

# STAR WARS

## FIRES OF RESISTANCE



An Unofficial Era Sourcebook

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## ART

All art and IP property of Lucasfilm Ltd.

## WHAT IS IN THIS BOOK?

This book is an unofficial fan work, the product of a collaboration between many people that was not fully completed due to the aggressive initial scope and lack of long-term coordination. In its current state it is not intended to be a complete sourcebook for the First Order/Resistance era. There are obvious gaps in the included content, but there is a high enough volume of good content that it deserved a quality presentation. Some content is not included because it already exists in official sources. The style of official FFG era books has been followed for artistic consistency where possible.

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# NEW SPECIES

## ABEDNEO

Abednedo were a sentient species native to the planet of the same name in the Colonies region of the Galaxy. Abednedo were humanoid and mammalian, and their face featured dangling mouth tendrils and two fleshy nostrils. Abednedos were brown, cream or tan in color. They were a common sight in the galaxy, and were found in multiple, contrasting professions. Notable Abednedo included Resistance pilot Ello Asty, Rebel Alliance tech specialist Antrot and senator Brasmon Kee of Abednedo.

**Physiology:** Abednedos were a humanoid sentient species that were native to a planet also called Abednedo, located in the Colonies region of the galaxy. A mammalian species, They could be cream, tan or brown in color, and those who were brown often had skin that was mottled with gray. Abednedo had fleshy nose slits and black eyes, which belonged to sockets that protruded from the side of the individual's elongated head. They also possessed dangling mouth tendrils, that were remnants of sensory organs which helped their ancestors to navigate underground in the dark. They could grow hair above their eyes and on

the side and back of their heads, which could be white, blond or dark in color. Abednedo had arms that terminated in five digits, and legs that ended in three.

**Society:** A gregarious and clever species, the Abednedos' curiosity and acceptance of other species, as well as their skill with languages, made them a common sight in the galaxy.

**Homeworld:** Abednedo was a planet located in the galaxy's Colonies region that was the homeworld of the sentient Abednedo species, whose ancestors evolved underground and carved out tunnel-dens to create massive cathedrals housing tens of thousands of family units. The species eventually took to living on the planet's surface and constructed sprawling metropolises bristling with ornamental spires, flagpoles, and riotously colored carvings. While these cities struck outlanders as chaotic, the Abednedos found them endless sources of amusement and interest.

**Language:** Many Abednedos were able to understand and speak Basic. Their own language, Abednedish, had its own writing system.



### SPECIES ABILITIES



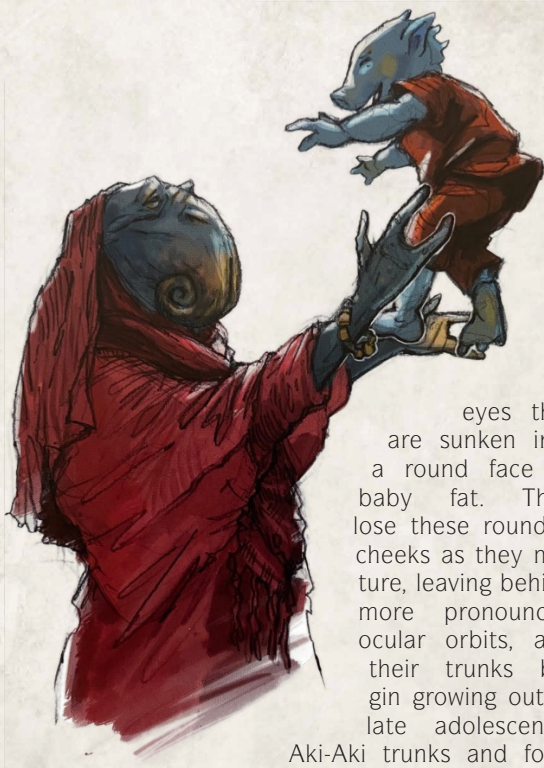
- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Abednedo begin with one rank in Education. They still may not train this skill above rank 2 at character creation.
- **Tunneler Ancestors:** Abednedo may remove one ■ due to darkness.

## AKI-AKI

The Aki-Aki are a species native to the desert planet Pasaana. They are generally peaceful and hospitable, and welcome offworlders to their planet. The Aki-Aki maintain a pre-starflight level of civilization, but adopt a number of advanced tools to aid in their life on Pasaana. Aki-Aki history was not always peaceful, but now they work together to survive Pasaana's harsh climate.

**Physiology:** Adult Aki-Aki are easily distinguished by the double prehensile trunks extending from their faces. Young Aki-Aki instead have stubby snouts and





eyes that are sunken into a round face of baby fat. They lose these rounded cheeks as they mature, leaving behind more pronounced ocular orbits, and their trunks begin growing out in late adolescence.

Aki-Aki trunks and footpads evolved to detect vibrations across the desert floor, which is believed to contribute to their remarkable sense of rhythm.

**Society:** Every forty-two years, as recorded by Pasaana's 378 standard-day journey around its sun, the desert planet sprouts colorful new life in the form of a vivid celebration. Named the Festival of the Ancestors, this event honors the past and looks to the future. During the celebration the Forbidden Valley teems with more than 500,000 revelers. The native Aki-Aki comprise most of the attendees, but the event attracts all manner of species and cultures from surrounding sectors and beyond. The centerpiece of the festival is an immense circle of bonfires that serves as the symbolic portal to the ancestors, a gateway to the place where the Aki-Aki believe departed spirits live on. The hospitality of the Aki-Aki is legendary, but the remoteness of Pasaana and its lack of modern amenities ensure only the really dedicated-or in some cases, desperate-make the trek to the festival. A lack of cities, hotels, restaurants, and spaceports on Pasaana means offworld attendees have to "rough it," though they can count on local vendors to sell or barter with for food or festival supplies, though many prefer to bring their own food. Aki-Aki cooking is not regarded as highly as their other creative expressions. Music is central to many Aki-Aki traditions, and their oldest folklore is preserved in songs handed down over countless generations. Their double trunks and hardy lungs have prompted the development of a diverse array of wind instruments. The Aki-Aki also relish using their broad hands and feet to slap percussion instruments of many sizes, some improvised and others intricately designed. Other performers visit the festival to see Aki-Aki virtuosos in action and to spot burgeon-

ing talent among the self-trained. Many music-lovers simply love the heady mix of storied heritage blended with creative flair and innovation that ensures no two performances are ever the same.

**Homeworld:** Desert planets may have a reputation for desolation, but Pasaana is bursting with life and culture. Towering buttes of granite and sandstone disrupt long stretches of sun-bleached dunes and shrubland, creating shadowed valleys where water, and therefore life, collects. The native Aki-Aki recognize and revere both the tenacity and fragility of life, welcoming offworlders with open arms during their biennial festival season, when food and water are plentiful and ready for sharing. Between such celebrations, the Aki-Aki live an austere life, gathering food and water for the next grand event. They adopt a few advanced tools to aid in their survival, but otherwise maintain a pre-star-flight level of civilization. No spaceports dot Pasaana's surface, but visitors are common. A rare example of modern technology eagerly embraced by the Aki-Aki can be found in the dustgrain farms they maintain. The desert winds of Pasaana carry seeds and spores amid the clouds of blown sand. Using specialized electro-sifters, a farmer can pluck these organic kernels from the silicate gusts, dragging them into collection hoppers. The pole-shaped sifters also contain moisture vaporator technology, allowing a grid of these easy-to-maintain devices to turn a stretch of arid landscape into an irrigated underground garden known as a dust farm. The phedrgrass and termania-spore that grow in these farms form daily dietary staples for entire Aki-Aki communities.

**Language:** Aki-Aki have their own spoken language, though many also learn basic to accommodate visitors. In addition, Ancient Aki-Aki hunter-gatherers developed a language based on percussive stomp patterns, which later evolved into traditional dances of courting, aggression, and storytelling that continue to be performed in modern festivals. Aki-Aki are able to quickly fall into step with beats, and can produce vast acts of seemingly spontaneous choreography in no time. Dancers from other worlds- including Twi'leks, Weequays, Theelin, and Kessurions- come to witness Aki-Aki dances for inspiration.

### SPECIES ABILITIES

2	2	1	2	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100xp
- **Special Abilities:** Aki-Aki begin with one rank in Coordination or Negotiation. They still may not



train this skill above rank 2 at character creation. They also start the game with one rank in the Kill With Kindness talent.

- **Vibration sensitivity:** Once per encounter as a maneuver, Aki-Aki can stop to sense the relative location of anything moving within medium range.

## GOZZO

Rotund and covered in bright feathers, the enterprising Gozzo stand out in any market place or cantina. Hailing from the environmentally ravaged homeworld of Draghor III, the Gozzo venture out into the galaxy, hoping to turn what resources they have into profit and a secure future for their flocks.

**Physiology:** Gozzo are an avian-like race whose adults usually stand between 1.75 and 2 meters. Despite their spindly appearance, they are tough survivors, having evolved on a stormy world and continued to prosper where most life had perished. Their bulbous bodies are covered by a thick layer of brilliant white feathers, while their long arms and legs are left bare, exposing yellow flesh. The face of a Gozzo is made up of large, round black eyes and a small beaked mouth with two wattles that hang down each side. Two fleshy antennas sprout from the top of a Gozzo's head. Speculation abounds to their original purpose, but most scholars believe they were once used during early Gozzo evolution to sense air currents, or even predict the onset of the extreme storms that wrack their homeworld. In any case, they appear to be largely vestigial today. To the untrained observer Gozzo appear to have a "backwards" knee. But in truth what appears to be the Gozzo's knee is actually an ankle. A Gozzo's "true" knee is tucked closer to its body and obscured by thick feathers.

**Society:** The basic societal unit among Gozzo is a strong family collective, called the flock. To ensure that hatchlings form strong bonds, groups of Gozzo young are hatched together, then raised by the older members of the flock as clutchmates. Leaving the flock, especially for non-mercantile purposes, is highly frowned upon. However, in most cases repentant members are welcomed back, and in times of dire trouble deep family bonds outweigh such small grievances. It is said that in Gozzo culture everything can be negotiated for. Even within flocks sharing is uncommon, Gozzo are expected to purchase or work for everything they are given. Many flocks are engaged in a primary industry, such as running fuel depots or mining, with one central leader appointed to be in charge, and the rest of the flock serving as laborers in various positions. This aggressive system of capitalism has honed many Gozzo into shrewd businessmen. Gozzo who leave Draghor III usually do so to seek their own riches, or represent the flock in further flung negotiations. The Gozzo drive for acquisition of wealth has virtually ruined the en-

vironment of Draghor III. The constant extraction and refining of resources has left the planet bereft of other animals or plants, which leaves the Gozzo especially reliant on trade for basic necessities and foodstuff. In turn the Gozzo dig deep and harder into the rock of their ruined world, heedless of the consequences.

**Homeworld:** Draghor III is a barely hospitable world tucked away from most of the galaxy. The atmosphere is a swirling sea of yellow mists, which are often agitated by the massive storms that roll across the planet. In recent years the frequency and intensity of the storms has increased, leaving pilots navigating to or from the world potentially blinded by cloud cover, buffeted by winds and susceptible to strong energy discharges. The surface of Draghor III is a barren waste, almost completely devoid of life. Nearly all native flora and fauna has long been driven to extinction by both the planet's harsh environment and the Gozzo's ceaseless extraction of resources for profit. The surface of the planet is dotted by rocky, spiraling mountains. It's on these jagged peaks that most Gozzo make their nests. Unbeknownst to nearly all Gozzo, they are not entirely alone on their stormy planet. Far underground in the Deep Core resides Karnex dragons, gigantic wyrms thought to be only myths and fairytales told by the Old Flock. While undisturbed and unseen for centuries, relentless Gozzo mining pushes closer and closer to where the dragons dwell. Language – As a society that is forced to rely on trade with the greater galaxy for survival, the Gozzo have quickly adapted Galactic Basic, so that even Gozzo who rarely or never leave the homeworld can speak it. In addition, the Gozzo maintain their own language, characterized by a distinctive series of trills and clucks, that is utilized only when interacting with each other.

**Vacuum of Power:** Draghor III is currently unoccupied by the First Order, and only holds a loose trade association with the former Republic. As the only planet to refuel from in the region, the flock leaders of Draghor III have considerable negotiating power, provided they can escape the attention of the First Order. Being forced to surrender their remaining valuable resources



at the end of a blaster could spell the end of Gozzo on Draghor III. Amongst individual Gozzo the currently instability offers plenty of opportunity. Enterprising Gozzo may strike out to get involved in the arms trade, negotiating fuel deals, or even hiring out as mercenaries and smugglers. Some Gozzo, sensing the target their world makes for the First Order, aid the Resistance, either with unheard of by Gozzo standards discounts, or even fighting directly in the struggle.

### SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100
- **Special Abilities:** Gozzo begin with one rank in Negotiation. They still may not train this skill above rank 2 at character creation.
- **Who Dares, Gains:** Once per encounter, during a check, you may upgrade the difficulty of the check to add 1 ✨ and 1 🌀 to your final result.

## TEEDO

### THERE IS ONLY TEEDO

**T**eedo may be one of the most insular species in the galaxy, given they're functionally a single continuous consciousness spread across miles of Jakku wasteland. A Teedo that finds themselves away from the tunnel network of their home may very well have a severe loss of sense of "oneness," their neural network functionally severed. This lack of connection will result in a functional "dumbing down" of the Teedo, with their abilities and recollections reduced to a spotty patchwork. In this state, a Teedo would very much feel alone, missing a vital sensory experience, and much of their collective memory.

A player character Teedo may find themselves unsure how to characterize such a unique way of thinking. Chiefly, operating with a lack of pronouns and self-referral in the 3rd person will signify their lack of self-identification, but when using Teedo's special ability to utilize another Teedo's collected experience, descriptions should be vivid but still in a sense that demonstrates that Teedo understand that this was another one of Teedo, but not that Teedo.

The fiercely territorial Teedo are small of stature and singular of mind. They are an oddity even in a galaxy full of diverse and exotic sentients, being a species that possesses the ability to share thoughts and experience telepathically across individuals. This quirk has gifted the Teedo with a broad wealth of experience, but it has robbed them of all sense of self. There are no individuals, there is only Teedo.

**Physiology:** Teedo aren't a large species by any measurement, barely measuring to the chest of the average sentient. Teedo are squat humanoids with normal human proportions save for the three-fingered hands and the two-toed feet. They have scaly, green-grey skin, though the majority is thoroughly covered in dark wrappings, complete with a face-obscuring mask. The territory they inhabit is so harsh that the Teedo reclaim and conserve all liquids they can via a series of filters and tubes. Curiously, the body part that is left uncovered is the crown of their skull, which some speculate is related to their very peculiar brand of telepathy. This telepathy is a vast web of shared experience, actions, and feelings. What one Teedo feels, they all feel.

**Society:** Jakku is a harsh world that breeds harsh peoples, and the Teedo society is no exception. Teedo are temperamental, territorial, selfish creatures who spend much of their time either salvaging shipwrecks, traveling the wastes, or quarreling with outsiders over scrap or a perceived slight. It is because of this that Teedo are given a wide berth in population centers. Teedo are normally found riding their traditional mounts, the Luggabeast, which are large pachyderms that the Teedo have not only tamed, but completely al-



tered cybernetically. Much like the Teedo themselves, their mounts are affixed with a faceplate and a tubing system that removes their need to consume food or water. Teedo have little in the way of social strata given they see themselves as a singular unit, but one of their social trappings is their collective devotion to Riia, a deity of Teedo creation.

They believe that the sandstorms on the planet and that the Battle of Jakku was a result of outsiders displeasing Riia. Homeworld-Jakku is a vast, unforgiving desert planet in the Western Reaches of the Inner Rim. It's claim to fame is that of being the theater of war of the final battle of the Galactic Civil War, during which the Empire was finally defeated by the burgeoning Galactic Republic. This rained down thousands and thousands of tons of scrap metal from the broken ships, much to the Teedo's collective cheer. In stark contrast with its current desolation, Jakku was once a verdant paradise. It is unknown whether Teedo were an emigrated species to Jakku before it became the world it is, or are just very stubborn natives that weathered the storm. Language-Teedo, unsurprisingly, communicate to non-Teedo exclusively in a language referred to by outsiders as "Teedospeak", and the Teedo telepathic message among themselves.

**The Vacuum of Power:** Unlike many species in the galaxy, Teedo has very little to do with the galactic politik or the war between the Resistance and The First Order. To Teedo, very little effects their lives save for the occasional bounty of felled ships in high-atmosphere, so galactic conflict centered around their ball of sand is nothing but a boon to the hardy Teedo.

