

STAR WARS EDGE OF THE EMPIRE

THE NOVA SUNRISE




House Rules: Skills


SKILLS

ASTROGATION (INTELLECT)

HYPERSPACE JUMPS

Make an **Astrogation check** and determine results using **Table 1**.

Add  for each subsector traveled.

Upgrade by  for each subsector traveled if charting a new course.

Add  for a well-traveled hyperspace route.














Add  for astronomical hazards present.



TABLE 1: HYPERSPACE JUMPS

Cost	Hyperspace Jump
	Routine jump or successful charting attempt. Newly charted routes may be used once for each  .
	Reduces fuel consumption, provides tactical opportunities, or improves future attempts.
	Adds  to use of a route, makes newly charted route permanent, or provides a combination of  and  effects.
	Inconveniences characters. Charting attempts fail.
	Increases fuel consumption, deviates from an intended jump-in point, or impedes charting attempts.
	Causes Hull Trauma, Critical Hits or other mishaps.

SCANNERS

Make an **Average** ( ) **Astrogation check**.

Increasing scanner gain adds  to the check, and  to an attempt to counter-scan.

Using passive scanners adds  to the check, and  to attempts to counter-scan.

















Add  to results for each range band closer than Stellar range (see **Range Bands in Space**), and determine readouts of ships and objects using **Table 2**.

TABLE 2: SCANNER REPORTS

Cost	New Scanner Data
	Starship: Number Celestial: Large stellar objects
	Starship: Size and movement Celestial: Large object composition and planetesimals
	Starship: Type and armament Celestial: Composition of any object
	Starship: Tactical opportunities, cargo or other insights Celestial: Any details in line-of-sight
	All available data
Cost	Results
	Add  to a future attempt.
	Add  to a counter-scan attempt.
	Add  to a counter-scan attempt.
	10% chance of faulty data
	50% chance of faulty data
	Add  to a counter-scan attempt.

COOL (PRESENCE)


Cool is removed from the game (see **Social Skill Opposition**).

ETIQUETTE (PRESENCE)

Characters may use this skill to locate, contact and assess members of high society.

KNOWLEDGE (INTELLECT)

Knowledge is considered a single skill for XP investment.

Characters may permanently assign two  among Core Worlds, Education, Lore, Outer Rim, Underworld or Xenology.

SKILLS

MECHANICS (INTELLECT)

Repairs, attachments and mods require two checks.

Scale and complexity of work influence the difficulty of repairs, installing attachments, and modding attachments. These tasks also require spare parts, abstracted into a persistent dice pool.

SCALE OF WORK

Increasing scale introduces difficulty.

Easy (◆): handheld, such as a blaster, datapad or remote.

Average (◆◆): man-sized, such as a computer core, machine or droid.

Hard (◆◆◆): large, such as a vehicle with Silhouette 4 or less.

Daunting (◆◆◆◆): giant, such as an installation, or a vehicle with Silhouette 5 or more.

COMPLEXITY OF WORK

Increasing complexity introduces challenge.

Repairs: Upgrade by ◆ for every 25% increment of Hull Trauma or equipment condition.

Modding: Upgrade by ◆ for each additional mod to the same piece of equipment.

SPARE PARTS USAGE

Use the spare parts dice pool to make an **Opposed check** against repair difficulty.

INTERPRETING THE CHECK: PARTS USAGE

★ results in sufficient spare parts. Additional ★ add ◆ to the **Mechanics check**.

🔧 adds ◆ to the **Mechanics check**.

⚙️ adds ◆ to the **Mechanics check**.

⚠️ or ⚡ adds ◆ to the **Mechanics check**.

💥 adds ◆ to the **Mechanics check**.

DEPLETING SPARE PARTS

Spare parts depletion uses both canceled and uncanceled results of the check.

INTERPRETING THE CHECK: PARTS DEPLETION

Any ⚠️ removes ◆ from the pool.

Any ⚡ removes ◆ from the pool.

Any 💥 removes ◆ from the pool.

REPAIR AND MODDING

Make a **Mechanics check** against difficulty.

INTERPRETING THE CHECK: REPAIR

★ repairs 1 Hull Trauma or 1 Critical Hit.

🔧 adds ◆ to a future repair attempt.

⚙️ repairs 5 Hull Trauma or 2 Critical Hits.

⚡ reduces the amount of repair from a future attempt by 1.

💥 causes a Critical Hit, reduces Hull Trauma threshold by 1 until repaired as a Critical Hit, or causes another mishap.

INTERPRETING THE CHECK: ATTACHMENTS AND MODS

★ results in successful installation or mod.

🔧 adds ◆ to a future installation or mod attempt.

⚙️ adds ◆ to future installation or mod attempt.

⚡ adds ◆ to future installation or mod attempt.

💥 causes a Critical Hit to the equipment.

MULTIPLE MODIFICATIONS

Equipment may be modded a maximum of 3 times. Two modifications add the Tempermental quality, and 3 modifications add the Unstable quality.

SCAVENGING SPARE PARTS

Characters can add to the spare parts dice pool by scavenging from debris, wrecks and junkyards.

Make a **Daunting** (◆◆◆◆) **Mechanics check**.

Remove ◆ for the quality or quantity of material.

INTERPRETING THE CHECK: SCAVENGING

★ adds ◆ to the spare parts pool.

🔧 adds ◆ to the spare parts pool.

⚙️ adds ◆ to the spare parts pool.

⚠️ produces no spare parts.

⚡ or 💥 lower future chances of salvaging a particular source, or result in a mishap.

PURCHASING SPARE PARTS

Characters can increase the size of the spare parts dice pool by purchasing from dealers.

◆ costs 300 credits.

◆ costs 400 credits.

◆ costs 500 credits.



SKILLS

MEDICINE (INTELLECT)

Make an **Average** (◆◆) **Medicine check**.

One check may be made per session of play.

Upgrade by ◆ for a lack of medical equipment or compromised facilities.

INTERPRETING THE CHECK

★ heals 1 Wound.

🔄 adds ■ to a future attempt.

⚡ heals 5 Wounds.

⚙ adds ■ to a future attempt.

🛑 prevents all healing for the next session.

SOCIAL SKILL OPPOSITION

All **Opposed checks** for social skills are made with the same skill or associated characteristic.

Degrees to which characters agree or concede to actions contrary to self-interest or self-preservation are determined using **Table 3**.

TABLE 3: DEGREES OF PERSUASION

Proposition	Setback	Full Success
Reasonable	-	★
Unfavorable	■	★★
Undesirable	■■	★★★
Unacceptable	■■■	★★★★ or ⚡⚡
Dangerous	■ per source	★ per source

UNSKILLED CHECKS

A check made without the appropriate skill may be upgraded by ◆.



