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Fantasy Flight Games had its own attempt to produce a Star Wars role playing game, it's actually pretty good. Not to be confused with the D6 system with the same name made by West End Games. A very unique form of role playing, however, as it relies less on raw statistical power and more on specialty dice (sold by FFG). There are currently three separate campaign setups: Edge of the Empire Age of Rebellion Force and Destiny However, unlike the 40,000 Warhammer role-playing games produced by Fantasy Flight, they all use exactly the same format and roulettes and are fully compatible with each other with only small differences in the reason why they venture, although all mechanics can be used simultaneously. With the dismissal of the entire FFG RPG team in January 2020 and only one close compilation book, the system may be dead, although FFG has stated that they will continue to work on all their RPG lines then walked it again and said they will suspend everything. The latest news is that Star Wars RPG, among other RPG games, will continue to be produced by Edge Entertainment, another Asmodee company. The Star Wars RPG continues but produced by a different company. [1] The three scenarios are set after Episode IV, just after the rebels defended the Death Star and the Galactic Civil War is in full swing, so it's time for storm troopers, X-Wings and Yoda. Most published material tries very hard to keep PCs from significantly challenging the main characters or becoming powerful enough to affect the canon; an infamous EotE module stated that only being in the same building as Darth Vader was an automatic TPK. It may be fair, but it still limits the amount of impact it can have on the environment. Additional content to play during episode VII exists in the form of a short beginner game, and there/ will be source books to play during the time of the rise of the rebellion (between episodes III and IV) and the Clone Wars era (Episodes II to III). Depending on the rulebook of what characters are extracted from, players are hooked on the universe using a variety of mechanical effects. EotE uses an obligation mechanic, which is a percentile number of how much debt they are in someone or something else. It doesn't have to be a monetary debt, it could be a fragile old grandmother who needs to care, or just have children. Either way the character has something after which they have to look or appease. The higher your percentile, the more chance there is of an off-board event, which will affect the character's mindset, reducing his effectiveness in the game. Players may use the obligation as a resource, however, and accumulate greater obligation to obtain valuable assets, such as or rare articles. Too much obligation and they start to be a liability, so it's usually on players players to get rid of it when they get the chance. AoR uses Duty, which is like the Reverse Obligation, which they want to accumulate duty as it represents their status with their chosen organization (the default rebellion), at low levels that don't get much, but as they accumulate more, they can trade stellar ships and items. F&D uses morality that generally only works for force users, being an asshole will accumulate points of conflict, which will reduce their long-term morality, meaning they can start using the dark side. The custom dice that force users to have 7 dark sides of 12, but light sides tend to give more points when rolling. This is somewhat consistent with tradition, describing the dark side as easier, but the light side as ultimately more powerful. Along these lines, lightsiders achieve a higher voltage threshold, and can therefore continue fighting/acting for longer, while darker ones reduce it but increase their wouds threshold as they inur their pain. Gameplay[edit] Anyone who has played any of the 40k role playing systems for FFG will have a familiar feel when playing Edge of the Empire, takes the mechanical success grades of the 40k rules, and eliminates almost everything else. Instead of simply taking a skill or combat checking and comparing numbers, players roll a special dice pool of Star Wars that replace numbers with symbols that represent additional achievements and effects. A player has three different symbols, Success, Advantage and Triumph, the last of which acts as the first two rolled into one. The DM then rolls, (or allows the player to roll along with its dice), a set of dice of difficulty proportional to the task challenge, with a different set of symbols called Failure, Despair and Menace. If a player gets more success than the DM's Failure and Despair symbols, the player succeeds. However, the results of Advantage, Despair and Threat are different and can trigger positive results even in a failure (if Advantage) or DM can use them to cause negative side effects even in a success. So example, you roll medicine, and you succeed, but you get too many threat symbols, so heal the guy, but you can't move too fast or he'll pop the dots. The dice pools used are generated quite easily, when a test is done, each skill has a statistic associated with it. Compare your ranks on skill with statistics, and take the highest of the two numbers as your basic number of dice, and the lesser of the two numbers determines how many of these dice are upgraded from D8s to D12s. 4, but a stealth of 2, then you roll 4d8s, but two of these dice are updated at best d12. If you get situational effects due to talents or environmental effects, the DM can add D6s to the pool. These D6s come both in the negative versity. This was later developed in the generic RPG genesis system. This actually has two important advantages over most other rule sets straight off the bat. 1) Less reliance on actual math statistics means there are fewer breaks on the table, while people count what their rolls really mean. Few rolls require counting more than ten. 2) Cheating becomes much less of a problem, as players cannot simply roll dice and declare that they have passed or failed a test, as they actually have to compare their achievements to the failures of the DM. Also, if you have a set of cheap dice that run much less risk of a death you have an air pocket that 'loads', it doesn't matter nearly as much since you have a dice pool all rolled at once. Mitigate the effects of a random manufacturing error. It also has some disadvantages. 1) Calculate the odds is a pain in. The D20 system, for example, has all the challenges around nice net percentage points by virtue of being based on a D20, so a player can quickly calculate the odds and know how much they are pushing their luck if they can guess the DC. But with the star wars system you start to have to deal with the mathematical nightmare of bellies of different dice of different dimensions to calculate the odds. Worse since his shoot against a hostile dice pool has the nightmare of two bell curves competing dice of different size. Primary school math this is not. (This may be a conscious design choice, to force more instinctive decisions than probability calculations) 2) It puts a lot more strain on the DM then other systems to think quickly on the fly. Since both positive and negative dice have positive and negative narrative events, a DM should be able to interpret relatively quickly what they mean to players. 3) Naturally owning a set of Star Wars dice is more expensive then a normal and annoying set then a normal set, although you can use traditional dice, and just use a conversion table found in the rulebook... although this defeats the point. FFG also sells a rather nice dice bearing app for iOS and Android. Classes[edit] The fantasy flight version is a free-form hybrid vs. structure when it comes to character creation. PCs choose a career and a specialization to spend their experience. However, if they decide, they can buy improvements from other specialties by paying for these specialties. They can also buy in other entire races if they feel inclined too, although that's cross class and therefore comes at an increased XP cost. Again, unlike the disparate 40k configuration, they all work in unison with each other, so a consular healer could easily cross the class as a hired heavy gun if the DM allowed it, as it would not affect the way the game is played, nor would it change the overall power level of character with respect to the rest of the party. The new characters get a class skill set from both their main class and specialization, and get a number of ranks in both for free, 4 Class, 2 Spec, respectively. The number of these rows differ for 'Strength and Destiny' classes but (3 and 2) as each main class in this basic book also earns a strength rating of 1 automatically. These free ranges are stacked between class, specialization and species, but have a difficult starting limit of 2. The most notable (and possibly only) exception to this rule are Corellian humans, who can raise the pilot to 3 at the start. While all these free ranges are nice, it quickly becomes apparent how little they matter, once you actually get into the game. Edge of the Empire[edit] Bounty Hunter Assassin - Part Ninja, part Sniper, all deadly. Get target bonuses for added damage, and dodge and stealth bonuses to avoid it. It also receives lethal blows for absolutely horrible critical success modifiers. In addition, they have the greatest capacity ever: they can be lifted as an incidental action. DMs should be cautious about players wanting to play this as they go to Munchkin the crap out of character. Real cheese comes in when using Jury Rig's ability to reduce the cost of advantage for automatic firearms, effectively doubling its production of damage by not much investment. Survivor – Track, sneak and good at covering the ground, all that a good bounty hunter needs. Which, of course, makes for a good scout/pointman if your party doesn't include one already. Operator (No disintegrations) - Specification piloting focused on the chase and exit of enemy ships and vehicles. Martial Artist (NoDi) - Kung Fu specifies all about improving unarmed attacks. It makes screaming much easier to unleash and adds a skill that allows you to use parry while unarmed. Skip Tracer (NoDi) - The Underworld Detective. Taking some of the skills the researcher mixed some social to negotiate. Colonising doctor: Pretty good as a doctor and a feel-good veteran juice for the fans. Also do pretty damn good martial artists if they start taking the right skills on the tree, especially for breeds that get automatic fans to their unarmed damage like trandoshans and wookiees. Politico - The face and buffer of the group, gets a hilarious ability to hurl scathing abuse at an opponent, causing tension, which has the potential to knock them unconscious. It can also make reverse tension and restore allies. Academic – all tradition at your fingertips, basically about researching things you didn't know, but as a student Mind you get to have amazing mental discipline, you can reduce tension damage and you can get some non-professional skills of your choice. Entrepreneur (Distant Horizons) – Always looking for a deal: Buy low/sell high, also get money in each session due to its fat cat nature and sensible investments. You can also become rich enough that you can throw money at your obligation and make it temporarily disappear. Marshall (FaHo) - The border lawman, or police officer. It gives the settler some much needed fighting ability and the ability to make and freeze his interaction skills with another player, good blow style/bad cop (it's actually called just that too). Player (FaHo) – the real bardica music class, this is all about active skills and you get virtually no passive bonus at all. Your performances can net you your biggest Fan, so more or less like magic domination. Note that you can't just turn the BBEG like this. Explorer Fringer – Gets some astrogration bonuses that are unlikely to come into play, but makes a group rider acceptable if no one else can get the job done. They also get a lot of defensive bonuses that are generally helpful no matter what other specialties they take. Scout – The stealthy type that the team puts in point, since you will see everything and you will not see it turn, and you get to back off in a similar way to Rogues. It also gets utility belt capability, where you can remove an element of common rarity from yours for free by spending destination points. Trader – Earn 15,000,000 gold a day for wheels and treat your DMs economy to breaking point and also locating black market items you don't want me to have. Try cross class as Quartermaster and/or Employer for added benefits and your DM will kick the balls. Archaeologist (Enter the Unknown) - Indiana Jones In Space, you can play Harrison Ford's other alter ego, despite not having the fighting ability right away, is surprisingly good at... Brawling Big Game Hunter (ETU) - like playing an archery ranger, gets a few stealth/ground talents and can cause massive damage to the long-range driver (ETU) - A driver but for atmospheric vehicles rather than X-Wings, is virtually analogous to this specialization and many of the bonuses bring more, so it can be a worthwhile option. Hired gun bodyguards - Supposedly the protective archetype, but I can't remember the last time I saw the secret service use rifles, bazookas and gun turrets, but ok. They get barrage bonuses on heavy weapons and long-range artillery, but most of the specialization is about defensive impulses, and they can provide active benefits to party members. That's how it works. Marauder - Barbarian hit things, barbaric do a lot of damage... Dumb muscle jokes aside Marauder is one of the best melee specifications in the game. With damage bonuses feral force, and frenzied attack improvements. In addition to a number of HP and Soak bonds that will allow you to reduce further damage. Mercenary Soldier – The professional, and he does it pretty well. Increase team members due to leadership skills, and get half decent, decent fighting bonuses, this a good option. Enforcer (Dangerous Covenants) - Get your thug and hit things with baseball bats. Good for the value of intimidation and moving into the underworld. Demolition (DaCo) - KABOOM BABY! All about exploding weapons, making explosions better and how they are shaped (so you can exclude friendly targets), you can also rig mundane things to explode once per session. Heavy (DaCo) - Make big guns look like kiddie toys and start hip-shooting normally mounted weaponry and do massive damage while spraying lasers all over the place. It's exactly the same tree as Heavy

