

EDGE OF THE EMPIRE BETA UPDATE

This document serves to keep the **EDGE OF THE EMPIRE** Beta testers up-to-date on all of the latest changes to the design of the **EDGE OF THE EMPIRE** Core Rulebook. The most recent update to this document was on September 18, 2012. The newest changes to this document are always marked in red.

The changes are listed by chapter and by page. Some changes may encompass more than a single page, in which case that is described in the change entry. Each change is listed separately.

Thanks to everyone for your hard work and diligence on this project.

CHAPTER I: PLAYING THE GAME

New Sidebar (page 18): Add the following sidebar to this page, "*Upgrading and downgrading ability and difficulty* Certain rules may call for a player to upgrade or downgrade the ability or difficulty of a dice pool. For example, the Dodge talent allows characters to upgrade the difficulty of a combat check targeting them by a certain value. Upgrading or downgrading the ability of a pool refers to upgrading Ability dice into Proficiency dice or downgrading Proficiency dice into Ability dice. Likewise, upgrading or downgrading the difficulty of a pool refers to upgrading Difficulty dice into Challenge dice or downgrading Challenge dice into Difficulty dice."



CHAPTER II: CREATING A CHARACTER

Assembling the Group's Obligation (page 31): Add the following sentence to the end of paragraph one: "*When listing Obligation, the GM should always start with the largest Obligation, and list them in order from largest to smallest. If multiple characters have the same Obligation value, the GM can list these characters in whichever order seems most appropriate.*"

Bothans, Species Abilities (page 34): Add the following: "**Special Ability:** Bothans start with one rank in the Convincing Demeanor talent."

Droids, Species Abilities (page 35): Add the following: "**Special Ability:** Droids begin the game with one rank in any one skill of their choice. They still may not train any skill above rank 2 during character creation."

Gand, Species Abilities (page 36): Add the following: "**Special Ability:** There are many sub-species of Gands. One notable difference between the two main sub-species being that one sub-species has lungs, and one does not. Those that have lungs breathe the ammonia gas-mixture native to their homeworld's atmosphere. Those that do not do not respire and gain all necessary metabolic substances through consumption of food.

When playing a Gand, each player chooses whether he wishes his character to have lungs or not. If he selects to be playing a lungless Gand, his character is immune to suffocation (but not the wounds suffered from being exposed to vacuum). If he chooses to play a Gand with lungs, he starts the game with an ammonia respirator, and treats oxygen environments as dangerous atmospheres with Rating 8. However, he gains +10 starting XP."

Humans, Species Abilities (page 36): Remove the special ability that gives humans access to an additional specialization during character creation and replace it with the following: "**Special Ability:** Humans and near-humans start the game with access to one additional rank in each of two different non-career skills of their choice. They may not train this skill above Rank 2 during character creation."

Rodians, Species Abilities (page 37): Add the following: "**Special Ability:** Rodians start with one rank in the Expert Tracker talent."

Twi'leks, Species Abilities (page 38): Increase the starting wound threshold to 11 + Brawn.

Twi'leks, Species Abilities (page 38): Add the following: "**Special Ability:** When making skill checks, Twi'leks may remove ■ imposed due to arid or hot environmental conditions."



New Sidebar (page 64): Add the following sidebar to this page: *"Need more experience? Remember, a player can always increase his character's starting experience by taking on additional Obligation as described under Starting Obligation on page 30."*

Acquiring Talents (page 65): Add the following paragraphs to the end of the section: *"When selecting talents on a specialization tree, remember that each selection on the tree may only be purchased once. In the case of ranked talents (talents that may be purchased multiple times, and have effects that stack the more times they are purchased), the only way to purchase them multiple times is if there are multiple selections of the same talent on the available specialization trees."*

"In some cases a character may have already acquired a talents in one specialization, but encounters it again in another specialization. If it is a ranked talent, he must purchase it again (gaining another rank in the talent). If it is not a ranked talent, he counts as already having purchased it, and may proceed through the second specialization tree."

Acquiring New Specializations (page 65): In the third paragraph, change the experience cost for purchasing an additional specialization within a character's career to 10 experience, and an additional specialization outside a character's career to 20 experience.

