

## Unofficial Android RPG

I got tired of waiting.

I've wanted to play a roleplaying game in the Android universe since I first saw the Android board game at a friendly local game store. When I got into Netrunner, I was chomping at the bit to adventure in this rich and varied world.

Finally, I got tired of waiting.

This Unofficial Android RPG is a hack of the amazing *Star Wars: Edge of the Empire* system by Fantasy Flight Games. To play in the Android world with the rules below, you'll need to own a copy of the *Edge of the Empire* core book (though you might be able to make do with *Age of Rebellion* or *Force and Destiny*).

Also, a copy of *The Worlds of Android* will help you to better realize the Android setting in your games. Many ideas are drawn directly from that massive and amazing tome.

Pulled verbatim from the last page of the Android: Netrunner rulebook without permission:

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I make no claim to the properties referenced within this document. I just wanted to make a cool game to play with my friends and to share with the community.

## Dice Conventions

The *Edge of the Empire* game uses custom Star Wars dice produced by Fantasy Flight Games. You can buy these dice at your friendly local game store or on FFG's webstore. You can also purchase the FFG Star Wars Dice app from your app store.

When referring to dice in this document, I use capital letters for the primary dice and lower case letters for the bonus dice.

[A]	Ability
[P]	Proficiency
[D]	Difficulty
[C]	Challenge
[b]	Boost
[s]	Setback

[F]	Force
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## Species

### Natural

2	2	2	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 XP
- **Special Abilities:** Naturals start the game with one rank in two different non-career skills of their choice. They still may not train these skills above rank 2 at character creation.

### Bioroid

2	1	1	1	1	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 175 XP
- **Special Abilities:** Bioroids do not need to eat, sleep, or breathe, and are unaffected by toxins or poisons. Bioroids have a cybernetic implant cap of 6 instead of their Brawn rating. In addition, after selecting their career, a Bioroid Player Character may train one rank in six of the eight career skills (instead of the usual four). After selecting their first specialization, a Bioroid Player Character may train one rank in three of the four specialization skills (instead of the usual two).
- **Inorganic:** Since bioroids are inorganic, they do not gain the benefits of recovering with a stimpack or Medicine skill checks. Bioroids do recover naturally by resting, as their systems attempt self-repairs. Otherwise, bioroids need to be tended to with a Mechanics check, using the same difficulties and results of Medicine checks for organic beings. Emergency repair patches can be used to repair damage just like stimpacks are used on organic beings. Due to their resilient synthmetal construction, bioroids start the game with one rank in the Enduring talent.
- **Mechanical Being:** Bioroids cannot gain a Psi rating or use Psi abilities. Bioroids cannot use Psi powers and also cannot be affected by mind-altering Psi powers.
- **The Three Directives:** All bioroids are subject to the three directives—base-coded routines that cannot usually be deviated from. Bioroid Player Characters are, by design, more independent than a fresh-off-the-line model, so they can bend the directives occasionally. If a Bioroid Player Character wants to disobey a directive, he or she must flip one Destiny point from light to dark and take two strain.
  - **The First Directive** states that a bioroid may not kill or cause serious harm to a human, nor through its inaction allow a human to suffer death or serious harm.
  - **The Second Directive** states that a bioroid's job functions are its first priority, except where it would violate the First Directive.

- o **The Third Directive** states that the bioroid must report to Haas-Bioroid for weekly maintenance when doing so would not violate the First or Second Directives.

### Clone

2	2	2	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Clones begin the game with one rank in Negotiation. They still may not train Negotiation above rank 2 during character creation.
- **Enhancements:** Most clone lines are enhanced in subtle (or not-so subtle ways). Choose **one** of the following.
  - o **Enhanced Reflexes:** This clone begins the game with one rank in Coordination and one rank in Perception. They still may not train Coordination or Perception above rank 2 during character creation.
  - o **Full Package:** This clone gains 15 XP.
  - o **Heightened Bone Density:** This clone gains +1 soak.
  - o **Increased Fast-Twitch Muscle:** This clone gains a boost die on all Brawn checks.
  - o **Increased Recovery Rate:** Whenever this clone is recovering wounds, strain, or having a critical injury treated, add one success to the roll.
  - o **Psi:** You gain a Psi Rating of 1.