for Soldier, so you could conceive of the cross class from Heavy to Heavy and carry some really, really big guns, the rules really only prohibit double dipping within the given environment (red/white/black books), but elsewhere (the Order 66 podcast) sometimes people listen to designers. It's awesome in concept, but for serious damage dealers this just helps you use big guns, it doesn't really help you hit them. Pilot Smuggler - Learn to fly a spaceship while many classes get pilot skill, a specialized pilot gets talents and bonuses that make him generally better than anyone else. (until you see rebel aesses) Scoundrel – Tell lies and act quickly, you also get the black market connections that the trader gets, but don't screw up with the economy as much since you're not selling it back at a profit. Thief - Yoink I chose his lock, pinched his stuff, now I'm stealing at night and then mixing in a crowd. How to play the video game Thief, but in science fiction! Charmer (Fly Casual) - A host of active talents that help with interaction controls, but this specialization also allows normal Face-style characters to do things in combat with Don't Shoot and Disarming Smile. Player (FlyCa) – Yes, they have some real gambling impulses, but this tutorial is excellent no matter what you're doing or what career you started. You can have access to re-rolls, you may suffer tension to get a destination point back in your pool and double or nothing talent can be awesome if you use it on skills that you know can happen. Gunslinger (FlyCa) - Gives career smuggler some necessary firepower, albeit exclusively based on Ranged guns: Light weapons and for order-of-initiative trickery. Fantastic in the quick draw, they get bonuses on Critical Hits and if they arrive first they can reduce their weapon's shouting rating for this strike as well as get additional first-strike bonuses. Remember, 16th are Ranged: Light too... Mechanical Technician – Fix things, so it's good with vehicular focused parties. It can also cause by spontaneous combustion due to Bad Motivator, which is hilarious. You can also make elements out of adhesive tape, PVA glue and colored paper that can solve immediate problems. Fun. Outlaw Tech - Remember how the explorer could elements of yours? well so can this guy, but earlier onwards. You can also modify, search, improve and repair things. Making him a desirable match member when people want to improve his team. Anyone who crosses Gadgeteer classes with Outlaw Tech is a dirty munchkin and really can't deny it. Slicer – There's something called Defensive Hack, just in case your DM wants to hack your computers with a skill check instead of telling you you've hacked your system, the only situation this routinely comes out of is in space combat, but it's much more likely to be the cutter that cuts off enemy ships. But this tutorial is not just about tackling computers and is also useful with lock-picks. It's not really a specialization for max out completely unless I'm missing something. Cyber Tech (Special Modifications) – Improve cyber by increasing the number you can have and getting more of them. You also get to be a better healer, heal yourself with droid elements, and use some of your cybernetics to recharge or power proxy devices. This tree includes Eye for Detail, which allows you to change your spare achievements to gain more advantage when taking mechanics or computer checks; very useful when preparing articles. Droid Tech (SPMo) – Cyber Tech is good with cybernetics, this one is good with droids. With Machine Mender and Delf Maker you are good at manufacturing, repairing, modifying and major droids. Made with three rows of Speaks Binary which is good at talking to them and getting them to increase their dice use. The addition of Improved/Supreme Speaks Binary can finally command a small army of droids committed to a battery of Boost dice and awarding all of them ranks in a skill equal to their own. You also get Eye for detail twice, and the ability to save parts of one element to repair another, without destroying the first element. Modder (SPMo) – Update all things! Something like a Gadgeteer crossed with Rigger. It gives you enough Tinkerer ranges to upgrade your computer and your friends, as well as get some sweet vehicular skills on the other side of the tree with signature vehicle. While not a big deal, clearly you're not as focused as the Rigger or the Gadgeteer. But otherwise it's still great for characters who just want to dip their fingers into modding element without pigeon-holing themselves into a total technical role. Age of rebellion[edit] Ace Driver - Identical to the Explorer's specialization, even if his approach is not atmospheric, may be worth taking for the passive stacking bonuses he grants. Gunner – Good even if you can't ride for shit, as larger ships have turret mounts that few receive bonuses using, different from heavy, as it is less about mobility and more about targeting bonuses. But talents also work widely too, turning you into a tank. If you are also a decent pilot... Then fine... Pilot - - the same specialization that the Smuggler gets, but a better fit for a character who wants to be a dedicated pilot, since the race specialties I buy extremely well together. Beast Rider (Stay on Target) - More to ride than drive/ride. Mileage may vary, as mounted characters may be rare in the campaign. Rigger (STa) - Holy Shit! Like the Gadgeteer, except for a vehicle, if your group has a shared spacecraft and the environment involves a lot of space combat, someone has to be done to play this class. Commander Commodore - Combined Mechanic and Fringer with command and defense skills launched. There are literally four straight-line paths at the bottom, which means you are not forced to mix up your skills. It's usually simple if your character wants a two or more of these paths and couldn't get them without multi-class more than once. Squadron Chief - If he were alone it would be quite harmless, even if he gets Quick Strike's ability to get early hits. His group skills work mainly on the ground as well as in vehicles, so it is not entirely useless. But this should be chosen as a later specialization, rather than starting the match as team leader. Tactician - A kind of combination of Bodyguard and Mercenary Soldier, without the fighting talents of either, but gets improved mobility skills (so I would have made a better bodyguard than specialization bodyguard). Good if the match includes several fighting characters and could use someone to make them buff up. Figurehead (Lead for example) - This career is a generic commander, unlike the three basic specialties, so they are good for all situations rather than just one. They hold their nerve and can blow their allies as well as bring passive bonuses of duty. Like a boss. Instructor (LbE) - A combat support class, allowing your allies to earn free maneuvers or actions, or get bonuses in repeat stocks. Career is also useful as a doctor and bodyguard to keep their allies alive. Not much in the way of personal combat capability other than extreme PT exercises, but the combat utility should be granted from multiple classes. Strategist (LbE) - Most of his skills belong to massive combat, which might find little use in a typical RPG session, but can greatly modify these combat controls when they happen. The second half of the class is about bringing together and applying tradition, turning this class into Sun Tzu into space. You can deliver momentum die just like the analyst. Diplomatic ambassador - they took the chat portion of the Politico specialization and remove all false language and gave them real defenses instead. They still can't stand a fight, but they have tension to And they are resistant to fear. They are much more thuggish (like enforcer), but unfortunately unless they cross the race into something difficult, their bark rather than biting. That said, the final ability causes a literal riot. Quartermaster - FREE MONEY! Seriously they can learn a skill that gets them free money every session. Mucks up the economy just like trader specialization, but with less access to black market stuff, instead learn to use bribes as a gambling mechanic. Defender (Desperate Allies) - Not a face as the ambassador, but certainly a difficult social beast, using tension as a resource for useful interactions both inside and outside combat. You can intervene to disrupt someone else's social action (including PCs) and add bonuses or penalties (your choice), you can replicate against your opponent and inflict strain on your own check and you can even force an inability opponent to perform a single task of your choice. Analyst (DeSAI) - Excellent in tradition, just like the scholar or scientist. Although this chooses particular areas of experience they can absolutely dominate in. They can also generate floating impulse D6 for a meeting, based on them applying knowledge to their situation. Propagandist (DeSAI) - Do you want to demon an entire organization before shooting on initiative? Then that's the class for you. They are also very good to have because they passively increase the tax gains made by the party, bringing rewards earlier. Engineer mechanic – Just like in the technician's career, fix things. Saboteur – It's about bombs, although the first half of progression is actually more about defensive skills and you don't get the blast bonuses until later. Scientist – Just like the scholar, but less about being well rounded and more about applying it. You get the same knowledge and respect academic talents, but instead of all the mental fortitude (since you went to the ambassador) you get to play with your team doing better as an Outlaw Tech, plus utility belt for lulz. Droid Specialist (Fully Operational) - Far more combat focused than the technician's droid technology, with talents focusing on getting as much as you can out of droids, and fighting enemy droids better. Droid Tech's ability to focus, repair and improve a droid on the swarm makes the droid specialist better for focused rolls. It is also better to help PC Droids through combat programming and desperate repairs. Sapper (FO) – Essentially a Technmarine, you are the combat mechanic who can strengthen your location, or take it down with siege tactics. Get bonuses like mishap eliminated in the fortification building. Known Schematic for giving them knowledge of buildings, and Contraption to macgyver a solution to any problems they have. Both talents are very early so you can put this great brain of yours to use immediately. Sappers get some demolition-focused skills and explosives a bit like the saboteur, though nowhere near as specialized. Shipwright (FO) - The latest craft expert with an eye for detail and a new talent that can allow you to make some more peculiar designs as well. It is also still good at fixing ships, but not also in mechanics. Shipwrights can repair ships faster and at a reduced cost. The addition of Gunnery as a professional skill and some piloting-oriented talent (escape port, and debilitating shooting) means that it could be done to serve as a pilot for these ships in a pinch. They can also give temporary amateur vehicles such as increased handling and speed. Soldier Commando- Pro Combat, although unlike Soldier Merc is less about commanding the team and more about being good at a fight. There is armor, resilience, melee and fans going for them. The selection of skills and skills