Acquiring New Specializations (page 65): At the end of the fourth paragraph, add the following sentence: *"When discarding a specialization, the character keeps any talent marked as "permanent" in the specialization tree that he has purchased. He loses any talent not marked as "permanent" that he has purchased."*

Wound Threshold (page 65): Add the following to this sentence *"A character's starting wound threshold is determined based on his species and his Brawn rating after he has had the opportunity to increase it with his starting experience points."*

Strain Threshold (page 65): Add the following to this sentence *"A character's starting strain threshold is determined based on his species and his Willpower rating after he has had the opportunity to increase it with his starting experience points."*

Step 9: Finishing Touches (page 67): The name of this section should be **"Step 9: Starting Gear and Finishing Touches."** Add the following paragraphs to this section: **"Starting Gear Player Characters in Edge of the Empire receive a budget of credits to spend on starting gear before gameplay begins. This budget is 500 credits, although it can be increased by undertaking additional Obligation (see page 30). Before their characters begin the game, players may spend these credits to purchase items from Chapter V: Gear for their character. They may not purchase Restricted (R) items unless specifically given dispensation by their GM.**

"Characters keep any unspent credits when they start the game. In addition, once the player has finished spending his starting credits, he rolls 1d100. His character gains this many additional credits as "pocket money" at the beginning of the game. This additional money may not be spent during character creation.

"Characters do not start the game with any items save what they purchase with their starting credits or any

miscellaneous sundries they feel are appropriate for their character (see page 119)."

New Sidebar (page 67): Add the following sidebar to this page: *"Short on Cash? Remember, a player can always increase his character's starting credits by taking on additional Obligation as described under Starting Obligation on page 30."*

CHAPTER III: SKILLS

Brawl (page 83): Change the sentence *"Unless the opponent is incapable of resisting, Brawl is an opposed check"* to *"The difficulty of Brawl checks is Average ♦♦ (the difficulty of all melee attacks) unless the opponent is incapable of resisting (in which case it might be easier at the GM's discretion)."*

Brawl (page 83): Remove the sentence *"Attacks made with Brawl inflict strain upon their target, unless the acting character has a natural weapon that induces wound damage."* Replace with *"Brawl is used in unarmed combat, see page 137."*

Gunnery (page 84): Change the sentence *"Gunnery is an opposed check, unless the target is completely immobile"* to *"Gunnery check difficulties are determined by the distance to the target or relative silhouettes, depending on the weapon fired."*

Melee (page 84): Change the sentence *"Unless the opponent is incapable of resisting, Melee is an opposed check"* to *"The difficulty of Melee checks is Average ♦♦ (the difficulty of all melee attacks) unless the opponent is incapable of resisting (in which case it might be easier at the GM's discretion)."*

Melee (page 84): Remove the sentence *"Attacks made with Melee inflict wounds on their target, unless the acting character has a weapon that specifically induces strain."*

Ranged-Heavy (page 84): Change the sentence *"Ranged (Heavy) is resolved as an opposed check, unless the target is completely immobile"* to *"Ranged - Heavy check difficulties are determined by the distance to the target."*

Ranged-Heavy (page 84): Remove the sentence *"Characters armed with a Ranged (Heavy) weapon are unable to parry a melee attack, unless the weapon has a melee attachment."*

Ranged-Light (page 84): Change the sentence *"Ranged (Light) is resolved as an opposed check, unless the target is completely immobile"* to *"Ranged - Light check difficulties are determined by the distance to the target."*

Ranged-Light (page 84): Change the sentence: *"Characters may wield a pistol with Ranged (Light) while reserving a melee weapon for defensive purposes"* to *"Characters may wield a Ranged (Light) weapon in each hand, or wield a melee weapon that can reasonably be used one-handed and a Ranged (Light) weapon in the other hand."*

Table 3-2: Medical Check Difficulty (page 77): Column one, row two of the table should read *"Current wounds equal more than half of wound threshold."*



CHAPTER V: EQUIPMENT

Weapon Qualities (page 105): In the second paragraph, add the bolded words to the following sentence "Active qualities must be triggered by the user, often by spending **one or more**  to activate the effect."

In the third paragraph, add the bolded words to the following sentence: "**Active** qualities require   to activate unless the quality lists a different cost. **Passive qualities do**

not require anything to activate (they always apply) unless the quality specifically lists otherwise."

Defensive (page 106): Change the entry for defensive to the following: "**Defensive (passive)** Defensive weapons are particularly good at fending off incoming melee attacks. A character wielding a weapon with the Defensive quality increases his melee defence by the weapon's Defensive rating."

