

**STAR
WARS**

**EDGE OF THE
EMPIRE**

ROLEPLAYING GAME



THE BASICS

THE DICE



THERE ARE 7 DICE IN THE GAME.

THE DICE

D12 YELLOW
PROFICIENCY



D8 GREEN
ABILITY



D6 BLUE
BOOST



THE
GOOD
DICE

THERE ARE 3 GOOD DICE THAT HELP YOU TO SUCCEED.



THE DICE



D12 RED
CHALLENGE



D8 PURPLE
DIFFICULTY



D6 BLACK
SETBACK



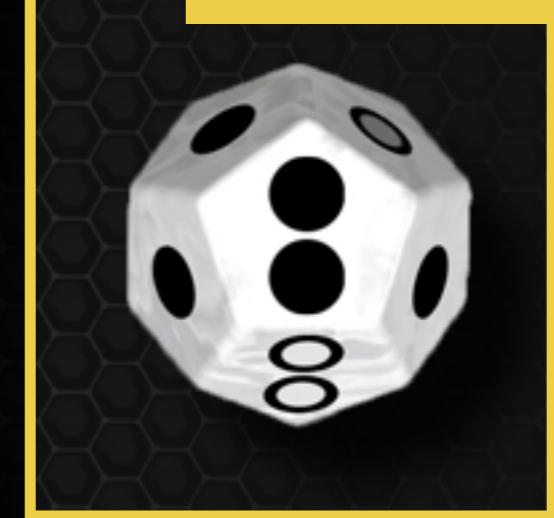
THE
BAD
DICE

THERE ARE 3 BAD DICE THAT TRY TO MAKE YOU FAIL.

THE DICE



**D12 WHITE
FORCE**



**AND 1 VERY SPECIAL
“FORCE” DIE.**

THE SYMBOLS



**THERE ARE 6 SYMBOLS ON THE FACES OF THE DICE.
(IGNORING THE FORCE DIE FOR THE MOMENT)**

THE SYMBOLS

MAJOR

TRIUMPH



GOOD

SUCCESS



MINOR

ADVANTAGE



BAD



DESPAIR

MAJOR

FAILURE



THREAT

MINOR



3 ARE GOOD FOR A ROLL AND 3 ARE BAD FOR A ROLL.

THE SYMBOLS



NOTE THE SYMMETRY BETWEEN THE GOOD AND THE BAD SYMBOLS.
TRIUMPH MIRRORS DESPAIR. SUCCESS MIRRORS FAILURE. ETC.

THE SYMBOLS

GOOD

BAD

MAJOR

TRIUMPH



DESPAIR

MAJOR

SUCCESS



FAILURE



MINOR

ADVANTAGE



THREAT

MINOR

TRIUMPH AND DESPAIR ARE RARE AND
SUGGEST MAJOR CONSEQUENCES

THE SYMBOLS

GOOD

MAJOR

TRIUMPH



SUCCESS



MINOR

ADVANTAGE



BAD



DESPAIR

MAJOR

FAILURE



THREAT

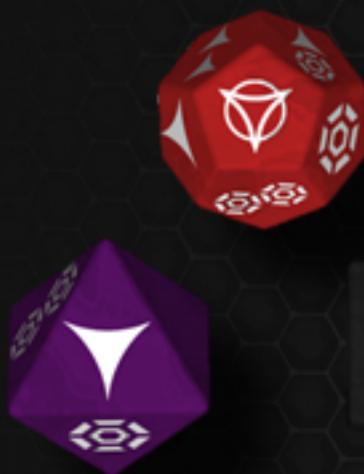
MINOR



ADVANTAGE AND THREAT ARE COMMON AND
SUGGEST RELATIVELY MINOR CONSEQUENCES

THE SYMBOLS

FOUND ON



FAILURE



CANCELS

SUCCESS



FOUND ON



ONE FAILURE SYMBOL CANCELS
ONE SUCCESS SYMBOL

THE SYMBOLS

FOUND ON



THREAT



CANCELS



ADVANTAGE

FOUND ON



ONE THREAT SYMBOL CANCELS
ONE ADVANTAGE SYMBOL

THE SYMBOLS

ONLY ON
CHALLENGE DIE



COEXISTS

DESPAIR



TRIUMPH

ONLY ON
PROFICIENCY DIE



EACH DESPAIR
IS A FAILURE
SYMBOL TOO



CANCELS



EACH TRIUMPH
IS A SUCCESS
SYMBOL TOO

THE FAILURE & SUCCESS (F&S) WITHIN EITHER ARE TREATED AS PER THE NORMAL F&S RULES, AND CAN BE CANCELLED BY OTHER F&S SYMBOLS ON OTHER DICE AS USUAL.

BUILD THE DICE POOL

TO ATTEMPT AN ACTION, MAKE A SKILL CHECK.

**“ALWAYS TWO (PARTS) THERE ARE
(TO A SKILL CHECK),
A (CHARACTERISTIC AND A SKILL)”**

— YODA



EXAMPLE:

TO FIRE A BLASTER PISTOL
YOUR SKILL CHECK USES

AGILITY AND
CHARACTERISTIC
RANGED (LIGHT)
SKILL NAME

EXAMPLE:

TO SWEET TALK A BOUNCER
TO LET YOU INTO THE CLUB

PRESENCE AND
CHARACTERISTIC
CHARM
SKILL NAME

BUILD THE DICE POOL

SO AN AGILITY 2 AND A RANGED (LIGHT) 4 MEANS...

