

STAR WARS

# EDGE OF THE EMPIRE

ROLEPLAYING GAME

## ADVERSARY CARDS



# FORSAKEN JEDI



## ADVERSARY 2

WOUNDS	
Current	Threshold
	16

SOAK VALUE
3

## SOCIAL

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

## OTHER

Perception (CUN) Pilot - Space (AG)   
Streetwise (CUN) Knowledge - Lore (INT)

## ATTACKS

**Engaged (lightsaber):**

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

**Medium Range (Force Move):**

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

## SPECIAL ABILITIES

**Sense Danger:** Once per session, remove from any check

## FORCE POWERS

### FORCE RATING



- Move:** Move up to two Silhouette 1 objects at Medium Range.
- Sense:** Sense all living things within Medium Range.
- Sense:** Sense the emotional state of 1 target within Medium Range.
- Ongoing:** Upgrade the difficulty of attacks against you twice.
- On the Edge:** Once per Force check, suffer 1 Strain to use as

BR	CUN
3	4

**BRAWN** **CUNNING**

AG	WILL
4	2

**AGILITY** **WILLPOWER**

INT	PR
3	2

**INTELLECT** **PRESENCE**

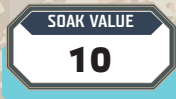
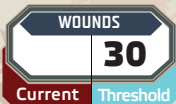
STRAIN	
Current	Threshold
	14

DEFENSES	
Ranged	Melee
1	2

# HUTT CRIME LORD



## ADVERSARY 2



BRAWN

CUNNING



AGILITY

WILLPOWER



INTELLECT

PRESENCE



## SOCIAL

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

## OTHER

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

## 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 against you.
- Convincing Demeanor:** Remove 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

WOUNDS	
Current	Threshold
	4

## SOCIAL

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


SOAK VALUE
4

## ATTACKS

**Engaged (Unarmed):** ♦♦♦  
2+ Damage; Crit 5; Disorient 1, Knockdown

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

## SPECIAL ABILITIES

 **Droid:** 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)

## MINION GROUP

WOUNDS	
Current	Threshold
	4

WOUNDS	
Current	Threshold
	4

WOUNDS	
Current	Threshold
	4

WOUNDS	
Current	Threshold
	4



# IMP. STORMTROOPER SERGEANT



RIVAL

## ADVERSARY 1

WOUNDS	
Current	15
Threshold	

## SOCIAL

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

SOAK VALUE
5

## OTHER

Athletics (BR) ♦♦♦ Resilience (BR) ♦♦♦



## ATTACKS

**Engaged (*Vibro-knife*):** ♦♦♦  
4+ Damage; Crit 2; Pierce 1, Vicious 1

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

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

## SPECIAL ABILITIES

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

## OTHER EQUIPMENT

Stormtrooper armor, Extra reloads

BR

3

BRAWN

CUN

2

CUNNING

AG

3

AGILITY

WILL

3

WILLPOWER

INT

2

INTELLECT

PR

1

PRESENCE

# JOURNEYMAN HUNTER



RIVAL

## ADVERSARY 1

WOUNDS	
Current	Threshold
	<b>15</b>

## SOCIAL

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

SOAK VALUE
<b>5</b>

## OTHER

Coordination (AG) ♦♦♦◊ Survival (CUN) ♦♦◊◊

## ATTACKS

**Engaged (Unarmed):** ♦♦♦◊  
3+ Damage; Crit 5; Disorient 1, Knockdown

**Medium Range (Heavy Blaster Pistol):** ♦♦♦◊  
7+ Damage; Crit 3; Stun Setting

**Long Range (Disruptor Rifle):** ♦♦♦◊  
10+ Damage; Crit 2; Vicious 5

## SPECIAL ABILITIES

◊ **Lethal Blow:** +10 to Critical Injury Rolls

## OTHER EQUIPMENT

Laminate Armor



# MASTER HUNTER



## ADVERSARY 2

WOUNDS	
Current	Threshold
	20

SOAK VALUE
6

## SOCIAL

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

## OTHER

Perception (CUN) Coordination (AG)   
Pilot-Space (AG) Stealth (AG)

