STAR WARS

EDGE EMPIRE

ROLEPLAYING GAME



ADVERSARY CARDS



FORSAKEN JEDI

ADVERSARY 2 WOUNDS 16 Current Threshold SOAK VALUE BRAWN CUNNING AG WILL AGILITY WILLPOWER INT PR INTELLECT PRESENCE STRAIN 14 Current Threshold DEFENSES Ranged





SOCIAL

Cool (INT) Coercion (WILL) Vigilance (WILL)

Deception (CUN) ��� Charm (PR) ��

Leadership (PR) 2, Discipline (WILL) 2, Negotiation (PR) 2

OTHER

Perception (CUN) OOO Pilot - Space (AG) Streetwise (CUN) **\OO** Knowledge -Lore (INT) **\OO**

ATTACKS

Engaged (lightsaber):

10+ Damage; Crit 1; Breach 1, Defensive 2, Deflection 2, Sunder, Vicious 2

Medium Range (Force Move):

Special you must generate O when using this action to make the attack. All range difficulties are already inluded, 10+ damage, Crit 5; Auto-fire

SPECIAL ABILITIES

Sense Danger: Once per session, remove from any check FORCE RATING

FORCE POWERS



- O Move: Move up to two Silhouette 1 objects at Medium Range.
- O Sense: Sense all living things within Medium Range.
- O Sense: Sense the emotional state of 1 target within MEdium Range.
- Ongoing: Upgrade the difficulty of attacks against. vou twice.

On the Edge: Once per Force check, suffer 1 Strain to use • as O

HUTT CRIME LORD









Current

SOAK VALUE 10

SOCIAL

Cool (INT) ����, Coercion (WILL) ���� Vigilance (WILL) ♦♦♦♦♦, Negotiation (PR) ♦♦

Deception (CUN) ����, Charm (PR) ��� Leadership (PR) ��O, Discipline (WILL)

OTHER

Athletics (BR) ♦♦♦♦♦, Coordination (AG) ♦ ■ ■ Knowledge -Outer rim (INT) Knowledge -Underworld (INT)

Resilience (BR) ������



BRAWN CUNNING



AGILITY WILLPOWER



INTELLECT PRESENCE



Current Threshold

DEFENSES

Ranged Melee

ATTACKS

Engaged (vibro-axe): ♦♦♦♦♦ 🔘 ■ 9+ Damage; Crit 2; Pierce 2, Sunder, Vicious 3 Medium Range (large bore blaster pistol): 8+ damage: Crit 3: Stun setting, (Hutt only)

SPECIAL ABILITIES

- Durable: Subtract 30 from Critical Injury rolls made againts you.
- **Convinging Demeanor:** Remove **I** from any Deception or Skulduggery check.
- Nobody's Fool: Upgrade difficulty of all Charm. Coercion, and Deception checks targeting you by 3
- Resolve: Reduce Strain inflicted on you by 2, to a minimum of 1

SPECIAL DRAWBACKS

Move: You may not spend more than 1 maneuver moving per round

ANTIQUATED BATTLE DROIDS (4)

MINION GROUP











Current Thresholo

SOAK VALUE

Cool (INT) Coercion (WILL) 1 Vigilance (WILL) Deception (CUN) 1, Charm (PR) 1, Leadership (PR) 1, Discipline (WILL) 1, Negotiation (PR) 1

ATTACKS



CUNNING BRAWN





AGILITY WILLPOWER

INTELLECT PRESENCE

Engaged (Unarmed): ♦♦

2+ Damage; Crit 5; Disorient 1, Knockdown

Long Range (Blaster Rifle): 9+ Damage; Crit 3; Stun Setting

SPECIAL ABILITIES

Driod: Does not need to eat, breath, or drink. can survive in a vacuum or underwater. Immune to poisons and toxins.

COST

6,500 credits [each], (Rarity 5)

MINON GROUP









IMP. STORMTROOPER SERGEANT

SOCIAL







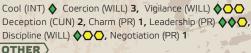






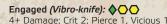






ATTACKS





Athletics (BR) **OO** Resilience (BR) **OO**



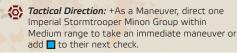
Short Range (frag grenades): 8+ Damage; Crit 4; Blast 6, Limited Ammo 1

AGILITY WILLPOWER

Long Range (heavy blaster rifle): 10+ Damage: Crit 3: Autofire

INTELLECT PRESENCE

SPECIAL ABILITIES

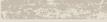


OTHER EQUIPMENT

Stormtrooper armor, Extra reloads

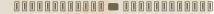








Laminate Armor





MASTER HUNTER

ADVERSARY 2 WOUNDS 20 Current Threshold SOAK VALUE 6 BRAWN CUNNING AG AGILITY WILLPOWER INT 3 INTELLECT PRESENCE STRAIN 13 Current DEFENSES Ranged







SOCIAL

Cool (INT) \(\bigcirc\), Coercion (WILL) \(\bigcirc\), Discipline (WILL) 3 Vigilance (WILL) \(\sigma\), Negotiation (PR) 3, Deception (CUN) 3, Charm (PR) 3, Leadership (PR) 3

OTHER

Perception (CUN) OOO, Coordination (AG) ♦♦♦ Pilot -Space (AG) ���, Stealth (AG) ���

ATTACKS

Engaged (vibro-knife): \ 5+ Damage; Crit 2; Pierce 2, Vicious 1 Close Range (srun grenades): 8+ Damage: Crit -: Blast 8, Disorient 3 Close Range (flame projector attach): 13+ Damage: Crit 2: Burn 5, Blast 8

Long Range (modded hvy blaster rigle): 13+ damage; Crit 3; Auto-Fire, Pierce 1

SPECIAL ABILITIES

Leathal Blow: +20 to Critical Injury Rolls

OTHER EQUIPMENT

Heavy Battle Armor

APPRENTICE BOUNTY HUNTERS (4)

MINION GROUP

Threshold



Current









SOCIAL

Cool (INT) �� Coercion (WILL) 2 Vigilance (WILL) �� Deception (CUN) 3, Charm (PR) 2, Leadership (PR) 2,

SOAK VALUE

OTHER

Perception (CUN)

ATTACKS

CUNNING BRAWN WILL AG

Engaged (Unarmed):

Discipline (WILL) 2, Negotiation (PR) 2

AGILITY WILLPOWER 2+ Damage: Crit 5: Disorient 1, Knockdown

PR INT

INTELLECT PRESENCE

Medium Range (Blaster Pistol): 9+ Damage; Crit 3; Stun Setting

OTHER EQUIPMENT Heavy Clothing

MINON GROUP

WOUNDS 6 Current

WOUNDS 6 Current Threshold



WOUNDS 6 Current

BLACK SUN VIGO

ADVERSARY 3 WOUNDS 16 Current Threshold SOAK VALUE BRAWN CUNNING AG AGILITY WILLPOWER INT INTELLECT PRESENCE STRAIN 16 Current Threshold DEFENSES Ranged







SOCIAL

Cool (INT) \(\sigma \operatorial \operatoria Discipline (WILL) 3, Vigilance (WILL) \(\bigcirc \bigcir Negotiation (PR) ���, Deception (CUN) 4

OTHER

Perception (CUN) OOO, Streetwise (CUN) OOO Survival (CUN) OOO

ATTACKS

Engaged (force pike):

6+ Damage; Crit 2; Pierce 2, Stun Setting

Medium Range (heavy blaster pistol):

7+ Damage; Crit 3; Stun Setting

Close Range (flame projector attach):

13+ Damage: Crit 2: Burn 5, Blast 8

Long Range (modded hvy blaster rigle):

13+ damage; Crit 3; Auto-Fire, Pierce 1

SPECIAL ABILITIES

- Crippling Blow: May upgrade difficulty of combat check by 1. If check is successful, target suffers 1 Strain when it moves for remainder of encounter.
- Nobody's Fool: Upgrade difficulty of all Charm, Coercion, and Deception checks targeting you twice.
- Leader: All subordinates within Medium Range gain on all Discipline checks.