### SPECIES ABILITIES

2	2	2	3	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110xp
- **Special Abilities:** Teedo begin with one rank in Survival or Mechanics. They still may not train this skill above rank 2 at character creation.
- **Small:** Teedo are smaller than average and count as silhouette 0.
- **Not This Teedo:** Once per check as an incidental, the character may suffer 3 strain to upgrade the ability of a check using a non-career skill once.

## NEW SPECIALIZATIONS

**Dark Side Cultist:** The cultist is a preserver and an adherent of a dying or dead force tradition. They are not a practitioner, but they move within it for their dark purposes. Someone searching out dark artifacts even more rare than that of the Jedi must know their way around the criminal underbelly. Aware of and guided in their intent by the Dark Side of the Force, the cultist does not wield it, while still being consumed by it. They strive to defy and manipulate fate to their own ends, or their master's.

**First Order Defector:** A Combat-Oriented Role that focuses heavily on the nature of the First Order, prioritizing targets in combat based on narrative decision-making, and providing a modest defense for the party-members. They take an active and scrappy role. They lie to themselves, their superiors, their Order, and likely many people throughout their escape from bondage. They are willing to follow orders and to fall back on training, but are also individuals with coping skills, and force of will. They have spent a lot of time looking over their shoulder.

**First Order Loyalist:** Primarily a leader with light combat capabilities, the loyalist embodies the purest form of the First Order: Subservience, Rigorous Reliance on Conditioning, Fear, Hatred, and Self-Serving Sanctimony. A First Order officer's conviction and unbridled rage is on full display. Many are conniving, backstabbing rats. Individuality is shunned in favor of complete conformity.

**Seasoned Adventurer:** The Seasoned Adventurer is an old timer who still has some tricks up their sleeve. They have seen better days but are still out here fighting the good fight. While they may be veterans of past wars, they are more defined in skill and function by their own adventures.



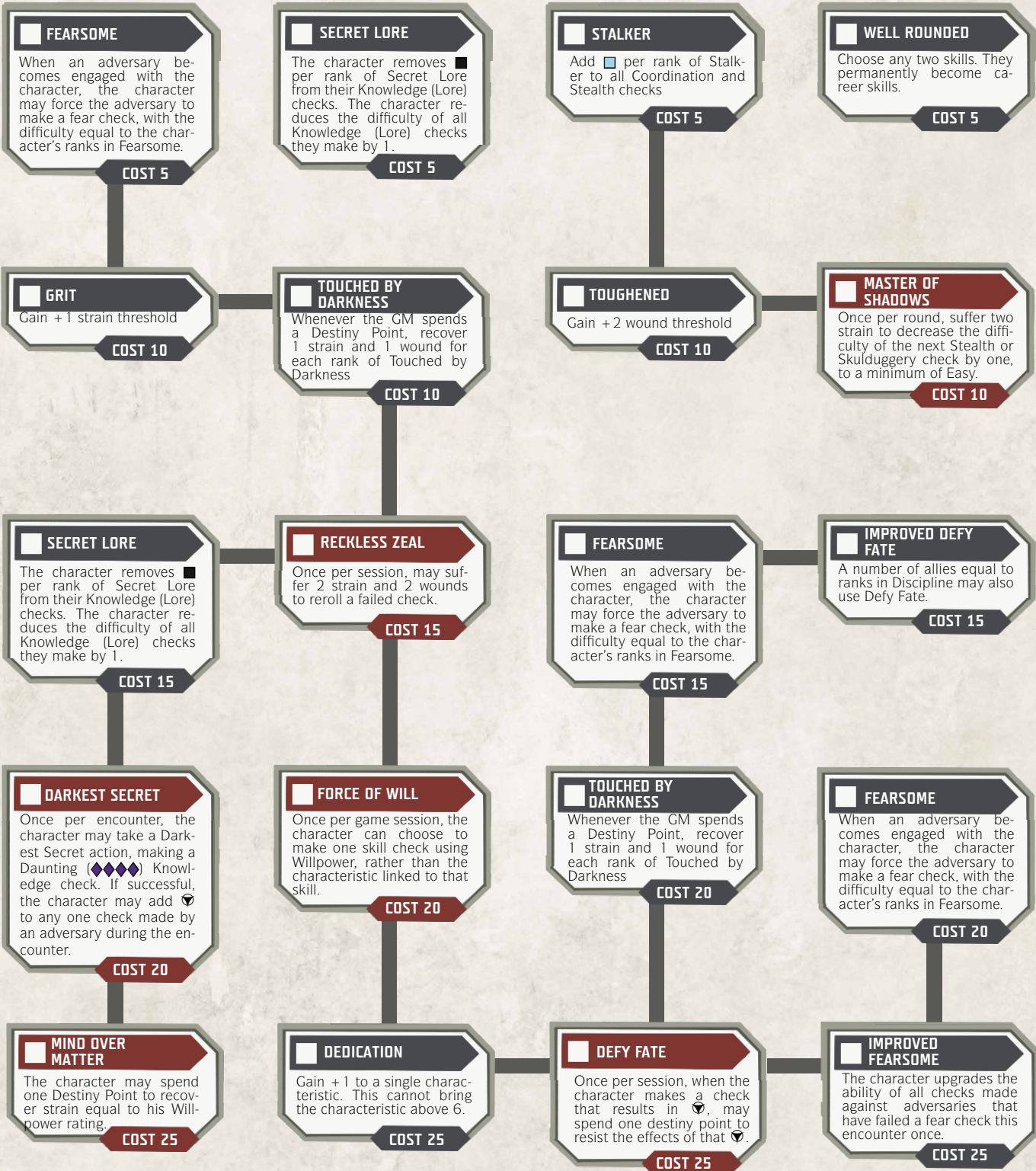


# Universal: Dark Side Cultist Talent Tree

Dark Side Cultist Bonus Career Skills: Discipline, Knowledge (Lore), Knowledge(Underworld), Stealth

ACTIVE

PASSIVE



# Universal: First Order Defector Talent Tree

First Order Defector Bonus Career Skills: Athletics, Deception, Discipline, Vigilance

ACTIVE

PASSIVE

**GRIT**  
Gain +1 strain threshold  
**COST 5**

**CONVINCING DEEMANOR**  
Remove 1 per rank of Convincing Demeanor from any Deception or Skulduggery checks  
**COST 5**

**TOUGHENED**  
Gain +2 wound threshold  
**COST 5**

**LETHAL BLOWS**  
The character adds +10 per rank of Lethal Blows to any Critical Hit rolls inflicted on opponents.  
**COST 5**

**IMPROVED BODYGUARD**  
Once per session, when an ally protected by the Bodyguard maneuver suffers a hit, suffer the hit instead.  
**COST 10**

**PROGRAMMED**  
When making a check, the character may suffer strain up to twice ranks in Discipline to add 1 to the next check for each 2 strain suffered this way.  
**COST 10**

**PERSISTENT TARGETTING**  
After making one or more successful combat checks against a target, the character adds 1 to all combat checks against that same character target for the remainder of the encounter.  
**COST 10**

**TACTICAL COMBAT TRAINING**  
Melee and Ranged (Heavy) become career skills  
**COST 10**

**SAVE WHAT YOU LOVE**  
Once per session, when an allied character within Short Range would suffer a hit that would incapacitate them, the character may prevent that hit. The character then immediately suffers 5 wounds and a critical injury with +20 added to the result.  
**COST 15**

**TOUGHENED**  
Gain +2 wound threshold  
**COST 15**

**CONVINCING DEEMANOR**  
Remove 1 per rank of Convincing Demeanor from any Deception or Skulduggery checks  
**COST 15**

**FIGHT WHAT YOU HATE**  
Once per Encounter, perform the Fight What you Hate Incidental; suffer 3 strain and choose an adversary within long range. When the adversary or the character attacks the other, decrease the critical rating of the weapon used by 1.  
**COST 15**

**BODYGUARD**  
Once per round, perform the Bodyguard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Bodyguard, then until the beginning of the next turn, upgrade the difficulty of combat checks targeting the character by that number.  
**COST 20**

**BODYGUARD**  
Once per round, perform the Bodyguard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Bodyguard, then until the beginning of the next turn, upgrade the difficulty of combat checks targeting the character by that number.  
**COST 20**

**DEADLY ACCURACY**  
When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attacks made with that skill.  
**COST 20**

**LETHAL BLOWS**  
The character adds +10 per rank of Lethal Blows to any Critical Hit rolls inflicted on opponents.  
**COST 20**

**SURVIVOR'S INSTINCTS**  
Once per session, when the character suffers a critical injury, spend 1 Destiny Point. Then, the attacker must roll two results for the critical injury and the player chooses which will apply to their character.  
**COST 25**

**DEDICATION**  
Gain +1 to a single characteristic. This cannot bring the characteristic above 6.  
**COST 25**

**SNAP OUT OF IT**  
Once per session, Make a Daunting (4) Discipline check to recover strain equal to half of the character's current strain, rounded down.  
**COST 25**

**IMPROVED FIGHT WHAT YOU HATE**  
Whenever The characters affected by Fight What You Hate make a combat check against the other, the check generates automatic \*\*, and each \*\* generated is automatically converted into ♠.  
**COST 25**

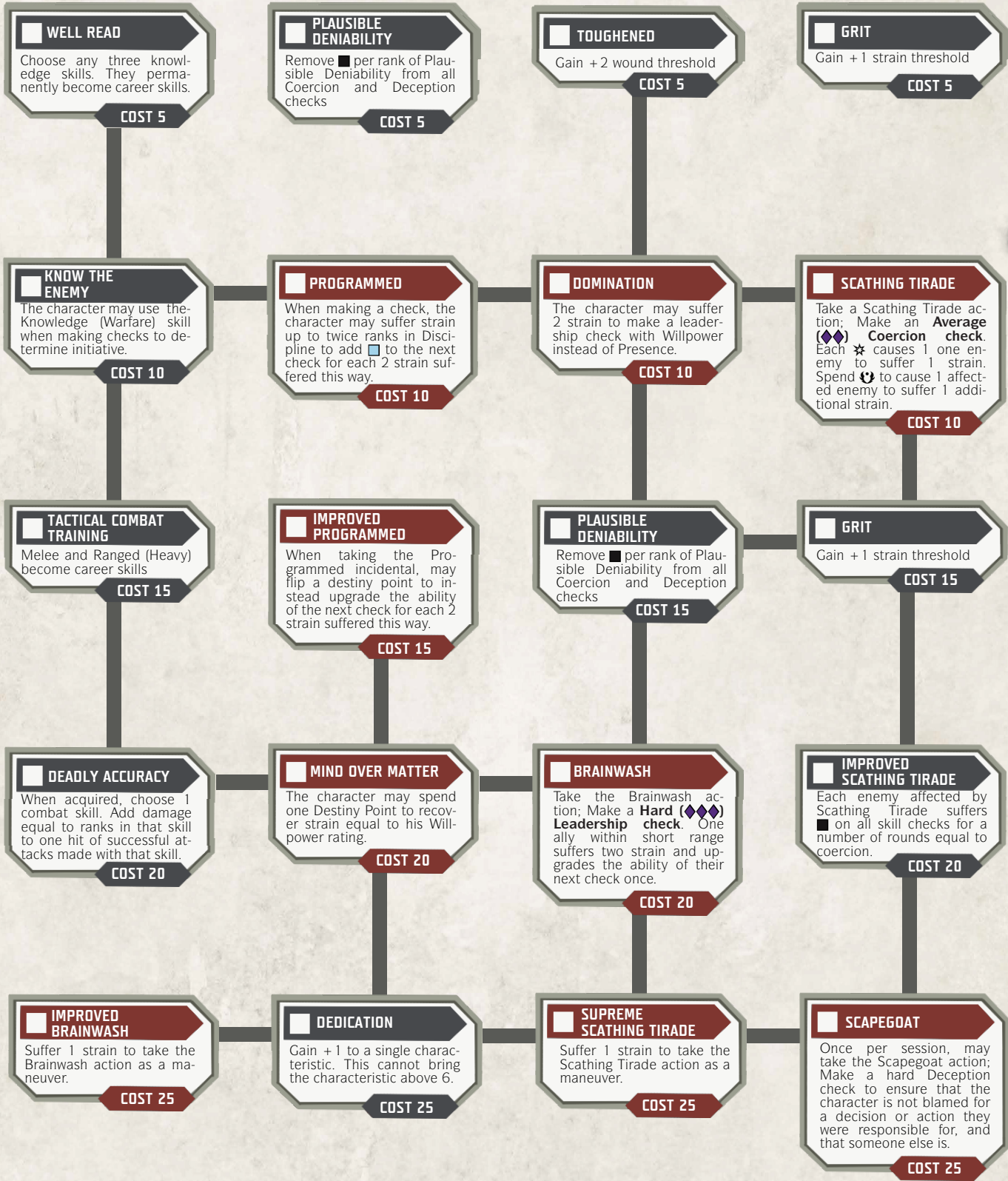


# Universal: First Order Loyalist Talent Tree

First Order Loyalist Bonus Career Skills: Coercion, Deception, Discipline, Leadership

ACTIVE

PASSIVE



# Universal: Seasoned Adventurer Talent Tree

Seasoned Adventurer Bonus Career Skills: Cool, Charm, Leadership, Streetwise

ACTIVE

PASSIVE



# NEW TALENTS

The following pages describe talents used in **Fires of Resistance** that do not appear in other Star Wars roleplaying books.

## BRAINWASH

**Activation:** Active (Action)

**Ranked:** No

**Trees:** First Order Loyalist

Take the Brainwash action; Make a **Hard (◆◆◆)** **Leadership check**. One ally within short range suffers two strain and upgrades the ability of their next check.

## BRAINWASH (IMPROVED)

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** First Order Loyalist

Suffer 1 strain to take the Brainwash action as a maneuver.

## DARKEST SECRET

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Dark Side Cultist

Once per encounter, the character may take a Darkest Secret action, making a **Daunting (◆◆◆◆)** **Knowledge check** (the GM and player should determine which Knowledge skill is most applicable in the given situation). If successful, the character may add ☹ to any one check made by an adversary during the encounter. The subsequent check should relate in some way to the facts the character learned, or the player should come up with an explanation for why the information the character learned is instrumental in the disaster of the adversary's check.

## DEFY FATE

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Dark Side Cultist

Once per session, when the character makes a check that results in ☹, the character may spend one destiny point to resist the effects of that despair. The despair is still rolled, and is affected by any other effect that regards results, but when it would be spent, the ☹ is simply cancelled.

## DEFY FATE (IMPROVED)

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Dark Side Cultist

A number of allies equal to ranks in Discipline may also use Defy Fate. Each ally may only use this talent once per session.

## DOMINATION

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** First Order Loyalist

The character may suffer 2 strain to make a Leadership check with Willpower instead of Presence.

## FEARSOME (IMPROVED)

**Activation:** Passive

**Ranked:** No

**Trees:** Dark Side Cultist

The character upgrades the ability of all checks made against adversaries that have failed a fear check this encounter.

## FIGHT WHAT YOU HATE

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** First Order Defector

Once per encounter, the character may suffer 3 strain and perform the Fight What You Hate Incidental; choose an adversary within long range. Whenever the character or the adversary makes a combat check against the other, decrease the critical rating of the weapon(s) used by 1.

## FIGHT WHAT YOU HATE (IMPROVED)

**Activation:** Active Passive

**Ranked:** No

**Trees:** First Order Defector

Whenever The characters affected by Fight What You Hate make a combat check against the other, the check generates automatic ☆☆, and each ☹ generated is automatically converted into ☹.

## OLD BUDDY

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Seasoned Adventurer

Once per session, the character may make the Old Buddy action; Make a **Hard (◆◆◆)** **Streetwise check** to establish a prior relationship with an NPC. The nature of this relationship is up to GM discretion.

☹ or ☹ may be spent to insert that this NPC will go above and beyond for the character. ☹ or ☹ may be spent to say that this relationship has soured significantly, even to the point of enemies.

### PRAGMATIC

**Activation:** Passive

**Ranked:** No

**Trees:** Seasoned Adventurer

Add  per rank in Pragmatic to all Cool and Streetwise checks.

### PROGRAMMED

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** First Order Defector, First Order Loyalist

When making a check, the character may suffer strain up to twice ranks in Discipline to add  to the next check for each 2 strain suffered this way.

### PROGRAMMED (IMPROVED)

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** First Order Loyalist

When taking the Programmed incidental, may flip a destiny point to instead upgrade the ability of the next check for each 2 strain suffered this way.

### REASSURING PRESENCE

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Seasoned Adventurer

When recovering strain at the end of an encounter, a number of allies equal to ranks in Cool recover one additional strain.