STEP 1: HOW MANY DICE?

START WITH THE LARGER OF THE 2 NUMBERS FROM YOUR CHARACTERISTIC AND SKILL. THAT'S HOW MANY GREEN ABILITY DICE YOU GET.

4



STEP 2: UPGRADING DICE

THEN REMOVE THE SMALLER OF THE 2 NUMBERS OF GREEN ABILITY DICE AND REPLACE WITH YELLOW PROFICIENCY DICE.

2



BUILD THE DICE POOL

**NOTE: IT DOESN'T MATTER WHICH OF THE TWO SCORES
(CHARACTERISTIC OR SKILL) IS LARGER THAN THE OTHER.**

EXAMPLE: FIRING THAT BLASTER PISTOL

AGILITY + RANGED (LIGHT)

CHARACTERISTIC

SKILL

4 AGILITY

2 RANGED (LIGHT)



4 RANGED (LIGHT)

2 AGILITY



**"THE SHOOTER IS INNATELY
DEXTROUS."**

**"THE SHOOTER HAS BEEN
PROPERLY TRAINED."**

BUILD THE DICE POOL

NOW THE GM ADDS DICE TO REPRESENT THE DIFFICULTY OF THE TASK.

YOUR POOL



THE DIFFICULTY



THIS COULD BE ANY NUMBER OF PURPLE DIFFICULTY DICE FROM 0 (SIMPLE) TO 5 (FORMIDABLE)

IF THINGS ARE SERIOUSLY CHALLENGING OR SOMETHING REAL BAD MAY HAPPEN FROM THE ATTEMPT, HE MAY REPLACE SOME (OR ALL) OF THOSE PURPLE DIFFICULTY DICE WITH RED CHALLENGE DICE.



BUILD THE DICE POOL

AND LASTLY, BOOST AND SETBACK DIE ARE ADDED.
EACH WITH AN EXPLANATION AS TO ITS ADDITION TO THE POOL.

YOUR POOL



THESE 2 PURPLE DICE ARE HERE BECAUSE
IN THE LAST STEP THE GM DETERMINED THE
DIFFICULTY TO BE “AVERAGE” AND ADDED
2 PURPLE DIFFICULTY DICE TO YOUR POOL.
IT COULD BE WORSE. :)

BOOST DICE



ANY CONCEIVABLE
RELEVANT ADVANTAGE
TO THE SKILL CHECK
ADDS A BLUE BOOST
DIE TO YOUR POOL

SETBACK DICE



ANY ENVIRONMENTAL
OR SITUATIONAL
DISADVANTAGE TO THE
SKILL CHECK ADDS A
BLACK SETBACK DIE
TO YOUR POOL

INTERPRET THE ROLL

FAILURE CANCELS SUCCESS. THREAT CANCELS ADVANTAGE.

NOTE ANY TRIUMPHS AND DESPAIRS, AND REMEMBER
THAT THEY ARE ALSO A SUCCESS AND FAILURE.

THE ROLL



1 TRIUMPH



4 SUCCESSES (1 FROM THE TRIUMPH)



LESS 1 FAILURE

3 ADVANTAGES



LESS 2 THREATS

THE RESULT



A TRIUMPHANT
SUCCESS, WITH
3 SUCCESSES TO
MAKE IT EVEN
BETTER AND WITH A
MINOR ADVANTAGE
TOO. AN AWESOME
ROLL. SOLO WOULD
BE PROUD.

INTERPRET THE ROLL

NOT ALL DICE ROLLS ARE EQUAL, BECAUSE THEY ARE NARRATIVE DICE.
EACH ROLL IS AN OPPORTUNITY TO DESCRIBE THE DRAMA
IN MORE THAN JUST SUCCESS OR FAILURE.

ROLLS THAT **SUCCEED...**



...WITH TRIUMPH



...WITH ADVANTAGE



...PLAINLY



...BUT WITH A THREAT



...BUT WITH DESPAIR



...WITH A TRIUMPH
AND A DESPAIR

ROLLS THAT **FAIL...**



...BUT WITH TRIUMPH



...BUT WITH ADVANTAGE



...PLAINLY



...WITH A THREAT



...WITH DESPAIR



...WITH A TRIUMPH
AND A DESPAIR

THE FORCE DICE

WHITE DOTS
REPRESENT
THE LIGHT
SIDE OF THE
FORCE.



BLACK DOTS
REPRESENT
THE DARK
SIDE OF THE
FORCE.

DESTINY POOL

EACH PLAYER ROLLS 1 FORCE DICE AT THE BEGINNING OF EACH SESSION TO CREATE THE DESTINY POOL. EACH POINT (LIGHT OR DARK) CAN BE USED TO UPGRADE ONE DICE IN A SKILL CHECK. PLAYERS USE THE LIGHT SIDE OF THE POOL. THE GM USES THE DARK SIDE OF THE POOL. USING A POINT, FLIPS IT TO ITS OPPOSITE COLOUR AT THE END OF THE ACTION.

FORCE SENSITIVES

FORCE WIELDERS USE THE FORCE DICE TO GENERATE THROWN FORCE POINTS TO POWER THEIR POWERS.