## ATTACKS

**Engaged (*vibro-knife*):**

5+ Damage; Crit 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 riple*):**

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

## SPECIAL ABILITIES

**Leathal Blow:** +20 to Critical Injury Rolls

## OTHER EQUIPMENT

Heavy Battle Armor

BR
4

BRAWN

CUN
3

CUNNING

AG
4

AGILITY

WILL
3

WILLPOWER

INT
3

INTELLECT

PR
3

PRESENCE

STRAIN	
Current	Threshold
	13

DEFENSES	
Ranged	Melee
1	1

# APPRENTICE BOUNTY HUNTERS (4)



## MINION GROUP

WOUNDS	
Current	Threshold
	6

## SOCIAL

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

SOAK VALUE
3

## OTHER

Perception (CUN) ○○○

BR
2

CUN
3

BRAWN

CUNNING

AG
3

WILL
2

AGILITY

WILLPOWER

INT
2

PR
2

INTELLECT

PRESENCE

## ATTACKS

**Engaged (Unarmed):** ♦♦  
2+ Damage; Crit 5; Disorient 1, Knockdown

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

## OTHER EQUIPMENT

Heavy Clothing

## MINION GROUP

WOUNDS	
Current	Threshold
	6

WOUNDS	
Current	Threshold
	6

WOUNDS	
Current	Threshold
	6

WOUNDS	
Current	Threshold
	6

# BLACK SUN VIGO







## ADVERSARY 3

WOUNDS	
Current	Threshold
	16

SOAK VALUE
4

## SOCIAL

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

## OTHER

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

## ATTACKS

BR	CUN
3	4

BRAWN CUNNING

AG	WILL
3	3


AGILITY WILLPOWER

INT	PR
3	4


INTELLECT PRESENCE

STRAIN	
Current	Threshold
	16

DEFENSES	
Ranged	Melee

**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 attack):** 

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



**Long Range (modded hvy blaster rifle):** 

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



RIVAL

ADVERSARY 1



WOUNDS

14

Current

Threshold

SOCIAL

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

SOAK VALUE

5

## ATTACKS

BR

3

BRAWN

CUN

2

CUNNING

AG

2

AGILITY

WILL

3

WILLPOWER

INT

2

INTELLECT

PR

2

PRESENCE

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

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

## SPECIAL ABILITIES



**Riot Tactics:** Groups of 3 or more CSA minions within your presence gain +1 Soak and deal +1 damage on combat checks.

## OTHER EQUIPMENT

Riot armor



# SHIPJACKER



RIVAL

## ADVERSARY 1



WOUNDS	
Current	Threshold
	<b>14</b>

SOAK VALUE
<b>2</b>

## SOCIAL

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

## OTHER

Computers (INT) **◆◆◆** Skulduggery (CUN) **◆◆◆◆◆**  
 Stealth (AG) **◆◆◆◆** Pilot-space (AG) **◆◆◆◆◆**

## ATTACKS

**Engaged (*shock gloves*):** **◆◆**  
 2+ Damage; Crit 5; Stun 3

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

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

<b>BR</b> <b>2</b> BRAWN	<b>CUN</b> <b>3</b> CUNNING
<b>AG</b> <b>3</b> AGILITY	<b>WILL</b> <b>2</b> WILLPOWER
<b>INT</b> <b>2</b> INTELLECT	<b>PR</b> <b>3</b> PRESENCE

## OTHER EQUIPMENT

Electronic lock breaker



# TWI'LEK BLACK MARKETEER



RIVAL

## ADVERSARY 1

WOUNDS

12

Current

Threshold

SOAK VALUE

2

## SOCIAL

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)   
Knowledge-underworld (CUN)