points to a build much closer to quarters, especially with the ability to stack up in melee/fight skills in character creation. If you want to delve into a piercing construction there is a branch of the tree that rewards this. Doctor - Do you need to heal NOW? The military doctor relies on patching people immediately using consumable stimulus packages that become less effective with repeated applications. The Doctor might be the best healer overall, but you get to cross class like Commando and Sharpshooter, so suck up soldier! It also comes with a skill that says shit don't hurt while using your intellect to do your weights do more damage. Sharpshooter - Like the killer, but with less stealth and more murder, when this guy is maxed out and armed with a sniper rifle, very few races can do better. Combo with Assassin &; Big Game Hunter and no one will survive. Heavy (Forged in Battle)- Carry around heavy weapons just like the hired gun. In fact, it's exactly the same tree as Heavy for Hired Gun, so you could conceive of the cross class from Heavy to Heavy and carry some really, really great weapons while ignoring the unclassified talents of the second purchase (though you can't really because they're considered the same specialization). So, depending on your narrator and whether or not they listen to the Order 66 podcast, YMMV. Trailblazer (FIB)- Move through nature, setting up Viet Cong-style traps and ambushes, with passive bonuses while covered and bonus damage against disoriented enemies. Nice specifics whether you are looking for a good mix of survival and combat skills. Vanguard (FIB) - Another career that is a better one than the Bodyguard. You get a lot of talents that allow you to protect your allies and take hits for them while making you more resilient and hard to hit against. Also you gain skills aimed at skipping the order of the initiative, so you can behave like a true guardian of bodies. Bodies. Another set of cool talent allows you to turn failed attacks into Suppression Fire and cause tension on your opponent rather than wounds. In total a good class for those who want to tank for the group but are not Soresu Defenders. Infiltrator Spy - In a word: Ninja. Interestingly less about actual infiltration (though you get stealth bonuses later on) and more about dodging, flipping and overwhelming opponents in Melee Scout - just like the Explorer, it works well here for stealthy reasons and being able to go solo. Slicer – the same as the technician, but considering the combos of various classes that the spy gets gives you a more malicious edge, although you may want to skip this and go out of race for your next specialization as it doesn't really fit the body-to-body/stealth character building. Messaging (Cyphers and Masks)- FedEx intergalactic ninja. It comes with a lot of talents like parkour (one is actually called Freerunning) to navigate your way through short distances or up walls. You can make life harder for pursuers by imposing dicey mishaps on your checks via stealth, or even running through a market and creating tough ground behind you in the classic chase scene trophy. Thanks to some improved talent, you can also embrace your inner drug mule by hiding items inside your modified body. It gives tension and a weak ability to regain it, but there are no talents for wounds, and above all, in addition to cold/surveillance skills for the initiative, there is nothing else related to combat. So get good defenses and don't get caught. Interrogator (C&M) - Honestly, afraid good to get information from people, often literally scary (the picture for it is pretty creepy too) with two rows available for both 'Intimidating' and 'Bad Cop.' Of course, if you are trained to conduct this kind of information gathering you are trained to resist as well, but with your 4th level talents you can do it for your peers too! He probably has the best talent in the book 'Made You Talk' which provides different bonuses depending on the opponent's threat level, with Thames giving each player their own Point of Destiny to go through during the next session (which is then ruled out, not flipped). Rank up fights and medicine skills to crush all the resistance to your will with the other 5th level talents. Sleeping Agent (C&M) – Probably the most subtle of the subtle specs in this book, more about removing setbacks than obtaining Boost dice, and only earns bonuses of other kinds on very specific topics. It is also the only specialization that a combat talent anywhere near the beginning with Creative Killer that allows Colonel Mustard to the Library with the Candelabra someone. Inside Person that lets you pass a destination point to declare that you've been somewhere before and are familiar with it, and Inside Knowledge to make a Skullduggery and Bill &M; Bill &M; check. Ted Ted a useful element in its location for having previously planted it narratively. Another talent allows you to raise your cunning attribute until the end of a meeting, which can be a powerful boost in certain constructions. Force &M; &M; Destiny[edit] Consular Healer - Since Healing is a power of universal strength, the specialization of the healer is strictly unnecessary, but it is still a good career to have since it applies primarily to drug controls to recover wounds and tension. So it doesn't tie in to the use of force. You also get Healing Trance where you can heal over encounters naturally by commissioning force dice, rather than trying to roll for it. Niman Disciple - A good generic style of lightsaber based on Willpower instead of Brawn, comes with some flat defensive bonuses that are always good to have and allows you to boost the hit scream ratings that spot you so you are less likely to be hurt badly. The style allows you to mix in some strength techniques such as pushing/pulling as part of your attacking action so you can have some control over your opponent. Finally, it's the only Know style that bestows an increase in strength rating, which makes it a great overall choice for any Jedi character. Sage – They start out as scholars with force where they receive a lot of bonuses to interaction and knowledge controls. Later they begin to remove impressive pieces with the Force, such as meditating to add white spots to their force controls in the next encounter or being able to perform force powers such as maneuvers rather than actions. The Sage is also one of the few classes that gets two strength rating increases (but not dedication), so it's a very good option to consider for a heavy force character. Referee (Disciples of Harmony) - A class dedicated to talking about your way out of trouble, focuses heavily on adding impulses or eliminating the difficulty of different conversation skills. It includes the soothing ability Aura to weaken incoming force attacks, with a reflected pair and a Parry thrown in for good measure, giving it some use in battle as well. Ascetic (DoHa) - A strange jack of all trades character with talents that empathize one less approach is more. As in: there are a couple of talents that provide strength and recovery boons when they are carrying less than 2 encumbrance (after reductions, such as actually wearing their armor, and Burly talent). They also get a huge boost by sneaking in and can spend it to improve any skill checks. Let them roll a yellow on each check without flipping the destination points, as well as being able to do a single skill check when you fail. Don't have the necessary items. Instead of armor they can commit dice of to increase soaking and may suffer additional strain when injured to reflect wounds back to your attacker. Its tombstone is unique as it adds a point of force directly, which means powers of force that require no more than one ever fail. Fai. (DoHa) - Has some of the academic aspects of Sage, but focuses more on increasing allies and rescuing them from tight spots. A little fiddly, but you have some polished stuff at higher levels, like swapping any statistics for your combat control. His penultimate skill buffs up the strength rating of party members by adding his to his temporally and ultimate ability allows him to copy a power of strength or talent (ranks/updates included) from anyone once per session and keep him for a full encounter. It also allows you to lower the XP costs of up to four abilities, two of which you get to choose from, which is always appreciated. Guardian Peacekeeper - Led: Squadron leader, it's almost all about discipline and leadership controls, even allowing you to add the results of the strength dice to improve leadership rolls. Some fresh skills here, allowing you to get all the equipment performing out-of-shit maneuvers if you need the group to step forward or coordinate actions. Soresu Defender - The Tank Style, based on Intellect instead of Brawn. It's the only race with Supreme Parry so he can block for days instead of tiring. You can also upgrade the defenses of the entire group with your lightsaber by creating a defensive circle and can even Aggro/Taunts enemies by attacking exclusively. Obviously, this specialization is more about blocking incoming attacks instead of hitting hard so your group will need someone else to make the heavy punch or shot. Protector - A kind of cross doctor with bodyguard. For starters, you get some Parry/Reflect talents even though this isn't a lightsaber combat style and can even Parry/Reflect for your allies, or make them harder to hit with your talented bodyguard. Your other skills include using stimulus packages for immediate healing rather than a medication check, but you get worse with repeated use, but you are better off with them, you also get force protection, so you can commit the force dice to increase your soak value temporarily. Armorer (Keeping the Peace) As the specialization gadgeteer, it sounds obvious from the title, but its main focus is on armor, turning the tank's race class into a real damage soaker, though it doesn't have the wide range of technological skills like Craftsman or Rigger, but it can still make and improve elements of personal scale. It also adds a few lightsaber moves like Knowing Throw to round it off. Guardian (KIP) an unarmed fighter, a little rougher around the edges as specialization enforcer. It comes with some social skills like Good Cop/Bad Cop from the so the Marshal. Warleader (KIP) makes for a fantastic team leader in non-Jedi teams. He gets the passive ability to improve coverage for his teammates, or to grant allies the ability to hit with rank attacks even when they are lost, as long as they roll well enough. This guy is someone his party really wants from his side. Mystic Advisor - The of the group, the class is fairly straightforward to grant bonuses to interaction controls while ignoring sanctions. You also get a couple of commercial impulses launched for good measure. It's not a great deal for force users except for a skill where you can change your strength rating for your ranks in knowledge (Lore) once per game session, which can be good if you min-maxed, but in the late game your strength rating can finally surpass your skill rows. Makashi Duelist - Lightsaber style based on presence very focused on dealing with a single opponent in melee, so you don't get any reflected talent. You have some interesting techniques, however, that can allow you to overpower your opponent, such as feining to turn your missed attacks into penalties for your opponent, or to tune into your opponent in losing tension points while recovering by yourself. His last skill is finishing Makashi, who can massively increase his rolls of critical damage and rip his opponent a new moron if he manages to hit him with it. Seer – A more practical counterpart to sage, also gives you two strength rating increases. But instead of good knowledge or interaction, you get much improved initiative controls and some pushes to outdoor survival increases and travel improvements. As the class progresses, you get your own permanent animal companion, although as you increase your strength rating you could be swapped for bigger and meaner creatures. Executioner (Wild Spirits) - The barbarian in the Druid of the Hermit and the Hunter and the Hunter Ranger, this is a class that does one thing: Kill, constantly. Your best trick is to add your qualifying strength to any weapon that is not a rocket launcher or spacecraft turret. So, in essence, it is the best force focused on combat specialization hands down. Hermit (SS) - Shares pathfinder's companion animal feature, but with fewer wound increases, no speed or research increases and no talented dedication to +1 statistics. In return, you get an additional strength rating on the tree, it increases a lot more tension and a greater focus on your animal companion, granting various skills that improve your animal companion and making it more useful to you. Navigator (SS) - Some marriages between an explorer and a pilot: A hybrid of piloting skills and land travel impulses, mixed with overall tracking ability. It comes with a lot of astrogation