Snapshot (page 107): Delete this quality.

TABLE 5-5: RANGED AND GUNNERY WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENC	HP	PRICE	RARITY	SPECIAL
Blasters and Energy Weapons									
Holdout Blaster	Ranged (Light)	5	4	Short	1	0	200	4	Stun setting
Light Blaster Pistol	Ranged (Light)	5	4	Medium	1	2	300	4	Stun setting
Blaster Pistol	Ranged (Light)	6	3	Medium	1	3	400	4	Stun setting
Heavy Blaster Pistol	Ranged (Light)	7	3	Medium	2	3	700	6	Stun setting
Blaster Carbine	Ranged (Heavy)	9	3	Medium	3	4	850	5	Stun setting
Blaster Rifle	Ranged (Heavy)	9	3	Long	4	4	900	5	Stun setting
Heavy Blaster Rifle	Ranged (Heavy)	10	3	Long	6	4	1500	6	Auto-fire, Cumbersome 3
Light Repeating Blaster	Ranged (Heavy)	11	3	Long	7	4	2,250 (R)	7	Auto-fire, Cumbersome 4, Pierce 1
Heavy Repeating Blaster	Gunnery	15	2	Long	9	4	6,000 (R)	8	Auto-fire, Cumbersome 5, Pierce 2, Vicious 1
Bowcaster	Ranged (Heavy)	10	3	Medium	5	2	1,250	7	Cumbersome 3, Knockdown
Ionization Blaster	Ranged (Light)	10	5	Short	3	3	250	3	Disorient 5, Stun Damage (Droid only)
Disruptor Pistol	Ranged (Light)	10	2	Short	2	2	3,000(R)	6	Vicious 4
Disruptor Rifle	Ranged (Heavy)	10	2	Long	5	4	5,000 (R)	6	Cumbersome 2, Vicious 5
Slugthrowers									
Slugthrower Pistol	Ranged (Light)	4	5	Short	1	0	100	3	
Slugthrower Rifle	Ranged (Heavy)	7	5	Medium	5	1	250	3	Cumbersome 2
Thrown Weapons									
Bola / Net	Ranged (Light)	2	-	Short	1/3	2	20	2	Ensnare 3, Knockdown, Limited Ammo 1
Explosives and Flame Projectors									
Flame Projector	Ranged (Heavy)	8	2	Close	6	2	1,000	6	Burn 3, Blast 8
Missile Tube	Gunnery	20	2	Extreme	7	4	7,500 (R)	8	Blast 10, Breach 1, Cumbersome 3, Guided 3, Limited Ammo 6
Frag Grenade	Ranged (Light)	8	4	Close	1	0	50	5	Blast 6, Limited Ammo 1
Stun Grenade	Ranged (Light)	8	NA	Close	1	0	75	4	Blast 8, Disorient 3, Limited Ammo 1, Stun Damage
Thermal Detonator	Ranged (Light)	20	2	Close	1	0	2,000 (R)	8	Blast 15, Breach 1, Limited Ammo 1, Vicious 4



TABLE 5-6: BRAWL AND MELEE WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENC	HP	PRICE	RARITY	SPECIAL
Brawling Weapons									
Brass Knuckles	Brawl	+1	4	Engaged	1	0	25	0	Disorient 3
Shock Gloves	Brawl	+0	5	Engaged	0	1	300	2	Stun 3
Melee Weapons									
Combat Knife	Melee	+1	3	Engaged	1	0	25	1	
Gaffi Stick	Melee	+2	3	Engaged	3	0	100	2	Defensive 1, Disorient 3
Force Pike	Melee	+3	3	Engaged	3	3	450	4	Pierce 2
Lightsaber	Lightsaber	10	1	Engaged	1	0	50,000 (R)	10	Defensive 2, Sunder, Vicious 2
Truncheon	Melee	+2	5	Engaged	2	0	15	1	Disorient 2
Vibro-knife	Melee	+1	3	Engaged	1	2	150	3	Pierce 1, Vicious 1
Vibro-axe	Melee	+3	3	Engaged	4	3	700	5	Pierce 2, Sunder, Vicious 3
Vibrosword	Melee	+2	2	Engaged	3	3	700	5	Pierce 2, Vicious 1, Defensive 1

Critical Rating (Crit) (page 108): In the first paragraph, add the following to this sentence: "A critical injury can only be triggered on a successful hit that deals damage."