## ATTACKS

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

**Medium Range (*blaster pistol*):**   
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



**Black Market Contacts:** Decrease rarity of sought item by 2 degrees when looking on the black market.



BR

2

BRAWN

CUN

3

CUNNING

AG

2

AGILITY

WILL

2

WILLPOWER

INT

3

INTELLECT

PR

3

PRESENCE



# MOISTURE FARMERS (4)



MINION

## MINION GROUP

WOUNDS	
Current	Threshold
	8

## SOCIAL

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

SOAK VALUE
3

BR
3

CUN
2

BRAWN

CUNNING

AG
2

WILL
3

AGILITY

WILLPOWER

INT
2

PR
2

INTELLECT

PRESENCE

## ATTACKS

**Engaged (Unarmed):** ♦♦♦♦  
3+ Damage; Crit 5; Disorient 1, Knockdown

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

## MINION GROUP

WOUNDS	
Current	Threshold
	8

WOUNDS	
Current	Threshold
	8

WOUNDS	
Current	Threshold
	8

WOUNDS	
Current	Threshold
	8





# GAMORREAN THUG





RIVAL

## ADVERSARY

WOUNDS	
Current	Threshold
	14

## SOCIAL

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

SOAK VALUE
5

## ATTACKS

BR 4	CUN 1
---------	----------

BRAWN

CUNNING

AG 2	WILL 1
---------	-----------





AGILITY

WILLPOWER



INT 1	PR 1
----------	---------

INTELLECT

PRESENCE

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

## SPECIAL ABILITIES

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



# MYNOCKS (4)



## MINION GROUP

WOUNDS	
Current	4
Threshold	

SOAK VALUE
1

## SOCIAL

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) ○○○

## ATTACKS

Engaged (*sucker mouths & claws*): ○○

4+ Damage; Crit 5

## 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).

## MINION GROUP

WOUNDS	
Current	4
Threshold	

WOUNDS	
Current	4
Threshold	

WOUNDS	
Current	4
Threshold	

WOUNDS	
Current	4
Threshold	

Ranged

## DEFENSES

1 1

Melee

# WOOKIE GLADIATOR



RIVAL

## ADVERSARY

WOUNDS

16

Current

Threshold

SOAK VALUE

5

## SOCIAL

Cool (INT) Coercion (MILL) 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

**Wookiee 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.

BR

5

BRAWN

CUN

3

CUNNING

AG

3

AGILITY

WILL

2

WILLPOWER

INT

2

INTELLECT

PR

2

PRESENCE



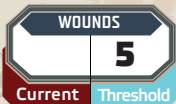


# TWI'LEK DANCERS (4)



MINION

## MINION GROUP



## SOCIAL

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)



BRAWN



CUNNING



AGILITY



WILLPOWER



INTELLECT



PRESENCE

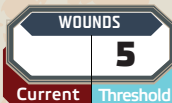
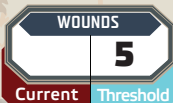
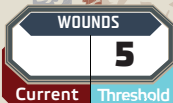
## ATTACKS

Engaged (*Unarmed*):   
2+ Damage; Crit 5; Disorient 1, Knockdown

## OTHER EQUIPMENT

Dancing Attire

## MINION GROUP







# MID-SIZED DIANOGA



RIVAL

## ADVERSARY 1

WOUNDS	
Current	Threshold
	22

## 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
4

## OTHER

Perception (CUN) ◆◆◆◆◆ Stealth (AG) ◆◆◆◆  
 Survival (CUN) ◆◆

## ATTACKS

**Engaged (tentacles):** ◆◆◆◆◆  
 5+ Damage; Crit 4; Ensnare 4, Knockdown

## SPECIAL ABILITIES

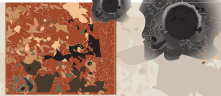
- ◆ **Amphibious:** May breath and move underwater without penalty.
- ◆ **Crushing Grip:** Can maintain a grip on a victim while attacking others. As long as it has a victim immobilized with its tentacles, Dianoga inflicts 2 Strain and 1 Wound at the start of the victim's turn. Drowning creatures take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



