



EDGE OF THE EMPIRE

ROLEPLAYING GAME

Character Journal

CHARACTER JOURNAL



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CHARACTER NAME

BACKGROUND

Background Detail

Career Details

Backstory Details

Homeworld Details

OBLIGATION:

<i>ADDICTION</i>	<i>BETRAYAL</i>	<i>BLACKMAIL</i>
<i>BOUNTY</i>	<i>CRIMINAL</i>	<i>DEBT</i>
<i>DUTYBOUND</i>	<i>FAMILY</i>	<i>FAVOR</i>
<i>OATH</i>	<i>OBSESSION</i>	<i>RESPONSIBILITY</i>

A 5x5 grid of dots representing magnitude values. The word "MAGNITUDE" is written in capital letters at the top left of the grid.

OBLIGATION:

<i>ADDICTION</i>	<i>BETRAYAL</i>	<i>BLACKMAIL</i>
<i>BOUNTY</i>	<i>CRIMINAL</i>	<i>DEBT</i>
<i>DUTYBOUND</i>	<i>FAMILY</i>	<i>FAVOR</i>
<i>OATH</i>	<i>OBSESSION</i>	<i>RESPONSIBILITY</i>

MAGNITUDE



A 4x6 grid of dots arranged in four rows and six columns. The dots are positioned at the intersections of a grid of lines, representing data points or magnitude values.

PRIMARY MOTIVATION: AMBITION / CAUSE / RELATIONSHIP
ACTIVE / INACTIVE

SPECIFIC MOTIVATION

MOTIVATION DETAILS

PRIMARY MOTIVATION: AMBITION / CAUSE / RELATIONSHIP
ACTIVE / INACTIVE

SPECIFIC MOTIVATION

MOTIVATION DETAILS

General Skills

C	R	SKILL	POOL	SPECIAL
AGILITY	◊	Coordination	○○○○○○○○○○	• • • • • • • •
	◊	Pilot (Planet)	○○○○○○○○○○	• • • • • • • •
	◊	Pilot (Space)	○○○○○○○○○○	• • • • • • • •
	◊	Stealth	○○○○○○○○○○	• • • • • • • •
BRAWN	◊	Athletics	○○○○○○○○○○	• • • • • • • •
	◊	Resilience	○○○○○○○○○○	• • • • • • • •
	•	•	•	• • • • • • • •
	•	•	•	• • • • • • • •
CUNNING	◊	Deception	○○○○○○○○○○	• • • • • • • •
	◊	Perception	○○○○○○○○○○	• • • • • • • •
	◊	Skullduggery	○○○○○○○○○○	• • • • • • • •
	◊	Streetwise	○○○○○○○○○○	• • • • • • • •
INTELLECT	◊	Survival	○○○○○○○○○○	• • • • • • • •
	◊	Astrogation	○○○○○○○○○○	• • • • • • • •
	◊	Computers	○○○○○○○○○○	• • • • • • • •
	◊	Mechanics	○○○○○○○○○○	• • • • • • • •
PRESENCE	◊	Medicine	○○○○○○○○○○	• • • • • • • •
	◊	Charm	○○○○○○○○○○	• • • • • • • •
	◊	Cool	○○○○○○○○○○	• • • • • • • •
	◊	Leadership	○○○○○○○○○○	• • • • • • • •
WILL	◊	Negotiate	○○○○○○○○○○	• • • • • • • •
	◊	Coercion	○○○○○○○○○○	• • • • • • • •
	◊	Discipline	○○○○○○○○○○	• • • • • • • •
	◊	Vigilance	○○○○○○○○○○	• • • • • • • •

DETERMINING DICE POOL

FIND RANK AND RELATED CHARACTERISTIC

- 1 The Large Number is the number of ♦
 - 2 The Small Number is the upgrades to ⚡
 - 3 Add any relevant ■ bonuses to the pool

EVERY SKILL CHECK HAS A DIFFICULTY

- 1 The stated Difficulty is the number of ♦
 - 2 The GM may call for upgrades to ◊
 - 3 Add any relevant ■ penalties to the pool

