because there is a break in the listing. In these cases, the character must first acquire a talent from an adjacent column and create a new path to the desired talent.

For more information on investing experience in talents, see **Investing Experience Points**, on page 15.

TALENT RANKS AND PURCHASING THE SAME TALENT MULTIPLE TIMES

Some trees have multiple entries for a single talent. This is because several of the talents can be learned repeatedly. When acquiring a talent for the second, third, or later time, a character gains an additional rank of the talent.

Example: Diane's character Mhar'li has one rank in the Rapid Reaction talent, which lets a character suffer 1 strain per rank to add an equal number of ✨ to initiative checks. As Mhar'li has one rank of the talent, she can only suffer 1 strain to add ✨ to an Initiative check. When Mhar'li purchases a second rank of Rapid Reaction, she can suffer 2 strain to add ✨✨ to Initiative checks.

TALENT DESCRIPTIONS

Below is a list of the talents used in the *Star Wars: The Force Awakens* BEGINNER GAME. Every entry includes the information required for gameplay:

- **Activation** explains whether a talent is always in use (Passive) or if a character must take some sort of action in order to activate it (Active). If a talent is active, the type of action necessary for activation is indicated. Some talents can be activated on other characters' turns. If this is the case, the activation will also include the "Out of Turn" note.
- **Ranked** indicates whether a talent can be purchased multiple times (Yes) or only once (No).

ADVERSARY

Activation: Passive

Ranked: Yes

Upgrade the difficulty of any combat check targeting this character once per rank of Adversary (NPC only).

ANATOMY LESSONS

Activation: Active (Incidental)

Ranked: No

After a successful attack with a non-starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to Intellect to one hit of the attack.

BRILLIANT EVASION

Activation: Active (Action)



Ranked: No

The character may make the Brilliant Evasion action when piloting a vehicle or starship. The character selects one opponent and makes an **opposed Piloting (Planetary or Space) check**. On a success, the opponent's vehicle or starship cannot make any attacks against the character's vehicle for a number of rounds equal to the character's Agility. Brilliant Evasion can only be performed once per encounter.

COMMAND

Activation: Passive


Ranked: Yes

Gain one Boost die  when making Leadership checks (or other checks to inspire, lead, or rally an audience) per rank of Command. Inspired targets also add one Boost die  per rank to any subsequent Discipline checks they make over the next twenty-four hours. This does not increase with additional ranks of Command.

COORDINATED ASSAULT

Activation: Active (Maneuver)



Ranked: Yes

The character may take the Coordinated Assault maneuver. If he does so, a number of allies engaged with him equal to his ranks in Leadership gain  on combat checks they make until the beginning of the character's next turn. The range of this maneuver increases by one band per additional rank of Coordinated Assault.

CORELLIAN SENDOFF

Activation: Active (Action)

Ranked: No

When piloting a starship or vehicle, the character may take a Corellian Sendoff action targeting two enemy starships or vehicles in the encounter that are both of equal or smaller size than the character's ship. The character makes a **Hard (◆◆◆) Cool check**; if it succeeds, the targeted ships immediately suffer a minor collision with each other. For the rest of the encounter, both ships add  to all checks. The character may spend  on this check to destroy one of the targeted enemy ships.

CRIPPLING BLOW

Activation: Active (Incidental)

Ranked: No

The character may voluntarily increase the difficulty of a combat check by one to deal a crippling blow. If he succeeds and deals damage, the target suffers one strain whenever he moves for the remainder of the encounter.

DODGE

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

When targeted by a combat check (ranged or melee), the character may choose to immediately perform a Dodge incidental to suffer a number of strain, then upgrade the difficulty of the combat check by that number. The number of strain suffered cannot exceed the character's ranks in Dodge.

ENDURING

Activation: Passive

Ranked: Yes

The character gains +1 soak value per rank of Enduring.

FERAL STRENGTH

Activation: Passive

Ranked: Yes

The character deals +1 damage to one hit on all successful Brawl and Melee checks per rank of Feral Strength.

FIELD COMMANDER

Activation: Active (Action)

Ranked: No

The character may take a Field Commander action. If the character succeeds at **Average (◆◆) Leadership** check, a number of allies equal to Presence may immediately suffer 1 strain to perform one maneuver. This does not count against the number of maneuvers they may perform during their turn. If there are any questions as to the order in which allies act, the character using Field Commander is the final arbiter.

GRAPPLE

Activation: Active (Maneuver)

Ranked: No

Once per round, the character may perform the Grapple maneuver. Until the beginning of the character's next turn, enemies must spend two maneuvers instead of one maneuver to move from engaged range to short range of the character.

GRIT

Activation: Passive

Ranked: Yes

Increase the character's strain threshold by one per rank of Grit.

HEIGHTENED AWARENESS

Activation: Passive

Ranked: No

Allies in short range of the character add one Boost die ☐ to Perception and Vigilance checks. Engaged allies add two Boost dice ☐ instead.

INDISTINGUISHABLE

Activation: Passive

Ranked: Yes

The character's appearance is so common that people have a hard time identifying distinguishing traits. Opposing characters upgrade the difficulty of any checks made to identify him once per rank of Indistinguishable.

KEEN EYED

Activation: Passive

Ranked: Yes

The character removes ☐ per rank of Keen Eyed from Perception and Vigilance checks. Checks made to search a specific area take 50% less time than usual. This does not decrease with additional ranks of Keen Eyed.

LET'S RIDE

Activation: Active (Incidental)

Ranked: No

Once per round on the character's turn, the character may mount or dismount from a vehicle or beast, or slide into the cockpit or weapons station aboard a starship, as an incidental instead of a maneuver.

NATURAL BRAWLER

Activation: Active (Incidental)

Ranked: No

Once per game session, the character may reroll any one Brawl or Melee check.

NATURAL DOCTOR

Activation: Active (Incidental)

Ranked: No

Once per game session, the character may reroll any one Medicine check.

NATURAL MARKSMAN

Activation: Active (Incidental)

Ranked: No

Once per game session, the character may reroll any one Ranged (Light) or Ranged (Heavy) check.

NATURAL PILOT

Activation: Active (Incidental)

Ranked: No

Once per game session, the character may reroll any one Piloting (Space) or Gunnery check.

NOBODY'S FOOL

Activation: Passive

Ranked: Yes

The difficulty of any Charm, Coercion, or Deception checks attempted against the character is upgraded once for each rank of Nobody's Fool.