C.S.A. SECURITY CAPTAIN

ADVERSARY 1



SOCIAL





Negotiation (PR) 2, Deception (CUN) 2,

Charm (PR) 2, Leadership (PR) �O, Discipline (WILL) ��O

SOAK VALUE 5



Engaged (truncheon): �� 5+ Damage; Crit 5; Disorient 2

Medium Range (riot gun): 7+ Damage: Crit 3: Autofire, Stun Setting



AGILITY WILLPOWER

INTELLECT PRESENCE

SPECIAL ABILITIES

(c) Riot Tactics: Groups of 3 or more CSA minions within your presence gain +1 Soal and deal +1 damage on combat checks.

OTHER EQUIPMENT

Riot armor

SHIPJACKER

ADVERSARY 1



Current

SOAK VALUE

CUNNING

WILLPOWER

INTELLECT PRESENCE

BRAWN

AG

AGILITY

SOCIAL

Cool (INT) ��� Coercion (WILL) 2, Vigilance (WILL) �� Negotiation (PR) 1, Deception (CUN) \\O_{\cup}

Charm (PR) 3, Leadership (PR) 3, Discipline (WILL) 2

OTHER

Computers (INT) ♦♦ Skulduggery (CUN) ♦♦♦ Stealth (AG) ��� Pilot-space (AG) ���

ATTACKS

Engaged (schock gloves): 2+ Damage; Crit 5; Stun 3

Medium Range (blaster pistol): 0 6+ Damage: Crit 3: Stun Setting

Close Range (thermal detonator): 20+ Damage; Crit 2; Blast 15, Breach 1, Vicious 4, Limited Ammo 1

OTHER EQUIPMENT

Electronic lock breaker

TWI'LEK BLACK MARKETEER





Current

SOAK VALUE



Cool (INT) ��� Coercion (WILL) 2, Vigilance (WILL) Negotiation (PR) ���, Deception (CUN) 3, Charm (PR) 3, Leadership (PR) 3, Discipline (WILL) 2

OTHER

Streetwise (CUN) ��� Skulduggery (CUN) ��� Knowldege-underworld (CUN)



BRAWN CUNNING



AGILITY WILLPOWER



INTELLECT PRESENCE

ATTACKS

Engaged (schock gloves): 2+ Damage; Crit 5; Stun 3

Medium Range (blaster pistol): 0 6+ Damage: Crit 3: Stun Setting

Close Range (thermal detonator): 20+ Damage; Crit 2; Blast 15, Breach 1, Vicious 4, Limited Ammo 1

SPECIAL ABILITIES

(5) Black Market Contacts: Decrease raity of sought item by 2 degrees when looking on the black market.

MOISTURE FARMERS (4)

MINION GROUP

жоииом 8

Current Threshold

SOAK VALUE







SOCIAL

Cool (INT) �� Coercion (WILL) 3, Vigilance (WILL) ��� Deception (CUN) 2, Charm (PR) 2, Leadership (PR) 2, Discipline (WILL) 3, Negotiation (PR) 2



AGILITY WILLPOWER

INTELLECT PRESENCE

ATTACKS

Engaged (Unarmed): ♦♦♦

3+ Damage; Crit 5; Disorient 1, Knockdown

Medium Range (slugthrower rifle): ��
7+ Damage; Crit 5

MINON GROUP

WOUNDS 8

WOUNDS

8

Current Thresho

WOUNDS 8

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20ииоw 8

Current Threshold

REBEL ALLIANCE LIAISON ADVERSARY 1 SOCIAL WOUNDS Cool (INT) \(\bigcirc\), Coercion (WILL) 2, Vigilance (WILL) \(\bigcirc\) Deception (CUN) 2, Charm (PR) 2, Leadership (PR) 2, Current **Threshold** Discipline (WILL) ���, Negotiation (PR) ��� SOAK VALUE OTHER Coordination (AG) **ATTACKS** Engaged (molecular stiletto): 2+ Damage; Crit 2; Pierce 2 BRAWN CUNNING Long Range (Blaster Rifle): \ AG 9+ Damage; Crit 3; Stun Setting OTHER EQUIPMENT AGILITY WILLPOWER Padded Armor INTELLECT PRESENCE

CORRUPT BUREAUCRAT

ADVERSARY



Current **Threshold**

SOAK VALUE

SOCIAL

Cool (INT) ���, Coercion (WILL) ���, Vigilance (WILL) ♦♦♦, Deception (CUN) ○○○,

Charm (PR) \(\bigcirc\), Leadership (PR) 3,

Discipline (WILL) 3, Negotiation (PR)

ATTACKS

Engaged (unarmed): ��

2+ Damage; Crit 5; Disorient 1, Knockdown

Medium Range (light blaster pistol): 5+ Damage; Crit 4; Stun Setting

BRAWN CUNNING

AGILITY WILLPOWER

INTELLECT PRESENCE







GAMORREAN THUG

ADVERSARY



Current Threshold

SOAK VALUE

SOCIAL

Cool (INT) , Coercion (WILL) 1, Vigilance (WILL) , Deception (CUN) 1, Charm (PR) 1, Leadership (PR) 1, Discipline (WILL) 1, Negotiation (PR) 1

ATTACKS

Engaged (crude vibro-axe): 7+ Damage; Crit 4; Pierce 2, Vicious 3

SPECIAL ABILITIES

(6) Knockdown: After hitting with a melee attack, may spend to knock the target prone.

BRAWN CUNNING

AG

AGILITY WILLPOWER

INTELLECT PRESENCE

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MYNOCKS (4)

MINION GROUP



Current Threshold

SOAK VALUE







Cool (INT) ♦ Coercion (WILL) 1, Vigilance (WILL) ♦
Deception (CUN) 1, Charm (PR) 1, Leadership (PR) 1,
Discipline (WILL) 1, Negotiation (PR) 1

OTHER

Coordination (AG)



BRAWN CUNNING







INTELLEGI PRESENCE

ATTACKS

Engaged (sucker mouths & claws): \

SPECIAL ABILITIES

- Vacumm Dweller: Can Survive and move in vacuum without penalty.
- Energy Parasite: As an action, make an Average () Coordination check to latch onto a starship or vehicle you are engaged with. Ships or vehicles suffer 1 System Strain per Mynock per day and reduce Handling by 1.
- Flyer: Can fly.
- Helium Allergy: When exposed to Helium, Mynocks suffer 1 Wound per round (ignores soak).