### G-Mod

2	2	2	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Before spending experience, a G-Mod may increase one of their Characteristics by 1. They still may not increase a characteristic above 5 at character creation.

### Loony

1	2	2	2	2	3
Brawn	Agility	Intellect	Cunning	Willpower	Presence

- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Loonys begin the game with one rank in either Charm or Deception. They still may not train Charm or Deception above rank 2 during character creation. When making skill checks, Loonys may remove one setback die imposed due to low gravity conditions.

### Martian

1	2	2	3	2	2
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Brawn	Agility	Intellect	Cunning	Willpower	Presence
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- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Martians begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation. Martians start with one rank in the Outdoorsman talent.

## Careers

### Bounty Hunter

The Bounty Hunter's eight career skills are **Athletics**, **Brawl**, **Perception**, **Piloting (Planetary)**, **Piloting (Space)**, **Ranged (Heavy)**, **Streetwise**, and **Vigilance**. Bounty Hunters automatically gain one rank in four of these skills (of their choice) without spending experience, and he or she receives a discount when spending experience to purchase ranks in any of these skills.

### Assassin

Assassins gain **Melee**, **Ranged (Heavy)**, **Skulduggery**, and **Stealth** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Grit		Lethal Blows		Stalker		Dodge
Precise Aim	=	Jump Up	=	Quick Strike	=	Quick Draw
Targeted Blow		Stalker	=	Lethal Blows		Anatomy Lessons
Stalker	=	Sniper Shot		Dodge		Lethal Blows
Precise Aim		Deadly Accuracy		Dedication		Master of Shadows

### Gadeteer

Gadeteers gain **Brawl**, **Coercion**, **Mechanics**, and **Ranged (Light)** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Brace		Toughened		Intimidating		Defensive Stance
Spare Clip	=	Jury Rigged	=	Point Blank		Disorient
Toughened	=	Armor Master	=	Natural Enforcer		Stunning Blow
Jury Rigged	=	Tinkerer	=	Deadly Accuracy		Improved Stunning Blow

Intimidating	=	Dedication	=	Improved Armor Master		Crippling Blow

### Survivalist

Survivalists gain **Knowledge (Education), Perception, Resilience, and Survival** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Forager		Stalker		Outdoorsman		Expert Tracker
Outdoorsman	=	Swift	=	Hunter	=	Soft Spot
Toughened		Expert Tracker		Stalker	=	Natural Outdoorsman
Toughened		Hunter		Expert Tracker		Blooded
Enduring	=	Dedication	=	Grit		Heroic Fortitude

### Citizen

The Citizen's eight career skills are **Charm, Deception, Knowledge (Corporations), Knowledge (Education), Knowledge (Solar Lore), Leadership, Negotiation, and Streetwise**. Citizens automatically gain one rank in four of these skills (of their choice) without spending experience, and he or she receives a discount when spending experience to purchase ranks in any of these skills.

### Doctor

Doctors gain **Cool, Knowledge (Education), Medicine, and Resilience** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Surgeon		<b>Medical Breakthrough</b> Patients heal 1 additional wound per rank of Medical Breakthrough when they recover wounds from long term care.		Grit		Resolve
Stim Application	=	Grit	=	Surgeon	=	Resolve
Surgeon	=	Grit	=	<b>Medical Breakthrough</b> Patients heal 1 additional wound per rank of Medical		Pressure Point

				Breakthrough when they recover wounds from long term care.	
Improved Stim Application		Natural Doctor		Toughened	Anatomy Lessons
Supreme Stim Application	=	Master Doctor	=	Dedication	Dodge

### Executive

Executives gain **Charm, Coercion, Deception, and Knowledge (Corporations)** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Kill with Kindness		Grit		Plausible Deniability		Toughened
Inspiring Rhetoric	=	Kill with Kindness		Scathing Tirade	=	Plausible Deniability
Dodge	=	Improved Inspiring Rhetoric		Improved Scathing Tirade	=	Well Rounded
Grit		Supreme Inspiring Rhetoric		Supreme Scathing Tirade		Nobody's Fool
Steely Nerves	=	Dedication	=	Natural Charmer	=	Intense Presence

### Scholar

Scholars gain **Knowledge (Corporations), Knowledge (Education), Knowledge (Solar Lore), and Perception** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Respected Scholar		Codebreaker		Grit		Brace
Researcher	=	Respected Scholar		Resolve	=	Researcher
Codebreaker	=	Knowledge Specialization		Natural Scholar	=	Well Rounded
Knowledge Specialization	=	Intense Focus		Confidence	=	Resolve
Stroke of Genius	=	Mental Fortress	=	Dedication	=	Toughened

### Detective

The Detective's eight career skills are **Athletics, Cool, Knowledge (Corporations), Knowledge**

**(Underworld), Perception, Ranged (Light), Streetwise, and Vigilance.** Detectives automatically gain one rank in four of these skills (of their choice) without spending experience, and he or she receives a discount when spending experience to purchase ranks in any of these skills.