PHYSICAL TRAINING

Activation: Passive

Ranked: Yes

The character adds ☐ per rank of Physical Training to his Athletics and Resilience checks.

PHYSICIAN

Activation: Passive

Ranked: Yes

When this character makes a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.



PIN

Activation: Active (Action)

Ranked: No

The character may take the Pin action. By succeeding on an **opposed Athletics check** against an engaged opponent, the character immobilizes that opponent until the end of the character's next turn. In addition, the character may spend Ⓢ generated on the check to increase the duration of the immobilization by one round.

QUICK DRAW

Activation: Active (Incidental)

Ranked: No

Once per round on the character's turn, he may draw or holster an easily accessible weapon as an incidental, not a maneuver.

QUICK STRIKE

Activation: Passive

Ranked: Yes

The character adds one Boost die ■ per rank of Quick Strike to combat checks made against any target that has not yet acted in the encounter.

RAPID REACTION

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

The character may suffer a number of strain to add an equal number of ☆ to any Vigilance or Cool check to determine Initiative order. The number may not exceed the character's ranks in Rapid Reaction.

RESEARCHER

Activation: Passive

Ranked: Yes

The character removes one Setback die ■ per rank of Researcher from all Knowledge checks. Researching takes 50% less time (this does not increase with multiple ranks).

RESOLVE

Activation: Passive

Ranked: Yes

When suffering strain, the character suffers one less strain per rank of Resolve, to a minimum of 1. This does not apply to voluntary strain loss.

SKILLED JOCKEY

Activation: Passive

Ranked: Yes

The character removes one Setback die ■ per rank of Skilled Jockey from all Piloting checks.

SNIPER SHOT

Activation: Active (Maneuver)

Ranked: Yes

Once per round before making a non-thrown ranged attack, the character may perform a maneuver to attempt a Sniper Shot. Sniper Shot increases the maximum range of his ranged weapons by up to one range band per rank. For each rank beyond the normal maximum range of the weapon, upgrade the difficulty of the check once (this is in addition to the increased difficulty of the shot due to longer range).

STALKER

Activation: Passive

Ranked: Yes

The character adds one Boost die ■ per rank of Stalker to all Coordination and Stealth checks.

STROKE OF GENIUS

Activation: Active (Incidental)

Ranked: No

Once per game session, the character can choose to make one skill check using Intellect rather than the characteristic linked to that skill (but must also explain this flash of insight).

SURGEON

Activation: Passive

Ranked: Yes

When this character makes a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.

TARGETED BLOW

Activation: Active (Incidental)

Ranked: No

On a successful attack during combat with a non-starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to Agility to one hit of the successful attack.

TOUGHENED

Activation: Passive

Ranked: Yes

Increase the character's wound threshold by two per rank of Toughened.

TRUE AIM

Activation: Active (Maneuver)

Ranked: Yes

Once per round, before the character makes a ranged attack, the character may perform a True Aim maneuver. By performing this maneuver, the character gains all the benefits for aiming and also upgrades the attack roll once per rank of True Aim.

UTILITY BELT

Activation: Active (Incidental)

Ranked: No

The character may spend one Destiny Point to perform a Utility Belt incidental to produce a previously undocumented—but essential—small tool from a utility belt, satchel, or pocket, with a rarity no greater than 4. This cannot be a weapon unless the weapon has the Limited Ammo 1 quality.

UNRELENTING SKEPTIC

Activation: Passive

Ranked: No

When targeted by a Deception check, the character automatically adds ▼ to the check equal to ranks in Vigilance.



VI GEAR AND EQUIPMENT

As important as skill and ability might be, sometimes it's just as useful to have a trusty blaster by your side. Having the right equipment can often help characters resolve tasks more effectively.

In the following section, players can find information on some common personal weapons, armor, and gear critical for fighting the good fight against the First Order.

WEAPONS

The galaxy is filled with strange and wondrous devices. A large number of them are designed to blast, obliterate, or at the very least intimidate their wielder's foes. Below are some of the weapons most common to wanderers, pilots, and members of the Resistance—as well as to their foes!

CURRENCY

Goods and services are paid for with “credits.” This is a universal term for everything from local units of currency with distinctive names and denominations to the galactic standard New Republic credit. All are interchangeable and can be carried as physical bills or coins, or tracked via digital cred sticks (also called “chips”).

AMMO

The weapons in *Star Wars* are primarily energy-based. Except when using weaponry with the Limited Ammo quality (see page 36), it is not necessary to track ammunition.

However, a weapon can still “run out” of ammo when a Despair symbol ☹ is rolled during combat. This reflects the weapon's energy source being drained. The character must perform a maneuver to slap a new energy cell into the weapon before it can be fired again.



BLASTERS

The most common type of weapon in the galaxy is the blaster. Most blasters can be set to Stun, overloading the victim's nervous system to cause temporary paralysis (see the Stun Damage weapon quality, under **Weapon Qualities**, on page 36). Stun beams can only be used at short and medium range, regardless of the weapon's normal range. Switching between "Stun" and "Kill" requires an incidental.

HOLDOUT BLASTER PISTOL

The smallest examples of blasters are easy to conceal but still pack a powerful punch. Add one Difficulty die ♦ to a character's Perception check when attempting to find a holdout blaster pistol on a person's body.

LIGHT BLASTER PISTOL

A good compromise between concealment and power, light blasters are favored by those who often need a firearm—but just as often need to pretend they don't.

BLASTER PISTOL

Most spacers carry standard blaster pistols. They pack a punch, have decent range, and are light enough to carry around at all times.

HEAVY BLASTER PISTOL

Heavy blasters are very powerful. Their only major drawback is that they can fire fewer shots than other blasters, a trade-off for the increased power. Game Masters can spend three Threat ☹ symbols to have a heavy blaster pistol run out of ammo (see **Table 3-2: Spending Threat ☹ and Despair ☹ in Combat**, on page 20).

BLASTER RIFLE / CARBINE

Blaster rifles and carbines are the typical firearms of soldiers and heavy security forces around the galaxy.

LONGSHOT BLASTER

This long-barrelled model of blaster rifle can accurately launch bolts much farther than standard varieties, but this range comes at the cost of penetrating power.

LIGHT REPEATING BLASTER

Light repeaters are support weapons for military and mercenary units. They feature a high rate of fire and are designed to suppress and injure unarmored personnel. The hail of "light" produced by these rapid-firing weapons is often enough to force enemies to ground.