# CAPTIVE RANCOR



SILHOUETTE 3



WOUNDS

40

Current

Threshold

## SOCIAL

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

SOAK VALUE

12

## OTHER

Perception (CUN) ♦♦♦♦ Survival (CUN) ♦♦♦♦

## ATTACKS

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

## SPECIAL ABILITIES



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

BR

6

CUN

6

BRAWN

CUNNING

AG

1

WILL

5

AGILITY

WILLPOWER

INT

4

PR

3

INTELLECT

PRESENCE

STRAIN

15

Current

Threshold

DEFENSES

Ranged

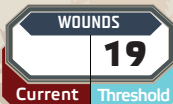
Melee



# ASSASSIN DROID



## ADVERSARY 2



## SOCIAL

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

## OTHER

Piloting-Space (AG) ○○○○ Piloting-Planet (AG) ○○○○  
Gunnery (AG) ♦♦○○○○ Mechanics (INT) ○○○○  
Computers (INT) ♦○○○○



BRAWN

CUNNING



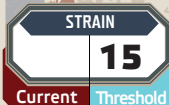
AGILITY

WILLPOWER



INTELLECT

PRESENCE



## 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

⚙️ **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.

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

## COST

65,000 Credits (Rarity 8)

# ASTROMECH DROID



RIVAL

## ADVERSARY

### WOUNDS

11

Current

Threshold

### SOAK VALUE

3

## SOCIAL

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

## OTHER

Astrogration (INT) Mechanics (INT)   
Computers (INT) Piloting-Space (AG)

BR

1

BRAWN

CUN

2

CUNNING

AG

1

AGILITY

WILL

1

WILLPOWER

INT

2

INTELLECT

PR

1

PRESENCE

## ATTACKS

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

## SPECIAL ABILITIES

**Droid:** 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 DROID (4)



## MINION GROUP

WOUNDS	
Current	Threshold
	3

SOAK VALUE
3

## SOCIAL

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

## OTHER


Mechanics (INT) ◊◊



## ATTACKS

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

## SPECIAL ABILITIES

 **Droid:** 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)

## MINION GROUP

WOUNDS	
Current	Threshold
	3

WOUNDS	
Current	Threshold
	3

WOUNDS	
Current	Threshold
	3

WOUNDS	
Current	Threshold
	3

## COST

7,500 Credits (Rarity 3)







# PROTOCOL DROID



RIVAL

## ADVERSARY

WOUNDS	
Current	Threshold
	<b>10</b>

SOAK VALUE
<b>3</b>

## SOCIAL

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

## OTHER

Perception (CUN) ♦ Knowledge-education (INT) ♦♦♦♦  
Knowledge-xenology (INT) ♦♦♦♦