SPENDING EXPERIENCE

BUY SKILL RANK: 1 2 3 4 5

Career Skill	5XP	10XP	15XP	20XP	25XP
Non-Career Skill	10XP	15XP	20XP	25XP	30XP

Knowledge and Other Skills

Other Skills

Talents and Abilities

EVOLVE				Health
SOAK	WOUND	STRAIN	DEFENSE	
DESC	DAMAGE	WOUND	REMAINING	CRITICAL

12 HEALTH

DESC	DAMAGE	WOUND	REMAINING	CRITICAL

HEALTH 13





Combat Skills and Weapons

CHAR	C	R	CHAR	POOL	SPECIAL
AGILITY	◊		Gunnery	◊◊◊◊◊◊◊◊◊◊	
	◊		Melee	◊◊◊◊◊◊◊◊◊◊	
	◊		Ranged Heavy	◊◊◊◊◊◊◊◊◊◊	
	◊		Ranged Light	◊◊◊◊◊◊◊◊◊◊	
BRAWN	◊		Brawl	◊◊◊◊◊◊◊◊◊◊	

NAME	SKILL	DAMAGE	RANGE	CRIT
		◊Ranged Light	◊Melee	
SPECIAL	◊Ranged Heavy	◊Brawl		
SPECIAL	◊Gunnery		HP	ENCUM

NAME	SKILL	DAMAGE	RANGE	CRIT
		◊Ranged Light	◊Melee	
SPECIAL	◊Ranged Heavy	◊Brawl		
SPECIAL	◊Gunnery		HP	ENCUM

NAME	SKILL	DAMAGE	RANGE	CRIT
		◊Ranged Light	◊Melee	
SPECIAL	◊Ranged Heavy	◊Brawl		
SPECIAL	◊Gunnery		HP	ENCUM

RANGED ATTACK DIFFICULTY		RANGED ATTACK DIFFICULTY	
RANGE	DIFFICULTY	RANGE	DIFFICULTY
Short	◆	Engaged	◆
Medium	◆◆	w/Ranged (Light)	Add ◆
Long	◆◆◆	w/Ranged (Heavy)	Add ◆◆
Extreme	◆◆◆◆	w/Gunnery	May not make Gunnery checks

Combat Skills and Weapons

NAME	SKILL	DAMAGE	RANGE	CRIT
	◊Ranged Light	◊Melee		
	◊Ranged Heavy	◊Brawl		
	◊Gunnery		HP	ENCUM

NAME	SKILL	DAMAGE	RANGE	CRIT
	◊Ranged Light	◊Melee		
	◊Ranged Heavy	◊Brawl		
	◊Gunnery		HP	ENCUM

NAME	SKILL	DAMAGE	RANGE	CRIT
	◊Ranged Light	◊Melee		
	◊Ranged Heavy	◊Brawl		
	◊Gunnery		HP	ENCUM

NAME	SKILL	DAMAGE	RANGE	CRIT
	◊Ranged Light	◊Melee		
	◊Ranged Heavy	◊Brawl		
	◊Gunnery		HP	ENCUM

NAME	SKILL	DAMAGE	RANGE	CRIT
	◊Ranged Light	◊Melee		
	◊Ranged Heavy	◊Brawl		
	◊Gunnery		HP	ENCUM