EXPLOSIVES AND ORDNANCE

Fuel-powered devices might not be as ubiquitous as blasters, but they're no less deadly.

FRAG GRENADE

Frag grenades are designed to cause as much damage and mayhem as possible over a large area. They can be set to detonate on impact or set with a timer to detonate up to three rounds after being activated at the beginning of the attacker's action.

STUN GRENADE

Stun grenades shock the senses. They can be set to detonate on impact or set with a timer to detonate up to three rounds after being activated at the beginning of the attacker's action.

FLAME PROJECTOR

Flame-producing weapons are popular because of their wide and indiscriminate cone of fire, able to catch several individuals in a gout of flame. The wielder may choose to trigger the Burn quality multiple times, affecting a different target each time. However, Game Masters may spend ☹ ☹ or ☹ to apply the Burn quality to an ally hit by the original attack.

MICRO-GRENADE LAUNCHER

This weapon consists of a basic, smoothbore barrel attached to a stock and magazine with an automatic feed-system. Launchers allow the wielder to hurl larger grenades over longer distances, and the so-called "micro-grenades" are very small and very powerful, meaning the feed can hold dozens.

BRAWLING WEAPONS

This category includes weapons designed to fit directly over the fists.

DURAKNUCKLES

Dirty fighters and those looking to protect their fists from the tough hides of certain alien species rely on these metal-knuckles.

MELEE WEAPONS

Some wielders prefer a blade to a blaster, as they know the blade is far more reliable and just as deadly in the right hands.

HEAVY STAFF

Any length of solid material can serve as a weapon in capable hands.

HUNTING KNIFE

Sharp blades are as useful as tools as they are as weapons. A knife is also far easier to conceal than a firearm and equally lethal if the user is skilled in its use.

RIOT SHIELD

A thick, forearm-mounted shield carried by certain units of stormtroopers, this auxiliary defensive device is made of composite betaplast material and can turn aside blows and blast bolts alike.

SHOCK BATON / STAVE

Shock batons and staves use powerful conductors and contact vanes to send those struck by the weapon into convulsive fits, non-lethally neutralizing them as threats.

VIBROKNIFE

A vibroknife is essentially a modded combat knife. It contains a small but powerful device within the handle that vibrates the blade at an incredibly high frequency. This causes it to function as a miniature saw, and allows it to slice through armor and flesh with startling ease.

WEAPON QUALITIES

Some weapons feature special qualities. Special qualities are either passive or active. Passive qualities are always on and require no activation on the part of the user. Active qualities must be triggered by the user, requiring two Advantage ☵ results or one Triumph ☰ result to activate unless otherwise stated in their description.

Weapon qualities often have a number associated with them. This is their **rating**. Ratings affect qualities in different ways, depending on the quality in question.

AUTO-FIRE (ACTIVE)

An Auto-fire weapon has the chance to hit multiple targets or strike a single target multiple times but with sacrificed accuracy. The attacker must increase the difficulty of his attack roll by one (add one Difficulty die ♦ to the attack roll).

Auto-fire requires two Advantage ☵ to activate, and can be activated multiple times. Each time it is activated, the weapon deals an additional hit to the target or to another target engaged with the first target. Each of these counts as an additional hit from that weapon, and each hit deals base damage plus the number of net Successes ★ scored on the check.

Note that each target can never suffer more Critical Injuries than the number of times it was hit by the weapon.

BLAST (ACTIVE)

The weapon has a large spread or explosive blast. If the attack is successful and Blast activates, each character (friend or foe) engaged with the original target suffers damage equal to the weapon's Blast rating (plus an additional damage per net Success ★ as usual). If the Blast quality doesn't activate, the ordnance still detonates, but it only hits the original target for normal damage.

BURN (ACTIVE)

Weapons with Burn inflict damage over time. When the Burn quality is activated, a single target of the attack continues to suffer the weapon's base damage each round for a number of rounds equal to the weapon's Burn rating. Damage is applied at the start of each of the target's turns.

Victims can stop the damage by making an **Easy** (♦) **Coordination check** as an action on their turn. Submersion in a body of water stops the damage immediately.

CUMBERSOME (PASSIVE)

A Cumbersome weapon is large, unwieldy, awkward, or heavy. To wield a Cumbersome weapon properly, the character needs a Brawn characteristic equal to or greater than the weapon's Cumbersome rating. For each point of Brawn by which the character is deficient, he must increase the difficulty of all checks made while using the weapon by one.

DEFENSIVE (PASSIVE)

A character wielding a weapon with the Defensive quality increases melee defense by the weapon's Defensive rating.

DEFLECTION (PASSIVE)

A character wielding a weapon with the Deflection quality increases ranged defense by the weapon's Deflection rating.

DISORIENT (ACTIVE)

A weapon with Disorient can daze an opponent. When Disorient is triggered, the target is disoriented for a number of rounds equal to the weapon's Disorient rating. A disoriented target adds one Setback die ■ to all skill checks the target performs.

KNOCKDOWN (ACTIVE)

When Knockdown is triggered, the target is knocked prone.

ION (PASSIVE)

Ion weapons are designed to knock out opponents' shields, sensors, and engines. They have shorter range than laser weapons and deal larger amounts of damage, but their damage is dealt as strain. This damage is still reduced by armor and soak.

LIMITED AMMO (PASSIVE)

A weapon with the Limited Ammo quality can be used to make a number of attacks equal to its Limited Ammo rating before it must be reloaded with a maneuver. In addition, each shot expends one of a limited number of rounds, which must be purchased or otherwise obtained before the weapon can be used again. This also applies to grenades and other "one use" weapons that have the Limited Ammo 1 quality.

PIERCE (PASSIVE)

An attack made with this weapon ignores an amount of soak equal to the weapon's Pierce rating. If the weapon has a higher Pierce rating than the target's total soak, attacks made with it completely ignore that target's soak.

For example, Tiras stabs a Guavian Death Ganger with his vibroknife, which has Pierce 2. If that Guavian has 4 soak, Tiras ignores 2 of that soak, and the Guavian counts as only having 2 soak against his attack. If the Death Ganger had 2 soak, then Tiras's attack would ignore its soak entirely.

STUN DAMAGE (PASSIVE)

Some weapons deal Stun damage instead of regular damage. In this case, the weapon deals damage as strain instead of wounds. This damage is still reduced by a target's soak.