BR
<b>1</b>

BRAWN

CUN
<b>1</b>

CUNNING

AG
<b>1</b>

AGILITY

WILL
<b>1</b>

WILLPOWER

INT
<b>3</b>

INTELLECT

PR
<b>2</b>

PRESENCE

## ATTACKS

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

## SPECIAL ABILITIES

⚙️ **Droid:** 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 DROID



## ADVERSARY

WOUNDS	
Current	Threshold
	14

## 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
5

## ATTACKS

**Engaged (unarmed):** **◆◆**

2+ Damage; Crit 5; Disorient 1, Knockdown

**Close Range (snare launcher):** **◆◆◆**

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

**Medium Range (built-in blaster pistol):** **◆◆◆◆**

6+ Damage; Crit 3; Stun Setting

BR
2

CUN
2

BRAWN

CUNNING

AG
2

WILL
1

AGILITY

WILLPOWER

INT
1

PR
1

INTELLECT

PRESENCE

## SPECIAL ABILITIES

**Droid:** 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

## MINION GROUP

WOUNDS	
Current	Threshold
	4

SOAK VALUE
4

## 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) ○○○

BR
2

BRAWN

CUN
2

CUNNING

AG
2

AGILITY

WILL
2

WILLPOWER

INT
2

INTELLECT

PR
2

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

## MINION GROUP

WOUNDS	
Current	Threshold
	4

WOUNDS	
Current	Threshold
	4

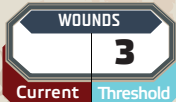
WOUNDS	
Current	Threshold
	4

WOUNDS	
Current	Threshold
	4

# SPACEPORT URCHINS (4)



## MINION GROUP



## SOCIAL

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

## OTHER

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



BRAWN

CUNNING



AGILITY

WILLPOWER



INTELLECT

PRESENCE

## ATTACKS

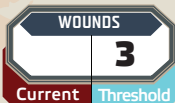
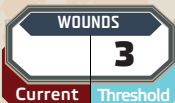
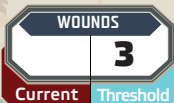
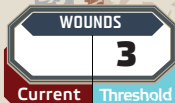
**Engaged (Unarmed):**

1+ Damage; Crit 5; Disorient 1, Knockdown

**Close Range (Small rocks):**

1+ Damage; Crit -; Stun damage

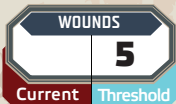
## MINION GROUP



# C.S.A. SECURITY POLICE (4)



## MINION GROUP



## SOCIAL

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



BRAWN

CUNNING



AGILITY

WILLPOWER



INTELLECT

PRESENCE

## ATTACKS

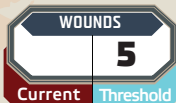
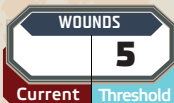
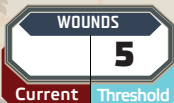
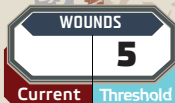
Engaged (*truncheon*): ♦♦♦♦  
4+ Damage; Crit 5; Disorient 2

Engaged (*riot gun*): ♦♦♦♦♦  
8+ Damage; Crit 3; Autofire, Stun Setting

## OTHER EQUIPMENT

Riot Armor

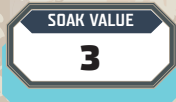
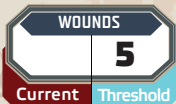
## MINION GROUP



# IMP NAVAL TROOPERS (4)



## MINION GROUP



## 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



AGILITY



WILLPOWER



INTELLECT



PRESENCE

## ATTACKS

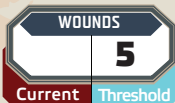
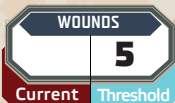
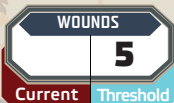
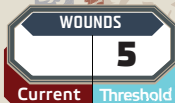
Engaged (*unarmed*): ♦♦  
2+ Damage; Crit 5; Disorient 1, Knockdown

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

## OTHER EQUIPMENT

Blast Vest and Helmet

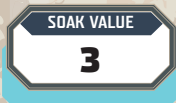
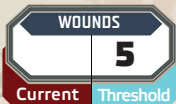
## MINION GROUP



# PLANETARY DEFENSE FORCE (4)



## MINION GROUP



## SOCIAL

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

## OTHER

Coordination (AG) ♦♦♦



BRAWN

CUNNING



AGILITY

WILLPOWER



INTELLECT

PRESENCE

## ATTACKS

**Engaged (Unarmed):** ♦♦♦  
2+ Damage; Crit 5; Disorient 1, Knockdown

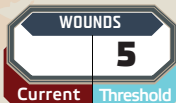
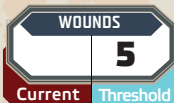
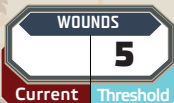
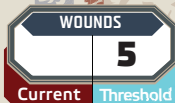
**Close Range (Stun grenades):** ♦♦♦  
8+ Damage; Crit 4; Blast 6, Limited Ammo 2