### RECKLESS ZEAL

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Dark Side Cultist

Once per session, the character may suffer 2 strain and 2 wounds to reroll a failed check.

### SAVE WHAT YOU LOVE

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** First Order Defector

Once per session, when an allied character within Short Range would suffer a hit that would incapacitate them, the character may prevent that hit. The character then immediately suffers 5 wounds and a critical injury with +20 added to the result.

### SCAPEGOAT

**Activation:** Active (Action)

**Ranked:** No

**Trees:** First Order Loyalist

Once per session, may take the Scapegoat action; Make a **Hard (◆◆◆) Deception check** to ensure that the character is not blamed for a decision or action they were responsible for, and that someone else is.

### SNAP OUT OF IT

**Activation:** Active (Action)

**Ranked:** No

**Trees:** First Order Defector

Once per session, Make a **Daunting (◆◆◆◆) Discipline check** to recover strain equal to half of the the character's current strain, rounded down.

### TOUCHED BY DARKNESS

**Activation:** Passive

**Ranked:** Yes

**Trees:** Dark Side Cultist

Whenever the GM spends a Destiny Point, the character recovers 1 strain and 1 wound for each rank of Touched by Darkness. This happens before the GM enacts whatever effect the Destiny Point would have.

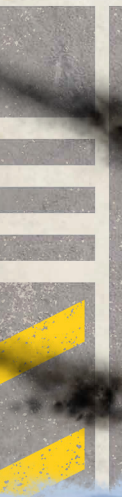
### WATCH THIS

**Activation:** Active (Incidental)

**Ranked:** Yes

**Trees:** Seasoned Adventurer

Once per encounter when attempting a check with a difficulty of **Daunting (◆◆◆◆)** or higher, add ☆ equal to ranks in Watch This to the results.



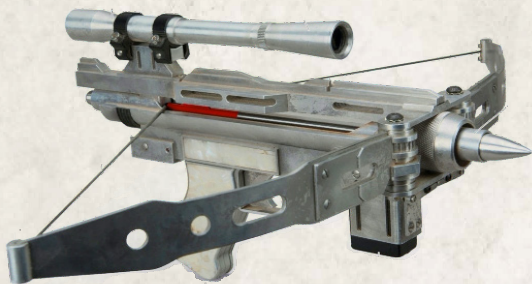
# NEW WEAPONS

The following section contains weapons found in the galaxy during the First Order/Resistance war.

## RANGED WEAPONS

### SE-14R MODIFIED PROD PISTOL

The SE-14r was the standard side-arm for Imperial commissioned officers and noncommissioned alike. It was famous not only for putting an impressive number of bolts down range, but also for how quickly it would overheat and expend its energy cell. That led to many after-market modifications making use of its powerful design. In the case of the very unique Prod Pistol, the SE-14r's impressive gas compression chamber has been repurposed as something of re-cocker in a design similar to more primitive crossbows. The high-tension durasteel mechanism that would otherwise be physically impossible to manage is effortlessly handled by the compression chamber, allowing the user to fire off powerful and near-silent aluminum "Prods" at ranges up to 40 meters. Unfortunately, the weapon's legacy of power is also that of tempermentality. Under imperfect circumstances, the Prod Pis-



tol's re-cocker may overheat or otherwise malfunction, taking much longer than is convenient to return to its normal fireable state.

Add ■■ to any check to perceive or identify the report of the Prod Pistol. The GM may spend ☼☼☼ to have the auto-cocking arm malfunction, causing the Prod Pistol to gain the Slow Firing 1 quality until the end of the encounter.

### ST-W48 BLASTER

The ST-W48 is an aggressive blaster employed by the deadly Sith troopers, designed primarily for close-quarters combat. It packs the rapid-fire power of a heavy blaster rifle into a smaller frame, while including a strengthened mounting to mitigate the increased recoil. When an explosive punch is needed, the ST-W48 also incorporates under-barrel bowcaster technology without the weight or strength needed for an actual Wookiee bowcaster.

As an incidental, the user may switch between the ST-W48's standard and bowcaster fire modes.



### TOSTOVIN MUNITIONS MICRO-GRENADE LAUNCHER (MGL-9)

More recently risen to galactic ubiquity in armament manufacturing, Tostovin Munitions creates some of the Galaxy's more recent additions to the enforcer's and military warchest. Among these is the Micro-Grenade Launcher (MGL), a rotary drum-fed grenade launcher, hosting a deceptive amount of firepower despite the small load size. The MGL-9 fires frag-grenades that are smaller than a fist, rather than their much larger cousin, but fires them in threes. The intelligent electronics of the MGL-9 controls the remote airburst of the trio

TABLE 1-1: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
SE -14R Modified Prod Pistol	Ranged (Light)	8	2	Medium	2	2	1,850	7	Accurate 1, Limited Ammo 1, Pierce 3
ST-W48 Blaster (Standard fire)	Ranged (Heavy)	10	3	Medium	3	1	(R) 3,000	9	Auto-fire, Stun setting
ST-W48 Blaster (Bowcaster)	Ranged (Heavy)	12	3	Medium	3	1	(R) 3,000	9	Knockdown, Limited ammo 3
Tostovin Munitions MGL	Ranged (Heavy)	5	4	Medium	3	2	1,250	(R) 6	Blast 4, Limited ammo 3
Tostovin Munitions Percussive Cannon	Ranged (Heavy)	6	3	Short	3	3	900	7	Blast 5

of explosives, but requires a trained hand to time correctly. That said, putting three grenades down range in quick succession is no small feat, and one Tostovin has capitalized on in capturing their market. That, and the expensive proprietary reloads.

When  is spent to activate the blast quality of the MGL, spend one additional  to trigger it additional times, to a maximum of 2. Magazine Drums for the MGL cost 250cr.

### TOSTOVIN MUNITIONS' PERCUSSIVE CANNON

Representing the latest in black market technology, Tostovin Munitions' percussive cannon can fire extremely explosive blaster bolts. Criminal groups such as the technologically inclined Guavian Death Gang and the Spice Runners of Kijimi favor this weapon. If it wasn't for built-in recoil dampening hardware, the kick created by discharging the percussive cannon would probably make the blaster hurt the user as much as the target. However, that didn't stop some pirates and thugs from shortening the barrels of their own percussive cannons.

Sawed-off percussive cannons have their encumbrance reduced by two, and they gain the Inaccurate 1 quality.

## MELEE WEAPONS


### BL-155 LASER AX

As overdramatic as it is lethal, the BL-155 Laser Ax is an implement of torturous death-dealing. As impractical as the weapon may be, it suits the First Order's purposes thoroughly: Execute enemies of the First Order, and make it hurt. The Laser Ax is constructed of a short durasteel stave, tipped with a collapsing mech-

TABLE 1-2: MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
BL-155 Laser Ax (Closed)	Melee	+2	5	Engaged	3	1	(R) 10,000	8	Defensive 1
BL-155 Laser Ax (Open)	Melee	8	2	Engaged	3	1	(R) 10,000	8	Breach, Inaccurate 2, Sunder, Vicious 3
Ebonwood Swaggerstick	Melee	+2	5	Engaged	2	1	950	6	
Quarterstaff	Melee	+2	5	Engaged	4	2	40	1	Defensive 1
Quicksilver Baton	Melee	+3	2	Engaged	1	0	8,000	9	Pierce 2, Linked 1
Telescopic Vibro-Ax	Melee	+2	2	Engaged	4	2	1,200	7	Pierce 2, Sunder, Vicious 3


anism from which springs forth four deadly monomolecular energy ribbons, two to each side. Not only are these energy ribbons able to cut through practically anything, but the laser activates nerves in a way that makes it terribly excruciating. While collapsed, it is a perfectly serviceable staff for protection and offense. When the emitters are open, however, it becomes something of an unwieldy weapon, requiring much accuracy to use for its intended purpose, as the danger of self-injury is fairly high. For that reason, it is usually only used for deathblows in combat, and more generally, against helpless victims, prostrate at the feet of their would-be executioner.

Wielding this weapon requires two hands. As an incidental, the character may shift the weapon to Open Mode. Restoring it to closed mode requires a maneuver. Whenever a victim is hit by a Laser Ax, any Critical Injury results in "Crippled" unless the critical roll would result in an even more grievous injury. When shifting the weapon to Open Mode, add  to the next Coercion check made by the character until the end of the round.

### EBONWOOD SWAGGERSTICK

Primarily carried as a symbol of authority, a swaggerstick hails to riding traditions of various cultures and is a reasonably effective weapon in the rare occasion it actually gets used.



While carrying a swaggerstick, add  to social checks with military personnel in the same organization.

### QUARTERSTAFF

A simple but sturdy weapon most often found among the primitive or poor, a quarterstaff is nonetheless effective and draws little attention compared to more





advanced weapons. They might be made of simple wood, salvaged metal, or something of significance to the owner, but should not be underestimated in the hands of a skilled wielder however humble the appearance.

At the GM's discretion, an item that functions as a quarterstaff may be scavenged from a natural environment or scrap pile with an **Average (◆◆) Survival or Perception check.**

### QUICKSILVER BATON

The quicksilver baton is compacted within a containment field. When the baton was activated, it extends to full length, boasting spearpoints at either end. The baton's durable cylinder is made from a collapsible micromesh matrix held in a containment field.

The baton has no weapon profile until extended into its spear form. Activating or deactivating the baton may be done once per turn as an incidental.

### TELESCOPIC VIBRO-AX

Vibro-axes are something of a rarity, as it is a striking and intimidating implement of death, mostly relegated to criminal enforcers and street toughs throughout the Outer Rim. Made from standard weapons-grade alloy, the heads are laser-focussed to a limb-cleaving edge. This profile is further reinforced by a vibronic generation device. The major difference between the Telescopic Vibro-Ax and its more traditional cousins is the collapsible pole that can transition the weapon between the one-handed and two-handed states. The trade off of leverage and reach while one-handed is more than made up for by the wielder's ability to quickly surprise their enemy by enlarging the pole to its full size and extend its reach.

This weapon's default state is in its one-handed, collapsed state. In its larger, two-handed states, its damage increases to +3. Once per encounter, the character may extend the pole of the weapon and the next attack that turn made by the character using this weapon ignores the target's melee defense.



# NEW ARMOR

The following section contains armor and clothing found in the galaxy during the First Order/Resistance war.

## ARMORWEAVE CLOTHING

Armorweave looks and feels like regular cloth, but is resistant to blasters and other energy weapons. It is most often used in military uniforms or accessories such as capes for high ranking officers, but can be fashioned into almost any style of clothing.

The armor gains +1 soak when the wearer suffers damage from energy weapons. Recognizing armorweave requires direct inspection and a **Hard (◆◆◆) Perception check**.

## BAFFLEWEAVE GARMENTS

Baffleweave fabric scrambles sensors, and is popular among criminals who want to carry weapons undetected and leave unusable footage on security feeds. Garments made of baffleweave are often designed in loud or deceptive patterns to fool the naked eye as well. It can cause as many problems as it solves if not removed when not intended to be in use.

Add ■■ to all checks to detect concealed items on the wearer's person or identify the wearer on security footage or hologram.

## BLAST JERKIN

Typically made of plastoid, a blast jerkin is designed to shield the wearer's vital organs from kinetic force and piercing rounds. Whether the wearer is expecting a slugthrower to the chest or a knife in the back, a blast jerkin gives them a fighting chance to return the favor.

The armor gains +2 soak when the wearer suffers damage from physical projectiles or melee weapons with the pierce quality.

**TABLE 1-3: ARMOR**

Name	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Armorweave Clothing	0	1	1,000	2	1	5
Baffleweave Garments	1	0	(R) 900	2	1	7
Blast Jerkin	0	1	400	3	1	4
Desert Wrappings	0	1	300	2	2	3
Gammplast Armor	1	2	6,000	4	4	8
Gorraslug Leather Coat	0	2	950	3	2	5
Luxury Attire	0	0	3,000	2	1	8

## DESERT WRAPPINGS

Teedo and other desert cultures often dress in simple wrappings mixed with water reclamation tech, goggles, and other protective add-ons. In addition to offering some relief in hot and arid environments, this style of clothing also tends to conceal the wearer's features.

Remove ■ due to hot or arid environments. Add ■ to checks to identify an individual in desert wrappings.

## GAMMAPLAST ARMOR

Sith Troopers wear an improved version of the armor other stormtroopers wear, with higher quality gammplast plating kitted out with a number of attachments. Gammplast armor found elsewhere is almost always made to order. Its sturdy and light construction is highly configurable.

## GORRASLUG LEATHER COAT

Gorraslug leather is thick and strong, able to provide some protection from blasters while still appearing like standard clothing of the sturdy variety. It is favored among mercenaries looking for a little style or subtlety without being ostentatious.

## LUXURY ATTIRE

While some leaders project their power with intimidating armor or weaponry, others take advantage of their station to live in comfort and style. Gold-trimmed robes and cushioned slippers may not intimidate in the same fashion as a dark figure, armored and masked, but the wearer displays their authority in a different fashion by prioritizing their own comfort and flaunting wealth.

Innate talent: Rapid Recovery. Add □ to social checks with subordinates and low-ranking members of any faction or organization.

# NEW GEAR

The following section contains gear found in the galaxy during the First Order/Resistance war.

## ARTERIAL CHEMICAL SHUNT (CYBERNETIC)

Common to the Guavian Death gang, an arterial chemical shunt worn on the leg acts as a second heart, injecting a mixture of chemicals that boost speed and aggressiveness. This also means any other drugs, chemicals, or poisons proliferate faster and with greater intensity.

Characters with an arterial chemical shunt may suffer 1 strain as an incidental to add ■ to any Agility check. They also add ■ to any check to recover strain.

When this character is affected by drugs or poisons, the effect is doubled, but always ends after 1 round. If the substance has side effects, they function and last normally.

## BANDOLIER

Normally worn by military or paramilitary forces as well as mercenaries and others who needed large supplies of ammunition, bandoliers consisted of many ammunition pouches sewn together or snapped to a belt. Though typically used to carry extra ammunition for blaster-type and other ranged weaponry, bandoliers could also carry grenades, lengths of syntherope, and other sorts of items useful on the battlefield or in covert operations.

A bandolier can hold up to 10 items of encumbrance 1 or less. The allowed items are subject to GM approval. These items do not count towards the character's encumbrance value.

## FLEXPOLY BACTA SUIT

Requiring much less volume than the average bacta tank while allowing for marginally more modesty of the patient, the Zaltin Corp's FlexyPoly Bacta suit is a somewhat niche medical marvel. A series of pumps and tubes connects this transparent suit with a sizable device that measures telemetry wirelessly while delivering a patented synthetic bacta to circulate around the patient's body. Unfortunately, medical technology has not progressed to the point of vital life-saving equipment and stylish streetwear being one and the same. The patient will still be moored to a single location while the suit is in use, lest the tubing be ripped from the ports, spilling precious bacta onto the floor.

The Bacta Suit provides the same healing benefits as a bacta tank, as explained on page 220 of the Edge of the Empire Core Rule book.

## IFTS-4800 TRACKING GUN

The IFTS-4800 tracking gun was a handheld radar device utilized by the First Order. It was equipped with an electromonoscope and calibration dials to improve tracking. It can be calibrated to scan for specific ship types for convenient alerts without requiring a full review of the scanning data.



The IFTS functions like medium range vehicle scanners. Calibrating it to alert for a pre-determined list of known ship types requires an **Average (◆◆) Computers check**. The tracking gun may be used to scan the area as a maneuver, and will automatically alert if it detects a ship from its current watchlist. Reviewing unknown results may require more time or a check at the GM's discretion, and should take into account current traffic, urgency, and signal interference.

TABLE 1-4: GEAR AND EQUIPMENT

Name	Price	Encum	Rarity
Arterial Chemical Shunt	9,000	-	8
Bandolier	115	4	3
FlexPoly Bacta Suit	2250	10	4
IFTS-4800 tracking gun	650	2	6
Liquid-Metal Skeleton Key	(R) 350	0	8
S-Thread Transmitters (Pair)	2,000	0	9
Salvage Cleaning Kit	80	2	2
Wayfinder	-	1	10

## LIQUID-METAL SKELETON KEY

As a dataspike is to a security console, the Liquid-Metal Skeleton Key is to more traditional locking apparatus. Particularly industrious or successful thieves and infiltrators often come upon these thin, shimmering metal strips. The exact material compound is unknown to most, as they only concern themselves with the effect; unlocking any door they need to. The teeth of this key are in a constant state of flux, up until the moment it needs to solidify to turn tumblers or activate electrical contacts. Once activated, the Skeleton key is a very perfect fit for that door and not much else. The user must then do a small amount of technician's work to reset the Skeleton for more illicit deeds.