talents that might not find a use for unless you need to jump into hyperspace quickly, but the class has a general focus on escaping. Sentinel Artisan – The mechanic and usually the guy you want to fix your vehicles and broken stuff. A welder no-force as a suitable technician or mechanic might be better in general situations, but this guy can imbue his elements with the strength to gain improvements, or and you can all use force to add hard points when modifying items. Shadow - The archetype of the thief, which are very good in stealth. To the point that you can become invisible to other force users and make your own force powers undetectable. You can even make people forget about your once per session. Other than stealth, it also achieves improved piracy skills but only when it tries to decrypt communications. Shien Expert - A lightsaber style divided by two separate trees. One focused on cunning-based combat with plenty of reflected talents and saber throwing (pure shien style). The other side giving talents parry and ways to counter and debuff their opponent (Djem So style). Not as one-dimensional as Makashi or Soresu styles, so at least you have combat options. Talents actually make this class beautifully rounded, allowing you to take advantage of enemy mistakes, or close the distance quickly if you need it. Investigator (Endless Vigil) - Go to all CSI, investigating crime scenes as you move through the underworld. He has a lot of passive skills eliminating setbacks in perception and surveillance, as well as streetwise and knowledge (Underworld). It offers no way to upgrade skill rolls or reduce difficulty, however, so you'll need to rely on straight skill dice and items to help. Racer (EnV) - they had to squeeze Podracing somewhere, so he could also tackle the more urban force using the race and that's the career of Darth Vader/Anakin Skywalker, so where else would he go? Something like a force pilot, with less ability to shoot things, but that can pull crazy maneuvers. It also gives them track and field powers, cus Usain Bolt was a Jedi runner too. Sentry (EnV) - a kind of generic lightsaber style, coming with reflected talents, the ability to dodge, throw your knowledge and increase your surveillance rolls and stealth. You also get a dark side capability where you can go BOO and make people escape. Given the powerful applications of the tutorial, it would make a good starting choice. Aggressor Warrior - The muscular type that exists to debuff enemies and make them easier to deal with. The aggressor can terrorize opponents in a disoriented or immobilized state, and then take advantage of that state to deal with additional damage. Starfighter Ace – Exactly what you think it is, a pilot with force, coming up with some useful repair talents and strength improvements while at the helm of a vehicle, which makes it harder to hit and allowing you to add your force dice to your vehicular attack rolls for enhanced damage. Shii-cho Knight - The basic lightsaber style, which is still based on Brawn. Shii-Cho is about dealing with multitudes of enemies in melee, allowing you to attack multiple targets with just one attack. It has virtually no varied defenses so it can be easily overwhelmed by the same group of individuals with guns if you can't close the distance, but the specialization has a durability and be able to increase shout ratings in incoming attacks. Colous (Knights of Destiny) - Juggernaut of the X-men comics as a SW career. A row of wounds and a cure some, a Shout reduction row, one to mitigate being stopped by the effects of the state (and including a hilarious head maneuver to stop other people), and a row of Tension, Soak, and two strength skills. These strength skills provide harm reduction and a temporary (there is permanent) increase to your strength rating = active critics that the character is suffering. Juyo Berserker (KoF) - Form VII is a controversial lightsaber style based on channeling the love of combat into one's own style, which somehow amounts to ORA ORA ORA with a lightsaber. The entire tree is largely a spiral linear path around the page forcing you to walk a tightrope with your destiny points and conflict with the tree dividing around seven talents depending on whether you specialize in Juyo (used by Sith) or the signature Vaapad style of Mace Windu, or both. It is very, very easy to win mountains of conflict while doing crazy amounts of damage and criticizing you as a boss. Or, if used carefully, generate a net positive morality score while only doing a silly amount of damage. Adept Steel Hand (KoF) - Punch things with force! Literally. Two Force talents add Pierce and Sunder to their fists and a third allows him to hit faces in range. The rest of the tree is nothing to sneeze at either. Combine with conjure power to create (with enough upgrades) some of the most versatile weapons and devastating attacks in the game. Prequels Era[edit] Clone Clone Officer (RotS) Curiously intended to represent all the official ranks that may be in the power of a clone (even commander who will have its own specification as well) this is a fairly simple combat leadership specification. The left half of the tree focuses on cover and field command ability, while the right half is about leading from the front giving it skills to grant dying momentum to its Allied attacks. He has the fun ability to order people not to die until after the next round. Clone Pilot (RotS) An interesting pilot specification with some unique skills. Fall assault allows you to use an incidental to eject your allies from your ship or vehicle, while fire support allows to pass momentum die when you succeed in vehicle combat controls. He also has the infamous Barrel Roll talent that allows him to suffer strain from the system to reduce the damage he takes from attacks. Clone Trooper (RotS) More meat for the mill. A well-rounded combat specification, the soldier offers plenty of defensive bonuses as well as deadly accuracy to assist offensively. Like all clone specifications the soldier provides the Clanker Killer talent that allows him to eliminate the dying impulse Combat controls against droids to add your choice of success or advantage, unlike the other clone specifications, however, the soldier gets two rows. Arc Trooper (CoTR) The best of the best. The tree focuses primarily on increasing its near-range capabilities with a mixture of quick physical bonuses and overall, but the real real one is the focus on Ranged (Light) (more specifically dual with them) by increasing their damage in a variety of ways, at the end of the tree also gives you the tools to close the gap or blitz the enemy before they can respond so you can capitalize even more on double blaster pistolng commando action. Clone Commander (CoTR) Focuses on knowledge (War) to give impulses to mass combat or use it in some control, but most of the tree focuses on general buffing or improved leadership. The most interesting talents come to an end and seem mainly geared towards representing both your determination and experience as a commander, they will also always give opportunities to keep the narrative evolving and move forward so really take a look at this class if you feel your campaign is moving too slow. Clone Veteran (CoTR) The ad page spends mostly on your knowledge of the enemy and consul in tactical matters, so you will definitely get knowledge (war) related skills. Except they didn't, but get a few survival talents supplemented with a wide variety of added lethality, which sets them apart is their improved Clanker Killer which lowers the shouting ratings against droids (in close combat) and known programming that gives them bonuses against a certain thyroid model, so they seem more geared towards the hard-armed survivor of the boiled droid instead of the Official. Jedi Jedi Padawan (RotS) - The entry of the Jedi class. The Jedi Padawan tree is divided in the left half, which focuses on lightsaber combat, and the right half that focuses on skills and strength. At just 40xp needed to reach Qualifying Force 2, the Jedi Padawan is the fastest way to get your strength rating up. Since all other Jedi specialties known so far have additional requirements, this is the only one that can begin. Jedi Knight (RotS) - The left side of the tree is all about lightsaber combat, although apart from the talented know throw is totally defensive. The right side of the tree focuses on strength, in particular allowing the Knight to turn a dark side destination point back to light every round that fails a check. Jedi General (CoTR) - Predictably this has general active leadership skills mixed with some combat and support skills, as it's a good mix of offensive and defensive skills that's hard to go wrong with this tree if you already have the stats and skills. Jedi Master (CoTR) - Requiring three force deaths to qualify and explicitly does not require the actual title of Jedi Master (Insert an Anakin into the Jedi Council here at his own expense). Jedi Master largely focuses on supporting strength skills, with the most obvious active option being the ability to spend destiny points to use the powers you don't know. The tree still offers some social and research talents such as a few who will support their allies more directly to round himself up. Universal[edit] Specialties that can be taken by any character as if they were part of the character's own career path, so he does not suffer the penalty of additional experience for choosing them. Interestingly, many of these would be appropriate as origins for characters, but universal specs are not appropriate RAW as a first specialization. Rebel Recruit (AoR) - A universal specialization that provides a broad set of low-level combat and utility skills. Actually, a very good option for non-combatant characters (especially EoT) who don't want to cross the race into more focused combat roles and take them too far from their original concept/construction. Retired clone soldier (Dawn of the Rebellion) - The Captain Rex specification. Limited to male humans for obvious reasons, but you could probably convince your GM to let them aluff as a member of different vat-grown armies or something. As you might expect, it gives you plenty of passive bonuses to make you a better soldier, especially making you more resilient and better at targeting. Pirate (DoR) - The Hondo Ohnaka specification. Widespread social and cranial tree. Kind of mediocre, but he has a completely hilarious end-level talent called Prepare to Be Embarked!, which allows you to force an enemy captain to deliver your ship to you if you treat them enough tension. Adherent Force (DoR) - The Chirrut Imwe specification. Despite lacking strength skills, it allows you to do absurd amounts of damage with simple weapons and do some ingenious things like healing with knowledge (Lore) checks. A lot of focus on discipline skill, which is used elsewhere to crack down on opposing force powers controls, but here it just makes you really, really fearless. Imperial Academy Cadet (DoR) – The Tycho Celchu specification. A pretty good alternative to Rebel Recruit, with more of a focus on ignoring tension and working in training with others. He has a little knowledge going on, including using knowledge (War) for initiative. Ship Captain (DoR) - The Hera Syndulla specification. It acts as a hybrid pilot/face/class leader, so it is a good alternative to the smuggler pilot. He has several ways to use leadership, so he makes a good supplement to commodore or team leader. He has a skill in the late tree that can afford to treat a large ship as a smaller one, so he can make sick bypasses in a B-nebula. Officer of the Navy of the Republic (RotS) - Un cloned officers in the Navy of the Republic. It has a space combat approach, although the first parts of the tree are not particularly Republic Representative (RotS) - A universal specialization focused on diplomacy. At the bottom of your tree is the ability to remove previously unknown treats from yours to your benefit. Scavenger (RotS) - A mixture of the different specialties of Technician/Engineer in generic form. Death Watch Warrior (CoTR) - A specification specification in armor, maneuverability with a jetpack, and some bonus damage. He has a skill called Hit and Run, which does exactly what it sounds like. Senator (CoTR) - Keeping the war off our shores Another talkative specialization, but with a career attached to it. Separatist Commander (CoTR) - The most recent specialization dealing with droids, the Separatist Commander adds various command, duress and droid talents to the players' choice. SC also allows a player to have a direct impact on a battlefield while surviving. Force Rating Granting Acquiring any of these specialties gives you 1 rating strength, but acquiring multiples of them won't rise above that. None of these professional skills grant themselves, although many have the early talents that give them. Force Sensitive Exile (EoT) - A Force user's representative in hiding, plenty of passive impulses