K707

Armor

ITEM	DEFENSE	SOAK
ABILITY	HARPOINTS	ENCUM

ITEM	DEFENSE	SOAK
ABILITY	HARPOINTS	ENCUM

ITEM	DEFENSE	SOAK
ABILITY	HARPOINTS	ENCUM

ITEM	DEFENSE	SOAK
ABILITY	HARPOINTS	ENCUM

ITEM	DEFENSE	SOAK
ABILITY	HARPOINTS	ENCUM

ITEM	DEFENSE	SOAK
ABILITY	HARPOINTS	ENCUM

ITEM	DEFENSE	SOAK
ABILITY	HARPOINTS	ENCUM

DVENT NIVAN

Other Items



ITEM	DEFENSE	SOAK
ABILITY	HARPOINTS	ENCUM

ITEM	DEFENSE	SOAK
ABILITY	HARPOINTS	ENCUM

ITEM	DEFENSE	SOAK
ABILITY	HARPOINTS	ENCUM

ITEM	DEFENSE	SOAK
ABILITY	HARPOINTS	ENCUM

ITEM	DEFENSE	SOAK
ABILITY	HARPOINTS	ENCUM

ITEM	DEFENSE	SOAK
ABILITY	HARPOINTS	ENCUM

ITEM	DEFENSE	SOAK
ABILITY	HARPOINTS	ENCUM



לְמַעַן נִשְׁתַּחֲוָה