The Skeleton Key upgrades the ability any skulduggery, mechanics, or computers check to bypass locked doors or panels once. Once the key has been used, it is locked into the current form until the player makes a **Hard (◆◆◆) Computers Check** to return it to its malleable state.

Finding the Liquid-Metal Skeleton Key on a character's person requires a **Daunting (◆◆◆◆) Perception check**.

## S-THREAD TRANSMITTERS

S-Threads, otherwise known as Simu-tunnels, are an interstellar phenomena of microscopic threads of information beamed across hyperspace, and are so imperceptibly small that they are untraceable. This technology has been used across the galaxy going back eons, as it is the technology that allowed ships to communicate navigational buoys while in the stream of hyperspace. In this form, the S-Thread Transmitter constantly sends a thread of data to its partner giving it fairly precise galactic coordinates of its location. Barring interference, these Transmitters can potentially guide its user from one side of the galaxy to the other, within a square kilometer.

Once per session, a character in possession of one of the S-Thread Transmitters may make an **Average (◆◆) Astrogation check** to attempt to identify the galactic whereabouts of the paired Transmitter. If successful, the character can trace and navigate to the coordinates of the system where the other Transmitter resides. 🌀🌀 can be used to determine the coordinates of the planet within that system. 🌀 can be used to find the exact coordinates on said planet.

## SALVAGE CLEANING KIT

Salvagers carry a variety of tools with them to make sure their goods are in working order and as presentable as possible. A typical kit will include a variety of brushes of different shapes, a compressed air nozzle,

and some sharp picks for detailing, but the nature of salvaging means every kit is unique.

A salvage cleaning kit adds 🌀 to checks to repair or sell salvaged gear.

## WAYFINDER

Wayfinders are ancient pieces of technology created by both the Jedi and Sith as a means of navigating challenging stretches of space. They were created through the study of the brains of purrgil, space-faring megafauna who could travel through hyperspace by biological means. Both religions chose to imbue their wayfinders with the Force, requiring a Force-user to activate the wayfinder, so that secrecy and safety was ensured.



A force sensitive character may activate a wayfinder with an **Easy (◆) Discipline check** to discover any coordinates stored in it. They may also use Discipline instead of Astrogation to calculate hyperspace routes while using a Wayfinder.

## MACGUFFINS

Items like wayfinders and holocrons may have mechanics attached to them, but their primary purposes are narrative in nature. Their ability to guide the party to important story beats is much more important than any mechanical effect they may have. If these items are introduced they should play a key role in the story.

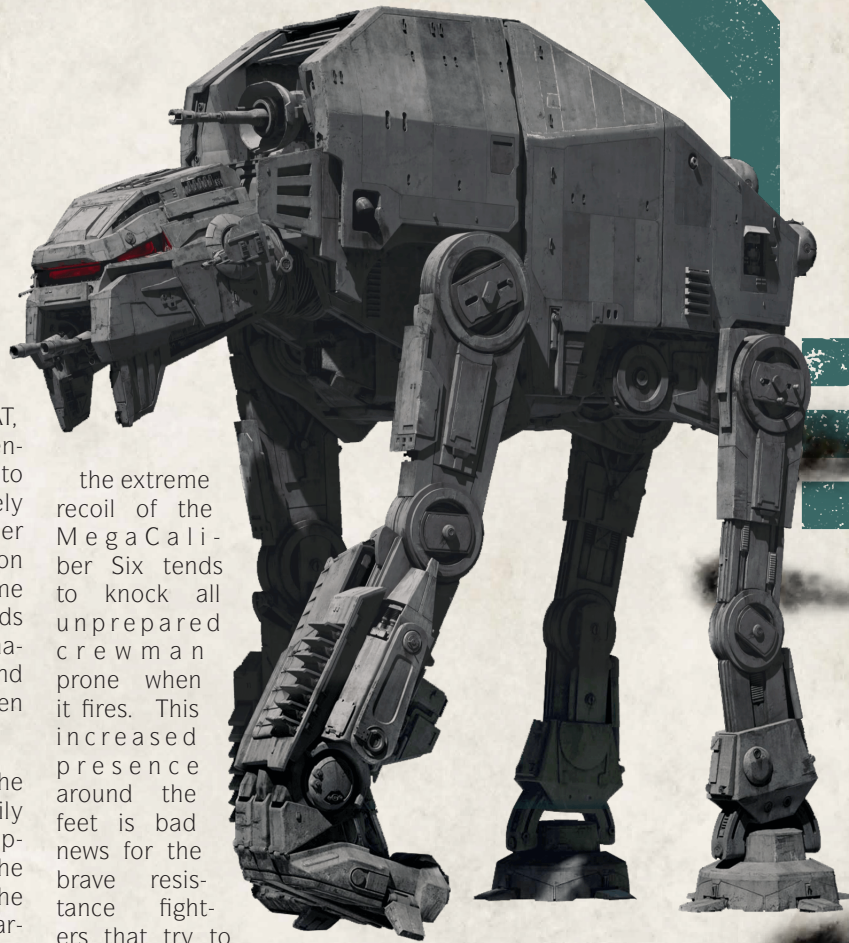
# NEW VEHICLES

## ALL-TERRAIN MEGACALIBER-6 HEAVY ASSAULT WALKER

Despite their similarities in stature, the AT-M6 is a radical departure in function from the smaller AT-AT, the M6 is a field artillery piece more akin to the venerable SPHA-T walker from the Clone Wars than it is to any sort of troop transport. The walker was effectively built around its primary armament, the MegaCaliber Six turbolaser, a warship-grade weapon mounted on a ground platform a fraction of the size. The frame of the walker is hardened to the highest standards thanks to advances in metallurgy allowing lighter materials to match the performance of older armor, and layering these plates for even greater protection, even deflecting glancing blows.

The unique posture of the AT-M6 has given it the nickname “Gorilla Walker” due to the more heavily fortified forelegs, all the better to support the weapon that gives the walker its purpose. In motion, the walker looks like it is dragging its “knuckles” across the ground, further contributing to the visage of a fearsome simian predator. The ventilation shafts of the walker’s forward shins are hardened to also act as cable cutters, in an act of over responding to the famous exploits of Rogue Squadron in the battle of Hoth.

The troopers that deploy with the AT-M6 are known to find any excuse to patrol on foot rather than ride it after their first experience with the massive walker, as



the extreme recoil of the MegaCaliber Six tends to knock all unprepared crew members prone when it fires. This increased presence around the feet is bad news for the brave resistance fighters that try to probe the walker’s blind spots with man portable anti-armor weapons, or coordinate with nearby artillery units.

4	1	-3	DEF	FORE	/	PORT	/	STARBOARD	/	AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1	-	-	-	1	6			
HT THRESHOLD										SS THRESHOLD	
65										45	

**Vehicle Type/Model:** Walker/AT-M6

**Manufacturer:** Kuat-Entralla Drive Yards

**Sensor Range:** Short.

**Crew:** One pilot, One Gunner, One Commander, Two MegaCaliber-Six Weapons technicians.

**Encumbrance Capacity:** 25

**Passenger Capacity:** 12 Soldiers with full combat gear

**Price/Rarity:** (R)300,000/5

**Customization Hard Points:** 2

**Weapons:** Chin-Mounted Heavy Laser Cannons (Fire Arc: Forward; Damage: 6, Critical 3; Range: Short; Qualities: Linked 1)

Forward-mounted Medium Laser Cannons (Fire Arc: Forward; Damage: 6, Critical 3; Range: Close; Qualities: Linked 1)

Dorsal-mounted MegaCaliber-Six Turbolaser (Fire Arc: Forward; Damage: 10, Critical 3; Range: Long; Qualities: Breach 3, Slow Firing 1)

### PSYCHOLOGICAL WARFARE AND THE WALKER

Like the Empire before it, the First Order fields walkers as their primary armored units for their fearsome stature and presence. Additionally the long strides of walkers are known to crash through walls, barricades, and lesser vehicles; or violently stomp on unfortunate civilians and soldiers. Even the most hardened resistance fighter will quake in their boots when facing down an entire First Order invasion force. A lone AT-M6 represents a significant threat to bodily wellness and mental fortitude of the average soldier, so the GM should impose at least a **Daunting** (◆◆◆◆) **Fear Check** if an AT-M6 makes a sufficiently dramatic entrance (and increase or upgrade it even more if additional forces are present)

## ADDITIONAL RULES

**Massive 1:** When making an attack targeting this Vehicle, the Critical rating of any weapons used counts as 1 higher.

**Maximum Firepower:** If the AT-M6 is at speed 0, the pilot may perform a maneuver to brace the walker. If they do so, the next attack with the MegaCaliber Six turbolaser gains the Auto-Fire quality.

**Cable Cutters:** Decrease the difficulty of any checks made to escape tow cables to Simple, the knockdown quality of towcables can only be activated by spending twice the number of advantages or triumphs normally required (including the additional advantage needed for targets beyond silhouette 1).

## ARATECH-LORATUS LIUV

The Light Infantry Utility Vehicle (LIUV), also known as the First Order snowspeeder (or snow speeder), is a wedge-shaped assault craft used in frigid climates. The snowspeeder is manned by one First Order snowtrooper, and can hold two others, one of which can take control of the forward-mounted FWMB-10 repeating blaster cannon. The First Order snowspeeder, unlike the Rebel Alliance's more fighter jet-like snowspeeder, fills the role of a general-purpose vehicle used for scouting and communications



3	2	+2	DEF FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1 - - 0	3
			HT THRESHOLD	SS THRESHOLD
			12	10

**Vehicle Type/Model:** Landspeeder/LIUV

**Manufacturer:** Aratech-Loratus Corporation

**Maximum Altitude:** 5 meters

**Sensor Range:** Close

**Crew:** One pilot, one gunner

**Encumbrance Capacity:** 12

**Passenger Capacity:** 1

**Price/Rarity:** 50,000 credits (R)/5

**Customization Hard Points:** 1

**Weapons:** Turret-mounted light blaster cannon (Damage 4; Critical 4; Range (Close))

## URBAN ASSAULT TRIPED TRANSPORT WALKER

The design of the UA-TT began as a reimagining of the Clone Wars veteran, the All-Terrain Attack Pod. While the general form factor and tripedal nature were maintained, the artillery purpose of the AT-AP was replaced by that of urban warfare. Where the standard AT-ST would level streets and crush landspeeders underfoot, the forward-mounted articulated CAP-5 Captivator Arm allows the UA-TT much more precise movement, acting as a balancing implement. In addition to movement, the Captivator Arm also aids the pilot in separating walls from their structures and enemies from their footing. This is to say nothing of its modest yet still robust option of laser blaster and cannon emplacements to engage with enemies at range. To add to this, the rotating Spot Lamp opposite its blaster cannon cluster illuminates the darkness so that no subversive goes unnoticed. All of these tools make the UA-TT the supreme weapon of urban warfare and occupancy.

3	2	+1	DEF FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	2
			HT THRESHOLD	SS THRESHOLD
			14	10

**Vehicle Type/Model:** Walker/Urban Assault Triped Transport Walker

**Manufacturer:** Kuat-Entralla Engineering

**Sensor Range:** Short

**Crew:** One pilot

**Encumbrance Capacity:** 10

**Passenger Capacity:** 0

**Price/Rarity:** 110,000 credits (R)/7

**Customization Hard Points:** 1

**Weapons:** Chin-Mounted Twin Medium Laser Cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1)

Portside Triple Blaster Cannon Cluster (Fire Arc For-



ward; Damage 4; Critical 4; Range [Close]; Linked 2)

CAP-5 Captivator Arm-this weapon's entire profile uses personal scale, and uses Piloting[Planetary] rather than Gunnery (Fire Arc Forward; Damage 10; Critical 5; Range [Medium]; Ensnare 3, Knockdown)

#### ADDITIONAL RULES

**The CAP-5 Captivator Arm:** The Captivator Arm may be used for excision and demolition application. For a typical unfortified civilian structure, an **Average (◆◆) Piloting (Planetary) check** is needed to clear out any offending walls or roofs. Buildings hardened against such attacks should increase the difficulty. Purpose made bunkers should be attacked as normal against their profile. In addition to structures, the Captivator arm is incredibly dangerous to those that find itself in its clutches. Attacks made using the Captivator Arm against characters or objects ensnared by the Captivator Arm have Critical Rating 1. It may not outright crush durasteel starships, but it can hold them fast and unleash torrents of fire into as it struggles. If the Ensnare quality activates, a character on the target vehicle must make an **Average (◆◆) Piloting (Planetary or Space) check** to free the vehicle (instead of an Athletics check as normal for the Ensnare quality).

#### V-4X-D SKI SPEEDER

The V-4X-D was once a luxury sportscraft constructed by Roche Industries for the purpose of high-stakes downhill asteroid races. Unfortunately, the entire sport fell out of favor after a group of racers were subdued by local fauna in a disastrous outing. Shortly after, these disused speeders were purchased and retrofitted and by the Rebel Alliances. They improved them by bolting on armor and strapping a pair of laser can-

nons on the far wing, giving the vehicle the look of an Alliance B-Wing, save for the fact it barely flies. The V-4X-D has repulsors and maneuvering thrusters, but it is rather clumsy in the air and doesn't reach great heights. It shows it's specialized sporting purpose in the way of the Roche Halofoil mono-ski, which allows the vehicle to skim the surface of the terrain for better stability and maneuverability.

SILHOUETTE	3	SPEED	3	HANDLING	-1	DEF	0	FOR	-	PORT	-	STARBOARD	-	AFT	0	ARMOR	1						
HT THRESHOLD															6			SS THRESHOLD			4		

**Vehicle Type/Model:** Landspeeder/V-4X-D

**Manufacturer:** Roche Industries

**Maximum Altitude:** 30 meters

**Sensor Range:** Close

**Crew:** One pilot

**Encumbrance Capacity:** 2

**Passenger Capacity:** 0

**Price/Rarity:** 6,500 credits/4

**Customization Hard Points:** 1 HP

**Weapons:** Wing-Mounted Twin Laser Cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1)

#### ADDITIONAL RULES

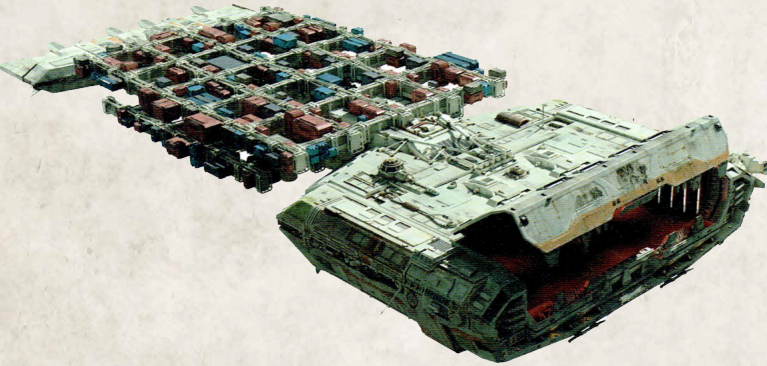
**Mono-ski:** Once per round as a maneuver, the pilot may extend the Halofoil mono-ski and gracefully descend to an altitude of 0 meters, after which the handling of the vehicles becomes +1. If the pilot would like to regain normal altitude, he must spend a maneuver retracting the Ski and reduce the handling to -1.



# NEW STARSHIPS

## BALEEN-CLASS HEAVY FREIGHTER

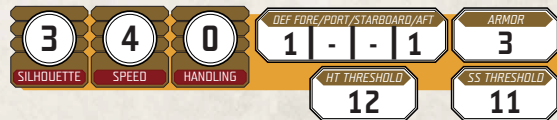
Baleen-class freighters were about 400 meters long and were quite clumsy, but were capable of moving large amounts of cargo across the galaxy every day, and consequently, were essential to commerce. Their forward compartment could be opened in transit and used to salvage items found drifting in space, even entire starships. Built in orbital shipyards, ships of the class were designed to never enter a planet's atmosphere, instead they were docked at space stations and transfer yards to load and unload cargo.



**Vehicle Type/Model:** Bulk Freighter/Baleen-class  
**Manufacturer:** Corellian Engineering Corporation  
**Hyperdrive:** Primary Class 4, Backup: Class 12  
**Navicomputer:** Yes  
**Sensor Range:** Medium  
**Hangar:** Can house 2 Silhouette 4 freighters or cargo shuttles, or up to 4,000 encumbrance of cargo that requires special handling.  
**Crew:** One pilot, one co-pilot, 2 engineers, 2 loaders  
**Encumbrance Capacity:** 120,000  
**Passenger Capacity:** 4  
**Price/Rarity:** 3,500,000 credits/3  
**Customization Hard Points:** 4  
**Weapons:** 2 Heavy Tractor Beams (Fire Arc Forward; Damage -; Critical -; Range [Short]; Tractor 6)  
 8 Medium Tractor Beams (Fire Arc All; Damage -; Critical -; Range [Short]; Tractor 4)

## BTA-NR2 Y-WING

The BTA-NR2 Y-wing starfighter, also known as the Resistance Y-wing was a variant of the Y-wing starfighter produced by Koensayr Manufacturing that was used by the New Republic and the Resistance.