**Medium Range (Blaster Carbine):** ♦♦♦  
9+ Damage; Crit 3; Stun Setting

## OTHER EQUIPMENT

Blast vest

## MINION GROUP

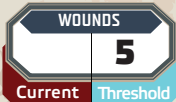


# MILITARY STARFIGHTER PILOTS (4)



MINION

## MINION GROUP



Current Threshold



## 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) ♦♦♦



BRAWN



CUNNING



AGILITY



WILLPOWER



INTELLECT



PRESENCE

## ATTACKS

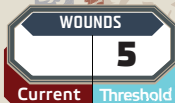
Engaged (*unarmed*): ♦♦  
2+ Damage; Crit 5; Disorient 1, Knockdown

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

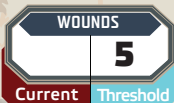
## OTHER EQUIPMENT

Vacuum Sealed Flight Suit

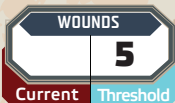
## MINION GROUP



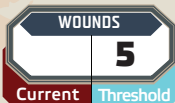
Current Threshold



Current Threshold



Current Threshold



Current Threshold

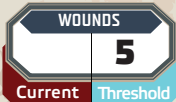


# IMP. STORMTROOPERS (4)



MINION

## MINION GROUP



Current Threshold



## SOCIAL

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

## OTHER

Athletics (BR) ○○○○



BRAWN



CUNNING



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

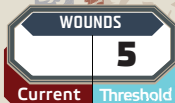
Long Range (*Light Repeating Blaster*): ♦○○○○

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

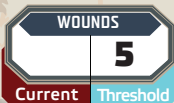
## OTHER EQUIPMENT

Stormtrooper Armor, Utility Belts, Extra reloads

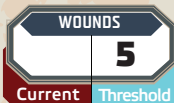
## MINION GROUP



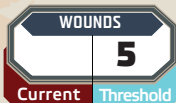
Current Threshold



Current Threshold



Current Threshold



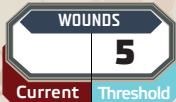
Current Threshold

## STREET TOUGHS (4)



MINION

### MINION GROUP



### SOCIAL

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) ♦♦♦



BRAWN



CUNNING



AGILITY



WILLPOWER



INTELLECT



PRESENCE

## ATTACKS

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

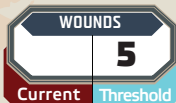
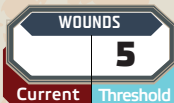
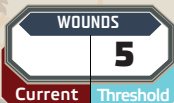
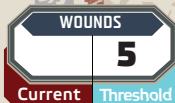
Medium Range (*Blaster pistol*): ♦♦♦♦  
6+ Damage; Crit 3; Stun Setting  
OR

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

## OTHER EQUIPMENT

Heavy Clothing

## MINION GROUP



# AQUALISH THUGS (4)



MINION

## MINION GROUP

WOUNDS	
Current	Threshold
	6

## SOCIAL

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

SOAK VALUE
3

BR
3

CUN
2

BRAWN

CUNNING

AG
2

WILL
1

AGILITY

WILLPOWER

INT
2

PR
1

INTELLECT

PRESENCE

## ATTACKS

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

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

## MINION GROUP

WOUNDS	
Current	Threshold
	6

WOUNDS	
Current	Threshold
	6

WOUNDS	
Current	Threshold
	6

WOUNDS	
Current	Threshold
	6

# IMP. INTEL AGENT



RIVAL

ADVERSARY 1



WOUNDS

14

Current

Threshold

SOCIAL

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

SOAK VALUE

3

OTHER

Streetwise (CUN)

BR

3

CUN

3

BRAWN

CUNNING

AG

3

WILL

3

AGILITY

WILLPOWER

INT

3

PR

3

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









# SLICER



RIVAL

## ADVERSARY

WOUNDS

12

Current

Threshold

SOAK VALUE

2

## SOCIAL

Cool (INT) 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)