STUN SETTING (ACTIVE)

As an incidental action, the wielder can choose to switch the setting of the weapon to "Stun." In this case, it does Stun damage as described above.

WEAPON CHARACTERISTICS

Each weapon has a variety of characteristics that define its abilities and make it distinct.

NAME

The general name of the weapon.

TABLE 6-1: WEAPONS

Name	Skill	Dam	Crit	Range	Price	Special
Blasters						
Holdout Blaster	Ranged (Light)	5	4	Short	200	Stun setting
Light Blaster Pistol	Ranged (Light)	5	4	Medium	300	Stun setting
Blaster Pistol	Ranged (Light)	6	3	Medium	400	Stun setting
Heavy Blaster Pistol	Ranged (Light)	7	3	Medium	700	Stun setting
Blaster Carbine	Ranged (Heavy)	9	3	Medium	850	Stun setting
Blaster Rifle	Ranged (Heavy)	9	3	Long	900	Stun setting
Longshot Blaster	Ranged (Heavy)	8	3	Extreme	800	Stun setting
Light Repeating Blaster	Ranged (Heavy)	11	3	Long	6,000	Auto-fire, Cumbersome 4, Pierce 1
Explosives and Ordnance						
Frag Grenade	Ranged (Light)	8	4	Short	50	Blast 6, Limited Ammo 1
Stun Grenade	Ranged (Light)	8	N/A	Short	75	Blast 8, Disorient 3, Limited Ammo 1, Stun Damage
Flame Projector	Ranged (Heavy)	8	2	Short	1,000	Blast 8, Burn 3
Micro-Grenade Launcher	Gunnery	10	3	Medium	2,000	Blast 8, Cumbersome 3
Brawling Weapons						
Duraknuckles	Brawl	+1	4	Engaged	25	Disorient 3
Melee Weapons						
Heavy Staff	Melee	+1	4	Engaged	25	
Hunting Knife	Melee	+1	4	Engaged	25	
Riot Shield	Melee	+0	5	Engaged	75	Defensive 2, Deflection 1
Shock Baton	Melee	+2	4	Engaged	300	Disorient 3, Stun setting
Shock Stave	Melee	+4	4	Engaged	400	Disorient 4, Knockdown
Vibroknife	Melee	+1	2	Engaged	250	Pierce 2

SKILL USED

The combat skill used when attempting an attack with this weapon.

BASE DAMAGE (DAM)

The base damage the weapon inflicts before adding damage from uncanceled Successes ✨. When calculating the total damage for a hit, each net Success ✨ generated by the attack check adds one point of damage to this base damage rating.

CRITICAL RATING (CRIT)

Indicates the number of Advantage 🎲 required to trigger a Critical Injury using this weapon.

RANGE

The effective range of the weapon. See **Range Bands**, on page 21.

PRICE

This is the price of the weapon on the open market.

SPECIAL

The qualities or other special rules this weapon possesses. More in-depth descriptions of these qualities can be found on page 36, while rules specific to a certain type of weapon are described in the weapon's description, on page 35.

ARMOR

Armor offers some protection against glancing blaster bolts and weapon strikes, and also from area-effect weapons like frag grenades.

TABLE 6-2: ARMOR

Type	Defense	Soak	Price
Heavy Clothing	0	1	50
Padded Armor	0	2	500
Stormtrooper Armor	0	2	750
Armored Clothing	1	1	1,000
Heavy Battle Armor	1	2	5,000

ARMOR CHARACTERISTICS

Whether it's a blast helmet or a vest, each kind of armor has the following characteristics in common.

DEFENSE

The armor's defense adds Setback dice ■ directly to the attacker's pool. This reflects the armor's ability to deflect damage away from the user's body.

SOAK

Soak is added to the target's Brawn and subtracted from any incoming damage suffered.

ARMOR TYPES

Below is a list of some of the most common armor types found throughout the galaxy.

HEAVY CLOTHING

A good leather jacket or thick woolen cloak won't stop much damage, but it can misdirect an occasional knife blade or blaster bolt away from the wearer's flesh.

PADDED ARMOR

Padded armor is woven with tough, energy-resistant fibers. It tends to absorb and resist some of the power of a blaster bolt, although it often proves little use against a solid hit.

STORMTROOPER ARMOR

The stormtroopers of the First Order wear full-body suits of sophisticated laminate composite material that helps absorb and turn aside blaster fire.

ARMORED CLOTHING

This category of armor covers light vests, jackets, or pants plated with plastoid or ceramic pads. This armor type is very light but covers the most important vital organs. An **Average** (◆◆) **Perception check** detects that a person's clothing is plated.

HEAVY BATTLE ARMOR

Certain heavy stormtroopers, bounty hunters, and even droids are fitted with heavy armor. Heavy battle armor can be sealed, or it can take the form of a heavy vest and blast helmet.



GEAR

It might not be as exciting as a blaster, but basic equipment is often the foundation for success.

BACKPACK

A backpack can serve many important functions, especially for carrying survival gear (or even smaller allies and droids).

BINDERS

Binder restraints are designed to keep a conscious prisoner subdued and manageable. Breaking free of binders is often a matter of either sheer brawn or impressive agility, and so escaping a set of binders requires a **Daunting** (◆◆◆◆) **Athletics** or **Coordination** check.

BREATH MASKS AND RESPIRATORS

Not all planets and environments are hospitable to all species, and thus many travelers require mechanical aids to help them breathe outside of their native habitats. Some examples of these devices include simple nose plugs, filtration masks, and aquatic rebreathers for activity underwater.

CLIMBING GEAR

Climbing gear consists of syntherope, pitons, and either hook or magnagrapple, allowing a character to create artificial handholds, rope lines, belay points, and other useful configurations when climbing.

COMLINK

Comlinks allow for ranged audio communication between two parties. Some models are built into helmets and armor segments. Most operate on a standard set of frequencies that can be adjusted as desired to elude detection.

DATAPAD

Datapads are common on most technologically civilized planets, and are used to record, store, display, and organize nearly any kind of data, from basic text to holographic recordings.

ELECTROBINOCULARS

Electrobinoculars allow the user to see normally in low light or extremely bright conditions, and can magnify targets up to ten kilometers away. When using electrobinoculars, characters remove up to one Setback die ■ imposed due to long range or poor light.