**Vehicle Type/Model:** Starfighter/BTA-NR2  
**Manufacturer:** Consolidated Koensayr Manufacturing & Holdings  
**Hyperdrive:** Primary class 1, Backup: none  
**Navicomputer:** No  
**Sensor Range:** Short  
**Ship's Compliment:** One pilot, one astromech  
**Encumbrance Capacity:** 10  
**Passenger Capacity:** 0  
**Consumables:** One week  
**Price/Rarity:** 180,000 credits/4  
**Customization Hard Points:** 2  
**Weapons:** Forward-mounted twin medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1)  
 Forward-mounted twin light ion cannon (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion; Linked 1)  
 Forward-mounted twin proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6; Breach 6; Guided 2; Limited Ammo 3; Linked 1; Slow-Firing 1)  
 Proton bomb bay (Fire Arc Aft; Damage 7; Critical 2; Range [Close]; Blast 7; Breach 8; Limited Ammo 16)



## MG-100 STARFORTRESS SF-17

The MG-100 StarFortress SF-17, also known as the B/SF-17 heavy bomber, is a model of heavy bomber manufactured by Slayn & Korpil for use by the New Republic during the late stages of the Galactic Civil War. Following the Galactic Concordance and New Republic disarmament, the ship has primarily used in civilian applications. Several ships were used by the Resistance during its war with the First Order around 34 ABY, earning it the name Resistance Bomber.

The B/SF-17's intended purpose was to deliver a payload of 1,048 proton bombs on top of a target. The modular bombing magazine, called the "clip" by the bomber's crew, would drop the bombs through sequenced electromagnetic plates in the clip, which propelled the bombs to "drop" in microgravity environments. The bombs would then be drawn magnetically to their targets. The assembly could be programmed to drop specific sections of the payload in sequence, but the most common configuration was "deploy all."



4	2	-2	DEF FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1 - - 1	4
			HT THRESHOLD	SS THRESHOLD
			15	15

**Vehicle Type/Model:** Assault Ship/B/SF-17  
**Manufacturer:** Slayn & Korpil  
**Hyperdrive:** Primary class 1, Backup: none  
**Navicomputer:** Yes  
**Sensor Range:** Short  
**Ship's Compliment:** One pilot, one bombardier, one flight engineer, two gunners  
**Encumbrance Capacity:** 100  
**Passenger Capacity:** 0  
**Consumables:** Two weeks  
**Price/Rarity:** 240,000 credits/5  
**Customization Hard Points:** 2  
**Weapons:** Ventral turret-mounted twin medium laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Close]; Linked 1)

Aft turret-mounted twin medium laser cannon (Fire Arc Aft; Damage 6; Critical 3; Range [Close]; Linked 1)

Forward-mounted twin medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1)

Proton bomb release mechanism (Fire Arc Down; Damage 5; Critical 2; Range [Close]; Blast 5; Breach 8)

### ADDITIONAL RULES

**Tight Formation:** For every Resistance Bomber ally in close range, gunners add 1 boost die

**Deploy All:** The MG-100's bomb bay carries so many bombs it can drop them individually almost indefinitely, but more commonly it is used to drop all of them at once. As an incidental, the bomb chute may be switched to "deploy all" mode, gaining the auto-fire quality for the next check and then running out of ammo. In this mode, each activation of auto-fire costs one ☉.

### THE NIGHT BUZZARD

The Knights of Ren travel aboard a customized ship known as the Night Buzzard. It started life as a dungeon ship from Osseriton, a penal world in the Unknown Regions that the Knights were hired to raid. Freeing the prisoners, the Knights also liberated one of the prison transports, altering its appearance to fit with their dark style. Its engine systems have been crudely modified to generate more thrust. This comes at the cost of its insulation baffles, which spew thick, noxious smoke as the ship flies.

4	4	0	DEF FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2 - - 1	4
			HT THRESHOLD	SS THRESHOLD
			25	18

**Vehicle Type/Model:** Prison transport/Oubliette-class  
**Manufacturer:** Osseriton Assemblages  
**Hyperdrive:** Primary class 2, backup class 10  
**Navicomputer:** Yes  
**Sensor Range:** Long  
**Ship's Compliment:** One pilot, four gunners  
**Encumbrance Capacity:** 50  
**Passenger Capacity:** 10  
**Consumables:** Three weeks  
**Price/Rarity:** 160,000 credits (R)/8  
**Customization Hard Points:** 0

**Weapons:** Three turret-mounted twin medium laser cannons (Fire Arc All; Damage 6; Critical 3; Range [Close]; Linked 1)

Dorsal turret-mounted twin heavy laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Short]; Linked 1)



### ADDITIONAL RULES

**Fuel Hog:** Whenever this craft suffers system strain, it suffers one additional strain.

### RZ-2 A-WING

The RZ-2 A-wing interceptor, also known as the RZ-2 A-wing starfighter or the Resistance A-wing, was a wedge-shaped starfighter manufactured by Kuat Systems Engineering after the success of the former RZ-1 A-wing interceptor used by the Alliance during the Galactic Civil War. The RZ-2 incorporated and standardized years of RZ-1 field modifications by the Rebellion, along with making the chassis slimmer and longer to

yield even more speed. As such, piloting the ultra-fast yet temperamental starfighter was a matter of pride for various Resistance pilots regarding their skills and daring.



<b>3</b> SILHOUETTE	<b>6</b> SPEED	<b>+3</b> HANDLING	DEF: <b>1</b> - <b>-</b> - <b>0</b> FOR: <b>1</b> - <b>-</b> - <b>0</b> STARBOARD: <b>-</b> - <b>-</b> - <b>0</b> AFT: <b>-</b> - <b>-</b> - <b>0</b>	ARMOR: <b>2</b>
			HT THRESHOLD: <b>5</b>	SS THRESHOLD: <b>8</b>

**Vehicle Type/Model:** Starfighter/RZ-2  
**Manufacturer:** Kuat Systems Engineering  
**Hyperdrive:** Primary class 1, Backup: none  
**Navicomputer:** Yes

**Sensor Range:** Medium  
**Ship's Complement:** One pilot  
**Encumbrance Capacity:** 4  
**Passenger Capacity:** 0  
**Consumables:** One week  
**Price/Rarity:** 190,000 (R)/8  
**Customization Hard Points:** 1

**Weapons:** Wingtip mounted twin light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1)

Hull mounted twin concussion missile launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 1, Limited Ammo 3, Linked 1, Slow Firing 1)

### ADDITIONAL RULES

**CloakEYE Sensor Jammer:** Blocks all sensors within range, counting its ship or vehicle's silhouette as one smaller when being fired at.

**"Blinder" 4B2 Jamming Array:** Increase difficulty of attacks targeting this ship while under the effects of evasive maneuvers by one.

### T-70 X-WING

The T-70 X-wing starfighter, also known as the T-70 X-wing fighter, was the successor to the T-65B X-wing starfighter, manufactured by Incom-FreiTek Corporation for use by the New Republic Defense Fleet.

Faster and more expensive and complex than the former T-65B, the T-70 featured advanced weaponry and proved more versatile than its predecessor, and was essential in both dogfights and capital-ship scale combat operations. Appropriated S-foils designs allowed a greater range of fire, while four KX12 laser cannons offered single, dual, and quad firing modes. A built in dual proton torpedo launcher with quick-



change magazines permitted the utilization of alternative armaments. New Republic demilitarization efforts and corruption would ultimately see production of the vessel shifted to several well-connected manufacturers. The T-70 would be eventually replaced by the newer T-85 X-wing.

Following its retirement from service in the New Republic Starfleet, the T-70 became the frontline starfighter of the Resistance in its fight against the First Order.



**Vehicle Type/Model:** Starfighter/T-70  
**Manufacturer:** Incom-FreiTek Corporation  
**Hyperdrive:** Primary class 1, Backup: none  
**Navicomputer:** No  
**Sensor Range:** Short  
**Ship's Compliment:** One pilot, one astromech  
**Encumbrance Capacity:** 10  
**Passenger Capacity:** 0  
**Consumables:** One week  
**Price/Rarity:** 180,000 /5  
**Customization Hard Points:** 1

**Weapons:** Wingtip mounted quad medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3)

Hull mounted twin proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6; Breach 6; Guided 2; Limited Ammo 3; Linked 1; Slow-Firing 1)

Ventral wing-mounted retractable ground defense cannon - uses personal scale (Fire Arc Forward, Aft, Starboard; Damage 10; Critical 3; Range [Medium])

### T-85 X-WING

The T-85 represents the ultimate evolution of the general purpose starfighter that proved itself on every battlefield of the Galactic Civil War. Every micron of this ship was hand tailored for peak performance, and it represented the pride of the New Republic's peace keeping fleet. The weapon control systems are fine tuned, the throttle responds to the deftest touch, and the seats are civilian-level comfort. Before the First Order unveiled themselves to the galaxy, most T-85s could be found with the New Republic Defense Fleet at Hosnian Prime.

After the Hosnian cataclysm, these ships have become exceptionally hard to find as most were present with the New Republic's fleet. Owning one and not reporting it to the First Order is a capital offense. Each

one collected is typically shipped off to the scrapyards of Bracca or destroyed on the spot with an unreasonably large number of explosive charges.



**Vehicle Type/Model:** Starfighter/T-85  
**Manufacturer:** Incom-FreiTek  
**Hyperdrive:** Primary: Class 1, Backup: None.  
**Navicomputer:** None – astromech droid socket.  
**Sensor Range:** Short.  
**Crew:** One pilot.  
**Encumbrance Capacity:** 8  
**Consumables:** One Week  
**Passenger Capacity:** 0  
**Price/Rarity:** (R)220,000/9 (7 before the Hosnian cataclysm)  
**Customization Hard Points:** 1

**Weapons:** S-Foil Mounted Medium Laser Cannons (Fire Arc: Forward; Damage: 6, Critical 3; Range: Close; Qualities: Linked 3)

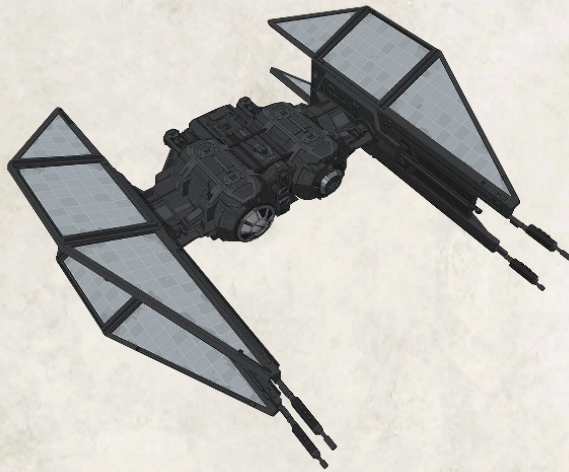
Forward-Mounted Proton Torpedo Launchers (Fire Arc: Forward; Damage: 8, Critical 2; Range: Short; Qualities: Blast 6, Breach 6, Guided 2, Limited Ammo 8, Linked 1)

Ventral Wing-Mounted Retractable ground defense cannon (this weapon uses personal Scale) (Fire Arc: All; Damage: 10, Critical 2; Range: Short; Qualities: Autofire)



## TIE BOMBER (FIRST ORDER)

The First Order TIE bomber was a series of bomber used by the First Order. The craft had two pods, similar to the old TIE bombers used by the Galactic Empire. The new version featured angular wings. The engine bank at the rear was squared off, creating a silhouette similar to the TIE silencer. The TIE variant had four solar collectors that also acted as its wings, with four laser cannons on each forward tip. The wings themselves were angled outwards, and it had two central pods, one with a cockpit.



3	4	+1	1 - - 1	3
SILHOUETTE	SPEED	HANDLING	DEF FORE/PORT/STARBOARD/AFT	ARMOR
			HT THRESHOLD	SS THRESHOLD
			9	10

**Vehicle Type/Model:** Starfighter/TIE Bomber FO

**Manufacturer:** Sienar-Jaemus Fleet Systems

**Hyperdrive:** None

**Navicomputer:** No

**Sensor Range:** Close

**Ship's Complement:** One pilot, one gunner

**Encumbrance Capacity:** 10

**Passenger Capacity:** 0

**Consumables:** Two days

**Price/Rarity:** 210,000 credits (R)/7

**Customization Hard Points:** 0

**Weapons:** Forward-mounted quad light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 3)

Proton bomb bay (Fire Arc Aft; Damage 7; Critical 2; Range [Close]; Blast 7; Breach 8; Limited Ammo 16)

## TIE/VN SILENCER

The TIE/vn space superiority fighter, formally known as the TIE vendetta space superiority fighter and also known as the TIE silencer, was an angular variant of



the TIE line starfighters used by the First Order. A product of Sienar-Jaemus Fleet Systems, its aggressive design and equally impressive firepower was specifically crafted for use among the most elite members of the First Order. As such, the fighter was engineered for speed and handling, though lesser pilots were still often overwhelmed and unable to maintain control of the nimble ship.

3	6	+3	1 - - 1	3
SILHOUETTE	SPEED	HANDLING	DEF FORE/PORT/STARBOARD/AFT	ARMOR
			HT THRESHOLD	SS THRESHOLD
			14	18

**Vehicle Type/Model:** Starfighter/TIE Bomber FO

**Manufacturer:** Sienar-Jaemus Fleet Systems

**Hyperdrive:** Primary class 1, Backup: none

**Navicomputer:** Yes

**Sensor Range:** Short

**Ship's Complement:** One pilot

**Encumbrance Capacity:** 10

**Passenger Capacity:** 0

**Consumables:** Two days

**Price/Rarity:** 275,000 credits (R)/8

**Customization Hard Points:** 1

**Weapons:** Wingtip-mounted quad medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3)

Forward-mounted twin heavy laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [short]; Linked 1)

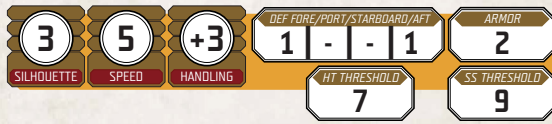
Hull mounted twin proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6; Breach 6; Guided 2; Limited Ammo 3; Linked 1; Slow-Firing 1)

## ADDITIONAL RULES

**Pseudo-cloaking device:** Increase the difficulty of checks to detect the ship with sensors by two. Upgrade the difficulty of all combat checks targetting the ship once at Short range or further.

## TIE/FO

The TIE/fo space superiority fighter, commonly known as the First Order TIE fighter, was a starfighter used by the First Order. A product of Sienar-Jaemus Fleet Systems, the TIE/fo carried the appearance of its predecessor, the TIE/In space superiority starfighter, though it featured internal advancements that provided it with greater defensive capabilities.

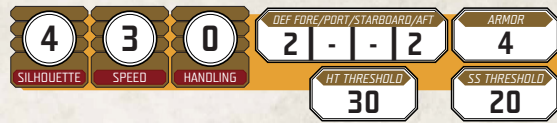


**Vehicle Type/Model:** Starfighter/TIE/FO  
**Manufacturer:** Sienar-Jaemus Fleet Systems  
**Hyperdrive:** None  
**Navicomputer:** No  
**Sensor Range:** Close  
**Ship's Compliment:** One pilot  
**Encumbrance Capacity:** 4  
**Passenger Capacity:** 0  
**Consumables:** Two days  
**Price/Rarity:** 90,000 credits (R)/6  
**Customization Hard Points:** 1  
**Weapons:** Forward-mounted twin medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1)

### UPSILON-CLASS COMMAND SHUTTLE

An Upsilon-class command shuttle, also referred to simply as an Upsilon-class shuttle or a First Order Command Shuttle, was a multi-purpose transport utilized by the First Order as an armored shuttle for high-class dignitaries and top-ranking military officials. Armed with twin heavy laser cannons and advanced sensor suites, the Upsilon-class shuttle was able to monitor and scan enemy communications to effectively avoid hostile encounters. Inspired by decades of Imperial shuttle design, it mimicked the Lambda-class T-4a shuttle, and was upgraded with powerful technol-

ogies resulting from the acquisition of chief scientists following the collapse of the Old Empire.