MINON GROUP







| WOUNDS | |
|---------|---------|
| | 4 |
| Current | Thresho |

DEFENSES 1 1



WOOKIE GLADIATOR

ADVERSARY



Current Threshold
SDAK VALUE

5

SOCIAL

Cool (INT) ♦♦ Coercion (WILL) 2, Vigilance (WILL) ○○
Deception (CUN) 3, Charm (PR) 2, Leadership (PR) 2,
Discipline (WILL) 2, Negotiation (PR) 2

OTHER >

Coordination (AG) ��� Athletics (AG) ����

ATTACKS

Engaged (vibro-axe): ♦

8+ Damage; Crit 2; Pierce 2, Sunder, Vicious 3

SPECIAL ABILITIES

Wookie Rage: When suffering any Wounds, deal +1 damage on Melee and Brawl attacks.
When suffering a Critical Injury, deal an additional +2 damage on Melee and Brawl attacks.

BRAWN CUNNING AG 3 2

AGILITY WILLPOWER

INTELLECT PRESENCE



ITHORIAN STORYTELLER





Current

SOAK VALUE

SOCIAL

Cool (INT) \(\bigcirc \) Coercion (WILL) 3, Vigilance (WILL) \(\bigcirc \bigcirc \) Deception (CUN) 3, Charm (PR) OO, Leadership (PR) 3, Discipline (WILL) 3, Negotiation (PR) 3

OTHER

Knowledge-lore (INT)

ATTACKS

Engaged (vibro-axe): \ \

4+ Damage; Crit 5; Disorient 1, Knockdown Short Range (holdout blaster):

5+ Damage; Crit 4; Stun Setting

SPECIAL ABILITIES

(6) Knockdown: After hitting with a melee attack, may spend to knock the target prone.

BRAWN CUNNING

AG WILL

AGILITY WILLPOWER

INTELLECT PRESENCE

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TWI'LEK DANCERS (4)

MINION GROUP



Current

SOAK VALUE 3











Cool (INT) ���� Coercion (WILL) 2, Vigilance (WILL) ��

Deception (CUN) 2, Charm (PR) 4, Leadership (PR) 4,

Discipline (WILL) 2, Negotiation (PR) 4

OTHER

Coordination (AG)



CUNNING BRAWN

AG WILL

AGILITY WILLPOWER PR

INT INTELLECT PRESENCE

ATTACKS

Engaged (Unarmed):

2+ Damage: Crit 5: Disorient 1, Knockdown

OTHER EQUIPMENT

Dancing Attire

MINON GROUP

WOUNDS

Current

Current

WOUNDS

WOUNDS 5

Current

WOUNDS 5 Current Threshold

GUNDARK

ADVERSARY



Current Threshold

> SOAK VALUE 6



Cool (INT) Coercion (WILL) 2, Vigilance (WILL) Deception (CUN) 3, Charm (PR) 1, Leadership (PR) 1, Discipline (WILL) 2, Negotiation (PR) 1

OTHER

Perception (CUN) OOO Survival (CUN) OOO

ATTACKS

Engaged (meaty fists): ���� 8+ Damage; Crit 4; Disorient 1, Knockdown

SPECIAL ABILITIES

Four-armed: May spend 😲 😲 on a successful melee attack to hit a second Engaged target. dealing the same damage as dealt of the original target

BRAWN CUNNING

AG

AGILITY WILLPOWER

INTELLECT PRESENCE





















MID-SIZED DIANOGA

ADVERSARY 1



Current Threshold

SOCIAL

Cool (INT) ♦ Coercion (WILL) 1, Vigilance (WILL) ♦♦• Deception (CUN) 2, Charm (PR) 1, Leadership (PR) 1, Discipline (WILL) 1, Negotiation (PR) 1

SOAK VALUE

OTHER

Perception (CUN) ��� Stealth (AG) ��� Survival (CUN)



BRAWN CUNNING



AGILITY WILLPOWER



INTELLECT PRESENCE

ATTACKS

Engaged (tentacles): ���� 5+ Damage: Crit 4: Ensnare 4, Knockdown

SPECIAL ABILITIES

- Amphibious: May breath and move underwater without penalty.
- Crushing Grip: Can maintain a grip on a victim while attacking others. As long as it has a victim immobilized with its tentacles, Dianoga inflicts 2 Strain and 1 Wound at the start of the victim's turn. Drowning creatures take 3 Strain at the start of their turns.



CAPTIVE RANCOR

SILHOUETTE 3



Current Threshold SOAK VALUE

12

SOCIAL

Cool (INT) A Coercion (WILL) 3, Vigilance (WILL) Deception (CUN) 3, Charm (PR) 1, Leadership (PR) 1, Discipline (WILL) 1, Negotiation (PR) 1

NEMESIS

OTHER

Perception (CUN) ��� Survival (CUN) ���

ATTACKS

Short (massive rending claws): ���� 15+ Damage; Crit 3; Sunder, Knockdown

SPECIAL ABILITIES

(5) Sweep Attack: Can Spend on a successful Brawl check to hit the target as well as anyone Engaged with the target.

6 6 BRAWN CUNNING WILL AG



AGILITY WILLPOWER INT

3 INTELLECT PRESENCE

STRAIN 15

Current

DEFENSES

Ranged

YARKORA TREASURE HUNTER **ADVERSARY 1** SOCIAL WOUNDS 13 Cool (INT) ���� Coercion (WILL) ����, Vigilance (WILL) ♦♦, Deception (CUN) ○○○, Current Charm (PR) ���, Leadership (PR) 4, Discipline (WILL) 2, SOAK VALUE Negotiation (PR) 4 OTHER Knowledge-lore (INT) **ATTACKS** BRAWN CUNNING Engaged (unarmed): 3+ Damage; Crit 5; Disorient 1, Knockdown AG Engaged (heavy blaster pistol): 7+ Damage; Crit 3; Stun Setting AGILITY WILLPOWER INTELLECT PRESENCE

ASSASSIN DRIOD

19

Threshold

ADVERSARY 2



Cool (INT) ♦ Coercion (WILL) ♦ , Vigilance (WILL) ♦ Deception (CUN) 3, Charm (PR) 1, Leadership (PR) 1, Discipline (WILL) 1, Negotiation (PR) 1

SOAK VALUE

Current

OTHER

Piloting-Space (AG) Piloting-Planet (AG) OOO Gunnery (AG) OOO Mechanics (INT) OOO Computers (INT)

BR 4 3 BRAWN CUNNING WILL 3 1

AGILITY

INT

ATTACKS

Engaged (built-in razor claws): ���� 6+ Damage; Crit 4

Medium Range (built-in light blaster):

5+ Damage; Crit 3; Stun Setting

Long Range (light repeating blaster): ���

11+ Damage; Crit 3; Autofire, Pierce 1

Long Range (light repeating blaster):

11+ Damage; Crit 3; Autofire, Pierce 1

SPECIAL ABILITIES

WILLPOWER

Barrage: Add 3 to the damage of all Gunnery or Ranged attacks at Medium or Long Range.

Point Blank: Add 3 to the damage of all Ranged attacks at Short or Engaged range.

Driod: Does not need to eat, breathe, or drink. Can survive in a vacuum or underwater. Immune to Poisons and toxins.