THE RIGHT TOOLS FOR THE JOB

In the *Star Wars: The Force Awakens* **BEGINNER GAME**, each unique piece of gear does not always provide a unique bonus to gameplay mechanics. This is due to the narrative nature of the system. Instead, many pieces of gear aid users in difficult tasks or allow them to perform tasks that would have been impossible otherwise. The GM and player can agree to add one Boost die ■ to the dice pool for a given action when a character uses a beneficial (and relevant) piece of gear or equipment.

TABLE 6-3: GEAR

Item	Price
Backpack	50
Binders	25
Breath Mask/Respirator	25
Climbing Gear	25
Comlink	25
Datapad	75
Electrobinoculars	250
Emergency Medpac	100
Extra Reloads/Power Packs	25
General Purpose Scanner	500
Glow Rod/Fusion Lantern	10
Hand Scanner	100
Lock Breaker	200
Medical Kit	400
Quadnoculars	75
Ration Pack	5
Space Suit	100
Stimpack	25
Tool Kit	350
Utility Belt	10

EMERGENCY MEDPAC

Emergency medpacs allow for basic first aid in the field. A character using an emergency medpac can attempt to heal others using Medicine checks without penalty, as detailed on page 24.

EXTRA RELOADS/POWER PACKS

Extra reloads help characters mitigate an "out of ammo" Despair ♠ result with a ranged weapon. By spending a maneuver, they may reload their weapons and get back in the fight.

GENERAL PURPOSE SCANNER

Scanners indicate the nearby presence of life forms, heat fronts, radiation sources, acoustic emissions, or any combination thereof. The motion sensing operates up to a distance of half a kilometer, while the remaining systems can detect targets up to a kilometer and a half away.

ODDS AND SUNDRIES

There are plenty of pieces of gear that characters are likely to carry that are too mundane or inexpensive to track on their character sheets. Writing implements, pocket knives, street clothing, snacks, mementos: all of these things and more are details that can embellish a character, but are not important enough to track in a meticulous fashion. Player Characters can assume that they have any number of miscellaneous sundries on them, depending on what they feel their characters would actually carry.

GLow RODS AND FUSION LANTERNS

Chemical and electric light sources come in many shapes and sizes throughout the galaxy. A glow rod is a handheld light source that illuminates an area in a directional beam, while a fusion lantern emits light in a broad radius.

HAND SCANNER

"Hand scanner" is a catchall designation for a wide variety of handheld scanning devices designed to run specific-purpose scans, checking for atmospheric contaminants, poisons, vermin, or (in the case of mechanics) microfractures or stress points.

LOCK BREAKER

Lock breakers are mechanical and slicer tools used to disable both physical and electronic locks.

MEDICAL KIT

This kit allows the user to perform relatively complicated medical procedures in the field. It allows characters to attempt to heal others using Medicine checks without penalty, as described on page 24, and additionally grants a Boost die ☐ on all attempts. In addition, the internal stim storage grants the user three stimpacks per day.

QUADNOCULARS

Quadnoculars use rugged imaging systems to magnify far-off objects for their users. When using quadnoculars, characters may also remove up to one Setback die ☐ imposed due to long range.

RATION PACKS

Consisting of such delectables as veg-meat and polystarch bread, ration packs can be easily reconstituted into a full serving through built-in heat infusers and limited hydration.

SPACE SUIT

Given that most travel occurs in space, having a sealed suit on hand just in case of small concerns such as compromised hull integrity is usually a good idea. Most suits come with repair packs to seal small tears or gasket leaks.

STIMPACK

Stimpacks are auto-injection tubes filled with medicine, bacta, and painkillers. It takes a maneuver for a character to inject a stimpack; this can affect that character or an engaged ally. A stimpack is a one-use item and its effects are described on page 24.

TOOL KIT

There is little a skilled mechanic cannot fix with a well-stocked tool kit, given adequate time to conduct the repairs. Tool kits also allow engineers and other technicians to perform Mechanics checks without penalty and to make Mechanics checks to "heal" droids (see page 27).

UTILITY BELT

A simple piece of tactical harness used by soldiers, mercenaries, bounty hunters, smugglers, and adventurers the galaxy over. A utility belt has numerous pockets, pouches, and clips that allow the wearer to keep many items and tools within easy reach.





VII

ADVERSARIES

The galaxy is an almost incomprehensibly vast place, with more variety than any one being can hope to experience and appreciate during a lifetime. Still, if the PCs have arrived in a new place, they have likely gone there to oppose the First Order. As such, they will face foes, obstacles, and adversaries, be they of a military, social, or intellectual nature.

Characters will likely encounter opponents posing three different levels of threat to the average group of characters. Although some variation is to be expected, the broad categories are called minions, rivals, and nemeses.

MINIONS

Minions are the most common NPCs that the PCs encounter. These are nameless opponents who provide muscle to flesh out encounters, and are only dangerous in groups. Minions have several unique rules that reflect their status as disposable adversaries.

- Minions do not suffer strain. Anything that would inflict strain on a minion inflicts wounds instead. They also cannot voluntarily suffer strain.
- Minions do not possess skills. They can compensate for this by operating as a group. A minion's profile lists several skills in which it gains ranks when acting as part of a group.

- Minions can fight as a group. Minions are only deployed in groups of the same type. When deployed in a group, the minions operate in concert and share a single total wounds threshold (their individual wounds combined). Damage inflicted to any member of the unit is added to the group's total number of wounds incurred, with individual members being eliminated as their share of the group's combined wound threshold is exceeded. For example, a unit of five minions (each with a individual wound threshold of 5) would have a combined wound threshold of 25. When the total wounds the unit suffers exceeds 5 wounds, one member of the unit is eliminated. When characters attack a group, they attack the group as a whole, not an individual. Likewise, minions make one attack per group, not per individual. However, working as a group allows minions to mitigate their lack of skills. When operating as a group, the minions treat each member beyond the first as one skill rank for certain skill checks noted in their profile. Thus, a group of four First Order stormtroopers would count as having three ranks (for the three additional troopers after the first) in any relevant checks the group was called on to make. This only applies to checks involving the skills listed in the minion profiles.
- Minions are killed by Critical Injuries. If a minion suffers a Critical Injury, it is killed outright (or incapacitated,

at the GM's discretion). If a group of minions suffers a Critical Injury, it suffers one minion's worth of wounds.

RIVALS

Rivals are more dangerous than minions, but still inferior to most Player Characters. Rivals follow most of the same rules as Player Characters do, with the following exceptions.