### *Brawler*

Brawlers gain **Brawl, Coercion, Knowledge (Underworld), and Streetwise** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Toughened		Intimidating		Fearsome		Street Smarts
Durable		Stunning Blow	=	Natural Enforcer	=	Talk the Talk
Intimidating	=	Defensive Stance	=	Toughened		Loom
Second Wind	=	Street Smarts	=	Walk the Walk		Intimidating
Fearsome	=	Dedication	=	Black Market Contacts	=	Fearsome

### *Hardboiled*

Hardboiled Detectives gain **Deception, Knowledge (Underworld), and Ranged (Light), Streetwise** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Plausible Deniability		Nobody's Fool		Rapid Reaction		Quick Draw
Street Smarts		Street Smarts		Quick Strike		Improved Quick Draw
Convincing Demeanor	=	Plausible Deniability	=	Dodge	=	Sorry About the Mess
Natural Charmer	=	Nobody's Fool	=	Confidence	=	Rapid Reaction
Dodge		Dedication		Natural Marksman	=	Deadly Accuracy

### *Investigator*

Investigators gain **Computers, Knowledge (Corporations), Knowledge (Education), and Perception** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Researcher		Knowledge Specialization		Codebreaker		Technical Aptitude
Valuable Facts	=	Researcher	=	Supporting Evidence	=	Grit

Knowledge Specialization	=	Improved Researcher		Codebreaker	=	<b>Reconstruct the Scene</b> Perform the Reconstruct the Scene action, make a <b>Hard [DDD]</b> <b>Perception check</b> to identify the physical characteristics of person present at the scene within 24 hours.
Grit	=	Know-It-All	=	Knowledge Specialization	=	Natural Programmer
Dedication		Knowledge Specialization	=	Thorough Assessment		Stroke of Genius

**Pioneer**

The Pioneer’s eight career skills are **Computers, Cool, Knowledge (Education), Knowledge (Solar Lore), Knowledge (Underworld), Perception, Piloting (Space), and Survival**. Citizens automatically gain one rank in four of these skills (of their choice) without spending experience, and he or she receives a discount when spending experience to purchase ranks in any of these skills.

**Explorer**

Explorers gain **Coordination, Knowledge (Solar Lore), Negotiation, and Streetwise** as bonus career skills. If this is the character’s starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

<b>Solar Explorer</b> Remove one [s] per rank of Solar Explorer from Knowledge (Solar Lore) checks. Knowledge (Solar Lore) checks take half normal time.		Street Smarts		Rapid Recovery		Street Smarts
Skilled Jockey	=	<b>Solar Explorer</b>		Grit	=	Toughened
<b>Master Planethopper</b> Once per round, suffer 2 strain to	=	Defensive Driving		Rapid Recovery		Durable



decrease the difficulty of the next Knowledge (Solar Lore) check by 1 to a minimum of Easy [D].					
Rapid Recovery	=	Jump Up	=	Grit	Knockdown
Dedication	=	Toughened		Dodge	= Dodge

### Scout

Scouts gain **Athletics, Medicine, Piloting (Planetary),** and **Survival** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Rapid Recovery		Stalker		Grit		Shortcut
Forager	=	Quick Strike	=	Let's Ride	=	Disorient
Rapid Recovery		Natural Hunter		Natural Outdoorsman		Shortcut
Grit		Heightened Awareness		Toughened		Quick Strike
Utility Belt	=	Dedication	=	Stalker		Disorient

### Trader

Traders gain **Deception, Knowledge (Corporations), Knowledge (Underworld),** and **Negotiation** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Know Somebody		Convincing Demeanor		Wheel and Deal		Smooth Talker
Wheel and Deal	=	Grit	=	Spare Clip	=	Toughened
Know Somebody	=	Nobody's Fool	=	Smooth Talker	=	Nobody's Fool
Wheel and Deal	=	Steely Nerves	=	Black Market Contacts	=	Black Market Contacts
Know Somebody	=	Natural Negotiator	=	Dedication	=	Master Merchant

### Prisec

The Prisec's eight career skills are **Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience,** and **Vigilance.** Prisecs automatically gain one rank in four of these skills (of their

choice) without spending experience, and he or she receives a discount when spending experience to purchase ranks in any of these skills.