STRAIN 15

Current Threshol

DEFENSES 1

Ranged Melee

COST

65,000 Credits (Rarity 8)

ASTROMECH DRIOD

ADVERSARY



Current

Threshold

SOAK VALUE

SOCIAL

Cool (INT) \(\bigcirc\), Coercion (WILL) 1, Vigilance (WILL) \(\bigcirc\) Deception (CUN) 2, Charm (PR) 1, Leadership (PR) 1, Discipline (WILL) 1, Negotiation (PR) 1

OTHER

Astrogation (INT) ��� Mechanics (INT) ��

Computers (INT) O Piloting-Space (AG)

BRAWN CUNNING

AGILITY WILLPOWER

INTELLECT PRESENCE

ATTACKS

Engaged (Arc Welder): 0 3+ Damage; Crit 5; Stun Damage

SPECIAL ABILITIES

Driod: Does not need to eat, breathe, or drink. Can survive in a vacuum or underwater. Immune to Poisons and toxins.

OTHER EQUIPMENT

Built-in repair tools (counts as tool kit)

COST

8,250 Credits (Rarity 3)











MAINTENANCE DRIODS (4)

MINION GROUP



Current **Threshold**

SOAK VALUE 3





Discipline (WILL) 1, Negotiation (PR) 1





SOCIAL Cool (INT) Coercion (WILL) 1, Vigilance (WILL) Deception (CUN) 1, Charm (PR) 1, Leadership (PR) 1,

OTHER

Mechanics (INT)



CUNNING BRAWN

AG

AGILITY WILLPOWER

INTELLEGI PRESENCE

ATTACKS

Engaged (Arc Welder): ◊ 3+ Damage; Crit 5; Stun Damage

SPECIAL ABILITIES

Driod: Does not need to eat, breathe, or drink. Can survive in a vacuum or underwater. Immune to Poisons and toxins.

OTHER EQUIPMENT

Built-in repair tools (tool kit & emergency repair kit)

MINON GROUP

WOUNDS

Current

WOUNDS

WOUNDS

Current

WOUNDS

Threshold

Current

COST

7,500 Credits (Rarity 3)



MEDICAL DRIOD

ADVERSARY



Current Threshold

SOAK VALUE



Cool (INT) , Coercion (WILL) 1, Vigilance (WILL) Deception (CUN) 1, Charm (PR) 1, Leadership (PR) 1, Discipline (WILL) O, Negotiation (PR) 1

OTHER

Perception (CUN) �� Medicine (INT) ��







Engaged (unarmed): ♦

1+ Damage; Crit 5; Disorient 1, Knockcdown

SPECIAL ABILITIES

Driod: Does not need to eat, breathe, or drink, Can survive in a vacuum or underwater. Immune to Poisons and toxins.

OTHER EQUIPMENT

Built-in diagnostic and surgical tools (medpac and stimpack)

COST

12,000 Credits (Rarity 4)









INTELLECT PRESENCE



PROTOCOL DRIOD

ADVERSARY



Current Threshold

SOAK VALUE

SOCIAL

Cool (INT) ♦♦, Coercion (WILL) 1, Vigilance (WILL) ♦
Deception (CUN) 1, Charm (PR) ♦♦, Leadership (PR) 2,
Discipline (WILL) 1, Negotiation (PR)

OTHER

Perception (CUN) \bigcirc Knowldege-education (INT) \bigcirc Knowldege-xenology (INT) \bigcirc \bigcirc



BRAWN CUNNING

AG WILL 1

AGILITY WILLPOWER



INTELLECT PRESENCE

ATTACKS

Engaged (unarmed): ♦

1+ Damage; Crit 5; Disorient 1, Knockcdown

SPECIAL ABILITIES

- **Driod:** Does not need to eat, breathe, or drink. Can survive in a vacuum or underwater. Immune to Poisons and toxins.
- Etiquette & Protocol: Allies add to Negotiation checks or other checks made to negotiate or mediate.

COST

8,000 Credits (Rarity 1)

SECURITY DRIOD

ADVERSARY



SOCIAL

Cool (INT) �, Coercion (WILL) 1, Vigilance (WILL) Oo Deception (CUN) 2, Charm (PR) 1, Leadership (PR) 1, Discipline (WILL) 1, Negotiation (PR) 1



ATTACKS

Engaged (unarmed): ��

2+ Damage; Crit 5; Disorient 1, Knockcdown

Close Range (snare launcher): ♦

-- Damage; Crit --; Ensnare 5, Limited Ammo 1

Medium Range (built-in blaster pistol):

6+ Damage; Crit 3; Stun Setting



Oriod: Does not need to eat, breathe, or drink. Can survive in a vacuum or underwater. Immune to Poisons and toxins.

COST

9,600 Credits (Rarity 5)













SPACEPORT SECURITY DETAIL (4)

MINION GROUP



Current Threshold

SDAK VALUE









SOCIAL

Cool (INT) �� Coercion (WILL) 2, Vigilance (WILL) �� Deception (CUN) 2, Charm (PR) 2, Leadership (PR) 2, Discipline (WILL) 2, Negotiation (PR) 2

OTHER

Perception (CUN) OOO





BRAWN CUNNING



AGILITY WILLPOWER



INTELLEGI PRESENCE

ATTACKS

Engaged (Unarmed): 🔷

2+ Damage; Crit 5; Disorient 1, Knockdown

Close Range (Stun grenades): ♦

8+ Damage; Crit --; Blast 8, Disorient 3, Stun damage Limited Ammo 2

Medium Range (Blaster pistol: ♦○○
6+ Damage; Crit 3; Stun Setting

OTHER EQUIPMENT

Padded Armor

MINON GROUP

WOUNDS 4

Current



WOUNDS

4

Tent Threshold







SPACEPORT URCHINS (4)

MINION GROUP

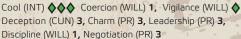


Current

SOAK VALUE







OTHER

Skulduggery (CUN) OOO Stealth (AG) OOO Streetwise (CUN) OOO Survival (CUN) OOO



CUNNING





AGILITY WILLPOWER

PR INT

INTELLECT PRESENCE

ATTACKS

Engaged (Unarmed): ◊

1+ Damage: Crit 5: Disorient 1, Knockdown Close Range (Small rocks):

1+ Damage; Crit --; Stun damage

MINON GROUP

WOUNDS

Current Threshold WOUNDS

Current Threshold WOUNDS

Current

WOUNDS

Current Threshold

C.S.A. SECURITY POLICE (4)

MINION GROUP



SOCIAL







Current **Threshold**

Deception (CUN) 2, Charm (PR) 1, Leadership (PR) 1,

Cool (INT) ♦ Coercion (WILL) ♦○○, Vigilance (WILL) ♦♦

SOAK VALUE 4

Discipline (WILL) 2, Negotiation (PR) 1

BRAWN CUNNING

AG

AGILITY WILLPOWER

INT PR

INTELLECT PRESENCE

ATTACKS

Engaged (truncheon): 4+ Damage: Crit 5: Disorient 2

Engaged (riot gun): ♦

8+ Damage; Crit 3; Autofire, Stun Setting

OTHER EQUIPMENT

Riot Armor

MINON GROUP

WOUNDS Current

WOUNDS Current Threshold

WOUNDS Current

WOUNDS Current Threshold

IMP NAVAL TROOPERS (4)

MINION GROUP



Current Threshold

SOAK VALUE









SOCIAL

Cool (INT) �� Coercion (WILL) 2, Vigilance (WILL) �� Deception (CUN) 2, Charm (PR) 2, Leadership (PR) 2, Discipline (WILL) 2, Negotiation (PR) 2