Credits Ledger

18 CREDITS LEDGER

וְיַעֲשֵׂה יְהוָה כָּל־אֲשֶׁר־יֹאמְרָה

Credits Ledger

CREDITS LEDGER 19



לעומת נס ציונה

Credits Ledger

20 CREDITS LEDGER

וְיַעֲשֵׂה יְהוָה כָּל־אֲשֶׁר־יֹאמְרָה

Credits Ledger

CREDITS LEDGER 21

XP

ΝΙΔΑΝΗΣ ΙΔΕΙΑΣ

*Experience***DATE****DESC****AMOUNT****BALANCE**

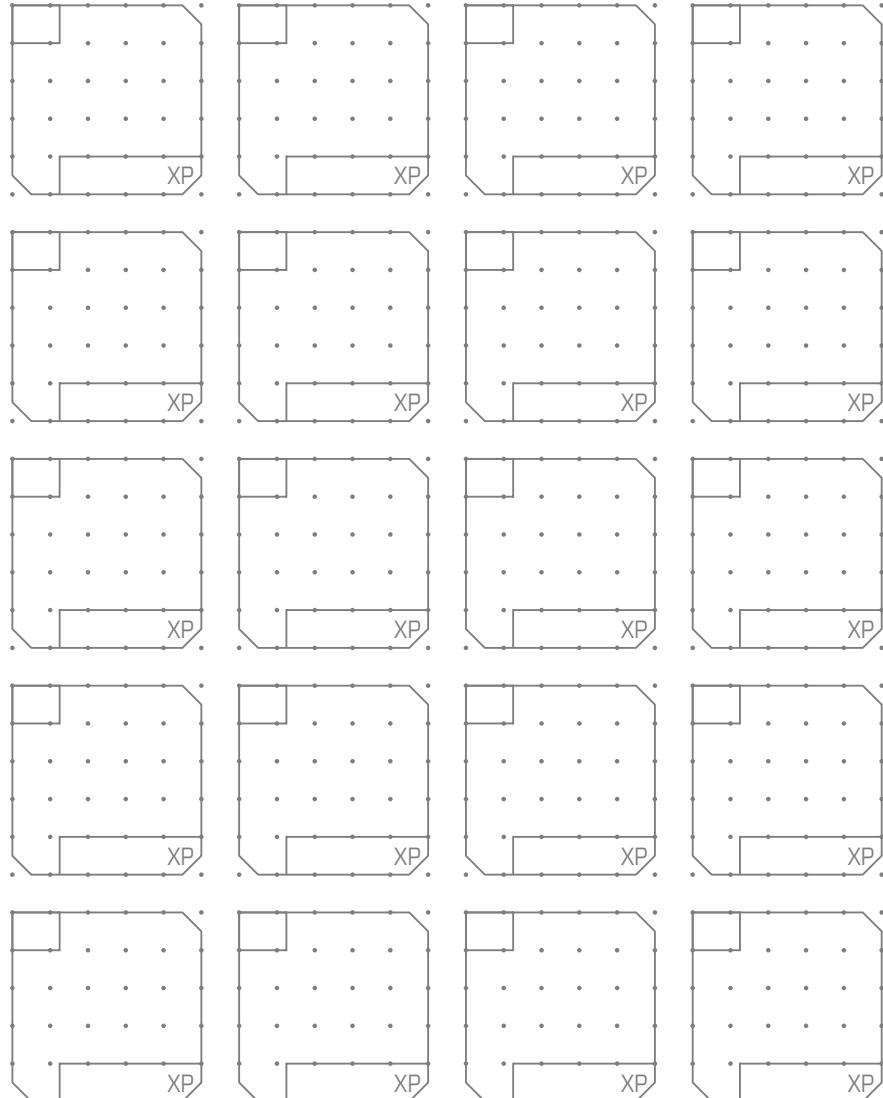
ΝΙΔΑΝΗΣ ΙΔΕΙΑΣ

*Experience***DATE****DESC****AMOUNT****BALANCE****XP**



Talent Tree

Specialty
Career Skills
Specialty Skills



BUYING ADDITIONAL TREES

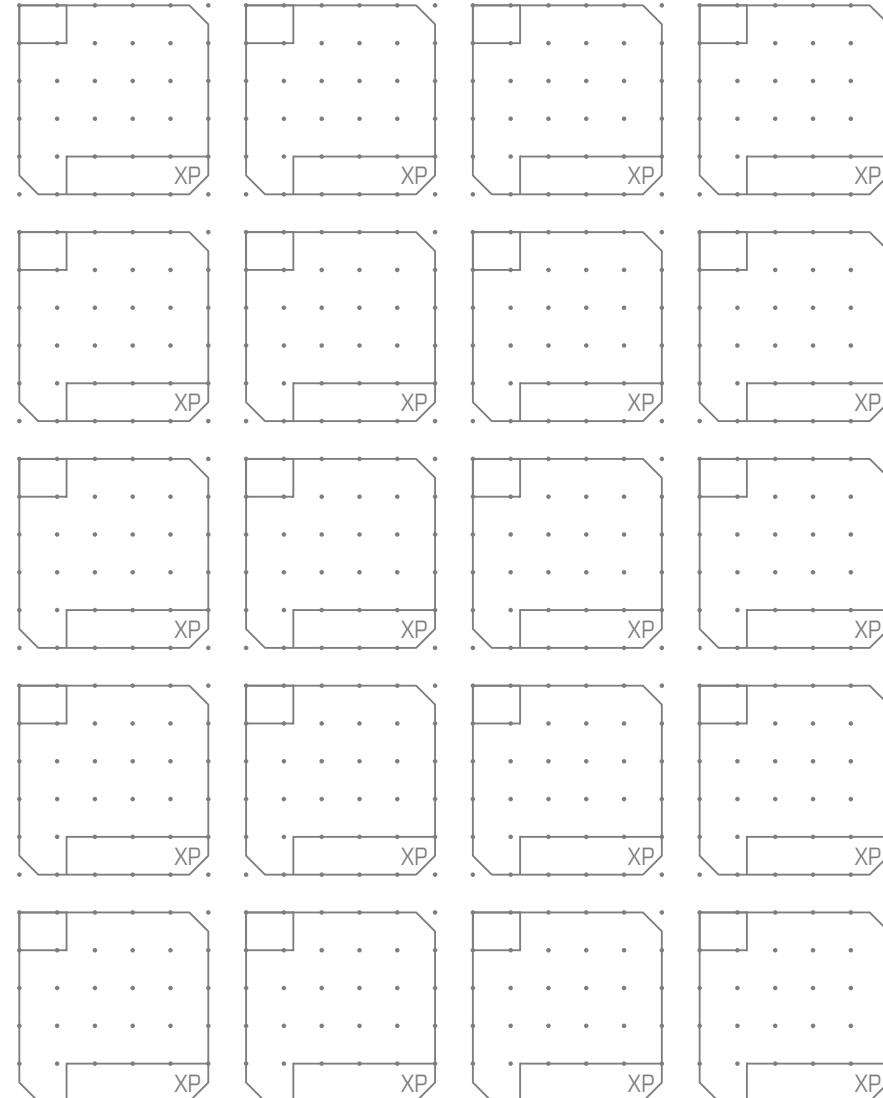
BUY TREE: 1 2 3 4 5

Career Spec Tree	20XP	30XP	40XP	50XP	60XP
Other Spec. Tree	30XP	40XP	50XP	60XP	70XP