### *Bodyguard*

Bodyguards gain **Gunnery, Perception, Piloting (Planetary), and Ranged (Heavy)** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Toughened		Barrage		Durable		Grit
Body Guard	=	Hard Headed	=	Barrage	=	Brace
Bodyguard		Side Step	=	Defensive Stance		Brace
Enduring		Side Step	=	Defensive Stance	=	Hard Headed
Dedication	=	Barrage	=	Toughened		Improved Hard Headed

### *Marauder*

Marauders gain **Coercion, Melee, Resilience, and Survival** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Toughened		Frenzied Attack		Feral Strength		Lethal Blows
Feral Strength	=	Toughened	=	Heroic Fortitude	=	Knockdown
Enduring	=	Lethal Blows	=	Toughened	=	Frenzied Attack
Toughened	=	Feral Strength	=	Natural Brawler	=	Lethal Blows
Frenzied Attack	=	Enduring	=	Defensive Stance	=	Dedication

### *Mercenary*

Mercenaries gain **Discipline, Gunnery, Leadership, and Ranged (Heavy)** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Command		Second Wind		Point Blank		Side Step
Second Wind	=	Confidence		Strong Arm	=	Point Blank
Field Commander	=	Command	=	Natural Marksman	=	Sniper Shot
Improved Field		Grit		Toughened	=	Lethal Blows

Commander					
Deadly Accuracy	=	True Aim	=	Dedication	= True Aim

### Technician

The Technician's eight career skills are **Athletics, Coordination, Discipline, Knowledge (Education), Knowledge (Underworld), Mechanics, Perception, and Piloting (Planetary)**. Technicians automatically gain one rank in four of these skills (of their choice) without spending experience, and he or she receives a discount when spending experience to purchase ranks in any of these skills.

### Cyber Tech

Cyber Techs gain **Athletics, Mechanics, Medicine, and Vigilance** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Cyberneticist		More Machine than Man		Engineered Redundancies		Toughened
Eye for Detail		Toughened	=	Energy Transfer	=	Cyberneticist
Overcharge	=	More Machine than Man	=	Durable	=	Surgeon
Improved Overcharge	=	Utility Belt	=	More Machine than Man	=	Surgeon
More Machine than Man	=	Durable	=	Supreme Overcharge		Dedication

### Demolitionist

Demolitionists gain **Coordination, Mechanics, Ranged (Light), and Stealth** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Resolve		Second Wind		Grit		Rapid Recovery
Grit	=	Powerful Blast	=	Toughened	=	Second Wind
Time to Go	=	Rapid Recovery		Resolve	=	Hard Headed
Improved Time to Go		Powerful Blast	=	Selective Detonation		Toughened
Dedication	=	Master Grenadier		Selective Detonation		Improved Hard Headed

### Mechanic

Mechanics gain **Brawl**, **Mechanics**, **Piloting (Space)**, and **Skulduggery** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Gearhead		Toughened		Fine Tuning		Solid Repairs
Redundant Systems	=	Solid Repairs	=	Gearhead	=	Grit
Solid Repairs	=	Enduring	=	<b>Defective Chip</b> Once per session, may take the Defective Chip action; make a <b>Hard [DDD] Mechanics check</b> to cause one targeted device to spontaneously fail.	=	Toughened
Contraption	=	Solid Repairs	=	Fine Tuning		Hard Headed
Natural Tinkerer		Hold Together		Dedication		Improved Hard Headed