to reaction/initiative and social interactions making it broadly useful as an alternative career option for anyone looking to expand into wielding force. Emerging sensitive force (AoR)- Someone has just entered into Force puberty, earning passive bonuses for stealth and perception. He is a little more focused than exile, but gets more through The Force than the path of exile, allowing him to improve his allies or use his own willpower rather than his usual statistic. Based on being a padawan who escaped Order 66 and hid as a normie, this gives Force Rating 1 and a wide range of defensive and stealthy force powers, as well as really good bonuses for crafting your own lightsaber. Force-Sensitive Outcast (RotS) - A force user diverted by The Republic, either for legal or personality reasons. The left side of the tree focuses on sneak attacks and disorienting enemies. The right side of the tree focuses on lightsaber combat and gives Renegade Form, which can allow you to make lightsaber attacks with any attribute without plunging into a deep tree without force die increase. Nightsister (CoTR) - Curiously doesn't grant a FR right away, but offers it as a 5xp talent, which means you can play a force-sensitive night sister if you want. That means he grants professional skills though. Get the ability to conjure up shortlisted objects, and imbuing melee weapons/fight with Ichor for cortosis /Pierce/-1 scream rating and defend 1+2 damage. You can pass tension to recover wounds (or wounds to regain tension, but that's useless) and re-roll up the dying force... if there is an ally with this talent nearby (and you are not your own ally). Signature specialties[edit] Types of epic level equivalents / they give you a single skill that must be activated using destination points to give you a very powerful bonus, usually once per game session, but some can be updated to be used multiple times. They can only be taken by attaching the signature capacity to the one of your professionally talented trees. Obviously there are a few caveates to this: You can only take signature skills from your own career (i.e. if you start as a hired gun, you can't take smuggler skills) and can only be attached to talented trees on the run (so your hired weapon cannot attach a hired weapons capability to a smuggler talent tree removed from career). Once you have the signature skill, you can improve it even more as it was part of your regular talent tree, and some of the skills are very almost broken as hell... Edge of empire[edit] Always get my mark (Bounty Hunter) - Surprise son of a bitch! Pass 2 destination points and do a hard check on the street. If you are on the same planet as the person you are looking for instantly learn your location. Unparalleled devastation (Bounty Hunter) - Spend 2 destiny points after attacking to make an additional attack with a different weapon. Not all this awesome, until you get a few upgrades and go from getting a second attack to downloading with everything you have. Attacks get harder for every success you've made, but you don't have to pass every check to keep the chain going. Two updates allows you to quickly move and draw weapons between each attack. Which means you can shoot in the range before closing with melee, or vice versa. Sudden Discovery (Explorer) – You can do a knowledge check to learn your location (if you've missed out) or a safe path outside your location. It sounds weak, but the best is yet to come... You can also use it to discover the location of a place or object of your choice subject to GM approval. Unrivaled mobility (Explorer) - Allow yourself a third maneuver per round, for a number of rounds with updates. Under normal circumstances PCs only receive two manoeuvres with the second strain it takes to perform. This makes you fast as hell, which means you can pull off a ridiculous amount of shit while power is in effect. Last One Standing (Hired Gun) - Kill all the low-level minions in their current encounter with a single check, followed by a proper explanation for what you're doing, like jumping off deck with a repeated blaster and getting them all with head shots., or throwing a grenade that brings down a landslide or something. The ability can also be upgraded to work on rival (mideek) characters, but will not erase a number of characters such as Darth Vader or Starkiller. Protection (Hired Gun) - For the duration of capacity you can half the amount of damage it takes before applying things like armor and hardness to modify it, which makes it an absolute tank. This power can be updated by increasing the duration or number of hits per round that can be applied. Insightful Revelation (Colonizer) - Take Take Knowledge check to get some information from the GM that should be immediately useful to overcome the current encounter. While this skill sounds like a waste, the answer should not have been obtainable by any immediate means, so the GM can't cheat by giving you things you might find in the galactic library or telling you that the walls do good coverage in a shooting, making it almost as seriously powerful as sudden discovery, but it involves the GM saying something instead of asking a specific question. Unrivaled experience (colonist) – A sure fire way to break the game temporarily. Reduces the difficulty of all race controls by one for the rest of the meeting. This can be further upgraded to the two difficulty modification up to a simple minimum, as well as reducing any dice of setbacks that your GM may want to impose on you. All this means that character can draw almost any skill check virtually unopposed, including doing combat checks that are only countered by the goal defense dice, which can amount to very shortly after reductions in setbacks, meaning you can only land hits on Darth Vader with impunity and will make your GM grateful for the reason that signing skills can only be taken as improvements Narrow Escape - Your character can NOPE out of any encounter with a successful check. Initially it only applies to personal combat, but can be upgraded to scale of ships or social situations at various different controls. He doesn't really finish the encounter and in some situations it might make matters worse, like leaving some of his peers on the lookout (he can upgrade to cover some of his allies) or leaving a powerful opponent alive to come looking later. This can also leave the GM in a difficult place if the encounter was particularly important for the progression of history as the fight towards the end of the campaign, so it should probably be discussed with the GM as it best fits the situation. Unrivaled Fortune (Smuggler) - Pass fate to flip a dice to an adjacent side, allowing you to turn a failure into a pass, or a pass into a triumph. It can also be updated to apply to various dice from different pools, including your allies. This will make you very popular at your table, but it also has the potential to be the defining use of your character, eclipsing everything else you can bring to the group. Inventive creation (Technical) – pass some destination points to immediately build an element that only lasts the rest of the encounter before falling apart. It is different from counterpntion talent because it allows you to build an element with a real name, rather than Macgyver a it is also better than utility belt because you can build a real weapon and elements greater than rarity 4. At the highest levels, you can even build small up to Silhouette 2. (Note: Keeping the Peace's Miy'Til Starfighter is the only real spacecraft that is within the right size and rarity limitations for this skill) Unrivaled calibration (Technical) - be just like Garris Vakarian and perform endless calibration of weapons except this time they pay. It allows you to spend destination points to roll back the dice, whether it's your own or the GM's difficulty dice, as long as it's your check. As you level this capability, you can actually upgrade the dice you choose to re-roll into better dice or downgrade the difficulty. You can also extend this ability to your allies and roll back the dice to help them. Age of Rebellion[edit] This is mine (Ace) – You can block your and your enemy's vehicle from attacking each other for a certain duration, and also prevent anyone else from targeting any of you. Which means you can do things like lock enemy tie fighters out of a head fight. It works especially well if you have a vehicle manned by multiple PCs and will allow you all to deal with the hardest target without having to worry about other things. It has limitations depending on the relative sizes of its vehicles, so you can't challenge a star destroyer to a duel with an X-wing, but you might leave with a frigate-sized ship if you were on a cargo ship. Unrivaled Survivability (Ace) - A kind of situation but spectacular in turning around a battle of four vehicles. It makes a paralyzed vehicle NOT broken, allowing you to fight past the wound/helmet threshold we normally take you from the fight. All the while reducing the values of critical

enemy success on your ship so you are less likely to die in a grizzly way when you continue to hurt. While it sounds like an obvious take if the crew shares a common ship, since it keeps them going longer, from a GM's point of view this skill would be better if the entire crew had separate ships, since a GM only has to paralyze (and therefore wreck) a shared ship if the argument requires it, otherwise the party will have ended up in a TPK. Diplomatic Solution (Diplomatic) - Something the combat characters hate. This capability allows you to turn a combat situation into social, allowing you to directly avoid a fight. It doesn't stop the situation from becoming sour on its own, but it does allow for some tense (or funny) situations where you end up trying to talk to a higher opponent. Unrivaled Insight (Diplomatic) – Get a PhD in psychology, you pass the destination to determine the emotional state and basic life story of a room full of people. The base capacity really just fluffy and not mechanical benefit, but it can be updated usefully to an Expansive group because it allows for more bonuses against those people who have gained knowledge. The hardest they fall (Engineer) - You knew this one was coming, given the soldier soldier Capacity. As for the capacity itself, it is AUTO-SCREAMING in all damage (not tension) for a full encounter. It can be done by applying to attacks from your allies, ignoring defense, and spending twice per session. Get completely better and laugh badly as you shred this great bad star destroyer in a few turns. Unrivaled Wit (Engineer) – Tinker with something on the go and add new qualities that last for a while. It starts to be unable to add Breach or Concussive, but updates allow you to add them as well. Clean, but be ready to justify why your blaster rifle just snatched someone for a round. The older they are... If he bleeds you can kill him. Finding the weak spot on anything silhouettes 2 or smaller with a knowledge war control and completely ignoring it is damage/armor resistance when using a non-vehicle or star ship weapon. Ideal for removing humanoid heads. It also applies to close allies, for those moments you want to eliminate only one enemy from a encounter. Unrivaled Courage (Soldier) - Soldier like no other, completely ignoring the effects of all critical injuries for a short time. Quite nice for high-strength characters because the only weakness is getting repeatedly crit'd. I could potentially do funny scenes where I somehow moved at full speed despite losing a leg, or got someone snipe while blind. Counterespionage (Spy) - Exactly what he says, screw over someone else's attempts to spy with an opposing skill control. Other updates give Momentum, remove Mishaps, or change what skill you use for base capability. The Upgrade Turn Agent allows you to pass a triumph to turn a known enemy agent into a double agent that works for you. None of this requires those affected by it to be physically present or even aware that their event would happen. Unrivaled Tradecraft (Spy) - Lie, sneak in and steal as someone who really knows what they're doing with suppressing negative dice. The downward deception, stealth and skullduggery skill checks after rolling. Flip Destiny aims to remove (up to three) purple, black or red dice before sorting out the results of your roll, up to twice per session (after all updates are purchased). Rousing Oratory (Commander) - Remember how the agitator can start a riot? Well, this signature capability urges a group to take military action even if they had no inclination to do so sooner. Giving you an instant army. Unrivaled authority (Commander) - Spend tension during the Allied character's shifts to downplay the difficulty of his checks. Strength and destiny[edit] Much to learn (Consular) - Share a talent of yours with your allies for the rest of a meeting, ranks included (apart from signature skills, obviously). The updates increase the number of allies affected and allow for