OTHER

Perception (CUN) ♦



BRAWN CUNNING

AG WILL 2

AGILITY WILLPOWER

2 PR 2

INTELLEGI PRESENCE

ATTACKS

Engaged (unarmed): 🔷

2+ Damage; Crit 5; Disorient 1, Knockdown

Engaged (Blaser Pistol): ♦○○ 6+ Damage; Crit 3; Stun Setting

OTHER EQUIPMENT

Blast Vest and Helmet

MINON GROUP

WOUNDS 5

Current

WOUNDS 5

WOUNDS

5

Current Threshold

WOUNDS 5

PLANETARY DEFENSE FORCE (4)

MINION GROUP



Current

SOAK VALUE 3

SOCIAL

Cool (INT) �� Coercion (WILL) 2, Vigilance (WILL) ��

Discipline (WILL) 2, Negotiation (PR) 2

OTHER

Coordination (AG)

CUNNING BRAWN

AG

AGILITY WILLPOWER

INT PR

INTELLECT PRESENCE

ATTACKS

Engaged (Unarmed):

2+ Damage: Crit 5: Disorient 1. Knockdown

Close Range (Stun grenades): 8+ Damage; Crit 4; Blast 6, Limited Ammo 2

Medium Range (Blaster Carbine):

9+ Damage; Crit 3; Stun Setting

OTHER EQUIPMENT

Blast vest

MINON GROUP

WUIINUS

Current

WOUNDS

Current Threshold WOUNDS

Current

WILLINDS

Current

MILITARY STARFIGHTER PILOTS (4)

MINION GROUP



Current

SOAK VALUE 2









SOCIAL

Cool (INT) �� Coercion (WILL) 2, Vigilance (WILL) �� Deception (CUN) 2, Charm (PR) 2, Leadership (PR) 2, Discipline (WILL) 2, Negotiation (PR) 2

OTHER

Gunnery (AG) ��� Piloting-Space (AG) ���

CUNNING BRAWN

WILL AG

AGILITY WILLPOWER

PR INT

INTELLECT PRESENCE

ATTACKS

Engaged (unarmed): \

2+ Damage: Crit 5: Disorient 1. Knockdown

Engaged (light blaster pistol): 5+ Damage; Crit 4; Stun Setting

OTHER EQUIPMENT

Vacuum Sealed Flight Suit

MINON GROUP

WOUNDS

Current

WOUNDS Current

Threshold

WOUNDS 5 Current

WOUNDS Current Threshold

IMP. STORMTROOPERS (4)

MINION GROUP



Current

SOAK VALUE 5









SOCIAL

Cool (INT) �� Coercion (WILL) 3, Vigilance (WILL) ��� Deception (CUN) 2, Charm (PR) 1, Leadership (PR) 1, Discipline (WILL) OOO, Negotiation (PR) 1

OTHER

Athletics (BR)



CUNNING BRAWN



AGILITY WILLPOWER



INTELLECT PRESENCE

ATTACKS

Engaged (vibro-knife):

4+ Damage: Crit 4: Pierce 1, Vicious 1 Short Range (frag grenades): \

8+ Damage; Crit 4; Blast 6, Limited Ammo 3

Long Range (Blaster Rifle):

9+ Damage; Crit 3; Stun Setting Long Range (Light Repeating Blaster):

11+ Damage; Crit 3; Autofire, Pierce 1(small groups of 1 or 2 only)

OTHER EQUIPMENT

Stormtrooper Armor, Utility Belts, Extra reloads

MINON GROUP

WOUNDS

WOUNDS

Current

WOUNDS

WILLINDS

Current Threshold

Current













STREET TOUGHS (4)

MINION GROUP



Current

SOAK VALUE 4







Cool (INT) Coercion (WILL) 1, Vigilance (WILL) Deception (CUN) 2, Charm (PR) 1, Leadership (PR) 1, Discipline (WILL) 1, Negotiation (PR) 1

OTHER

Skulduggery (CUN) **\O**O



CUNNING BRAWN

AG WILL

AGILITY WILLPOWER

INT PR

INTELLECT PRESENCE

ATTACKS

Engaged (truncheon): 5+ Damage: Crit 5: Disorient 2

Medium Range (Blaster pistol): 6+ Damage; Crit 3; Stun Setting OR

Medium Range (Slugthrower Rifle): 7+ Damage: Crit 5: Cumbersome 2

OTHER EQUIPMENT

Heavy Clothing

MINON GROUP

WOUNDS

Current

Current Threshold

WOUNDS

WOUNDS Current

WOUNDS

Current Threshold

AQUALISH THUGS (4)

SOCIAL

MINION GROUP



Current

SOAK VALUE 3







Cool (INT) **\Oldot** Coercion (WILL) **\Oldot** \Oldot \Oldot

Deception (CUN) 2, Charm (PR) 1, Leadership (PR) 1, Discipline (WILL) 1, Negotiation (PR) 1

CUNNING BRAWN

AG WILL

AGILITY WILLPOWER

INT PR

INTELLECT PRESENCE

ATTACKS

Engaged (Brass knuckles): 4+ Damage: Crit 4: Disorient 3

Medium Range (Blaster pistol): 6+ Damage; Crit 3; Stun Setting

MINON GROUP

WOUNDS 6

Current

WOUNDS 6 Current Threshold

WOUNDS 6 Current

Current

Threshold

6

WOUNDS

SULLUSTAN PILOT

ADVERSARY WOUNDS Current SOAK VALUE BRAWN CUNNING AG AGILITY WILLPOWER INTELLECT PRESENCE







SOCIAL

Cool (INT) O Coercion (WILL) 2, Vigilance (WILL) Negotiation (PR) 2, Deception (CUN) 3, Charm (PR) 2, Leadership (PR) 2, Discipline (WILL) 2,

OTHER

Astrogation (INT) ���� Gunnery (AG) �� Perception (CUN) ���� Pilot-Planet (AG) ��� Pilot-Space (AG) ��� Survival (CUN) ���

ATTACKS

Engaged (unarmed): ♦ 1+ Damage; Crit 5; Disorient 1, Knockdown

Medium Range (blaster pistol): 6+ Damage; Crit 3; Stun Setting



SWOOP GANGER





Current Threshold SOAK VALUE

SOCIAL

Cool (INT) \ Coercion (WILL) 2, Vigilance (WILL) \ \ \ \ \ \ \ \ \ Negotiation (PR) 2, Deception (CUN) 3,

Charm (PR) 2, Leadership (PR) 2, Discipline (WILL) 2

OTHER

Pilot-Planet (CUN) ��O Streetwise (CUN) ��O

BRAWN CUNNING

AG

AGILITY WILLPOWER

INTELLECT PRESENCE

ATTACKS

Engaged (unarmed): ♦

2+ Damage; Crit 5; Disorient 1, Knockdown

Medium Range (light blaster pistol): 5+ Damage; Crit 4; Stun Setting













SPACEPORT SECURITY OFFICER ADVERSARY SOCIAL WOUNDS Cool (INT) O Coercion (WILL) 2, Vigilance (WILL) Negotiation (PR) 2, Deception (CUN) 3, Current Charm (PR) 2, Leadership (PR) 2, Discipline (WILL) SOAK VALUE OTHER Resilience (BR) BRAWN CUNNING Engaged (unarmed): \ \ AG 3+ Damage; Crit 5; Disorient 1, Knockdown Long Range (blaster rifle): AGILITY WILLPOWER 9+ Damage; Crit 3; Stun Setting OTHER EQUIPMENT INTELLECT PRESENCE Padded Armor, Stim pack DEFENSES