### Pilot

Pilots gain **Computers**, **Gunnery**, **Piloting (Planetary)**, and **Piloting (Space)** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Full Throttle		Skilled Jockey		<b>Solar Explorer</b> Remove one [s] per rank of Solar Explorer from Knowledge (Solar Lore) checks. Knowledge (Solar Lore) checks take half normal time.		Let's Ride
Skilled Jockey	=	Dead to Rights	=	<b>Solar Explorer</b>	=	Rapid Recovery
Improved Full Throttle		Improved Dead to Rights		Grit	=	Natural Pilot
Grit	=	Supreme Full Throttle		Tricky Target		Defensive Driving

Master Pilot	=	Dedication	=	Toughened	=	Brilliant Evasion
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### Runner

Runners gain **Computers**, **Knowledge (Education)**, **Knowledge (Underworld)**, and **Stealth** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience. If you're playing with the expanded rules for net intrusion, this Specialization is removed and the Runner Career is added instead.

Codebreaker		Grit		Technical Aptitude		Bypass Security
<b>Defensive Codebusting</b> When defending computer systems, add [s] per rank of Defensive Codebusting to opponent's checks.		Technical Aptitude	=	Grit	=	Bypass Security
<b>Natural Programmer</b> Once per session, may reroll any 1 Computers check.		Bypass Security	=	Defensive Codebusting	=	Grit
Defensive Codebusting	=	<b>Improved Defensive Codebusting</b> Defensive Codebusting now upgrades opponent's difficulty once per rank of Defensive Codebusting; this replaces the usual benefits.	=	Codebreaker	=	Resolve
<b>Skilled Runner</b> When making a Computers check, may spend a Triumph to make further Computers checks within this system as maneuvers.	=	<b>Master Runner</b> Once per round, may take a Master Runner incidental to suffer 2 strain and decrease difficulty of Computers checks by 1, to a minimum of Easy [D].	=	Mental Fortress	=	Dedication

### Underworlder

The Underworlder's eight career skills are **Coordination**, **Knowledge (Underworld)**, **Perception**, **Piloting**

**(Space), Skulduggery, Streetwise, and Vigilance.** Underworlders automatically gain one rank in four of these skills (of their choice) without spending experience, and he or she receives a discount when spending experience to purchase ranks in any of these skills.

### Outlaw Tech

Outlaw Techs gain **Knowledge (Education), Knowledge (Underworld), Mechanics, and Streetwise** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Tinkerer		Cyberneticist		Tinkerer		<b>Scavenge</b> Remove [s] per rank of Scavenge from checks to find or scavenge items or gear. Such checks take half the time.
Solid Repairs	=	Grit	=	Scavenge	=	Toughened
Utility Belt	=	Side Step	=	Brace	=	Defensive Stance
Jury Rigged	=	Cyberneticist	=	Inventor		Jury Rigger
Inventor	=	Dedication		Known Schematic	=	Brace

### Scoundrel

Scoundrels gain **Charm, Cool, Deception, and Ranged (Light)** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Black Market Contacts		Convincing Demeanor		Quick Draw		Rapid Reaction
Convincing Demeanor		Black Market Contacts	=	Convincing Demeanor		Quick Strike
Hidden Storage		Toughened	=	Black Market Contacts		Side Step
Toughened		Rapid Reaction	=	Hidden Storage		Side Step
Dedication	=	Natural Charmer	=	Soft Spot	=	Quick Strike

### Thief

Thieves gain **Computers, Skulduggery, Stealth, and Vigilance** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in

each, without spending starting experience.

Street Smarts		Black Market Contacts		Indistinguishable		Bypass Security
Black Market Contacts	=	Dodge	=	Grit	=	Hidden Storage
Stalker	=	Grit	=	Rapid Reaction	=	Shortcut
Bypass Security		Natural Rogue	=	Street Smarts	=	Jump Up
Master of Shadows		Dodge	=	Indistinguishable		Dedication

## Universal

### Psi

Psi characters do not gain additional career skills. Instead they increase their Psi Rating by 1 when they take the Psi talent tree.

Uncanny Senses		Insight		Forager		Uncanny Reactions
Convincing Demeanor		Overwhelm Emotions		Intense Focus		Quick Draw
Sense Danger		Sense Emotions		Balance		Touch of Fate
Street Smarts	=	Uncanny Senses	=	Uncanny Reactions	=	Street Smarts
Sixth Sense	=	Psi Rating	=	Dedication	=	Superior Reflexes

### Psi Powers

Characters with a Psi rating can gain Psi powers. They work exactly as the Force Powers described in the *Edge of the Empire* core book.