improved/supreme talent sharing, which could lead to shenanigans like the entire party busting the Force's powers as maneuvers or casually diverting small ones Fire. Unrivaled negotiation (Consular) - Lowers the difficulty of all conversation controls in a round to remove the worst of the dice, adding more rounds with more updates. A pretty hey investment, but if everything is riding on a particular deal... Fattened Duel (Guardian) - This is mine that applies in personal combat. You block a chosen opponent in a challenge where only the two can attack each other. Good for a keeper who has specialized as a tank with the soresu shape and heavy armor as it gives him the time to fix a tough opponent while his team rubs off on easy enemies. Unrivaled Heroism (Guardian) - A bodyguard action combined with a series of leaps of force. You can stand between allies and incoming attacks as an incidental, regardless of their relative positions and regardless of how often it happens. This lasts several rounds as he jumps around the off-shift bout soaking up all the damage intended for his teammates. Prophecy (Mystic) - Predict a single event, which is nice, but then you can pass a destination point to make it happen when you choose. It starts almost you, but it can be improved by being about anyone listening, adding impulses and eliminating setbacks to make prophecy a reality, or passing another point to make it happen again. Unrivaled Fate (Mystic) - Don't you like your roll into a power of strength? Roll it again! Or up to two of the dice, anyway. Pulses allow you to roll additional dice, use them more times per session, or multiply the total force points generated. About the only drawback is that twice any conflict is generated by checking. My City (Sentinel) - You know every street, rat, and crack house in town. Suffer stains to learn/remember the location of any person, group or establishment in the city, or other valuable details. Unrivaled surveillance (Sentinel) - Ignore the results of the initiative and choose the turn order for the first round of combat. As planned. You return to the regular order of initiative afterwards, however. Unexpected Disappearance (Finder) – You can forget your maneuvers to get an automatic triumph in your next combat actions. Also, every time you cause critical success in a rival level NPC (which you're going to do because of the triumph) you simply leave the fight. Not as hilarious as Last One Standing, but it definitely has its place in the fights against stronger opponents when guaranteed triumph can be helpful. Unrivaled chase (Search Engine) – A more immediate form of follow-up that is quite a situation. You designate a target within the range, and you can get out of sequence maneuvers to prevent them from moving away from you. So every time they walk away, you move in with them. The problem is that most unfriendly NPLs will generally charge you, with those trying to get away doing so for narrative reasons rather than any sense of self-preservation. Otherwise, if they manage to achieve from you, just find your way and make it to the old fashioned way. Mortal Reputation (Warrior) - Essentially gives the character adversarial talent. Then start adding dice of mishaps, give it to those around you and improve combat controls for a while "second". Combine with a reactive character or tank for a truly entertaining massacre. Unrivaled Ferocity (Warrior) - Allows you to make a melee attack after a successful attack as an incidental, improving the difficulty for one. Later talents allow you to change the skill to fight or lightsaber, or reduce added conflict (Each attack costs 1 conflict, 4 tension) or tension costs. The tree can reduce it to 1 tension/conflict, or 3 strain, but there are easier ways to establish attack swarms in a character - such as Vaapad or Ataru. Prequels[edit] Peerless interception (Jedi) - You do better at blocking and deflecting, making you harder to hurt. Hardly the most exciting ability. Unrivaled teamwork (Clone) – You get free help again assistance once a round and (when updated) improve attendance results. This is a versatile madness and, at its worst, only makes allies more precise and deadly. Equipment[edit] Like any good FFG system, it is strongly team-based, meaning that any character with a decent gear set can overcome almost all problems, so the differences between character levels mean significantly less than in other systems. (as the 3rd and 4th edition of Dungeons and Dragons) The game also escapes most of the minutia that swamps by other systems; so there is no follow-up of extremely minor consumables, food and beverages, denominations of currency, and the exact weight of each gear element. Instead, it has a levy system that is basically an abstract number of how heavy or bulky an element really is, and a character has a small threshold before being recorded, which means most PCs will not only try to plunder everything in sight Weapon upgrades are also treated fairly, each weapon/armor/spacecraft has a predetermined number of hard points where you can add things and each modification has a hard point value, although certain mods can be updated on and on themselves. So very few elements can be pumped to the fullest and become stupidly dominated. The elaboration[edit] FFG actually came up with a fairly elegant system for making equipment. Instead of allowing you to create each item in the book for a fraction of the cost and break your GMs economy or to circumvent rarity restrictions and give yourself an item that the GM did not make available to you (such as T-7 disruptors, for example), you can elements from a pre-established template, which is a bare-bones element with absolutely no luxury. It comes with a very cheap material cost, a default length of time to build, and a difficulty skill control in order to build the article. Its mechanically minded character (or (or since they can build low-tech elements) you will usually be able to shine through these simple controls and build yourself a desired item without much hassle. You additional achievements on the roll actually make construction time go faster, where if you end up with a net number of failures, you lose your material cost and have wasted your time. What really becomes interesting is what you spend the perks/triumphs on: There are tables with a variety of qualities that you can build into your newly crafted item, and as long as you can afford the cost of advantage, you can build some pretty nifty items such as laser rifles with explosion and self-fire qualities. Note that, your Gamemaster gets to spend disadvantages/despairs to make these same items suck some too. There are a number of caveats to this, however, first is that your God-level element costs nothing but your base materials. So unless you have certain talents that increase your selling cost and reduce your crafting expenses, you are not able to turn much of a profit into a low-cost workforce, added to the fact that it takes several hours to build each item you are not likely to earn 10,000,000 credits per day using this method. Second, the odds of creating a God-level element are pretty crazy. Even a high-level mechanic who throws five D12s into a single check can only roll (or convert in some cases) nine Advantages (as a Success is still required to pass the check) or roll five Triumphs at best without finding additional advantages from other sources in some way. This is not to count what the difficulty dice rolled against you, although it is possible to reduce the difficulty of checking to zero by taking the schematic result several times, but it is still at the mercy of random dice when rolling. (At this point the GM should be throwing destiny points at you in the vague hope of scoring some disadvantages) Even without difficulty you have about the same odds of building a workforce staple quickly through high success as you do building something slowly with a very high quality, the odds are for success vs. Advantage and end up with something more or less in between. Better items can be found off the shelf if you fork out a little more money and take the time to look, or they come with unique rules that simply can't be built into your own items using the template method. But crafting usually means that your new article is likely to be tailor-made; adapted to what you want it to be and some oddball combinations. Droids can also be made using the template method although they are of comparable cost to off-shelf droids and can take several days of work to complete, and because it is essentially building a new character it is a little more complicated than rolling a check. Require a mechanics test to first build the selection of templates following normal rules. Then schedule the personality from a list of directives that requires computer control, providing you with a selection of skills appropriate to your intended work. Fortunately, once the body is completed, personality no longer costs anything and cannot be ruined by a failure, although rolled disadvantages can count as permanent penalties for available droid skills, or impose negative personality traits. There are no elements that explicitly help with programming either, so you probably rely on you skills (and luck) just to do so, unless you can convince your GM to allow you to craft some kind of programing/guide tool with the gadget elaboration rules first. With the release of Unlimited Power, there are also brewing tables for the creation of Force Talismans and Potions. The book strongly encourages gamers and teachers to re-savor their articles in new ways beyond those presented (as tattoos, for example). The brewing tables also include both Light and Dark Force pips for buying positives and negatives on new items, along with and in addition to the normal advantage/triumph, disadvantage/despair. Lightsabers[edit] The lightsabers are in, and they work exactly as expected, so they don't subpower them for the sake of game balance. Fortunately, the scenario largely excludes knight-level characters, so very few people really know how to use them properly, which means that any character stupid enough to wield one will be shooting a number of D8s based on strength or agility without any skill points to improve them and would therefore have trouble reliably hitting anything with a decent defense score. Force && Destiny added Lightsaber styles as part of the base rule. This still does not make people masters of the Jedi sword, however, since each style must be learned separately just like any other professional specialization, in addition to lightsabers remain rare and illegal, so finding one must be challenging. The rise of the separatists revised the mechanics of the lightsaber to separate the hilt from the crystal. A sidebar adds a new rule that allows you to really start with a lightsaber if you don't mind taking the impact to your obligation/duty/conflict to get an extra 2500 value credits to allow it (or are starting at a higher level). Lightsaber crystals: Since there isn't really a single table that provides the statistics of lightsaber crystals - even though they actually define the weapon itself - it's quite compare them without extrapolating them from the text. So here follows a table of crystals placed side by side, usually a crystal occupies 2 hard-knit slots of weapons; some differ and will be mentioned in their notes. Crystal Type Base Cost Rarity Damage Base Base Critical Ratings Base Final Damage Critical End Rating Special Qualities Illum Notes (default) 9000 10 10 2 Violation 1, Sunder 10 1 Rape 1, Vicious 2, Sunder Training Emitter 100 6 6 - Stun N/A N/A / A Non-updatable Lingot Barab 15,000 8 3 Rape 1, Burn 1, Sunder 8 3 Rape 1, Burn 3, Vicious 2, Sunder Christophis Crystal 11,000 8 7 3 Rape 1, Sunder 10 1 Rape 2, Sunder, Demolition 1 Dantarian 12,000 9 7 2 Rape 1, Sunder 9 1 Breach 1, Sunder can spend force points as part of a combat control to regain Dragite Gem 14,000 tension 7 7 3 Rape 1, Di Sunder 8 3 Breach 1, Concussive 2, Disorienting 3, Sunder Etaan 12000 9 6 2 Rape 1, Sunder 8 1 Breach 1, Innate Talent (Parry), Innate Talent (Reflect), Vicious 1, Sunder When the wielder uses enhanced Reflect talent to redirect an attack to an opponent, increase the damage by 2. Take 1 Hard Point Slot. Ghostfire 14,000 9 6 2 Breach 1, Sunder 8 2 Breach 1, Defensive 2, Sunder Welder can spend 4 Advantage or 1 Win Result on an attacking check to prevent the opponent from using Parry's talent. Take 1 Hard Point Slot. Kimber Stone 6500 8 9 - Stunt 11 - Stunt, Concussive 1, Disorienting 2 Krayt Dragon Pearl 15,000 10 9 1 Breach 1, Sunder, Vicious 1 10 1 Breach 1, Sunder, Vicious 4 Lordin Gemstone 9600 8 7 2 Breach 1, Defensive 1, Sunder 7 2 Breach 1, Defensive 2, Deflection 2 Sunder Mephite 10,000 10 8 2 Rape 1, Sunder 11 1 Rape 1, Vicious 1, Sunder Force Sensitive Characters Automatically Detect Crystal When Detecting Their Nishalorite Environment 1 2500 8 7 3 Breach 1, Sunder 7 3 Breach 1, Disorient 2, Innate Talent (Planet Mapper), Vicious 