Ranged

COMM OPERATOR





Current SOAK VALUE







SOCIAL Cool (INT) ♦♦♦♦ Coercion (WILL) ♦♦, Vigilance (WILL) ♦♦

Negotiation (PR) 4, Deception (CUN) 2,

Charm (PR) ���, Leadership (PR) 4, Discipline (WILL) 2

OTHER

Knowledge-outer rim (INT)





BRAWN CUNNING

AG

AGILITY WILLPOWER

INTELLECT PRESENCE

ATTACKS

Engaged (unarmed): ��

2+ Damage; Crit 5; Disorient 1, Knockdown

Medium Range (light blaster pistol): 5+ Damage; Crit 4; Stun Setting

OTHER EQUIPMENT

Encrypted commlink



BARABEL ENFORCER

ADVERSARY



Current Threshold

SOAK VALUE



Cool (INT) Coercion (WILL) 2, Vigilance (WILL) Negotiation (PR) 1, Deception (CUN) 3, Charm (PR) 1, Leadership (PR) 1, Discipline (WILL) 2

OTHER

Perception (CUN) ��O Survival (CUN) �OO





BRAWN CUNNING

WILL AG

AGILITY WILLPOWER

INTELLECT PRESENCE

ATTACKS

Engaged (combat knife): 5+ Damage; Crit 3;

Medium Range (blaster carbine): ��� 9+ Damage; Crit 3; Stun Setting













ARMS DEALER

ADVERSARY



Current Threshold

SOAK VALUE







SOCIAL

Cool (INT) ♦♦♦ Coercion (WILL) 1, Vigilance (WILL) Negotiation (PR) ♦♦♦, Deception (CUN) 4, Charm (PR) 1, Leadership (PR) 1, Discipline (WILL) 1

3



BRAWN CUNNING

AG WILL

2 1 1

AGILITY WILLPOWER

3 3

INTELLECT PRESENCE

ATTACKS

Engaged (vibroknife): ��
3+ Damage; Crit 3; Pierce 2, Vicious 1

Medium Range (blaster carbine):
7+ Damage; Crit 3; Stun Setting









IMP. INTEL AGENT

ADVERSARY 1



Current

SOAK VALUE

SOCIAL

Cool (INT) ���, Vigilance (WILL) ��� Negotiation (PR) 3, Deception (CUN)

Charm (PR) \(\bigcirc \bigcirc \), Leadership (PR) 3, Discipline (WILL) 3 Coercion (WILL)

OTHER)

Streetwise (CUN) **\O**O

BRAWN CUNNING AG

AGILITY WILLPOWER

INTELLECT PRESENCE

ATTACKS

Engaged (unarmed): ♦

3+ Damage; Crit 5; Disorient 1, Knockdown

Medium Range (light blaster pistol): 5+ Damage; Crit 4; Stun Setting

OTHER EQUIPMENT

Hand Scanner























FORGER

ADVERSARY



Current Threshold SOAK VALUE

SOCIAL

Cool (INT) �� Coercion (WILL) 2, Vigilance (WILL) �� Negotiation (PR) 2, Deception (CUN) 4,

Charm (PR) 2, Leadership (PR) 2, Discipline (WILL) 2



Computers (INT) ��� Perception (CUN) ���

Skulduggery (CUN) ��〇〇

Knowledge-underworld (INT)



BRAWN CUNNING

AG

AGILITY WILLPOWER

INT

INTELLECT PRESENCE

ATTACKS

Engaged (unarmed): ♦

1+ Damage; Crit 5; Disorient 1, Knockdown

Close Range (holdout blaster): 5+ Damage; Crit 4; Stun Setting

OTHER EQUIPMENT

Electronic forger's kit and tools











INFOCHANT

ADVERSARY



Current Threshold

SOAK VALUE



Cool (INT) ��� Coercion (WILL) 3, Vigilance (WILL) ��� Negotiation (PR) 3, Deception (CUN) \\O_{\cup},

Charm (PR) 3, Leadership (PR) 3, Discipline (WILL) 3

OTHER

Computers (INT) ♦♦♦♦ Perception (CUN) ♦♦ Knowledge-all (INT)

BRAWN CUNNING

AG

AGILITY WILLPOWER

INTELLECT PRESENCE

ATTACKS

Engaged (unarmed): ��

2+ Damage; Crit 5; Disorient 1, Knockdown

Close Range (holdout blaster): 5+ Damage; Crit 4; Stun Setting

OTHER EQUIPMENT

Encrypted datapad, commlink



MON CALAMARI MECHANIC

ADVERSARY



Current

SOCIAL

Cool (INT) �� Coercion (WILL) 2, Vigilance (WILL) �� Negotiation (PR) 2, Deception (CUN) 2,

Charm (PR) 2, Leadership (PR) 2, Discipline (WILL) 2

SOAK VALUE

OTHER

Computers (INT) ♦♦♦ Astrogation (INT) ♦♦♦ Mechanics (INT)



BRAWN CUNNING

AG

AGILITY WILLPOWER

INT

INTELLECT PRESENCE

ATTACKS

Engaged (unarmed): ��

2+ Damage; Crit 5; Disorient 1, Knockdown

Close Range (holdout blaster): 5+ Damage; Crit 4; Stun Setting

SPECIAL ABILITIES

(Amphibious: Can breath and move underwater with no penalties.

OTHER EQUIPMENT

Tool kit, emergency repair kit



SLICER

ADVERSARY



Current

SOAK VALUE



Cool (INT) O Coercion (WILL) 2, Vigilance (WILL)

Negotiation (PR) 1, Deception (CUN) 3,

Charm (PR) 1, Leadership (PR) 1, Discipline (WILL) 2

OTHER



Computers (INT) ��� Skulduggery (CUN) ���

BRAWN CUNNING

AG

AGILITY WILLPOWER

INTELLECT PRESENCE

ATTACKS

Engaged (unarmed): ��

2+ Damage; Crit 5; Disorient 1, Knockdown

Medium Range (Stun blaster): 6+ Damage; Crit --; Stun Damage

SPECIAL ABILITIES

Bypass Security: Remove
from any Computers or Skulduggery check to bypass security.

OTHER EQUIPMENT

Slicer gear



















SLICER





Current Threshold

SOAK VALUE



Cool (INT) ��� Coercion (WILL) 2, Vigilance (WILL) ��

Negotiation (PR) 3, Deception (CUN) 3,

Charm (PR) \(\bigcirc \bigcirc \), Leadership (PR) 3, Discipline (WILL) 2



Pilot-space (AG) OOO Skulduggery (CUN) Skulduggery (CUN) **\O**O

BRAWN CUNNING

AG

AGILITY WILLPOWER

INTELLECT PRESENCE

ATTACKS

Engaged (unarmed): ��

2+ Damage; Crit 5; Disorient 1, Knockdown

Medium Range (blaster pistol): 6+ Damage; Crit 3; Stun Setting

SPECIAL ABILITIES

(5) Skilled Jockey: Remove
From all pilot checks.