Talent Tree

Specialty
Career Skills
Specialty Skills





AVIATION VOL

Session Log

DATE

NOTES

AVIATION VOL

Session Log

DATE

NOTES



וְאַתָּה יְהוָה

NPC Log

WDR VOL

NPC Log

וְאַתָּה יְהוָה

NPC Log

WDF VOL

NPC Log

NAME	DETAILS

NAME	DETAILS

NAME	DETAILS

ՀԱՅՈՒԹԻՎ ԽՈՎՄԱՆ

Mission Notes

ՀԱՅՈՒԹԻՎ ԽՈՎՄԱՆ

Mission Notes

ՀԱՅՈՒԹԻՎ ԽՈՎՄԱՆ

Mission Notes

ՀԱՅՈՒԹԻՎ ԽՈՎՄԱՆ

Mission Notes

MOVIN

Moments

MOVIN

Quotes

Skills Descriptions

Astrogation ¹⁰⁴	Intellect	<ul style="list-style-type: none"> ▶ Program a navicomputer for a hyperspace jump. ▶ Basic knowledge of galactic geography. ▶ Use navicomputer to identify location. ▶ Familiarity with hyperspace routes and the types of craft and commerce most common along a route.
Athletics ¹⁰⁵	Brawn	<ul style="list-style-type: none"> ▶ Climb – including rappel or swing on a line – difficulty determined by surface and weather conditions. ▶ Swim – difficulty determined by water conditions (waves, currents and tides). ▶ Jump horizontally or vertically – difficulty determined by gravitational conditions and distance required. ▶ Push movement to a longer speed or run for an extended time.
Charm ¹⁰⁵ Opposed by Cool	Presence	<ul style="list-style-type: none"> ▶ Persuade an individual to make a special exception to usual practices through flattery, flirting and grace. ▶ Appeal to an individual's better nature, requiring them to go out of their way to aid the characters without any hope of remuneration. ▶ Sincere seduction attempts (use Deception when interest is feigned).
Coercion ¹⁰⁶ Opposed by Discipline	Willpower	<ul style="list-style-type: none"> ▶ Issue a threat, whether accompanied by hostile actions or implied, such as gesturing or pointing towards a weapon. ▶ Question or persuade a target under conditions of physical captivity. ▶ Acts of torture.
Computers ¹⁰⁷	Intellect	<ul style="list-style-type: none"> ▶ Open a locked door, control an elevator or bypass a security system. ▶ Search through records, particularly if encrypted. ▶ Investigate what actions a slicer might have taken against a computer system. ▶ Alter a droid's programming or gain access to its memories. ▶ Recover data from a system that has suffered physical damage.
Cool ¹⁰⁸	Presence	<ul style="list-style-type: none"> ▶ Resist efforts to hide the truth among overt niceties. ▶ Check for initiative when carefully and calmly prepared. ▶ Check for initiative in a social situation/discussion where timing matters.
Coordination ¹⁰⁹	Agility	<ul style="list-style-type: none"> ▶ Reduce damage when falling (see p140). ▶ Walk across a narrow surface, whether a wide beam or a thin pipe. ▶ Escape from restraints. ▶ Crawl through the twists and turns of a sewage pipe, ventilation duct or garbage chute.
Deception ¹⁰⁹ Opposed by Discipline	Cunning	<ul style="list-style-type: none"> ▶ Mislead a buyer or seller about the value of an object. ▶ Distract an opponent through guile. ▶ Lay a false trail when pursued.
Discipline ¹¹⁰	Willpower	<ul style="list-style-type: none"> ▶ Act normally while pinned down by heavy fire. ▶ Engage, rather than flee before, a creature with inherently horrifying aspects. ▶ Resist a tempting deal that seems far too good to be true.
Leadership ¹¹¹ Opposed by Discipline	Presence	<ul style="list-style-type: none"> ▶ Rally allies subject to the effects of fear (see p189). ▶ Sway a crowd in a public venue to take action, most often of a political nature. ▶ Reassert the loyalty of underlings that have fallen before the guile of an opponent.
Mechanics ¹¹¹	Intellect	<ul style="list-style-type: none"> ▶ Repair physical damage to a device, provided necessary tools and replacement components are available. ▶ Repair starship or vehicle (see p155). ▶ Identify the parts and tools necessary for a repair job, along with approximate cost. ▶ Construct a completely new device from discrete components and damaged devices. ▶ Make a healing check on a droid (see Medicine, p177).