1, Sunder The wielder gains +1 advantage every time they try to navigate or determine their position. Sapith Gem 18,000 10 7 2 Rape 1, Sunder 9 1 Rape 2, Sunder Seeker 16,000 9 7 2 Rape 1, Sunder 8 2 Rape 1, Vicious 1. Increase the range of verification to medium (see capacity) Force sensitive characters can make perception/surveillance checks to detect living creatures in short range. Solari 16,000 9 7 2 Breach 1, Sunder, Defensive 1 8 2 Breach 1, Vicious 1, Defensive 2, reduction in the cost of improvement reflected by a reduction in the tension of using reflected talent for one. If the user falls below 50 Morality, then the crystal stops working. Sorian 16,000 9 6 3 Breach 1, Sunder 9 3 Breach 1, Disorient 1, Innate Talent (Parry), Sunder When used with parry talent, add +1 momentum to die to the next combat control against the attacker. It occupies 4 hard-knit slots. Tainted Nightsister Crystal 13000 10 6 2 Breach 1, Sunder, Disorient 3, Vicious 4 7 2 Breach 1, Sunder, Disorient 4, Vicious 4 Thontiin Crystal 9000 9 6 2 Breach 1, Sunder 9 1 Breach 1, Sunder User can ignore the effects of an easy severity critical injury once per encounter. Unstable Kyber Crystal 16000 10 6 2 Breach 1, Sunder 6 2 Breach 1, A character can pass a maneuver to increase their strength rating by +1 until they use the extra dice to power a power of strength or talent. The GM can spend four four or a desperation to have the lightsaber spray out and turn it off for an hour. Varpeline 14,000 9 8 3 Breach 1, Vicious 1, Sunder 9 3 Breach 1, Vicious 3, Sunder By spending a triumph result to cause critical success, they can spend a second triumph to automatically get the Maimed result without having to determine it at random. Zophis Crystal 11,000 10 8 2 Rape 2, Sunder, Vicious 1 10 2 Breach 2, Sunder, Vicious 1 By activating sunder quality, it can damage the target element by an additional step. GM can pass 3 disadvantage or 1 result of desperation to disable the lightsaber for a turn. Corrupt Crystal (Special) N/A 10 6 2 Rape 1, Sunder, Vicious 2 8 1 Breach 1, Sunder, Vicious 3 Wielder adds a niggly to force power controls. If a force-sensitive wielder raises its morality to more than 70, they can claim the crystal, so it no longer provides black for force controls, but also loses Vicious Quality. Cracked Glass (Special) N/A 10 7 3 Breach 1, Sunder, Vicious 1 7 2 Breach 1, Sunder, Vicious 3 If the fencing artist rolls a result of despair at a lightsaber combat control, the GM may choose to break the crystal, after which it can no longer function. Cracked Jedha Crystal 8000 10 7 3 Breach 1, Inaccurate 2, Sunder, Vicious 1 9 2 Breach 1, Inaccurate 1, Sunder, Vicious 4 Occupies 3 Hard Point Slots Master Lodaka's Lightsaber (Unique) 20,000 10 N/A N/A 10 1 Breach 1, Vicious 2, Sunder attacks performed with this lightsaber ignore the quality of Cortosi and cannot be turned off by Cortosis refinedness The Force[edit] Although Jedi is not the focus of the scenario, the Force is present if players want to use it. Fortunately it is not as OP as sometimes portrayed in other rule systems. Access to strength skills is granted by the Force's qualifying talent, which can only be obtained through certain specialties. In an often overlooked rule, sensitivity to force is not automatically granted by any of the F&D career classes unless they are their initial careers, so EotE or AoR characters who buy in consular trends do not become force sensitive immediately. Instead, talent force rating 1 is provided to characters in these classes in creating characters just as they get free ranges in professional skills. The only specialties that give sensitivity to strength are automatically universal careers such as Force Exile or Emerging. This means that players who do not start as Jedi have to take a much longer path to compete in the Strength's skills, having to cross the first class on one of the universal trees they are granted qualification 1 if they didn't have it. It would also be an XP sink as it adds to your cross-class multiplier and makes your next class more expensive. A player could still multiclass in one of the Jedi races and learn all the talents like any other class, and could pick up the strength rating increase found in the end, end, that is also long journey to the bottom where you should buy a lot of unusable talents that won't help you without the ability to use the Force. This is quite consistent with tradition, where often those considered too old for training were not allowed to become Jedi. Once specialization (and therefore talent) is purchased, Updates can be taken for the class itself, but they can also be bought for the powers, which are relatively simple, but can be updated much like any other professional specialization: Alter: (Unlimited Power) Allows manipulation of the surrounding (natural) environment to increase/decrease difficult terrain, raise awareness (through the eyes of local wildlife), and with Mastery, power-up everyone's Rolls with pips Battle Meditation: Grants floating success results to friendly goals every time they roll dice, upgrades grant you more goals in higher rank with more successes. Additional side notes allow you to stay in power by commissioning force dice, or by sending simple communications to your troops, or by sharing skill skills with the best character of the target group. Binding: Freeze a target for a few rounds, if you are a dark sided user you can also inflict wounds at the same time (i.e. shock force). Increases to this skill give you more rank and more goals and longer duration. Conjure: (Unlimited Power) Make your own (simple) weapons or tools out of the thin air of Force ichor à la Bladelocks in D&D 5e. With Mastery you raise quite a few zombies to do your bidding (and give you good mounds of conflict). Base weapons have cortosi quality, with more beautiful qualities (including longer duration, size and number) you can buy later, so you can make for some interesting non-Jedi/Sith tradition concepts that you can still go from gun to gun with them. Ebb/Flow: (Disciples of Harmony) A stranger, this one adds to a skill control and has two sides to it: inflict tension around the world on range, and heal your own tension. Finally, you can exclude characters that you don't want this to apply (in addition to yourself), drop automatic failures/despairs in opponents' checks, and pull instant hits/triumphs on your own. Endure: (Knights of Destiny) Possibly the character's death is narrative in this system, the exception to this being to shoot on the Critical Hits table (131+ for NPC, 141+ for player characters). This power allows you to win in these and live forever, just like the iconic Darth Sion, who essentially never turned off that power. The update allows you to expand the range of skills you can apply your results to now piloting, or fighting). You also get some fresh side ratings that give you the ability to force jump or compromise the force dice to your physical statistics, increasing them for an indefinite duration. Myopia: Myopia: Spirits) Give yourself the ability to ignore blindness, or any condition that would forbid your sight. You can update this to see more, do almost microscopic details, or even get a 360° view arc. You can also increase your perception or surveillance skills, see through the walls, or even leave your body and gain vision from a different perspective to a nearby range. The cheapest force power to get at a cost of 5 points (instead of 10 or more) for base power and most upgrades only cost 5 points. Foresee: See up to a day in the future... sure give your GM a headache, but you are allowed to be vague. You can update to choose more details or the number of days you can see. Of more immediate use is the ability to use this power at the same time as rolling for initiative, skipping the order of initiative, providing free maneuvers to your friends and lowering your enemies' defenses. Heal/Damage: You can heal wounds/tension with a force control – easy. You can also use force combined with medicine to cure critical injuries. Full mastery of this power allows you to bring someone back from the dead as long as they only died the last shift. The Damage version of this power is almost exactly the exact opposite, but used by dark sides, and generates a lot of conflict points. Imbuir: (Disciples of Harmony) Pat someone on the back and increase one of their basic features by 1 until their next shift, but limited to once per encounter for each character. Over time you can increase in range and sustained by commissioning dice of strength, and share one of your skill rows. At the bottom of the tree, the momentum increases to 2, and can go above the maximum. Light side users can generate peace, tranquility and kindness, while users on the dark side generate fear and anger. Both sides can generate confusion. This can also be used to inflict tension on an opponent, knocking them out of the encounter. At later levels this allows you to roll a force control as part of your social skills, allowing you to manipulate people with force. You can also focus on a specific individual and make them believe something flagrantly false for a short period. Manipulate: (Endless surveillance) Allows you to rebuild vehicles or equipment. Initially only restoring the system strain, but later allows you to repair broken components or gears, moving them through damage states. Subsequent upgrades allow you to restore actual wounds to vehicles, from a distance. You can also combine this power with mechanical skill checks to add additional positive results to your of dice. Wrong: Create illusions to make yourself (or something) invisible. You can also expand that power to make objects (or people) appear as something else, or create completely illusory people or objects. Move: Probably the best known, best-known, Jedi power the ability to move objects telekinetically. Updates allow you to move larger objects (up to silhouette 4, but you'll need many force dice), move them faster or more. Protect/Unleash: Create energy fields that allow you to reduce the damage of incoming energy weapons. If you're a lightweight user, you can expand it over friendly goals. You can also use the Trigger version to shoot power beams as a range attack (Force Lightning?). While you don't need to be a dark-sided user to do so and can use your white spots to activate that power, it does generate conflict in any way so be careful. Upgrades allow you to improve the effectiveness of power, or add weapon qualities to your range attack (such as Burn or Ensnare). Tied to the most expensive power, it requires 20 points for initial purchase, and the only power you need a strength rating of three to get even. Unless you're wise or seer you can't choose this until you've reached the end of two specialties. Search: The boy explorer power, which helps you find your way if you lose, or track someone/something through force if you don't know where you are. You can also use this power to cancel force-based illusions (see Misdirect) or you can use it to increase weapon penetration as you see weak points in enemy targets. Full mastery allows you to win automatic triumphs against an enemy in each combat check for the rest of a encounter. Sense: Feel the Force flowing through you. You can feel living beings around you, and your emotional states. This can be updated to read people's minds, but it can also be used to feel incoming attacks on you and make them harder, and are later used to improve your own attacks. Delete: (Keeping The Peace) Your power of force anti-strength. The result you get when rolling through this power will diminish the ability of other force users to use their powers, to the point where you can completely flatten your ability to use force altogether, or even hit it with tension when you roll black (which most Force villains in the campaign will do) and potentially hit you on your own force rolls. You can also update this to make it a Jedi version of Dispel and force an opponent to unzip any of its force dice that are currently used in powers. Force powers require a special D12 dice to activate that has black and white spots on it, representing light or dark spots respectively. (players are inherently light-based) and the powers require certain numbers of white spots to be effective or activate Additional. Unfortunately only five sides of the D12 have any value to a light-sided force user making them useless 58% of the time. The player can spend a point of fate to flip black spots to whites, although if his DM is using the F&D morality system this will inevitably cause the character to descend to Ways. Three-fifths of the side faces of death have two points, while only a single face aligned with the dark side does. This is somewhat consistent with the film's tradition, in which the dark side is easier to use, but the light side is more powerful overall. The number of dice you get is represented by your strength sensitivity factor and invest these achievements in your power upgrades to