CUSTOMS INSPECTOR

ADVERSARY



Current SOAK VALUE

SOCIAL

Cool (INT) ��� Coercion (WILL) 3, Vigilance (WILL) ���

Negotiation (PR) 3, Deception (CUN) 3,

Charm (PR) 3, Leadership (PR) 3, Discipline (WILL)

OTHER

Astrogation (INT) ��〇 Perception (CUN) �〇〇



BRAWN CUNNING

AG

AGILITY WILLPOWER

INTELLECT PRESENCE

ATTACKS

Engaged (unarmed): ��

2+ Damage; Crit 5; Disorient 1, Knockdown

Medium Range (light blaster pistol): 5+ Damage; Crit 4; Stun Setting

OTHER EQUIPMENT

Hand Scanner











IMPERIAL NAVAL OFFICER

ADVERSARY 1



Current

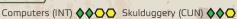
SOAK VALUE



Cool (INT) �� Coercion (WILL) 2, Vigilance (WILL) 🔾 Negotiation (PR) 1, Deception (CUN) 3,

Charm (PR) 2, Leadership (PR) 2, Discipline (WILL)

OTHER





BRAWN CUNNING

AG

AGILITY

INTELLECT PRESENCE

ATTACKS

Engaged (unarmed): 00

2+ Damage; Crit 5; Disorient 1, Knockdown

Medium Range (blaster pistol): \ 6+ Damage; Crit 3; Stun Setting

SPECIAL ABILITIES

Tactical Direction: As a Maneuver, direct one Imperial Navy Minion Group within Medium range to take an immediate maneuver or add to their next check.

OTHER EQUIPMENT

Heavy uniform clothing

SLAVER

ADVERSARY



Current Thresholo

SOAK VALUE







SOCIAL

Cool (INT) ♦ Coercion (WILL) ○○, Vigilance (WILL) ○○ Negotiation (PR) 1, Deception (CUN) 3, Charm (PR) 1, Leadership (PR) 1, Discipline (WILL) 2





BRAWN CUNNING WILL AG

AGILITY WILLPOWER

INTELLECT PRESENCE

ATTACKS

Engaged (truncheon): ♦ 5+ Damage; Crit 5; Disorient 2

Close Range (battered stun pistol): 7+ Damage; Crit --; Stun Damage

Close Range (net): 2+ Damage; Crit --; Ensnare 3, Knockdown, Limited Ammo 1











SECTOR RANGER





Current SOAK VALUE

SOCIAL

Cool (INT) \ Coercion (WILL) 3, Vigilance (WILL) Negotiation (PR) 3, Deception (CUN) 4,

Charm (PR) 3, Leadership (PR) 2, Discipline (WILL) 3

OTHER

Athletics (BR) **OO** Coordination (AG) **OO**

Streetwise (CUN) ���� Survival (CUN) ����

BRAWN CUNNING

AG

AGILITY WILLPOWER

INT

INTELLECT PRESENCE

ATTACKS

Engaged (unarmed): \

3+ Damage: Crit 5: Disorient 1, Knockdown

Medium Range (blaster pistol): 6+ Damage: Crit 3: Stun Setting

Long Range (scoped blaster rifle):

9+ Damage; Crit 3; Stun Setting, Reduce difficulty of combat check at Long range by 1

OTHER EQUIPMENT

Heavy uniform clothing

PIRATE CREW (4)

MINION GROUP



SOCIAL







Current

Cool (INT) \(\bigcirc \operator\) Coercion (WILL) 1, Vigilance (WILL) \(\bigcirc\) Deception (CUN) 2, Charm (PR) 2, Leadership (PR) 2,

SOAK VALUE 4

CUNNING BRAWN AG WILL



AGILITY WILLPOWER PR INT



INTELLECT PRESENCE

ATTACKS

Engaged (vibro-knife): ��

Discipline (WILL) 1, Negotiation (PR) 2

3+ Damage: Crit 2: Pierce 2, Vicious 1 Medium Range (heavy blaster pistol):

7+ Damage; Crit 3; Stun Setting

OR Medium Range (blaster carbine): 9+ Damage: Crit 3: Stun Setting

OTHER EQUIPMENT

Padded Armor

MINON GROUP

WOUNDS Current

WOUNDS Current Threshold

WOUNDS Current

WOUNDS Current Threshold

DEFEL ASSASSIN

ADVERSARY 3 WOUNDS 17 Current Threshold SOAK VALUE BRAWN CUNNING AG AGILITY WILLPOWER INT INTELLECT PRESENCE STRAIN 15 Current DEFENSES Ranged





SOCIAL

Cool (INT) OO, Vigilance (WILL) OO, Deception (CUN) 4, Charm (PR) 2, Discipline (WILL) 2, Negotiation (PR) 2, Coercion (WILL) 3, Leadership (PR) 2

OTHER

Coordinationt (AG) ���� Perception (CUN) ���� Stealth (AG) \

ATTACKS

Engaged (claws): 7+ Damage: Crit 3:

Medium Range (blaster pistol): 6+ Damage; Crit 3; Stun Setting

SPECIAL ABILITIES

- Leathal Blows: +20 to Critical Injury rolls
- (c) Light Sensitive:

 to skill checks while in bright light without protective goggles
- **Shadowed:** To Stealth checks in darkness

LOAN SHARK

ADVERSARY 1



Current Threshold

SOAK VALUE

SOCIAL

Cool (INT) ���, Vigilance (WILL) ��, Deception (CUN) OOO, Charm (PR)

Discipline (WILL) 3, Negotiation (PR) 4,

Coercion (WILL) \\O_O, Leadership (PR) 4

OTHER

Perception (CUN) ��〇〇

ATTACKS







AGILITY WILLPOWER



INTELLECT PRESENCE

STRAIN 13

Current

DEFENSES

Ranged

Engaged (unarmed):

2+ Damage; Crit 5; Disorient 1, Knockdown Close Range (holdout blaster):

5+ Damage; Crit 4; Stun Setting

Medium Range (disruptor pistol): 10+ Damage; Crit 2; Vicious 4

SPECIAL ABILITIES

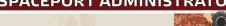
(O) Natural Negotiator: Once per session, reroll a Cool or Negotiation check.

Spare Clip: Does not run out of ammo on 🐨

OTHER EQUIPMENT

Armored Clothing

SPACEPORT ADMINISTRATOR







Current

WOUNDS

Threshold

ADVERSARY 1

SOCIAL

Deception (CUN) ���, Charm (PR) ���,

Discipline (WILL) 3, Negotiation (PR) 3, Coercion (WILL) \(\rightarrow\), Leadership (PR) 3

SOAK VALUE **OTHER**

Perception (CUN) OOO Streetwise (CUN)



BRAWN CUNNING AG

AGILITY WILLPOWER

PR INT 3

INTELLECT PRESENCE

STRAIN 13

Current

DEFENSES

Ranged

ATTACKS

Engaged (unarmed): ��

2+ Damage: Crit 5: Disorient 1, Knockdown Medium Range (light blaster pistol):

5+ Damage; Crit 4; Stun Setting

SPECIAL ABILITIES

- Plausible Deniability: Remove
 from Coerce and Deceit checks.
- Nobody's Fool: Upgrade the difficulty of all Charm, Coercion, and Deception checks against you twice.
- Spaceport Leader: Spaceport staff add 🔲 to all Vigilance and Perception checks when in the presence of Spaceport Administrator.