Skills Descriptions

Medicine ¹¹²	Intellect	<ul style="list-style-type: none"> ▶ Apply routine first aid, including medpacks. ▶ Treat or inflict a poison, pharmaceutical or recreational drug. ▶ Identify symptoms and treatment for infectious diseases and parasites. ▶ More serious treatment – including surgery, cybernetic augmentation and psychotherapy, provided necessary pharmaceuticals and medical instruments are available.
Negotiate ¹¹³ Opposed by Cool	Presence	<ul style="list-style-type: none"> ▶ Adjust the purchase price when buying goods or services. ▶ Adjust the selling price when selling goods or services. ▶ Participate in skill-based gambling (use Deception when cheating).
Perception ¹¹⁴ Opposed by skill used for concealment	Cunning	<ul style="list-style-type: none"> ▶ Detect a trap or ambush, prior to falling prey to the assault. ▶ Detect a disguised individual, when not actively looking. ▶ Notice a subtle clue – overheard conversation, the stink of a Jawa, drug introduced to beverage. ▶ Accidentally notice subtly hidden objects, such as the latch securing a smuggling compartment.
Pilot (Planetary) ¹¹⁵	Agility	<ul style="list-style-type: none"> ▶ Decipher basic controls of completely foreign type of atmospheric craft. ▶ Determine results of a race upon a world's surface. ▶ Maintain a tail or lose a chaser. ▶ Navigate through a familiar environment, representing knowledge of typical traffic patterns.
Pilot (Space) ¹¹⁶	Agility	<ul style="list-style-type: none"> ▶ Determine results of a race between the stars. ▶ Resolve chases, whether through asteroid belts, a crowded battlefield or skirting the edge of agravimetric instability. ▶ Jockey for position in a space conflict, to determine which shields face the enemy and which weapons may be brought to bear.
Resilience ¹¹⁶	Brawn	<ul style="list-style-type: none"> ▶ Go without sleep for significantly longer than is healthy for species. ▶ Resist the effects of a toxin. ▶ Endure prolonged exposure to a hostile environment – including heat, cold or toxic pollution. ▶ Resist the effects of dehydration and malnutrition.
Skulduggery ¹¹⁶ Opposed by Perception	Cunning	<ul style="list-style-type: none"> ▶ Pick a lock or pocket using physical tools rather than programming. ▶ Escape from a cell (after using Coordination to slip any bonds) and navigate away from security elements. ▶ Identify the most vulnerable aspects of a security scheme.
Stealth ¹¹⁷ Opposed by Perception	Agility	<ul style="list-style-type: none"> ▶ Blend in with a crowd, hiding by acting as though you belong. ▶ Hide from an opponent's senses, modified by ambient conditions and applicable gear. ▶ Hide people or objects from the attentions of others, either through concealment or misdirection.
Streetwise ¹¹⁸	Cunning	<ul style="list-style-type: none"> ▶ Locate a merchant who specialises in unsavoury goods or illicit services. ▶ Pick up subtle cues from the language and attitudes of those who operate outside of legal structures. Understand subtle references within conversations. ▶ Discover what rumours are actively circulating within a region.
Survival ¹¹⁹	Cunning	<ul style="list-style-type: none"> ▶ Identify safe food, potable water or shelter in a natural environment. ▶ Understand weather patterns. Recognise the signs of imminent dangerous conditions and know the best way to prepare. ▶ Track a subject through the wilderness – whether game or bounty. ▶ Handle domesticated animals, so they may be used as beasts of burden or transport.
Vigilance ¹¹⁹	Willpower	<ul style="list-style-type: none"> ▶ Check for initiative when unprepared. ▶ Use ability associated with the Force dependent on Vigilance. ▶ Determine how prepared you are for unexpected crises. Resolve questions about whether or not a small piece of gear is available.