- Rivals suffer Critical Injuries normally. However, when a rival exceeds his wound threshold, the rival can be killed outright (instead of incapacitated) at the GM's discretion.
- Rivals do not suffer strain. When a rival would normally suffer strain, the rival suffers an equivalent number of

wounds instead. Rivals can, however, use abilities or invoke effects that would normally cause a character to suffer strain; this simply causes them to suffer wounds instead.

NEMESSES

The nemesis is the dark reflection of the Player Character. A nemesis is a PC's equal or superior in almost every way; this is necessary to ensure that such important foes are able to pose a threat to an entire party. Nemesis frequently possess a number of talents, high characteristics, and skills, and their weaponry and armor can endanger even the strongest parties. Nemesis suffer strain and wounds normally and do not have any exceptions governing their operations.

ADVERSARY LIST

In addition to the profiles found in the **BEGINNER GAME** introductory adventure, the GM can use the following list of foes in subsequent game sessions.

RESISTANCE STARFIGHTER ACE [RIVAL]

Like the former Rebellion, whose ideals they still fight for, the Resistance puts great stock in their starfighter forces. Rightly so, for the aces of the Resistance are some of the best pilots in the galaxy.



Skills: Cool 3, Gunnery 2, Piloting 3.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit, astromech droid.



RESISTANCE MEDICAL DROID [RIVAL]

Droids have been a mainstay in the medical field for generations. With sophisticated programming and integrated surgical equipment, these droids are able to keep the relatively small Resistance force at fighting strength.



Skills: Discipline 1, Medicine 3, Perception 2.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).

Equipment: Built-in diagnostic and surgical tools (counts as medpac as well as stimpack that can be used once per session).

RESISTANCE OFFICER [NEMESIS]

Pulled from the veterans of the Galactic Civil War, the leaders of the Resistance remember well the threat that the remnants of the old Galactic Empire posed and now keep watch on the growth of the First Order.



Skills: Astrogation 1, Discipline 1, Leadership 3, Perception 1, Ranged (Light) 2.

Talents: Adversary 2 (upgrade the difficulty of all combat checks against this target twice), Command 2 (gain ☐ when making Leadership checks to inspire, lead, or rally allies; inspired targets add ☐ to all subsequent Discipline checks for twenty-four hours), Coordinated Assault 2 (may take the Coordinated Assault maneuver; if he does so, 3 allies within short range of the character gain ☐ on combat checks they make until the beginning of the character's next turn.)

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), Resistance uniform (+1 soak), datapad, comlink.

FIRST ORDER STORMTROOPER [MINION]

The foot soldiers of the First Order are raised as warriors from birth. Unlike that of the Galactic Empire, the training regimen of the First Order emphasizes guerilla warfare, improvisation, and unquestioning loyalty.



Skills (group only): Athletics, Discipline, Melee, Ranged (Heavy), Vigilance.

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stormtrooper armor (+2 soak), utility belt, extra reloads.

FIRST ORDER RIOT TROOPER [RIVAL]

In the subdued worlds within First Order territory, stormtroopers act as a first line of control and authority. When dealing with rebellious or unruly populations, stormtroopers come prepared with non-lethal riot gear in the form of riot control batons and shields.



Skills: Athletics 1, Discipline 2, Melee 2, Vigilance 1.

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once), Natural Brawler (once per game session, may reroll any one Brawl or Melee check).

Equipment: Shock baton (Melee; Damage 5; Critical 4; Range [Engaged]; Disorient 3, Stun setting), riot shield (Melee; Damage 3; Critical 5; Range [Engaged]; Defensive 2, Deflection 1), blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), stormtrooper armor (+2 soak), utility belt.

FIRST ORDER SPECIALIST TROOPER [RIVAL]

Units of First Order stormtroopers are accompanied by specialist troopers carrying heavy weaponry designed for specific engagements. Flametroopers wield terrifying flame projectors to drive entrenched enemies out of cover, while specialists carrying light repeating blasters lay down a hail of blaster bolts to suppress even the most courageous foe.



Skills: Athletics 1, Discipline 2, Ranged (Heavy) 2, Vigilance 1.

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once).

Abilities: Flame resistant armor (does not suffer the effects of the Burn quality; does not suffer blast damage from a weapon with the Burn quality).

Equipment: Flame projector (Ranged [Heavy]; Damage 8; Critical 2; Range [Short]; Blast 8, Burn 3) and flame resistant armor or light repeating blasters with slings (Ranged [Heavy]; Damage 11; Critical 3; Range [Long]; Auto-fire, Cumbersome 3, Pierce 1) and stormtrooper armor (+2 soak), utility belt.

FIRST ORDER FLEET OFFICER [NEMESIS]

Trained in secret shipboard military academies created by the remnants of the Imperial Fleet, the officers of the First Order Fleet often see their ships as their homes and may have never set foot planetside. Highly trained leaders, these officers can synthesize highly complex tactical data and direct the forces beneath them with practiced ease.



Skills: Coercion 2, Cool 2, Discipline 2, Knowledge 1, Leadership 3, Ranged (Light) 1.

Talents: Adversary 2 (upgrade the difficulty of all combat checks against this target twice), Field Commander (May perform a Field Commander action and make an **Average** (♦♦) Leadership check; if successful, 3 allies may immediately suffer 1 strain [or wound, if rivals or minions] to perform one maneuver; this does not count against the number of maneuvers they may perform in their turn).

Abilities: Overwhelming Fire (may perform a maneuver to direct one First Order Stormtrooper minion group within medium range; the group may perform an immediate free combat check action).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), officer uniform (+1 soak), long range comlink.



JAKKU SCAVENGER [RIVAL]

The desert wastes of Jakku are unforgiving to all but the most hardy sorts. Those who can scrape a living from the wrecks buried in the sand are tough, solitary figures.



Skills: Perception 2, Melee 1, Ranged (Heavy) 2, Resilience 3, Survival 3.

Talents: Keen Eyed (remove ■ per rank of Keen Eyed from Perception and Vigilance checks; checks made to search a specific area take 50% less time than usual).

Equipment: Longshot blaster (Ranged [Heavy]; Damage 7; Critical 3; Range [Extreme]; Stun setting), hunting knife (Melee; Damage 3; Critical 4; Range [Engaged]).

LUGGABEAST [RIVAL]

These beasts of burden are cybernetically enhanced to greatly increase their endurance and strength.