**Vehicle Type/Model:** Shuttle/Upsilon-class  
**Manufacturer:** Sienar-Jaemus Fleet Systems  
**Hyperdrive:** Primary class 1, Backup class 10  
**Navicomputer:** Yes  
**Sensor Range:** Long  
**Ship's Compliment:** One pilot, one co-pilot  
**Encumbrance Capacity:** 55  
**Passenger Capacity:** 12  
**Consumables:** One month  
**Price/Rarity:** 280,000 credits (R)/8  
**Customization Hard Points:** 1  
**Weapons:** Forward-mounted twin heavy laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [short]; Linked 1)

Hull mounted twin proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6; Breach 6; Guided 2; Limited Ammo 3; Linked 1; Slow-Firing 1)

### ADDITIONAL RULES

**Sensor Jammer:** Reduce sensor range of all ships within medium range by one range band.

**Hyperwave Comm Scanner:** Reduce difficulty of all checks to intercept or decrypt transmissions by 1.



# THE RESISTANCE

## AMILYN HOLDO (NEMESIS)

In her youth, Amilyn Holdo served in the Apprentice Legislature of the Imperial Senate, where she became acquainted with Princess Leia Organa of Alderaan. During her time in the Apprentice Legislature, Holdo became friends with Organa, who confided with her about involvement with the rebellion against the Galactic Empire. Holdo later became a member of the Alliance to Restore the Republic along with Organa, garnering a reputation as a master strategist.



By the year 34 ABY, Holdo became a Vice Admiral in Organa's Resistance during its war with the First Order, and was given command of the cruiser Ninka



**Skills:** Astrogation: 3, Charm: 2, Cool: 3, Deception: 4, Discipline: 3, Leadership: 3, Perception: 2, Piloting (Space): 2, Ranged (Light): 2, Vigilance: 2, Knowledge (Education): 3, Knowledge (Warfare): 3,

**Talents:** Commanding Presence 2, Nobody's Fool 1, Starship Adversary 1

### Abilities:

- **Outmaneuver:** As an action, may make a **Hard (◆◆◆) Knowledge (Warfare) check**. Choose one ship or vehicle per ☆. Until the end of the character's next turn, the chosen ships must perform one extra maneuver to move.
- **Hidden Strategy:** Once per encounter, Admiral Holdo may use her Deception skill in place of Leadership on any check (including Mass Combat).

### Equipment:

- **Defender-5 sporting blaster:** Ranged (Light) Damage 5, Critical 3, Range [Medium], Accurate 1, Stun Setting

## BB-8 [NEMESIS]

A BB-series astromech droid who was built in 29 ABY, BB-8 became the companion of the New Republic Commander and flight leader of Rapier Squadron, Poe Dameron. BB-8 followed Dameron when he left the New Republic fleet and joined the Resistance.



**Skills:** Astrogation 4, Charm 3, Computers 4, Cool 2, Coordination 2, Discipline 2, Mechanics 5, Perception 3, Piloting (Planetary) 2, Piloting (Space) 3, Resilience 1, Stealth 3, Vigilance 3

**Talents:** Adversary 2, Durable 2, Fine Tuning 3, Solid Repairs 3, Swift

### Abilities:

- **Droid:** Does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins.
- **Never Underestimate A Droid:** BB-8 upgrades the difficulty of all combat checks targeting a starfighter he is plugged into once.
- **Silhouette 0**

### Equipment:

- **BB-8's arc welder**
- **Built-in repair kit and data interfacing unit**



## ICONIC FORCE USERS

All Force-sensitive NPCs in this book that have the following Force powers listed in their stat blocks use these values, as well as any included in their specific entries. Some characters may have additional upgrades for these powers.

**Enhance:** When making an Athletics, Coordination or Resilience check, the character may roll an Enhance power check as part of the pool and may spend 1 to gain ★ or ☹️ (their choice) on the check. May make an Enhance power check as a maneuver to spend 1 to leap to any location within Short range, or 2 to leap to any location Medium range.

**Influence:** The character may spend 1 to stress the mind of one living target they are Engaged with, inflicting 1 Strain. The Force user may make an opposed Discipline vs. Discipline check combined with an Influence power check. If the character spends 1 and succeeds on the check, they can force the target to adopt an emotional state or believe something untrue, lasting for 3 rounds or 15 minutes.

**Move:** The character can hurl objects by making a Move power check and rolling a ranged attack as part of the pool. The attack's difficulty is equal to the silhouette of the object being thrown (default is silhouette 0) and only succeeds if they can also spend enough 1 to move the object. The attack deals damage equal to the object's silhouette times 10 (silhouette 0 deals 5 damage) plus 1 per net ★. To throw multiple objects, they must generate enough 1 to move multiple objects, and must use rules for Auto-Fire to determined difficulty and targeting.

**Sense:** The character may spend 1 to sense all living things within short range (including animals and sentient beings) and may spend 2 to increase the range of this effect to Medium. The character may instead spend 1 to sense the current emotional state of one living target they are engaged with.

## FINN (NEMESIS)

Kidnapped by the First Order and forced to fight as a stormtrooper, FN-2187 became disillusioned with the military junta after witnessing the Massacre of Tuanul. He chose his own path when he helped Poe Dameron escape the Star Destroyer where the First Order held the pilot captive, and was lauded as a hero by the Resistance after shutting down the shields to Starkiller Base and bravely dueling Kylo Ren. As his status within the organization rose to that of a legend, Finn saw himself as just another man who did the right thing. Nevertheless, he proves to be more than the average soldier time and again.

3 BRAWN	3 AGILITY	2 INTELLECT	3 CUNNING	4 WILLPOWER	2 PRESENCE
SOAK VALUE 4	W. THRESHOLD 16	S. THRESHOLD 18	M/R DEFENSE 0   0		

**Skills:** Athletics 2, Cool 2, Deception 3, Discipline 4, Gunnery 2, Knowledge (Warfare) 1, Leadership 3, Melee 3, Piloting (Planetary) 1, Ranged (Heavy) 3, Ranged (Light) 3, Vigilance 4

**Talents:** Adversary 3, Body Guard (Improved), Fight What You Hate (Improved),

### Abilities:

- **Force Rating 1**
- **Force Power:** Enhance
- **I Won't Let Them Win:** Once per session, when the characters affected by Finn's Fight What You Hate make a combat check against each other, Finn may spend a Destiny Point to have each successful check generate an automatic Critical Injury.

### Equipment:

- **Blaster Rifle:** Ranged (Heavy) Damage 9, Critical 3, Range [Long], Stun Setting
- **Blaster Pistol:** Ranged (Light) Damage 6, Critical 3, Range [Medium], Stun Setting
- **Resistance Jacket:** +1 soak



## POE DAMERON (NEMESIS)

The son of Lieutenant Shara Bey and Sergeant Kes Dameron of the Alliance to Restore the Republic, Dameron followed in his late mother's footsteps in becoming a pilot, serving the New Republic Defense Fleet as the commander of Rapier Squadron, but grew disillusioned with the Republic's inaction to the First Order's violations of the Galactic Concordance. Dameron defected to the Resistance, where he became one of General Leia Organa's most trusted operatives. Dameron flew under the callsign of Black Leader while piloting his specialized T-70 X-wing starfighter, Black One.

3	4	2	3	3	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
4	16	16	0	0	

**Skills:** Athletics 2, Charm 3, Cool 3, Gunnery 4, Leadership 3, Mechanics 1, Piloting (Planetary) 3, Piloting (Space) 5, Ranged (Light) 2, Streetwise 1, Vigilance 2, Knowledge (Warfare) 2,

**Talents:** Adversary 2, Form On Me, Full Throttle (Supreme), Master Pilot, Skilled Jockey 2

### Abilities:

- **One Hell Of A Pilot:** Once per session, may spend a Destiny Point to take the One Hell Of A Pilot action and make a **Hard (◆◆◆) Piloting (Space) check**. For each ☆, Poe removes one minion-level starfighter opponent from the encounter. ⊕ may be spent to remove an entire minion group.

### Equipment:

- **Blaster pistol:** Ranged (Light) Damage 6, Critical 3, Range [Medium], Stun Setting
- **Resistance flightsuit:** +1 soak

## REY (NEMESIS)

A former scavenger from the planet Jakku, her life was changed by the tumultuous events of the last days of the New Republic Era. Her decision to help the droid BB-8 would set Rey on a course to discovering the Force that awakened within her, leading her to seek out Jedi Master Luke Skywalker for training. Yet despite her commitment to the Jedi Order and the light side of the Force, Rey felt the pull to the dark side due to her anger and the adversarial relationship she had with Ben Solo, a fallen Jedi whom she knew as the dark warrior Kylo Ren. The unique Force-bond between them was a result of their nature as a dyad in the Force.

After the deaths of her parents, Rey was forced to survive on her own in the Jakku desert, and became a skilled mechanic, pilot and combatant in the process. Her isolated life was disrupted shortly before war broke out across the galaxy in 34 ABY. Determined to help the Resistance, Rey gained several new allies including Finn, a renegade stormtrooper, as well as the veterans Han Solo and Chewbacca. In the course of their journey, she







discovered her latent Force powers and sought guidance under Skywalker, who taught her the art of the Force despite his decision to end the Jedi legacy.

<b>3</b> BRAWN	<b>4</b> AGILITY	<b>3</b> INTELLECT	<b>4</b> CUNNING	<b>4</b> WILLPOWER	<b>3</b> PRESENCE
SOAK VALUE <b>4</b>	W. THRESHOLD <b>16</b>	S. THRESHOLD <b>16</b>	M/R DEFENSE <b>2   1</b>		

**Skills:** Athletics 3, Charm 2, Cool 3, Coordination 3, Discipline 3, Gunnery 2, Lightsaber 4, Mechanics 4, Melee 4, Perception 2, Piloting (Planetary) 2, Piloting (Space) 3, Ranged (Light) 2, Survival 3, Vigilance 2, Knowledge (Outer Rim) 2

**Talents:** Adversary 2, Parry 3, Reflect 3, Skilled Jockey 2

**Abilities:**

- **Force Rating 3**
- **The Force Awakens:** Once per session, as a maneuver, Rey may spend a Destiny Point to increase her Force Rating to 5 until the end of the current encounter.
- **Force Powers:** Enhance, Influence, Move, Sense  
Optional: Heal, Unleash.

**Equipment:**

- **Scavenger Staff:** Melee, Damage 5, Critical 5, Range [Engaged], Defensive 1
- **Skywalker Lightsaber:** Lightsaber, Damage 10, Critical 1, Range [Engaged], Breach 1, Sunder, Vicious 2
- **NN-14 blaster pistol:** Ranged (Light), Damage 6, Critical 3, Range [Medium], Stun Setting

# THE FIRST ORDER

## ARMITAGE HUX (NEMESIS)



Born on the planet Arkanis around the time of the Battle of Yavin, Hux was the illegitimate son of Commandant Brendol Hux, who fathered Armitage by a kitchen woman. In the aftermath of the Galactic Civil War, Hux was sent into the Unknown Regions where the First Order rose seeking to reclaim the glory of the Galactic Empire. A ruthless officer by the time of the Cold War, Hux engineered the death of his father, oversaw the training and indoctrination of a new generation of stormtroopers, and ordered the firing of the Starkiller superweapon to destroy the New Republic capital of Hosnian Prime. During the First Order/Resistance War, Hux served as commanding officer of the Mega-class Star Dreadnought Supremacy until its destruction shortly before the Battle of Crait.



**Skills:** Coercion 4, Deception 3, Knowledge (Warfare) 1, Leadership 2, Negotiation 3, Ranged (Light) 1, Vigilance 2

**Talents:** Adversary 2, Coordinated Assault 2, Inspiring Rhetoric, Scathing Tirade

### Abilities:

- **Dissappointing Reality:** If a first order unit is in the same ship, base, or field of combat as Hux, they gain  on all checks. If they are within medium range of Hux, they gain  instead.
- **Everybody's Fool:** All social checks targeting Hux are upgraded once.



### Equipment:

- **Heavy Blaster Pistol:** Ranged (Light), Damage 7, Critical 3, Range [Medium], Stun Setting

## CAPTAIN PHASMA (NEMESIS)

Phasma grew up as a member of the Scyre clan on the nuclear-ravaged world of Parnassos, where she became a formidable warrior, eventually becoming the clan's military leader. Seeking passage offworld, Phasma helped the First Order General Brendol Hux find his ship, in the process betraying her own brother, Keldo, and the rest of her clan. After being rescued, Phasma joined the First Order, abandoning her former life. Over the years, Phasma rose through the ranks of the First Order, eventually becoming the leader of their stormtrooper training program.



**Skills:** Athletics 3, Brawl 3, Coercion 4, Cool 3, Deception 2, Discipline 3, Knowledge (Warfare) 2, Leadership 2, Melee 3, Ranged (Heavy) 4, Ranged (Light) 3, Resilience 4, Skulduggery 2, Survival 2, Vigilance 2

**Talents:** Adversary 2, Fearsome 2, Field Commander (Improved), Parry 4, Quick Draw

### Abilities:

- **First Order Valor:** May perform a maneuver to cause all ranged attacks targeting the character to instead hit one ally or helpless enemy in Engaged range, until the beginning of the character's next turn.

### Equipment:

- **F-11D Blaster Rifle:** Ranged (Heavy), Damage 10, Critical 3, Range



[Long], Stun Setting

- **SE-44C blaster pistol** : Ranged (Light), Damage 6, Critical 3, Range [Medium], Accurate 1, Stun Setting
- **Quicksilver Baton**: Melee, Damage 7 Crit 2, Range [Engaged], Pierce 3, Linked 1
- **Crushgaunts**: Brawl, Damage 7, Crit 2, Range [Engaged], Sunder, Vicious 2
- **Chromium-Plated Armor**

### ENRIC PRYDE (NEMESIS)

Enric Pryde was a human male officer who held the military rank of Allegiant General in the First Order during the First Order/Resistance War. In the last days of the conflict, Pryde was appointed as the commanding officer of the Final Order—a fleet of Xyston-class Star Destroyers—by the reborn Galactic Emperor Darth Sidious. Occupying a position of power and privilege, Pryde was a high-ranking First Order officer who wielded authority over the ground and naval forces of the First Order military. Pryde's flagship, the Resurgent-class Star Destroyer Steadfast, was named in honor of the vessel he commanded during his time in the Imperial Navy.

A native of the planet Alsakan, Pryde was raised under the reign of the Galactic Empire. As such, his ideology was shaped by the principles of the New Order. A veteran of the Imperial Military, he retreated into the Unknown Regions of the galaxy after the Empire fell to the forces of the New Republic. Like other Imperial officers, Pryde joined the Empire's successor state, the First Order, longing to return to the High Human culture and civilization of his youth. During the New Republic Era, he served as part of a second wave of leadership that Supreme Leader Snoke kept in reserve after the unveiling of Starkiller Base. After Snoke's death, Supreme Leader Kylo Ren supported Pryde's career at the expense of his rival, General Armitage Hux.



**Skills:** Coercion 4, Cool 4, Deception 3, Discipline 3, Knowledge (Warfare) 4, Leadership 4, Melee 2, Perception 3, Ranged (Light) 2, Vigilance 2

**Talents:** Adversary 2, Nobody's Fool 2, Starship Adversary 2, Thorough Assessment

**Abilities:**

- **First Order Leader:** All First Order units within Long range of General Pryde may perform a free second maneuver on their turn.

**Equipment:**

- **Blaster Pistol:** Ranged (Light), Damage 6, Critical 3, Range [Medium], Stun Setting
- **Ebonwood Swaggerstick:** Melee, Damage 4, Crit 5, Range [Engaged]

### EXECUTIONER TROOPER (MINION)

Owing to the First Order's merciless attitude towards treason—exceeding even that of the Galactic Empire, where even a derogatory remark was considered treasonous—the First Order Executioner troopers tended to do several public executions each day on anyone with even slight loyalty issues. In addition, the executioner trooper underwent several rotations during each session, and was even considered at times a test to see whether they would make it within the Stormtrooper Corps. They were trained to deal with anyone disloyal to the First Order, with it being considered an effective method of stormtrooper training. Unlike most stormtrooper variants, however, they were not from a specialist unit, but were instead randomly picked among regular stormtroopers for that day depending on various assignments. When wearing the Execution-



er trooper armor, their identity was left anonymous by not broadcasting their serial number which would appear on displays of other stormtroopers. The Executioner trooper also had a built in vocoder which disguised their voice. Only their commanding officer was aware of their identity.