Knowledge Skills

Core Worlds ¹²³	Intellect	<ul style="list-style-type: none"> ▶ Identify a person's planet of origin without asking, by recognising traits of accent, dress and mannerisms associated with a particular world. ▶ Know what behaviours are considered necessary and polite, as opposed to ones that could be offensive when interacting with someone from a Core World. ▶ Identify which markets are the best places to sell or purchase a particular cargo (in the Core Worlds). ▶ Recognise any worlds where such goods could be illegal.
Education ¹²³	Intellect	<ul style="list-style-type: none"> ▶ Identify the best way to proceed when interacting with a government entity. ▶ Employ basic scientific knowledge in an analysis. ▶ Understand any question that doesn't obviously fall under another knowledge skill.
Lore ¹²³	Intellect	<ul style="list-style-type: none"> ▶ Decipher an ancient piece of writing or identify its context. ▶ Know legends associated with the exploits of an ancient hero.
Outer Rim ¹²⁴	Intellect	<ul style="list-style-type: none"> ▶ Find a planet with a particular resource or service among the systems of the Outer Rim. ▶ Identify which markets are the best places to sell or purchase a particular cargo (in the Outer Rim). Recognise any worlds where such goods could be illegal. ▶ Know what behaviours are considered necessary and polite, as opposed to ones that could be offensive when interacting with someone from an Outer Rim world.
Underworld ¹²⁴	Intellect	<ul style="list-style-type: none"> ▶ Know which nearby worlds are the best locations for a particular type of illegal business. ▶ Determine the most common methods an opponent might use for a particular type of criminal activity.
Xenology ¹²⁵	Intellect	<ul style="list-style-type: none"> ▶ Know what behaviours are considered necessary and polite, as opposed to ones that could be offensive when interacting with a member of an unfamiliar species. ▶ Identify a particular way to injure or a characteristic vulnerability, to either help or harm a member of another species. ▶ Know appropriate environmental conditions and foodstuffs for a member of another species.

Combat Skills

Brawl ¹²⁰	Brawn	<ul style="list-style-type: none"> ▶ Make a melee attack while unarmed or using a Brawl weapon.
Gunnery ¹²⁰	Agility	<ul style="list-style-type: none"> ▶ Make a ranged attack using a Gunnery weapon. ▶ Operate complex targeting computers and automated weapons mounts.
Melee ¹²¹	Brawn	<ul style="list-style-type: none"> ▶ Make a melee attack using a Melee weapon.
Ranged (Heavy) ¹²¹	Agility	<ul style="list-style-type: none"> ▶ Make a ranged attack using a Ranged (Heavy) weapon.
Ranged (Light) ¹²²	Agility	<ul style="list-style-type: none"> ▶ Make a ranged attack using a Ranged (Light) weapon.

NOTES

Notes

DICE SYMBOLS & RESULTS

Success	★	Determines outcome of attempted action. More than on check indicates successful action, net number of determine magnitude of success.
Failure	▼	Cancels ★ when determining outcome of action. More ▼ than ★ indicates failed action, net number of ▼ determine magnitude of failure.
Advantage	○	Positive side effect or benefit associated with action, regardless of success/failure. Net number of ○ determine magnitude of side effect or benefit.
Threat	◎	Cancels ○ when determining side effects of action. More ◎ than ○ indicates negative side effect or complication associated with action, regardless of success/failure. Net number of ◎ determine magnitude of negative side effect or complication.
Triumph	●	Counts as ○ and may trigger special critical success effects, Critical Hits or Weapon Qualities, regardless of the number of normally ○ required to trigger.
Despair	◆	Counts as ▼ and may trigger special critical failure effects.

DIFFICULTY DICE

Simple	
Easy	♦
Average	♦♦
Hard	♦♦♦
Daunting	♦♦♦♦
Formidable	♦♦♦♦♦

DIFFICULTY DICE

Engaged	< 5 ft	Melee and grappling. Close enough to use an item.
Short	5 -30 ft	Size of a typical room. Speak normally or quietly.
Medium	30-120 ft	Typical firefight range. Must speak loudly.
Long	120-600ft	Infantry push range. Speak only by shouting.
Extreme	600-8000ft	Edge of personal combat scale. Speech impossible.

COMBAT OVERVIEW

1. DETERMINE INITIATIVE

- a. Simple Cool (if prepared) or
- b. Vigilance (if unexpected) check

2. ASSIGN INITIATIVE SLOTS

3. PARTICIPANTS TAKE TURNS

- a. Unlimited Incidentials
- b. One Maneuver for free, suffer 2 strain to gain a second
- c. One Action

4. ROUND ENDS

5. ENCOUNTER ENDS

SOCIAL SKILL INTERACTIONS

Acting	Opposed
Coercion	
Deception	Discipline
Leadership	
Charm	Cool
Negotiation	Negotiation, Cool

MEDICAL CHECK

State	Difficulty
$\leq \frac{1}{2}$ Thresh.	♦
$> \frac{1}{2}$ Thresh	♦♦
$>$ Thresh.	♦♦♦
Critical Injury	Severity