- Sense
- Influence
- Move

If you want to replicate the premonition abilities of Caprice Nisei and the other Nisei Mark IIs, use Warde's Foresight from the *Force and Destiny* adventure, *Chronicles of the Gatekeeper*.

## Skills

Remove Astrogation, Knowledge: Core Worlds, Knowledge: Outer Rim, and Knowledge: Xenology.

Add Knowledge: Corporations and Knowledge: Solar Lore.

- Athletics (Br)

- Charm (Pr)
- Coercion (Will)
- Computers (Int)
- Cool (Pr)
- Coordination (Ag)
- Deception (Cun)
- Discipline (Will)
- Leadership (Pr)
- Mechanics (Int)
- Medicine (Int)
- Negotiation (Pr)
- Perception (Cun)
- Piloting – Planetary (Ag)
- Piloting – Space (Ag)
- Resilience (Br)
- Skulduggery (Cun)
- Stealth (Ag)
- Streetwise (Cun)
- Survival (Cun)
- Vigilance (Will)
- Brawl (Br)
- Gunnery (Ag)
- Melee (Br)
- Ranged – Light (Ag)
- Ranged – Heavy (Ag)
- Knowledge: Corporations (Int)
- Knowledge: Education (Int)
- Knowledge: Solar Lore (Int)
- Knowledge: Underworld (Int)

## Equipment

Equipment, for the most part, replaces all entries in the Edge of the Empire rulebook. Use your best judgement, and when game mastering—find ways to say yes!

## Weapons

Name	Skill	Dam	Crit	Rng	Encum	HP	Price	Rar	Special
S&W '35	Ranged (Light)	4	5	Short	1	0	100	3	
Argus Model 19	Ranged (Light)	5	4	Med	1	2	300	4	
HHI Model 8 Combat Shotgun	Ranged (Light)	7	2	Short	2	3	400	3	Inferior, Vicious 1



Skorpios FM44 "Hailstorm" Flechette Pistol	Ranged (Light)	7	3	Med	2	3	700	6	
Strelet Arms S101 Modular Weapon System	Ranged (Heavy)	9	3	Long	4	4	900	5	
NEXT PL840.a Medium Laser Pistol	Ranged (Light)	8	3	Med	3	1	(R) 4,000	8	Accurate 1, Limited Ammo 6, Overheat 3, Pierce 2
NEXT CG44 Anti- Materiel Gauss Rifle	Ranged (Heavy)	10	3	Extr	6	3	(R) 6,000	8	Bipod Mount, Cumbersome 4, Pierce 2, Vicious 2
Brass Knuckles	Brawl	+1	4	Eng	1	0	25	0	Disorient 3
Combat Knife	Melee	+1	3	Eng	1	0	25	1	
Skorpios "Bloodletter" Monoblade	Melee	+3	2	Eng	3	3	750	5	Pierce 2, Vicious 1
HHI PX830 Portable Plasma Cutter	Melee	+3	2	Eng	4	3	750	5	Pierce 2, Sunder, Vicious 3
Personal Defense Industries Mk. 1 Collapsible Baton	Melee	+2	5	Eng	2	0	100	1	Disorient 2
Argus M-960 Automatic Grenade Launcher	Gunnery	10	2	Long	9	4	(R) 3,000	8	Blast 4, Cumbersome 5
Frag Grenade	Ranged (Light)	8	4	Short	1	0	50	5	Blast 6, Limited Ammo 1
NEXT PRM80 Shoulder-Fired Rocket Launcher	Gunnery	20	2	Extr	7	4	(R) 7,500	8	Blast 10, Cumbersome 3, Guided 3, Breach 1, Prepare 1, Limited Ammo 6
Taejo Technologies Monofilament Mk.	Ranged (Light)	20	2	Short	1	0	(R) 2,000	8	Blast 15, Breach 1,

IV Fragmentation Grenade									Vicious 4, Limited Ammo 1
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### Overheat (Passive)

A weapon with Overheat is prone to finicky performance. If a number of threat equal to the Overheat level of this trait is generated during an attack, this weapon becomes damaged (EoTE page 159) and must undergo moderate repairs.