3	3	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 5		W. THRESHOLD 5		M/R DEFENSE 0   0	

**Skills (Group Only):** Athletics, Brawl, Discipline, Melee, Ranged (Heavy), Vigilance

**Equipment:**

- **BI-155 Laser Axe:** Melee, Damage 8, Crit 2, Breach, Inaccurate 2, Sunder, Vicious 3
- **Executioner Armor:** Soak +2, lacks serial number identification

**SITH TROOPER (RIVAL)**

Sith troopers, also known as Sith stormtroopers, were elite soldiers in the Sith Eternal army that was created on the planet Exegol during the New Republic Era. The army comprised the children of the Sith Eternal, a Sith cult that revered the dark side of the Force. While Sith troopers were named after the Jedi Order's ancient rival, the Sith Order, they were not Force-sensitive like their namesake. Nevertheless, they shared the Sith cultists' devotion to the Sith religion. Taking inspiration from the Sith legacy that was built on fear and death, the armor worn by Sith troopers was red like Sith lightsaber blades and the Emperor's Royal Guard. They were the culmination of the Contingency created by Darth Sidious—Dark Lord of the Sith and Galactic Emperor—whose goal was to return the galaxy to a dark age of a thousand years past, under the eternal reign of a new Sith Empire.

3	3	3	3	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 7		W. THRESHOLD 17		M/R DEFENSE 1   1	



**Skills:** Athletics 3, Coercion 3, Cool 4, Discipline 4, Gunnery 3, Melee 2, Perception 3, Ranged (Heavy) 3, Ranged (Light) 3, Stealth 2, Vigilance 3

**Talents:** Adversary 1, Quick Strike 1

**Equipment:**

- **Heavy Blaster Rifle:** Ranged (Heavy), Damage 10, Critical 3, Auto-fire
- **Frag Grenade:** Ranged (Light), Damage 8, Crit 4, Blast 6, Limited Ammo 1
- **Thermal Detonator:** Ranged (Light), Damage 20, Crit 2, Blast 15, Breach 1, Limited Ammo 1
- **Sith Trooper Armor:** +2 Soak, +1 Defense, upgrade Stealth checks once, remove ■■ imposed due to darkness, smoke, or other environmental effects which obscure vision

### SUPREME LEADER SNOKE (NEMESIS)

Possessing powerful abilities as a Force wielder, Snoke gained control of the First Order, a hermit state in the Unknown Regions that began as a remnant of the Galactic Empire. Despite holding absolute power as Supreme Leader, Snoke allowed General Armitage Hux to lead the First Order military in his name, preferring to concentrate on spiritual matters of the Force. With the turning of Padawan Ben Solo—grandson of the Chosen One Anakin Skywalker—to the dark side of the Force, Snoke gained as his apprentice the heir to the powerful Skywalker bloodline, who adopted the persona of Kylo Ren after renouncing and destroying the Jedi Order.



**Skills:** Charm 2, Coercion 3, Cool 3, Deception 4, Discipline 4, Leadership 3, Medicine 2, Perception 4, Resilience 3, Vigilance 4, Knowledge (Core Worlds) 4, Knowledge (Lore) 5, Knowledge (Outer Rim) 4, Knowledge (Xenology) 4

**Talents:** Adversary 3, Fearsome 2, Nobody's Fool 3

**Abilities:**

- **Force Rating 5**
- **Insidious Bond:** As an action, Snoke may allow one ally within Short range to recover up to 5 strain. He then inflicts the same number of strain on another ally within Short range. If Snoke himself suffers an additional 2 strain, he may inflict this on an enemy instead.
- **Supreme Leader:** When Snoke is present in an

encounter, all First Order characters may upgrade non-combat checks once.

- **Force Powers:** Bind, Influence, Move, Sense, Unleash.

**Equipment:**

- **Khalat Robes**
- **Matching slippers**



# THE KNIGHTS OF REN



The scattered settlements of the Unknown Regions and adjacent border territories tell cautionary tales of dangers lurking in unmapped space. Local folklore has warned for centuries of marauders known as the Knights of Ren. Since the rise of the First Order, myth has become reality. Whether or not this gang of dark warriors are truly connected to that ancient tradition or are wrapping themselves in the name and reputation of legends is not known, nor consequential, for whatever their origins they are a force to be reckoned with. The Knights were gifted to Ben Solo by Snoke, who promised the fallen Jedi apprentice powerful followers if he proved worthy. After a grueling trial, Kylo Ren emerged to lead them.

**Visage of Violence:** At the beginning of each encounter with the Knights of Ren, each enemy within Medium Range must make an **Average (◆◆)** fear check, upgraded once for each Knight of Ren present.

## AP'LEK (NEMESIS)

Whereas most of the Knights prefer a straightforward and violent approach to eliminating their targets, Ap'lek revels in deception. As a strategist, he employs feints and misdirection to trap an opponent. On his belt is a smoke dispenser that obscures vision and disrupts sensors; his own nascent Force abilities allow him to peer through such screens. As a warrior, the sinister face of his battered helmet suggests an unsettling rictus, as if he delights in his tricks. His preferred lethal weapon, though, is an ancient Mandalorian executioner's ax.

<b>3</b> BRAWN	<b>2</b> AGILITY	<b>3</b> INTELLECT	<b>4</b> CUNNING	<b>3</b> WILLPOWER	<b>2</b> PRESENCE
<b>SDAK VALUE</b> 5	<b>W. THRESHOLD</b> 18	<b>S. THRESHOLD</b> 16	<b>M/R DEFENSE</b> 1   1		

**Skills:** Athletics 2, Coercion 1, Cool 3, Deception 3, Discipline 3, Knowledge (Lore) 2, Mechanics 1, Medicine 1, Melee 4, Perception 2, Ranged (Light) 2, Stealth 3, Vigilance 4

**Talents:** Adversary 2, Disorient 3, Fient 2, Prey on the Weak 2

### Abilities:

- **Force Rating 2**
- **Piercing Vision:** Ap'lek ignores all ■ due to smoke or other concealment.
- **Unbalance:** Ap'lek may add ◻◻ to all combat checks and spend ● as ☯ to activate disorient.

### Equipment:

- **Mandalorian Executioner's Ax:** Melee, Damage 6, Crit 1, Pierce 4, Sunder, Vicious 1
- **Heavy Battle Armor:** +2 Soak, +1 defense
- **Smoke Canister:** Activate with a maneuver to create concealment that adds ■■ within short range

## CARDO [NEMESIS]




While most of the Knights of Ren strike with exacting precision, Cordo's approach leaves wide swathes of destruction. His hefty arm cannon packs more than enough firepower for a single warrior. A wide-bore flamethrower launches jets of burning naphthex gel, burning down obstacles and any enemies using them as cover. A vented plasma bolt launcher has limited ammunition but fires explosive charges over 200 meters. Cordo's obsession with weapon modification makes him the best armorer of the Knights. He also carries a compact, expedient blaster pistol.

3 BRAWN	4 AGILITY	3 INTELLECT	2 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK VALUE 6	W. THRESHOLD 18	S. THRESHOLD 14	M/R DEFENSE 1   1		




**Skills:** Athletics 1, Discipline 3, Gunnery 2, Mechanics 3, Perception 3, Ranged (Light) 4, Vigilance 4

**Talents:** Adversary 2

**Abilities:**

- **Force Rating 1**
- **Swath of Destruction:** Cardo may add  to all combat checks and spend  as  to activate weapon qualities.

**Equipment:**

- **Arm Cannon (Blaster):** Ranged (Light), Damage 6, Crit 3, Range [Medium], Auto-fire, Stun setting,    may cause out of ammo.
- **Arm Cannon (Flamethrower):** Ranged (Light), Damage 5, Crit 2, Range [Short], Blast 3, Burn 2, Pierce 2, Vicious 3
- **Arm Cannon (Plasma Bolt):** Ranged (Light), Damage 7, Crit 3, Range [Medium] Pierce 5, Prepare 1
- **Custom Blaster:** Ranged (Light), Damage 7, Crit 3, Range [Medium], Stun setting, Overcharged: As an incidental, weapon gains Prepare 1 quality and +4 damage for its next attack, after which it runs out of ammo.
- **Heavy Battle Armor:** +2 Soak, +1 defense

### KURUK (NEMESIS)

The most solitary of the Knights, Kuruk serves as the group's rifleman and the pilot of the Night Buzzard. He is the one most likely to remain behind, perched on a high vantage point, covering an assault with his precision marksmanship. The blinder flaps on his helmet focus his attention on his target, and his aim is further sharpened by concentrating on the Force. He carries no bladed weaponry, relying instead on his multi-barreled custom designed rifle, which has rapid-fire, sniping, and pump-action plasma bolt firing capabilities.

3 BRAWN	4 AGILITY	2 INTELLECT	3 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK VALUE 5	W. THRESHOLD 18	S. THRESHOLD 14	M/R DEFENSE 1   1		



**Skills:** Athletics 2, Discipline 3, Gunnery 2, Perception 2, Piloting (Planetary) 2, Piloting (Space) 3, Ranged (Heavy) 4, Ranged (Light) 2, Ranged (Light) 4, Stealth 1, Survival 2, Vigilance 4

**Talents:** Adversary 2, Intuitive Shot

**Abilities:**

- **Force Rating 1**

**Equipment:**

- **Custom Sniper Rifle (Standard and full auto):** Ranged (Heavy), Damage 10, Crit 2, Range [Long], Auto-fire, Accurate 2
- **Custom Sniper Rifle (Plasma Bolt):** Ranged (Heavy), Damage 10, Crit 2, Range [Long] Pierce 6, Prepare 1
- **Heavy Battle Armor:** +2 Soak, +1 defense
- **Blinder Panels:** Remove   from ranged checks
- **Breath Screen:** Immune to airborne toxins

### TRUDGEN (NEMESIS)

A collector of trophies from fallen conquests, Trudgen adds to his weapons and armor as his victories grow. His patchwork helmet indicates that he defeated a death trooper at some point in the past, a remarkable achievement given their strength and rarity. His signature weapon is an enormous vibrocleave. The ultrasonic technology that rapidly vibrates the blade edge for extra cutting power is an add-on modification to a traditional, primitive weapon. When not swinging the hefty blade in combat, Trudgen either rests the blunt end over his shoulder, holds it via the weight-reducing holes lining the blade spine, or attaches bandolier straps to it and slings it over his back.

4 BRAWN	3 AGILITY	2 INTELLECT	3 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK VALUE 6	W. THRESHOLD 18	S. THRESHOLD 14	M/R DEFENSE 1   1		

**Skills:** Athletics 2, Discipline 3, Gunnery 2, Melee 4, Perception 4, Vigilance 4

**Talents:** Adversary 2, Parry 2

**Abilities:**

- **Force Rating 1**
- **Force Power:** Enhance
- **Trophy Collector:** Once per round, may pick up an enemy's dropped piece of equipment as an incidental.

**Equipment:**

- **Vibrocleave:** Melee, Damage 7, Crit 2, Range [Engaged], Pierce 3, Vicious 2
- **Combat Knife:** Melee, Damage 5, Crit 2, Range

[Engaged]

- **Heavy Battle Armor:** +2 Soak, +1 defense

### USHAR (NEMESIS)





Ushar is the Knight most likely to force prisoners to grovel for mercy. He tests the mettle of his victims; those who whimper for help are deserving of slow punishment, while those who fight back are to be lauded. Ushar's helmet bears the crumple mark of a particularly feisty prisoner who retaliated, earning Ushar's respect, and a swift death. Ushar's signature weapon is a war club with a blunt, heavy end that helps drive kinetic energy to a concussion field generator. This feature can produce a widely dispersed concussion blast.




**Skills:** Athletics 2, Coercion 4, Discipline 3, Gunnery 2, Melee 4, Perception 3, Ranged (Light) 3, Vigilance 4

**Talents:** Adversary 2, Parry 2

**Abilities:**

- **Force Rating 1**
- **Test their Mettle:** When questioning or torturing a captive, Ushar adds  to the check and may spend  as  or 

**Equipment:**

- **War Club:** Melee, Damage 8, Crit 5, Range [Engaged], Stun 3, Disorient 3, Kinetic charge: May spend  to add Blast 4 and Concussive qualities to the weapon until one or both of them are triggered on a subsequent check.
- **Thermal Detonator:** Ranged (Light), Damage 20, Crit 2, Blast 15, Breach 1, Limited Ammo 1
- **Heavy Battle Armor:** +2 Soak, +1 defense

### VICRUL (NEMESIS)

Vicrul sees himself as the harvester, the reaper of the fallen, and the targeter of souls. Every unfortunate victim to fall to his weapons augments his power. The dark side, though it may be muted by his lack of Force-training, surges in him with each hateful strike. Vicrul relishes this, and prefers to eliminate his targets at close range, though he keeps a blaster pistol at the ready in case he should need it. Vicrul's latent Force abilities manifest themselves in heightened reflexes and the power to magnify fear in his prey, though these abilities come unbidden and uncontrolled.



**Skills:** Athletics 2, Coercion 4, Discipline 3, Gunnery 2, Melee 4, Perception 3, Ranged (Light) 3, Vigilance 4

**Talents:** Adversary 2, Parry 2, Terrify (Improved)

**Abilities:**

- **Force Rating 2**
- **Reaper of the Fallen:** Whenever Vicrul wounds an enemy, he recovers 1 strain. When Vicrul inflicts a critical injury or kills his target, all attacks targeting him have their difficulty upgraded until his next turn.

**Equipment:**

- **Scythe:** Melee, Damage 5, Crit 1, Range [Engaged], Pierce 3, Vicious 2
- **Heavy Blaster:** Ranged (Light), Damage 7, Crit 3, Range [Medium], Stun Setting
- **Heavy Battle Armor:** +2 Soak, +1 defense





# UNDERWORLD

## AX TAGRIN (NEMESIS)

Indomitable and Cunning, Ax Tagrin is an Iktotch Bounty Hunter that works primarily with the First Order. His most recent exploit consisted of capturing a Resistance spy, but not before allowing him to call for support. When the Resistance members of the Colossus came to the rescue, Ax was lying in wait, springing trap after trap to ensure that Kazuda Xiono and his team were thoroughly outmaneuvered. This venture eventually ended in the Resistance members escaping, but Ax Tagrin nearly killed them a half-dozen times.



Like most bounty hunters, Ax has plenty of tools at his disposal to capture his prey, which makes him a dangerous and versatile adversary. He usually waits for his first trap to spring before he engages the enemy, but then bears down with the weight of his Vibro-ax and his intimidating double-pistol. If the quarry do escape this initial onslaught, he has ways of tracking them down before brutally waylaying them again. Ax Tagrin is nothing if not persistent.

4	3	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 7	W. THRESHOLD 22	S. THRESHOLD 15	M/R DEFENSE 1   1		

**Skills:** Athletics 2, Brawl 2, Cool 3, Melee 2, Piloting (Space) 2, Ranged (Light) 2, Stealth 2, Streetwise 1, Survival 1

**Talents:** Adversary 1, Disorient 2, Prey on the weak 2

**Abilities:**

- **Earthshaker:** Once per session, Ax may take the Earthshaker maneuver to give his next melee attack Blast 5.

**Equipment:**

- **Extendable Vibro-Ax:** Melee, Damage 7, Crit 2, Range [Engaged], Pierce 3, Vicious 2

- **HH-50 Heavy Blaster Pistol:** Ranged (Light), Damage 7, Crit 3, Range [Short], Linked 1, Stun Setting, Vicious 1
- **Flash Charge:** Ranged (Light), Damage -, Crit -, Range [Short], Blast -, All characters hit by blast are disoriented for 2 rounds. ☹ may be spent to Stagger 1 affected target for 1 round.
- **Com-Bug:** Allows Ax to make an **Average** (◆◆) **Computers check** to listen in on open and softly-encrypted communication channels withing Long Range.

## BABU FRIK (RIVAL)

Babu Frik worked for the Spice Runners of Kijimi on the planet of Kijimi for some time before the Cold War. When Zorii Bliss and Poe Dameron and members of the gang went to Quintil to rescue Tomasso, Bliss asked after Frik. Later, after Bliss and Dameron were inducted as Spice Runners, Bliss brought Dameron and their damaged droid companion EV-6B6 to Babu, who fixed the droid for them. When Dameron abandoned the group to join the New Republic, Babu allowed him to take a holographic disguise matrix so he could sneak offworld. Sometime after the Battle of Crait, Kijimi fell under First Order occupation, which made life more difficult for Babu and the band of spice runners.