BR

2

BRAWN

CUN

3

CUNNING

AG

3

AGILITY

WILL

2

WILLPOWER

INT

4

INTELLECT

PR

1

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









# IMPERIAL NAVAL OFFICER



RIVAL

## ADVERSARY 1

WOUNDS

11

Current

Threshold

SOAK VALUE

3

## SOCIAL

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

## OTHER

Computers (INT) ♦♦○○○ Skulduggery (CUN) ♦♦○○

BR

2

BRAWN

CUN

3

CUNNING

AG

3

AGILITY

WILL

2

WILLPOWER

INT

2

INTELLECT

PR

2


PRESENCE

## ATTACKS

**Engaged (unarmed):** ♦♦  
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



RIVAL

## ADVERSARY

WOUNDS

15

Current

Threshold

SOAK VALUE

3

## SOCIAL

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

BR

3

BRAWN

CUN

3

CUNNING

AG

3

AGILITY

WILL

1

WILLPOWER

INT

3

INTELLECT

PR

2

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



RIVAL

## ADVERSARY 1

WOUNDS

14

Current

Threshold

## SOCIAL

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

SOAK VALUE

4

## OTHER

Athletics (BR) Coordination (AG)   
Streetwise (CUN) Survival (CUN)

## 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



BR

3

BRAWN

CUN

4

CUNNING

AG

3

AGILITY

WILL

3

WILLPOWER

INT

3

INTELLECT

PR

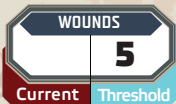
3

PRESENCE

# PIRATE CREW (4)

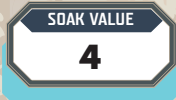


## MINION GROUP



## SOCIAL

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



BRAWN

CUNNING



AGILITY

WILLPOWER



INTELLECT

PRESENCE

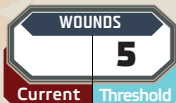
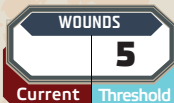
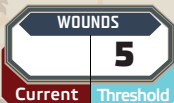
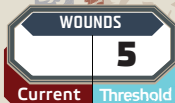
## ATTACKS

**Engaged (*vibro-knife*):**   
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

## MINION GROUP



# DEFEL ASSASSIN



## ADVERSARY 3

WOUNDS

17

Current

Threshold

SOAK VALUE

3

## SOCIAL

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

## OTHER

Coordination (AG) Perception (CUN)   
Stealth (AG)

BR

3

CUN

4

BRAWN

CUNNING

AG

4

WILL

3

AGILITY

WILLPOWER

INT

3

PR

2

INTELLECT

PRESENCE

STRAIN

15

Current

Threshold

DEFENSES

1

1

Ranged

Melee

## ATTACKS

**Engaged (claws):**

7+ Damage; Crit 3;

**Medium Range (blaster pistol):**

6+ Damage; Crit 3; Stun Setting

## SPECIAL ABILITIES



**Lethal Blows:** +20 to Critical Injury rolls



**Light Sensitive:** ■■ to skill checks while in bright light without protective goggles



**Shadowed:** ■■ to Stealth checks in darkness

# LOAN SHARK



## ADVERSARY 1

WOUNDS






14

Current Threshold


SOAK VALUE

3

## SOCIAL

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

## OTHER

Perception (CUN) 

BR

2

CUN

4

BRAWN

CUNNING

AG

3

WILL

3

AGILITY

WILLPOWER

INT

3

PR

4

INTELLECT

PRESENCE

STRAIN

13

Current Threshold




DEFENSES

1


1



Ranged Melee

## ATTACKS

**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

 **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



## ADVERSARY 1

WOUNDS

14

Current Threshold

SOAK VALUE

2

## SOCIAL

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

## OTHER

Perception (CUN) Streetwise (CUN)