perform more impressive feats, such as moving larger objects or tricking the mind more opponents. However, unless you use strength and destiny options, your strength sensitivity factor isn't going higher than 2, which means your powers are unlikely to be impressive as you can't turn on as many upgrades to a power as you can roll hits alongside the light. Even true force wielding characters often lack a strength rating greater than 3 without cross-class in different strength ranges (unless you start as consular) that still won't guarantee Starkiller's power levels. Vehicles[edit] In most campaigns, the group begins with its own method of transportation. EotE and F&D they are given a cargo ship, while AoR gives them a ferry or a squadron of cheap star fighters (Y-Wings by default). There are options to choose from, but overall the GM has to choose for the group based on the campaign theme, because it wouldn't do too well for a fighter squadron to roll in certain situations, but also that some ships have certain narrative crew requirements or limitations that are usefully explained in the vehicle statistics block. So small groups might find that they don't have enough labor to properly use a large cannon/corvette, while large groups simply don't fit on smaller light ships. Like Rogue Trader the ship and boat combat can play a very large part of the game session. But fortunately, unlike Rogue Trader, the rules have been simplified in accordance with what they did to combat on a personal scale. Distances and positions are abstract, so just pay attention to who has particular advantages over each other. The rule period also doesn't come off the personal ladder too much, so instead of learning something new, calculate your dice rolls in the same way, which means space combat can be fast and active rather than onerous by arguing about position, speed and firing bows. Splatbooks[edit] As with any good splatbook, each non-adventure module adds new breeds, equipment and vehicle options. Most of them also add modular encounters that can be squeezed into any other massless adventure or even stuck together to manufacture their own adventures. Universal[edit] Collapse of the Republic - A sequel to 'Rise of the Separatists' then covers events and characters towards the end of the clone wars. Includes new career/spec options such as ARC Troopers, Clone Commander, Clone Veteran, Death Death Warriors and nightsisters. Species include (if Nightsisters were not enough of a track) Dathomirians, Harch (spider village), and Karkarodon (shark people). Jedi Knight (never a master) Anakin Skywalker will be one of the NPC statted out and guidance on executing his story through Order 66 and beyond will be provided. Dawn of Rebellion - The first book designed for use with all three games. New talents and spices for players, plus material to run games in the just-before-A New Hope era featured in Rogue One and Rebels, as well as stats for most of the characters (including Vader's early official statistics) and vehicles of both (including the whore Death Star) and six universal specialties. Despite having been teased for years, he was only released in 2018, allegedly thanks to canonical Disney police forcing them to wait until the last season of Rebels was finalized to avoid conflict. Rise of the separatists - Rumors of FFG branching out into the prequels of more Star Wars material to sell were true after all, though this book seems to be focusing more on CGI caricature than the film trilogy. Outstanding species of Clone, Geonosian, Kaminoan and Umbaran; Jedi and Padawan Knight Class/Specialties, and various types of Clone Trooper. The product preview on the FFG website provides a stats blog cut out to Kenobi at its best and Dooku, the main n  m  sis of the cartoon show, so expect similar treatment for prominent characters, locations and show crews. According to Amazon it will be released on May 10. Edge of the Empire[edit] Star Wars: Edge of the Empire Core Rulebook Class Books Enter the Unknown - rules for explorers. Lots for players, less for GMs than other books. Dangerous pacts - rules for hired firearms as well as aid for GMs running military campaigns that do not focus on work-to-work adventures. Add lots of weapons, from mini-guns and grenade launchers, to retractable forearm blades, and vibro-big words. Distant horizons: Rules for settlers, adding rules to run your own business/home that gives you an up-to-date base of off-screen operations and jobs to generate long-term cash, in addition to adding rules to allow non-combatant characters to shine and use their skills in more ways than simply roll profession checks. Fly Casual – rules for smugglers, but also adding a lot of additional rules to cut and astrogation, giving these much needed multional skills breadth and allowing the characters to do more with it instead of just yes/no rolls. special - Source book for technicians and expands how much they can spend to be paid for certain jobs in meetings. It adds a lot of new modifications for gear not only character, but also vehicles, along with rules for crafting weapons, droids, gadgets and cybernetics (this is the most disappointing table with its lack of variety). Bonus points for including cutting meeting rules (pg. 86 for those interested). In short, probably one should have for DMs (GMs) and any technician is worth their salt. There are no disintegrations - rules and goods for bounty hunters, including the iconic costumes of Mandalorian armor. It covers membership of the guild in great detail, and the pros and cons of going independent. It adds rules for research and gain reputation that provide tangible benefits, as well as a very informative table on reward pricing and adjustments based on PC conditions or credentials. Adventure modules beyond the edge – First adventure supplement, covering a treasure hunt for a lost clone warship. Jewel of Yavin – Another adventure supplement that centers around a jewel heist. Pirate Queen Mask - get involved with the Zann Consortium (of video games) and try to overthrow a rival criminal faction. Additional Suns of Fortune – a newsletter for the Corellian sector, and one of the modular encounters has rules for portraying Sabacc, incorporating various skill controls when influencing game rolls rather than taking a game check. Lords of Nal Hutta - another newsletter for the Hutt space, and rules for Hutt as PC characters and plenty of rules for cyber improvements. Age of Rebellion[edit] Star Wars: Age of Rebellion Core Rulebook Class Books Stay on Target - sourcebook for Aces, also provides extended rules for Astromech PC and NPCs and what they can do with a star fighter as well as rules for beast and wild animals. Desperate allies - the book for diplomats, and provides plenty of social drive team and equipment. It also provides some useful tips on how to deal narratively with losing tension in social encounters without characters falling unconscious as they would in combat. Finally, it includes rules for running your own base, which ironically is done in a more mechanically friendly way than the whole bastions of sourcebook resistance. Led by Example - Sourcebook for Commanders, one of the thinnest books. It has rules for mass combat that boils down to more complicated skill control, rather than sitting out playing a war game. The book also has rules for the field team, however, so it can create small bases and syringes. Forged in battle - Source book for soldiers. It also includes rules for winning trophies and battle scars that bring useful narrative-based benefits. Fully Operational-Sourcebook for Engineers. It contains weapons, explosives and exploding tools to deal with such, including a demolitions toolkit that can deny a rolled despair while working with explosives (so an item as well as some entertaining toys such as droid-brain demolition timers and personal scale explosives that have damage on a planetary scale. This book also contains rules for the production of vehicles through the of Frame, Engine, Hull and Assembly. They work best for sil 3-6 ranges (which are pc sizes interact with most anyway). Having any disadvantage led during the Assembly passage almost guarantees that your boat departs doesn't look like much (your baby will be ugly). Cyphers And Masks – Home Book for Spies, with a guide and rules for making covers identifies and fake characters not really, although there is a section for astute skills and skill roll purchase tables for each. It's a book of what was expected for spies, but probably not what I expected to consider the scenario. Hard-biting species, stealth/intelligent specialties, new poisons/drugs, and real-life spying inspired by equipment like fake teeth and things hidden in things. The prize winners on this are probably the ships (à la Landspeeder and a Fighter, no other ships) that are highly customizable with HP 5 and 4 respectively, and the vehicle's attachments, which include an actual Klingon Warbird-style flover device. Occupying 4 HP, but only on Sil 3+ boats, if you can shave or build around that cost, you can make your new luxury super star destroyer become invisible. Adventure modules attack Arda I - adventure supplement, which involves helping the rebels hunt down an imperial spy. With Friends Like These- adventure supplement, detailing a rebel mission to build supports and alliances to defend a world. The most important thing is that it has information and rules for mandalorians, so finally everyone can make the Special Mando snowflake they've been dreaming of. Additional Strengths of Resistance – A book about running your own rebel base, providing several examples, what benefits a party can provide and various mission hooks around them. It only has details for a base that you can build from scratch however, but the information can be easily used replaced by one of your own. The book also has plenty of rules for the underwater team, as that's where they tightened up in the Quartz race and added a lot of information about Non Calamari. Strength and destiny[edit] Star Wars Force and Destiny Core Rulebook Class Books Keeping the Peace - Sourcebook for Guardians. It adds two new types of lightsabers and some new crystals, as well as plenty of other useful Jedi armor and gears. Add rules for armor making as well. Endless vigil - Rules for sentries. Add additional guides and rules for meetings in cities; how to fight and evade people in crowded places, or set up intelligence networks. There are also rules for pod racing and lightsaber brewing. Wild spirits - for search engines, adding rules for mounts and pets. Disciples of Harmony - Sourcebook for Consulars. It adds more crystals and lightsaber attachments, as well as rules for crystals from bad lightsabers. It also includes rules for mentors/diplomatic conflicts, and plenty of non-lethal weapons. Lethal. Power – Mystic guide, adding ratchets and fetishes to help train and strengthen strength connections as well as rules for making imbued artifacts of strength. Elaboration rules use Advantage/Disadvantage to buy options as usual, but it also adds dark force/light pips (and even a few dark pips almost ensures that your new item generates conflict every time you use it). Talisman cheaper allows you to do a naked spacewalk though. It adds two new power of force (Conjure and Alter), and a signature ability to re-roll the force dice. Knights of Destiny – A very tight book for the warrior career, there is almost nothing that is unhelpful in this one. It includes a specialization that gives Mace Windu's light saber fighting style (Sam Jackson not included). It adds the quality of the Guided element to your rank powers, making the Character Silhouette really matter. Be sure to check out the conscious assessment tables, honored titles and allies and assets at the back. Add Endure power of strength. Adventure modules Chronicles of the Keeper - follow the tracks given by a Jedi holocron and travel during the galaxy in search of a missing Jedi master and look forward to learning a new power. Ghosts of Dathomir - a mysterious and powerful artifact suddenly appears in Toydaria, embarks on a journey to the lawless outer edge. Along the way you will enter into negotiations with a ruthless Hutt kajidic, experience relentless visions of force and discover some of the darkest secrets in the galaxy. Additional allies and opponents - An NPC codec/monster manual pulling, adding and compatible with all of FFG's Star Wars game lines. Including statistics from Jyn Erso, Emperor Palpatine, Boba Fett, and... The Ewoks. So FFG's adversarial letters in book form. Be on the look for iconic and legendary teams to round up the characters and book. Nexus of Power – A giant gazette for worlds that are strong in strength, granting tangible benefits for when Force users spend time exploring them. Try to reconcile the planets of the expanded universe and the new cartoon canon in a way that doesn't sink too dearly into the details. Details.

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