1	1	4	2	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 1	W. THRESHOLD 4	M/R DEFENSE 0   0			

**Skills:** Charm 3, Computers 5, Knowledge (Underworld 3), Mechanics 4

**Talents:** Machine Mender 3, Master Slicer, Reroute Processors, Speaks Binary 2

**Abilities:**

- **Silhouette 0**

**Equipment:**

- **Precision Toolkit**
- **Slicer Gear**





**Skills:** Charm 3, Coercion 3, Cool 2, Deception 1, Discipline 1, Gunnery 3, Knowledge (Underworld) 1, Leadership 2, Negotiation 4, Piloting (Planetary) 1, Piloting (Space) 1, Streetwise 1, Vigilance 2

**Talents:** Adversary 1, Burly 2, Nobody's Fool 2

**Equipment:**

- **HOB Heavy Repeating Blaster:** Gunnery, Damage 15, Crit 3, Range [Extreme], Auto-fire, Cumbersome 6, Pierce 2, Vicious 1

### SIDON ITHANO (NEMESIS)

A deadly pirate and an inspiring leader, Sidon Ithano captains his crew of Menson Martinet on their array of misadventures. A male from the cluster where his species gets their name, Ithano is a Delphidian, though most will never know that. Ithano is seldom seen without of the outfit he has donned for most of his career, complete with the blood-red Kaleesh helmet he has adopted. That, and his infamy for his skills and ferociousness, has earned him the titles The Crimson Corsair, The Blood Buccaneer, and the Red Raider. Ithano also differentiates himself in his field of piracy is his disdain for direct communication. A man of few words, Ithano prefers to let his First Mate, Quiggold,

### QUIGGOLD (RIVAL)

Quiggold was a male Gabdorin pirate from Gabdor and the first mate of Captain Sidon Ithano's crew in the Outer Rim in the decades after the Galactic Civil War. Assisting Ithano in the hunt for a possible lost shipment of kyber crystals that was originally meant to be delivered to Count Dooku during the Clone Wars, Quiggold and the rest of the crew ended up finding a clone trooper frozen in stasis named Kix and locations to long-forgotten former Separatist bases. He would also accompany Captain Ithano on a visit to Takodana Castle thirty years after the Battle of Endor where a fugitive First Order defector named Finn offered to join their crew in exchange for safe passage into the Outer Rim, away from the First Order's reach. Quiggold wore a simple brown hood and had a peg leg fashioned from a fuel funnel and carried a set of prayer beads fashioned from hyperdrive plotter pins.

4 BRAWN	1 AGILITY	2 INTELLECT	3 CUNNING	3 WILLPOWER	3 PRESENCE
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SOAK VALUE
4

W. THRESHOLD
15

M/R DEFENSE
0   0



do his talking for him. Among his many adventures, Ithano has claim to the remarkable feat of discovering one of Count Dooku's felled flagships. Not only has this benefited the captain in giving him access to the location of Separatist Factory Locations, but he also discovered a cryogenically frozen Clone soldier, Kix, who Ithano now counts as a trusted crew-mate. This access to Separatist resources has led to dilapidated Separatist battle-droids being reintroduced to private use. A profit-conscious man, Ithano understood the nature of the Final Order, and helped mount a ground assault at the Battle of Exogol.



**Skills:** Coercion 2, Cool 2, Discipline 2, Knowledge (Underworld) 1, Leadership 4, Melee 1, Negotiation 2, Piloting (Planetary) 1, Piloting (Space) 1, Ranged (Heavy) 2, Streetwise 1, Vigilance 2

**Talents:** Adversary 2, Cunning Persona, Rapid Reaction 3, Trust the Captain 2

**Abilities:**

- **I Don't Die So Easily:** Once per session, when Sidon Ithano would die, become incapacitated, or otherwise be removed from the encounter, he miraculously survives. He recovers 5 wounds and 5 strain, then returns to the encounter in his original initiative slot at the beginning of the next round.
- **Take the Deal:** Sidon may use Willpower instead of Presence when making Negotiation checks.
- **Talk is Cheap:** Ithano may spend ☉ on any combat check to add ☐ to the next check each ally within medium range makes.

**Equipment:**

- **Blaster Rifle:** Ranged (Heavy), Damage 11, Crit 3, Range [Medium], Pierce 2, Stun Setting
- **Heavy Blaster Pistol:** Ranged (Light), Damage 7, Critical 3, Range [Medium], Stun Setting
- **Mask of the Corsair:** Sidon's iconic Kaleesh mask has marked him as an extremely dangerous and competent man. He adds ☐☐ to coercion checks and ■■ to any stealth checks.

**ZORII BLISS (RIVAL)**

Zorii Bliss, also known as Zorri Wynn, was a human

female native to the frigid planet Kijimi. She was the leader of the Spice Runners of Kijimi. During the war between the First Order and the Resistance, Bliss was neutral, and she spent time in Kijimi's Thieves' Quarter. She shared a past connection with Poe Dameron as he was once a spice runner along with her, but Poe Dameron left the group and abandoned Bliss. The two would meet again when Dameron led Resistance operatives to Kijimi to find the hidden world Exegol. After the destruction of Kijimi, Bliss participated in the Battle of Exegol, which saw the destruction of the Final Order.



**Skills:** Athletics 2, Charm 2, Coercion 2, Cool 3, Deception 3, Gunnery 3, Knowledge (Underworld) 3, Leadership 2, Piloting (Space) 4, Ranged (Light) 3, Streetwise 3, Vigilance 2

**Talents:** Adversary 1, Indistinguishable 2, Quick Draw, True Aim 1

**Equipment:**

- **Twin E-851 Blaster Pistols:** Ranged (Light), Damage 7, Critical 3, Range [Medium], Linked 1, Stun Setting



- **Zorii's Helmet:** Integrated long-range commlink, Scanners (remove ■■ due to concealment or darkness), and life support (Immune to airborne poisons)

## CREATURES

### CASTILONIAN ROKKNA (NEMESIS)

The Rokkna is the apex predator of Castilon. Not because they are particularly predatory or agile, but because they are the largest single living thing on Castilon. These megalithic beasts sport many tentacles the size of starships and a beak that easily crush stone or durasteel alike. Rokkna are not generally territorial creatures, and usually are carefree and curious about their surroundings. This drastically changes when it senses its child, who starts life off as a tiny squidling only as large as an Astromech, may be in danger. Then, it sets its four massive eyes on whatever is closest and lays waste to it. It has on at least one occasion caused significant damage to heavily-reinforced civilian structures in the vast ocean of Castilon.

6 BRAWN	2 AGILITY	1 INTELLECT	2 CUNNING	3 WILLPOWER	1 PRESENCE
SOAK VALUE 13	W. THRESHOLD 52	S. THRESHOLD 38	M/R DEFENSE 0   0		

**Skills:** Athletics 2, Brawl 3, Coordination 1, Perception 3, Resilience 1, Vigilance 2

**Talents:** Adversary 2

**Abilities:**

- **Amphibious**
- **Many-armed:** The creature gains on all Brawl checks and may spend on a successful melee attack to hit a second target Engaged with it, dealing the same damage as dealt to the original target.
- **Silhouette 5:**
- **Supremely Terrifying:** Upon first seeing a Rokkna, an individual must make a **Daunting** (◆◆◆◆) **fear check** to reflect the sheer dread the beast invokes.

**Equipment:**

- **Massive Beak:** Brawl, Damage 18, Critical 1, Range [Short], Breach 4, Ensnare 5
- **Megalithic Tentacles:** Brawl, Damage 11, Critical 4, Range [Long], Breach 2, Ensnare 3, Knockdown



### HAPPABORE (RIVAL)

Happabores possessed broad flat noses and beady black eyes, which were almost hidden by the wrinkles of their faces, as well as thick skin that was very resilient to heat. Their hides were well-armored on their dorsal side for protection against the sun and predators.] Their large snouts aided them in finding and digging up tubers. They had broad mouths with flat, yellow teeth inside which they would use to bite with if provoked. Otherwise, happabores were largely docile,

being known as patient, obedient creatures that could take a lot of abuse. Their forelimbs were short and



stubby with broad feet, while their hind limbs were longer and more powerful-looking, capable of covering several kilometers at a time

4 BRAWN	1 AGILITY	1 INTELLECT	1 CUNNING	2 WILLPOWER	1 PRESENCE
SOAK VALUE 10		W. THRESHOLD 35		M/R DEFENSE 0   0	

**Skills:** Brawl 1, Cool 2, Resilience 4, Survival 3

**Abilities:**

- **Silhouette 2**
- **Beast of Burden 15:** Add 15 to the creature's

encumbrance threshold.

- **Sniff it out:** May make an **Average** (◆◆) **Survival check** to locate the nearest water or food source within a maximum of planetary medium range.
- **Trained Mount:** Add  to a rider's Survival checks while mounted

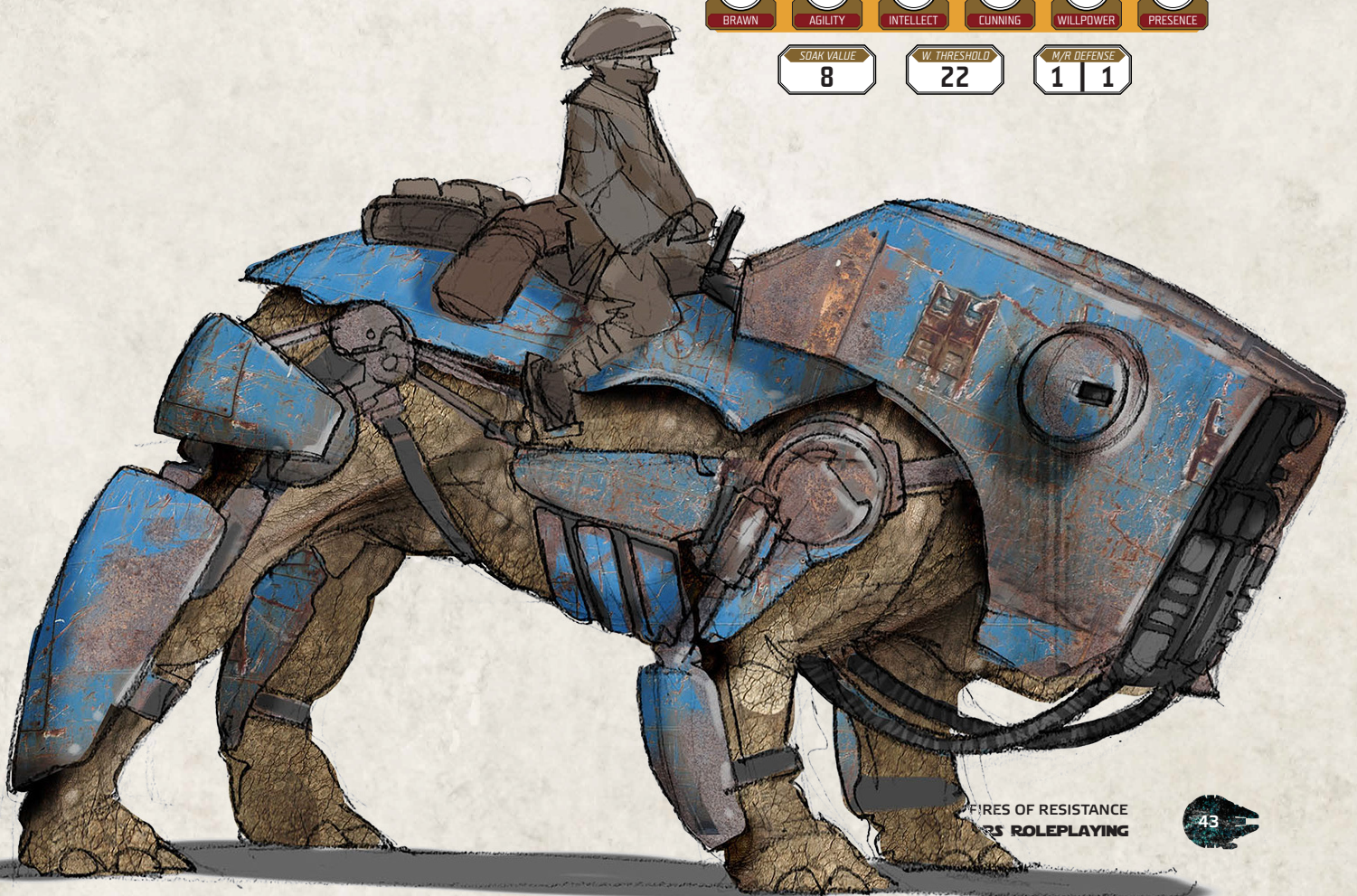
**Equipment:**

- **Big Teeth:** Brawl, Damage 7, Critical 4, Range [Engaged]
- **Stomp:** Brawl, Damage 5, Critical 5, Range [Engaged], Knockdown

### LUGGABEAST (RIVAL)

The hulking Luggabeast is a cybernetic fusion of flesh and durasteel. Found on the frontier world of Jakku, the Luggabeast is a creation of the Teedo, who have made, bred, and carved these creatures into their mechanized state. Luggabeasts owe to this their ability to have sustenance directly piped into their system, never needing to eat or drink. Because of these now obsolete biological directives, Luggabeast exist to survive the scorching heat of Jakku, and find and collect scrap. They are aided in this by the sensors and optics the Teedo have outfitted them with.

4 BRAWN	1 AGILITY	1 INTELLECT	2 CUNNING	1 WILLPOWER	1 PRESENCE
SOAK VALUE 8		W. THRESHOLD 22		M/R DEFENSE 1   1	



**Skills:** Athletics 2, Brawl 1, Perception 3, Resilience 2

**Abilities:**

- **Silhouette 2**
- **Beast of Burden 10:** Add 10 to the creature's encumbrance threshold.
- **Sand Walker:** Remove ■ from any checks made to traverse sandy or desert terrain.
- **Steel Seeking Steel:** The Luggabeast may make a **Hard (◆◆◆) Perception check** to identify the nearest large amount of scrapmetal, if any.
- **Trained Mount:** Add □ to a rider's Survival checks while mounted

**Equipment:**

- **Steel Stomp:** Brawl, Damage 5, Critical 4, Range [Engaged], Knockdown

**ORBAK(RIVAL)**

Orbaks are fleet-footed creatures with strong muscles and great endurance. They are not native to Kef Bir, and examples of orbaks can be found on several worlds, making it difficult to pinpoint their galactic origins. On frontier worlds they are domesticated as agricultural, transport, and even war animals. The Company 77 survivors on Kef Bir have tamed a herd of orbaks to be their loyal mounts, and the orbaks and riders are inextricably linked in a partnership of survival. Atop orbaks, the riders can explore huge stretches of the countryside and keep pace with swift-moving prey. In return, the riders must protect their orbaks from predators, as their nomadic lifestyle is completely dependent on the prized steeds.

4 BRAWN	3 AGILITY	1 INTELLECT	1 CUNNING	2 WILLPOWER	1 PRESENCE
SOAK VALUE 5	W. THRESHOLD 15	M/R DEFENSE 0   0			

**Skills:** Athletics 3, Brawl 2, Resilience 1

**Abilities:**

- **Silhouette 2**
- **Trained Mount 2:** Add □□ to a rider's Survival checks while mounted

**Equipment:**

- **Tusks:** Brawl, Damage 6, Critical 3, Range [Engaged], Pierce 2, Knockdown

**PORG (MINION)**

Porgs were a species of non-sentient birds. They were stocky in nature, with two short wings, flat, beakless faces, and two webbed feet. They could fly short distances but not far enough to leave their native island. They could also run quite swiftly on the ground and were good at maneuvering into small spaces.



1 BRAWN	2 AGILITY	1 INTELLECT	1 CUNNING	1 WILLPOWER	2 PRESENCE
SOAK VALUE 1	W. THRESHOLD 3	M/R DEFENSE 0   0			





**Skills (Group Only):** Charm, Coordination, Stealth

**Abilities:**

- **Silhouette 0**
- **Innocent Stare:** A character targetting a porg with a combat check must suffer 3 strain before making the check or choose another target.

**Equipment:**

- **Bite:** Brawl, Damage 1, Critical 3, Range [Engaged]



**Skills (Group Only):** Charm, Coordination, Perception, Survival, Vigilance

**Talents:** Shortcut 2

**Abilities:**

- **Silhouette 0**
- **Crystalline Spines:** May spend on combat checks targetting a Vulptex to inflict a hit for 5 damage with pierce 3
- **Spine Chime:** For each minion group of at least 3 Vulptices in an encounter, add to initiative checks.

**Equipment:**

- **Bite:** Brawl, Damage 3, Critical 3, Range [Engaged]

### VULPTEX (MINION)

The vulptices were a species of canids with a flexible body native to the mineral world Crait. Their most distinctive feature was a coat of crystalline bristles/spines that served as protection against their predators. The jingling sounds resulting from this coat helped warn other vulptices about danger. Their facial bristles also helped them gauge whether they could fit into a tight space. Vulptices had excellent low-light vision and keen senses. They were omnivorous, feeding on tubers and small burrowing mammals they dug out from under Crait's salt crust.