Table 5-5: Ranged and Gunnery Weapons (page 110): Replace the current table with this table (the red text denotes the changes in the table).

Disrupter Rifle/Pistol (page 110) Delete the sentence: "In addition, the wielder can spend  to disintegrate the target completely. He cannot be healed and is irrevocably dead." In addition, change the sentence "Whenever a victim is hit by a disrupter, any Critical Hit results in a "limb lost" effect..." to "Whenever a victim is hit by a disrupter, any Critical Hit results in a "Crippled" effect..."

Table 5-6: Brawl and Melee Weapons (page 112): Replace the current table with this table (the red text denotes the changes in the table).

Brawling Weapons (page 112): Add the following sentence to the first paragraph "When using a brawling weapon, users add their Brawn characteristic to the damage dealt, unless the weapon description indicates otherwise."

Melee Weapons (page 112): Add the following sentence to the first paragraph "When using a melee weapon, users add their Brawn characteristic to the damage dealt, unless the weapon description indicates otherwise."

Armor Characteristics (page 113): Add the following category: "Encumbrance Each armor set has a listed encumbrance. This is the encumbrance value of the item when carried. However, armor is designed to be worn, and when worn its encumbrance value decreases. Reduce the encumbrance value of all armor by 3 when worn."

Customization and Modifications (122): Remove the following section "Attachments have a set of base modifiers that they automatically grant when installed, and a number of mods (further intangible benefits) that are only accessible if the player is using the item tree mechanic to customize the item to which the attachment is fitted" and replace it with "Attachments have a set of base modifiers that they automatically grant when installed. Installing an attachment is a fairly simple process (as they are designed for easy installation) and simply requires a few minutes of uninterrupted work."

Bipod Mount (page 125): Change "This attachment can only be applied to blaster rifles, heavy blaster rifles, and light repeating blasters" to "This attachment can only be used on rifles, carbines, and light repeating blasters."

Forearm Grip (page 125): Change the "Innate Talent (Snap Shot) to "Innate Talent (Point Blank Rank +1) Mod."

CHAPTER VI: CONFLICT AND COMBAT

Aim (page 130): If the character spends two maneuvers aiming, he gains , not .

Step 4: Resolve Advantage and Triumph (page 132): In the second paragraph, add the following to this sentence: "Remember, a critical hit can only be triggered on a successful hit that deals damage."

Close Range (page 135): In this section, and in all instances referring to the range band, change "close" to "short." Note, this is to avoid confusion with the starship scale range band of the same name, which is not changing.

CHAPTER VII: STARSHIPS AND VEHICLES

Table 7-15: Starship and Vehicle Attachments: Column three, row 10 (the upgraded weapons entry) should read "Varies, see the attachment entry."

Range (page 149): Replace the sentence "Unlike in personal combat, the differences in distance between range bands at starship scale are so great that starships cannot attack targets beyond their range band" with "As with all weapons, starship scale weapons cannot attack targets beyond their range band."



CHAPTER VIII: THE FORCE

Force Power Breakdown (page 179): Delete the word "Specialization" in this sentence, replacing it with "Force power": *"This is the first row of the Force power specialization, when consulting the specialization's visual breakdown."* Delete "As with any specializations" in the following sentence: **"As with any specializations, upgraders are purchased with experience points..."**

Specialization: Force Sensitive Exile (page 176): Add the following sentence to the end up the third paragraph in this section. *"Note, this is permanent, even if the character later discards this specialization. Also note that if the character already has Force Rating 1 when taking this specialization, his Force rating does not increase."*

Force-Sensitive Exile Talent Tree: Uncanny Reactions (page 177): The Uncanny Reactions talent in row 1, column 4 of the tree should be a permanent ability.

Force-Sensitive Exile Talent Tree: Sixth Sense and Superior Reflexes (page 177): The Sixth Sense and Superior Reflexes talents in row 5 should be Passive Abilities, not Passive Force Abilities.