Skills: Athletics 2, Brawl 1, Resilience 2, Survival 3.

Abilities: Awkward (luggabeasts have great physical strength, but their bulk imposes severe limitations in flexibility and agility; they add ■■■ to all Brawl, Melee, and Coordination checks), Cyborg Reinforcement (luggabeasts ignore Stun damage and can survive in vacuum or underwater for 10 minutes), Strong as a Luggabeast (luggabeasts can carry or drag enormous amounts of weight, far in excess of their own mass).

Equipment: Trampling bulk (Brawl; Damage 4; Critical 5; Range [Engaged]; Knockdown), thick hide (+3 soak).

JAKKU TRADER [RIVAL]

The only things of real value to the people of Jakku are food and water. Those who control the food and water hold a great deal of sway among the scavengers of the desert planet, providing sustenance in return for long days spent salvaging the starship hulks that scatter the planet.



Skills: Charm 2, Cool 2, Deception 2, Knowledge 2, Negotiation 3, Streetwise 2.

Talents: Nobody's Fool 2 (upgrade the difficulty of any Charm, Coercion, or Deception checks attempted against a Jakku Trader once for each rank of Nobody's Fool.)

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting).



JAKKU CRIMINAL [MINION]

Of course, where resources are scarce, there are those who would acquire them through violence and skulduggery. The criminal element on Jakku is an ever-present threat to those eking out a living day by day.



Skills (group only): Brawl, Ranged (Light), Skulduggery.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), duraknuckles (Brawl; Damage 4; Critical 4; Range [Engaged]), heavy clothing (+1 soak).

GUAVIAN DEATH GANG SECURITY SOLDIER [MINION]

Slavishly loyal and utterly ruthless, the security soldiers of the Guavian Death Gang have traded their humanity and morality for dangerous and illegal cybernetic enhancements.



Skills (group only): Mechanics, Melee, Ranged (Heavy).

Abilities: Cyborg Reinforcement (Guavian Death Gang Security Soldiers ignore Stun damage and can survive in vacuum or underwater for ten minutes).

Equipment: Percussive cannon (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Knockdown), implanted vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2), cybernetic armor (+2 soak), utility belt.

GUAVIAN DEATH GANG GRENADIER [RIVAL]

The Guavians are ever on the forefront of the black market weapons industry. In each of the major manufacturing houses, they have contacts providing them with "misplaced" prototypes of the most dangerous arms in the galaxy.

2	2	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 5			W. THRESHOLD 10		

Skills: Gunnery 3, Mechanics 2, Resilience 2, Vigilance 2.

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once), Crippling Blow (may voluntarily increase the difficulty of a combat check by one to deal a crippling blow; upon a success that deals damage to the target's wound threshold, the target suffers 1 strain whenever he moves for the remainder of the encounter).

Abilities: Cyborg Reinforcement (Guavian Death Gang Grenadiers ignore Stun damage and can survive in vacuum and underwater for ten minutes).

Equipment: Microgrenade launcher (Gunnery; Damage 10; Critical 3; Range [Medium]; Blast 8), heavy cybernetic armor (+3 soak).

KANJIKLUB GANGSTER [RIVAL]

The proud and resourceful warriors of the Kanjiklub are masterful tinkers and scavengers. Following the traditions of their ancestors, who suffered under generations of enslavement by the Hutts, Kanjiklubbers scratchbuild, modify, and scavenge their arms and equipment.

2	3	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 4			W. THRESHOLD 8		

Skills: Coordination 1, Mechanics 2, Negotiation 1, Ranged (Light) 2, Ranged (Heavy) 2.

Equipment: Jury-rigged blaster pistol (Ranged [Light]; Damage 4; Critical 4; Range [Medium]; Disorient 3, Pierce 3) or jury-rigged blaster rifle (Ranged [Heavy]; Damage 8; Critical 4;

Range [Long]; Knockdown), scavenged armor (+2 soak), comlink, mechanic's tool kit.



RATHTAR [NEMESIS]

Horrifying tentacular monsters, at first glance these aliens appear to be little more than primitive eating machines, but they display complex pack-hunting instincts.

5	3	1	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 7		W. THRESHOLD 32		S. THRESHOLD 12	

Skills: Athletics 2, Brawl 2, Resilience 2, Vigilance 1.

Talents: Adversary 2 (upgrade the difficulty of all combat checks against this target twice), Grapple (once per round, may perform the Grapple maneuver; until the beginning of the rathtar's next turn, enemies must spend two maneuvers instead of one maneuver to move from engaged range to short range of it).

Abilities: Easy Prey (when a rathtar makes an attack against an immobilized enemy, it lowers the Critical Rating of its lamprey maw to 1 for the duration of the attack).

Equipment: Plethora of tentacles (Brawl; Damage 6; Critical 4; Range [Short]; Spend 2 Advantage ☹☹; the target may not make maneuvers until the end of the following game round), lamprey maw (Brawl; Damage 10; Critical 3; Range [Engaged]).