### Armor

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Adverse Environment Gear	0	1	500	2	1	1
Muresh Bodysuit	1	1	1,000	3	1	6
Plascrete Carapace	1	2	(R) 5,000	6	4	7
Heavy Clothing	0	1	50	1	0	0
Padded Armour	0	2	500	2	0	1

### Items

Item	Price	Encum	Rarity	Special
Comlink (handheld)	25	0	0	
Comlink (long range)	200	2	1	
Electrobinoculars	250	1	1	
Macrobinoculars	75	1	2	
Emergency Medpac	100	1	1	
Medpac	400	2	2	
Stimpack	25	0	1	
Brain Cage	1,000	-	6	Reduce your wound threshold by 2. Gain 5 strain.
Cybernetic Arms	1,000	-	6	Gain +1 Brawn or +1 Agility. Does not stack when both arms are replaced.
Cybernetic Eyes	1,000	-	4	Gain +1 Vigilance and +1

				Perception.
Cybernetic Legs	1,000	-	6	Gain +1 Brawn or +1 Agility. Both legs must be replaced to gain the benefit.
e3 Feedback Implants	750	-	6	When you take a maneuver action, you may take 1 strain to perform that maneuver a second time. You still may not perform more than two maneuvers a turn.
Immune Implant	500	-	4	Gain +1 Resilience.
Net-Ready Eyes	1,000	-	6	When you initiate a run, choose one of your icebreakers. When you make a Computers check during this run to use that icebreaker, gain one boost die.
Neural Boosters	1,000	-	5	Gain +1 Intelligence. Also includes a commlink and basic net access.
Skulljack	500	-	6	Gain one boost die on rolls to disable a server.
Subdermal Armor	750	-	6	Gain +1 soak.
Titanium Ribs	750	-	6	Increase wound threshold by 4. When you suffer a physical critical injury, take -10 to the roll.
Wired Reflexes	5,000	-	7	During initiative, if you roll two advantage, you gain an additional initiative slot at

				zero successes and zero advantage. Only you may use this initiative slot, and during this slot you may only take one action. This action can still be exchanged for a maneuver. You cannot gain additional actions or maneuvers during this initiative slot.
Backgammon Set	40	0	0	
Disguise Kit	100	2	4	
EMP Device	200	2	6	Shorts out electronics in Medium range.
Handcuffs	25	0	0	
Security Chip	25	0	5	Can expend this security chip to gain a Boost die on your next Computers check.
Ration Pack	5	0	0	
Breath Mask	25	0	0	
Space Suit	100	4	1	
Tent	100	4	1	
Thermal Cloak	200	2	1	
Backpack	50	-	0	
Climbing Gear	50	1	2	
Fusion Lantern	150	2	2	
Prepaid VoicePAD	100	0	0	Gets you quick net access for your everyday needs.
Tool Kit	350	4	2	
Utility Belt	25	-	0	

## Vehicles

### *Hopper*

Silhouette 2	Speed 3	Handling 0	
Armour 0	HT Threshold 5	SS Threshold 5	
Fore 0	Port -	Starboard -	Aft 0

- **Maximum Altitude:** 30 kilometers
- **Crew:** One pilot
- **Encumbrance Capacity:** 10-30
- **Cost/Rarity:** 10,000 credits/3
- **Customization Hard Points:** 1
- **Weapons:** None

### *Qianju-PT*

Silhouette 2	Speed 3	Handling +2	
Armour 0	HT Threshold 2	SS Threshold 3	
Fore 0	Port -	Starboard -	Aft 0

- **Maximum Altitude:** Ground vehicle
- **Crew:** One pilot
- **Encumbrance Capacity:** 4
- **Passenger Capacity:** 1
- **Cost/Rarity:** 6,000 credits/3
- **Customization Hard Points:** 2
- **Weapons:** None

### *SA/F-01A Striker Orbital Attack Fighter*

Silhouette 3	Speed 4	Handling 0	
Armour 3	HT Threshold 12	SS Threshold 10	
Fore 0	Port -	Starboard -	Aft 0

- **Crew:** One pilot, one gunner
- **Encumbrance Capacity:** 10
- **Cost/Rarity:** 80,000 credits/4
- **Customization Hard Points:** 1
- **Weapons:** Forward Mounted Medium Laser Cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close], Linked 1), Forward Mounted Guided Missile Launchers (2) (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Breach 6, Blast 6, Guided 2, Limited Ammo 8, Linked 1, Slow-firing 1).