OTHER EQUIPMENT

Datapad, commlink

IMPERIAL MOFF

ADVERSARY 1 WOUNDS 13 Current Threshold SOAK VALUE BRAWN CUNNING WILL AG AGILITY WILLPOWER INT 5 INTELLECT PRESENCE STRAIN 16 Current DEFENSES Ranged Mele







SOCIAL

Cool (INT) ����, Vigilance (WILL) ���, Deception (CUN) \\O\O\O\, Charm (PR) \\O\O\O\,

Discipline (WILL) **\OO**, Negotiation (PR) **\OO**, Coercion (WILL) OOO, Leadership (PR)

OTHER

Knowldege-core worlds (INT) Streetwise (CUN)

ATTACKS

Engaged (unarmed): ��

2+ Damage; Crit 5; Disorient 1, Knockdown Medium Range (blaster pistol):

6+ Damage; Crit 3; Stun Setting

SPECIAL ABILITIES

- Plausible Deniability: Remove
 Figure from Coerce and Deceit checks.
- **Supreme Inspiring Rhetoric:** As a Maneuver, make a Average () Leadership check, Each & removes 1 Strain or wound from an all within Short Range. Each (*) removes 1 Stain or Wound from an affected ally. Each affected ally adds to all checks for 4 rounds.
- (5) Imperial Valor: As a Maneuver, may cause all ranged attacks targeting you to instead hit 1 ally or helpless enemy you are engaged with until the beginning of your next turn.

SMUGGLER BARON

Threshold









Current

BRAWN

AG

SOCIAL

Cool (INT) **\OO**, Vigilance (WILL) **OO**,

Discipline (WILL) 2, Negotiation (PR) 3, Coercion (WILL) 2, Leadership (PR) 4

CUNNING

WILL

SOAK VALUE



Pilot-planet (AG) OO Pilot-space (AG) Streetwise (CUN) ��� Skulduggery (CUN) �� Knowldege-underworld (INT)



ATTACKS

Engaged (unarmed): ��

2+ Damage: Crit 5: Disorient 1, Knockdown Medium Range (heavy blaster pistol):

7+ Damage; Crit 3; Stun Setting



INT

SPECIAL ABILITIES

OTHER EQUIPMENT

Master Pilot: Once per round, suffer 2 Strain to perform 1 Pilot Action as a maneuver.

Skilled Jockey Remove

from all Pilot checks.

INTELLECT PRESENCE STRAIN

13

Current

DEFENSES

Ranged

Mele

Armored Clothing, TY-2400 Freighter

PIRATE CAPTAIN

ADVERSARY 1 WOUNDS 20 Current Threshold SOAK VALUE 5 BRAWN CUNNING AG WILL AGILITY WILLPOWER INT 3 INTELLECT PRESENCE STRAIN 12 Current DEFENSES

Ranged

Mele





SOCIAL

Cool (INT) OOO, Vigilance (WILL) ��, Deception (CUN) OOO, Charm (PR) 3, Discipline (WILL) 2, Negotiation (PR) 3,

Coercion (WILL) ���, Leadership (PR) ���

OTHER

Coordination (AG) ���� Gunnery (AG) ���� Resilience (BR) ���� Skulduggery (CUN) ���

ATTACKS

Engaged (vibro-axe):

15+ Damage; Crit 2; Pierce 2, Sunder, Vicious 3 Close Range (heavy blaster rifle): 10+ Damage; Crit 3; Autofire, Cumbersome 3

SPECIAL ABILITIES

- Knockdown: May spend to knock target prone with successful melee attack.
- Pirate Leader: May spend a Maneuver giving orders to pirate allies in Medium range granting to their next check.

OTHER EQUIPMENT

Armored Clothing

EMPEROR'S HAND

ADVERSARY 3 WOUNDS 18 Current **Threshold** SOAK VALUE BRAWN CUNNING AG AGILITY WILLPOWER INT INTELLECT PRESENCE STRAIN 20 Current Threshold DEFENSES

Ranged





SOCIAL

Cool (INT) ��� Coercion (WILL) 3, Vigilance (WILL) ���� Deception (CUN) ���� Charm (PR) ��� Leadership (PR) 2, Discipline (WILL) 3, Negotiation (PR) 2

OTHER

Perception (CUN) ���� Stealth (CUN) ��� Stealth (CUN) Stealth

ATTACKS

SPECIAL ABILITIES

- Intense Focus: Suffer 1 Strain to upgrade any skill check once.
- Stalkers: Add to Coordination and Stealth checks.
- Uncanny Senses: Add to Perception checks.

FORCE POWERS



- Influence: Inflict 2 Strain on target within Short Range
- Influence: Force 1 target within Short Range to adpot an emptional state or believe something untrue for 4 minutes or 4 combat rounds.

PLANETARY GOVERNOR

NEMESIS WOUNDS 14 Current Threshold SOAK VALUE CUN BRAWN CUNNING WILL AG AGILITY WILLPOWER INT INTELLECT PRESENCE STRAIN 14 Current DEFENSES Ranged Mele







SOCIAL

Cool (INT) ���, Vigilance (WILL) ��, Deception (CUN) ���, Charm (PR) ���,

Discipline (WILL) 3, Negotiation (PR) 4,

Coercion (WILL) ���, Leadership (PR) ���

OTHER

Perception (CUN) OOO Streetwise (CUN) ��OO Knowldege-education (INT) Piloting-planetn (AG) ��� Skulduggery (CUN) ��� Resilience (BR)

ATTACKS

Engaged (unarmed): 2+ Damage; Crit 5; Disorient 1, Knockdown Close Range (light blaster pistol):

5+ Damage; Crit 4; Stun Setting

SPECIAL ABILITIES

- (in the second limited in the second limited limited in the second limited limited in the second limited l Strain from an all within Short Range. Each (*) removes 1 Stain or Wound from an affected ally. Each affected ally adds to all checks for 2 rounds
- (C) Kill With Kindness: Remove I I from all Charm and Leadership checks.
- Nobody's Fool: Upgrade the difficulty of all Charm, Coercion, and Deception checks against you twice.
- Leader: All subordinates within Medium Range add to all Discipline checks.

C.S.A. VICEOREX

ADVERSARY 1



Current Threshold

SOAK VALUE









SOCIAL

Cool (INT) ���, Vigilance (WILL) ��, Deception (CUN) OOO, Charm (PR) ��OO,

Discipline (WILL) \, \, Negotiation (PR) \, \, \, \, \, \, \,

Coercion (WILL) ��〇〇, Leadership (PR) ��〇〇

OTHER

Knowldege-education (INT) Knowldege-outer rim (INT)

BRAWN CUNNING

AG WILL

AGILITY WILLPOWER

INT

INTELLECT PRESENCE

STRAIN 12

Current

DEFENSES

Ranged Mele

ATTACKS

Engaged (unarmed): ��

2+ Damage; Crit 5; Disorient 1, Knockdown

Close Range (holdout blaster): 5+ Damage; Crit 4; Stun Setting

SPECIAL ABILITIES

- (o) Improved Scathing Tirade: As an action, make a Average () Coerce check. Each 🌣 inflicts 1 Strain on a target within Short Range, Each (*) inflicts 1 Stain on one affected target. Each affected target suffers ■ on all checks for 4 rounds
- (Improved Inspiring Rhetoric: As an action, make a Strain from an all within Short Range. Each (*) removes 1 Stain or Wound from an affected ally. Each affected ally adds to all checks for 2 rounds.

OTHER EQUIPMENT

Personal deflector shield, encrypted expense voucher (5,000 - 10,000 credits)