YOU'VE TAKEN YOUR FIRST STEPS

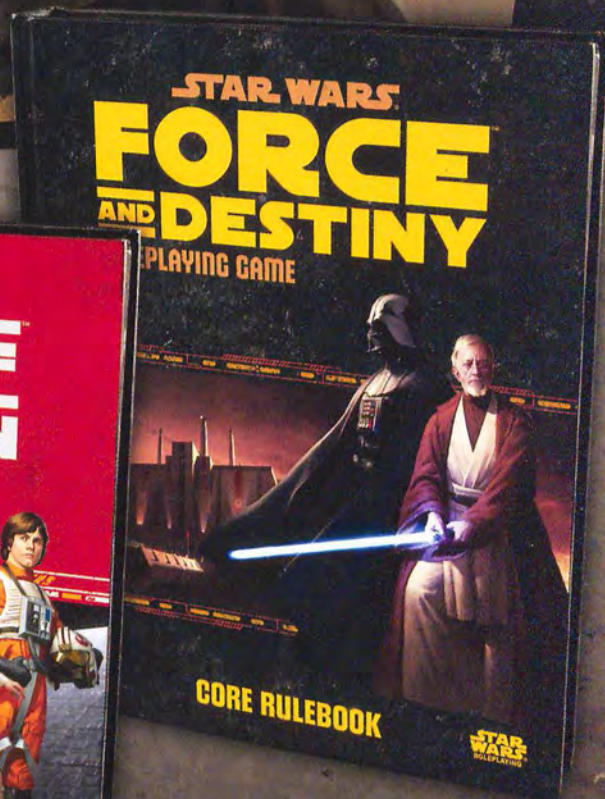
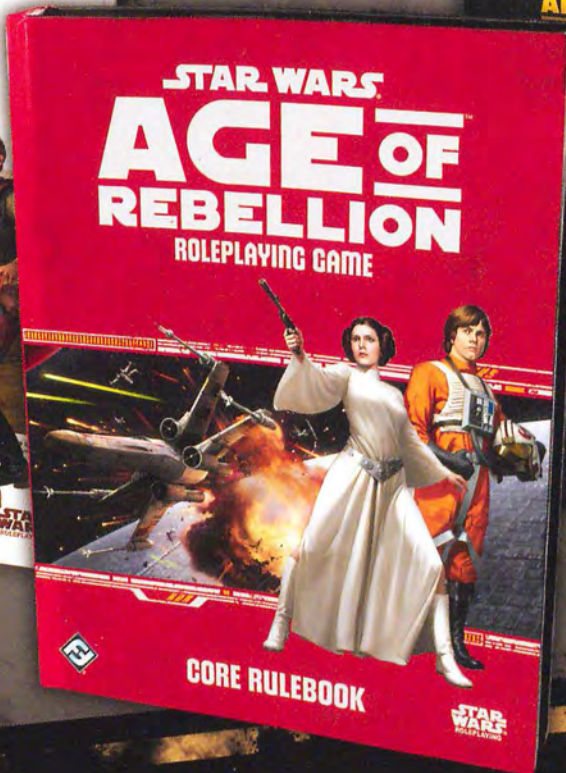
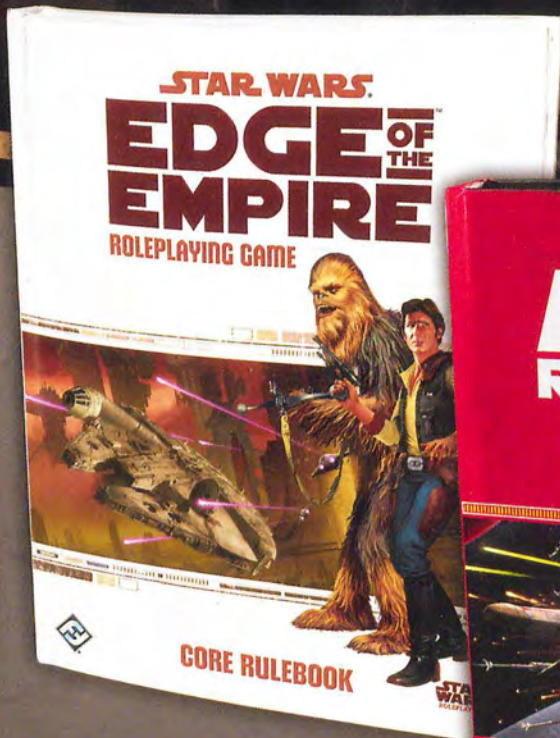
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SKILL DESCRIPTIONS

SKILL	CHARACTERISTIC	USED FOR...
Astrogation	Intellect	Calculating hyperspace routes and navigating the galaxy.
Athletics	Brawn	Climbing, jumping, swimming, and other feats of strength and power.
Brawl	Brawn	Attacking with bare hands, brass knuckles, or similar weapons.
Charm	Presence	Sweet-talking, appealing to better nature, and convincing someone to like or help you.
Coercion	Willpower	Threatening and intimidation, interrogation, or similar.
Computers	Intellect	Accessing, using, or bypassing computer systems.
Cool	Presence	Staying calm in a tense situation, being unruffled, checking initiative when not surprised.
Coordination	Agility	Keeping one's balance, slipping free of restraints, landing on one's feet, being nimble.
Deception	Cunning	Lying, laying a false trail, distracting an opponent in combat.
Discipline	Willpower	Resisting or overcoming fear, staying on task when distracted or deceived.
Gunnery	Agility	Attacking with heavy weaponry such as missile launchers or starship weapons.
Knowledge	Intellect	Knowing obscure facts and information of all sorts.
Leadership	Presence	Helping allies to overcome fear, swaying a crowd over to your cause, organizing a group.
Mechanics	Intellect	Identifying a fault with a machine, repairing a machine, restoring wounds to a Droid.
Medicine	Intellect	Diagnosing an illness, healing a disease or injury, restoring wounds to an organic being.
Melee	Brawn	Attacking with knives, vibro-axes, and other melee weapons.
Negotiation	Presence	Striking a deal, getting a better price, securing good terms on a business arrangement.
Perception	Cunning	Noticing something hidden or subtle, searching for clues, seeing through a disguise.
Piloting	Agility	Steering or flying a vehicle of any type.
Ranged (Heavy)	Agility	Attacking with blaster rifles, blaster carbines, and other heavy ranged weapons.
Ranged (Light)	Agility	Attacking with blaster pistols, heavy blaster pistols, and other light ranged weapons.
Resilience	Brawn	Being tough and stubborn, resisting poison, disease, heat and cold, or other ill effects.
Skulduggery	Cunning	Picking locks, picking pockets, palming small items, identifying flaws in security systems.
Stealth	Agility	Moving about undetected, hiding from pursuit.
Streetwise	Cunning	Finding black market goods, getting the word on the street, staying safe in urban environments.
Survival	Cunning	Finding food and shelter in the wild, tracking someone, handling a domesticated animal.
Vigilance	Willpower	Preparing for a crisis, remaining alert, checking initiative when surprised.



Success ✨ symbols are canceled by Failure ▼ symbols; if there are any Success ✨ symbols left, the check succeeds.



Triumph ☼ symbols count as Success ✨ symbols and may also be spent to trigger a powerful positive consequence.



Advantage ☺ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ☹ symbols.



Failure ▼ symbols cancel Success ✨ symbols. If there are enough Failure ▼ symbols to cancel all the Success ✨ symbols, the check is a failure.



Despair ☹ symbols count as Failure ▼ symbols (they cancel Success ✨ symbols) and may also be spent to trigger a powerful negative consequence.



Threat ☹ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ☺ symbols.

SYMBOLS AND DICE



Ability Die



Proficiency Die



Difficulty Die



Challenge Die



Boost Die



Setback Die



Force Die