BR

2

BRAWN

CUN

4

CUNNING

AG

2

AGILITY

WILL

3

WILLPOWER

INT

4

INTELLECT

PR

3

PRESENCE

STRAIN

13

Current Threshold

DEFENSES

0

0

Ranged Melee

## 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.

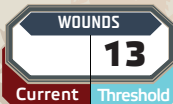
## OTHER EQUIPMENT

Datapad, commlink

# IMPERIAL MOFF



## ADVERSARY 1



## SOCIAL

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

## OTHER

Knowledge-core worlds (INT)   
Streetwise (CUN)



BRAWN

CUNNING



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

**Plausible Deniability:** Remove from Coerce and Deceit checks.

**Supreme Inspiring Rhetoric:** As a Maneuver, make a **Average** () **Leadership** check. Each removes 1 Strain or wound from an ally within Short Range. Each removes 1 Strain or Wound from an affected ally. Each affected ally adds to all checks for 4 rounds.

**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



## ADVERSARY 1

WOUNDS




18

Current Threshold


SOAK VALUE

3

## SOCIAL

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

## OTHER

Pilot-planet (AG)  Pilot-space (AG)   
Streetwise (CUN)  Skulduggery (CUN)   
Knowledge-underworld (INT) 

BR

2

CUN

3

BRAWN

CUNNING

AG

3

WILL

2

AGILITY

WILLPOWER

INT

3

PR

4

INTELLECT

PRESENCE

STRAIN

13

Current Threshold

DEFENSES

1


1

Ranged Melee

## ATTACKS

Engaged (*unarmed*): 

2+ Damage; Crit 5; Disorient 1, Knockdown

Medium Range (*heavy blaster pistol*): 

7+ Damage; Crit 3; Stun Setting

## SPECIAL ABILITIES



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



**Skilled Jockey** Remove ■■ from all Pilot checks.

## OTHER EQUIPMENT

Armored Clothing, TY-2400 Freighter



# PIRATE CAPTAIN



## ADVERSARY 1

WOUNDS	
Current	Threshold
	20

SOAK VALUE
5

## SOCIAL

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

## OTHER

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

BR
4

CUN
3

BRAWN

CUNNING

AG
4

WILL
2

AGILITY

WILLPOWER

INT
2

PR
3

INTELLECT

PRESENCE

STRAIN	
Current	Threshold
	12

DEFENSES	
Ranged	Melee
1	1

## 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





# PLANETARY GOVERNOR



## NEMESIS

### WOUNDS

14

Current Threshold

### SOAK VALUE

3

BR

2

BRAWN

CUN

4

CUNNING

AG

2

AGILITY

WILL

3

WILLPOWER

INT

3

INTELLECT

PR

4

PRESENCE

### STRAIN

14

Current Threshold

### DEFENSES





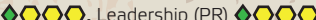

0

Ranged







0

Melee



## SOCIAL

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






## OTHER




Perception (CUN)  Streetwise (CUN)   
Knowledge-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

 **Improved Inspiring Rhetoric:** As an action, make a **Average** () **Leadership** check. Each  removes 1 Strain from an ally within Short Range. Each  removes 1 Strain or Wound from an affected ally. Each affected ally adds  to all checks for 2 rounds.

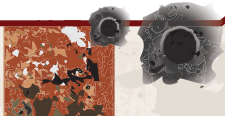
 **Kill With Kindness:** Remove   from all **Charm** and **Leadership** checks.

 **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.



- MINION
- RIVAL
- NEMESIS



### SOCIAL

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

### OTHER

WOUNDS

Current Threshold

SOAK VALUE

## ATTACKS

BR

CUN

BRAWN

CUNNING

AG

WILL

AGILITY

WILLPOWER

INT

PR

INTELLECT

PRESENCE

## SPECIAL ABILITIES



STRAIN

Current Threshold

DEFENSES

Ranged Melee

## OTHER EQUIPMENT/COST