Force Power: Sense, Magnitude and Range Upgrades (page 180-181): In the description and the Force power tree, change the Magnitude upgrades to read the following. *"Spend ○ to increase the number of targets being affected equal to the number of Magnitude upgrades purchased. The Force user may activate this multiple times, increasing the number of targets multiple times. However, remember the Force user must still spend Force points to activate the power's actual effects."*

Then, change the Range upgrades to read the following: *"Spend ○ to increase the range at which the character sense living things by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time. However, remember the Force user must still spend Force points to activate the power's actual effects."*

Force Power: Sense, Strength and Duration Upgrades (page 181): Replace the Strength and Duration upgrade boxes in columns 1-2 and rows 3-4 with one Duration upgrade that spans columns 1 and 2 and occupies row 3, and one Strength upgrade that spans columns 1 and 2 and occupies row 4. The rules of the upgrades themselves do not change.

Force Power: Influence, Magnitude, Duration, and Range Upgrades (pages 182-183): In the description and the Force power tree, change the Magnitude upgrades to read the following. *"Spend ○ to increase the number of minds being affected equal to the number of Magnitude upgrades purchased. The Force user may activate this multiple times, increasing the number of targets multiple times. However, remember the Force user must still spend Force points to activate the power's actual effects."*

Then change the Duration upgrades to read the following: *"Spend ○ to increase the time this effect lasts by a number of minutes or rounds in combat equal to the number of rounds in combat equal to the number of Duration upgrades purchased. The Force user may activate this multiple times,*

increasing the duration multiple times. However, remember the Force user must still spend Force points to activate the power's actual effects."

Then, change the Range upgrades to read the following: *"Spend ○ to increase the range at which the character can touch minds by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time. However, remember the Force user must still spend Force points to activate the power's actual effects."*

Force Power, Influence, Control Upgrade (pages 182-183): Replace all the text for Influence's Control Upgrade "The character gains the ability to alter the thoughts and emotions of the target" with the following: **Control Upgrade:** *The Force user gains the ability to alter the thoughts and emotions of the target. The Force user makes an opposed Discipline vs. Discipline check with a living target he is engaged with, making an Influence Power check as part of the pool. To succeed, he must gain and spend at least one Force point and he must succeed on the check. If he succeeds, he may force the target to adopt an emotional state (such as fear, friendliness, or hatred), or to believe something untrue (these are not the droids you are looking for). The effect lasts for roughly five minutes, or one round in combat. If the Force user has the ability to affect multiple minds with this power (such as with the Magnitude upgrade) he may do so, but the Discipline check must be either opposed by the most difficult mind to influence (determined by the GM), or the difficulty is set statically based on the number of minds (the GM chooses)."*

Force Power: Move, Basic Power (pages 184-185): Replace the descriptive text of the basic power with the following: *"The user may spend ○ to move one object of silhouette 0 that he is engaged with up to his power's maximum range. The object must be unsecured and unrestrained."*

Force Power: Move, Magnitude, Strength, and Range Upgrade (pages 184-185): In the description and the Force power tree, change the Magnitude upgrades to read the following. *"Spend ○ to increase the number of targets affected equal to the number of Magnitude upgrades purchased."*

Then change the Strength upgrades to read the following: *"Spend ○ to increase the maximum Silhouette (size) of objects the Force user can move by a number equal to the number of Strength upgrades purchased."*

Then, change the Range upgrades to read the following: *"Spend ○ to increase the maximum range at which the character can move objects by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time. However, remember the Force user must still spend Force points to activate the power's actual effects."*

Force Power, Move, Control Upgrade (pages 184-185): Replace all the text for Move's Control Upgrade "The character can move objects fast enough to deal damage to them and others" with the following: **Control Upgrade:** *The Force user gains the ability to move objects fast enough that they become difficult to dodge and can be used as weapons. The impacts deal damage both to the targets and the object being moved. The Force user makes a Discipline check with a difficulty equal to the silhouette of the object being thrown,*



making a Move Power check as part of the pool. To successfully hit the target he must gain enough Force points to move the object from its starting location to the target and he must succeed on the check. The damage is resolved following all the rules for ranged attacks. Silhouette 0 objects deal 5 damage, while other objects deal damage equal to 10 times their

silhouette. The number of targets affected by a single object is up to the GM, but in general a single object should only affect a single target (unless it's particularly large). (Also note, if the player wants to use Move to throw multiple objects at multiple targets, he should increase the difficulty based on the rules for attacking multiple targets with ranged attacks.)"



**FANTASY
FLIGHT
GAMES**

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