

# Contents

<b>1</b>	<b>BOOKS</b>	<b>2</b>
<b>2</b>	<b>BASICS</b>	<b>3</b>
<b>3</b>	<b>COMBAT</b>	<b>4</b>
<b>4</b>	<b>CHARACTER CREATION</b>	<b>5</b>
<b>5</b>	<b>SPECIES</b>	<b>6</b>
<b>6</b>	<b>GEAR</b>	<b>14</b>

# BOOKS

General Books	
Abbreviation	Book name
CotR	Collapse of the Republic
DoR	Dawn of Rebellion
GaG	Gadgets and Gear
RotS	Rise of the Separatists
SaS	Starships and Speeders
Age of Rebellion	
Abbreviation	Book name
AoR	Age of Rebellion
CaM	Cyphers and Masks
DA	Desperate Allies
FiB	Forged in Battle
FLT	Friends Like These
FO	Fully Operational
LbE	Lead by Example
OaAI	Onslaught at Arda I
RaGP	Rescue at Glare Peak
SoT	Stay on Target
SoR	Strongholds of Resistance

Edge of the Empire	
Abbreviation	Book name
BtR	Beyond the Rim
DC	Dangerous Covenants
EotE	Edge of the Empire
EtU	Enter the Unknown
FH	Far Horizons
FC	Fly Casual
LoNH	Lords of Nal Hutta
MotPQ	Mask of the Pirate Queen
ND	No Disintegrations
SM	Special Modifications
SoF	Suns of Fortune
TJoY	The Jewel of Yavin
Force and Destiny	
Abbreviation	Book name
CotG	Chronicles of the Gatekeeper
DoH	Disciples of Harmony
EV	Endless Vigil
FaD	Force and Destiny
KtP	Keeping the Peace
KoF	Knights of Fate
NoP	Nexus of Power
SP	Savage Spirits
UP	Unlimited Power

# BASICS

## SYMBOL KEY

Dice	Symbols
◆ Ability Dice	★ Success
◆ Difficulty Dice	▼ Failure
■ Boost Dice	☺ Advantage
■ Setback Dice	⚠ Threat
● Proficiency Dice	⚡ Triumph
● Challenge Dice	☹ Despair
○ Force Dice	○●● Force

## DIFFICULTY (EotE. 17)

Difficulty Level	Dice	Scope
Simple	-	Basic and routine.
Easy	◆	Poses little challenge, but something could go wrong.
Average	◆◆	Success expected, but failure is not surprising.
Hard	◆◆◆	Professionals fail as often as they succeed.
Daunting	◆◆◆◆	Pushes Professionals to their limits.
Formidable	◆◆◆◆◆	High impossible.
Impossible	-	With GM permission, spend Story Point to tackle as Formidable.

## UPGRADING/DOWNGRADING DICE (EotE. 21)

- **Increase:** Add ◆ or ◆.
- **Upgrade:** Convert ◆ to ● or ◆ to ●. If upgrading is impossible, increase instead.
- **Decrease:** Remove ◆ or ◆. If only ● or ● are left, ignore additional decreases.
- **Downgrade:** Convert ● to ◆ or ● to ◆. If only ◆ or ◆ are left, ignore additional downgrades.

## DESTINY POINTS (EotE. 28)

There are 2 pools of Destiny Points. The players' and the GM's. The players can use their pool to do things, and the GM can use their pool do similar things. When a story point is used, it is moved to the other pool.

The points can be used to:

- Upgrade your own or an ally's roll.
- Downgrade an opponent's roll.
- Activate an ability you have.
- Do anything the GM will allow a Destiny Point to do.

## DICE POOL (EotE. 18)

Assembling a dice pool has 4 steps:

1. **Base:** Collect ◆ equal to the characteristic.
2. **Upgrade:** Convert an amount of ◆ equal to your skill rank into ●.  
*Note: If your skill is higher than your characteristic, then use skill for the base and characteristic for the upgrade.*
3. **Difficulty** GM adds ◆ and ● depending on the base difficulty of the task.
4. **Modifiers:** GM, actions, maneuvers or special abilities add ■ and ■ depending on situation-specific changes to the difficulty of the task.

## INTERPRETING THE RESULT (EotE. 23)

1. **Triumph and Despair:** A ⚡ symbol on the die counts as both a ★ and a ⚡. A ☹ symbol on the die counts as both a ▼ and a ☹.
2. **Cancel out:**
  - ☺ and ⚠ cancel each other out.
  - ★ and ▼ cancel each other out.
  - ⚡ and ☹ do **NOT** cancel each other out. The ★ and ▼ they generated do however count as regular ★ and ▼, and can be cancelled out normally.
3. If the roll generated more ★ than ▼, you succeed. If it generated the same amount or more ▼, you fail.
4. **Spend ☺, ⚡, ⚠ and ☹:** In combat, you spend the ☺ and ⚡ and the GM spends the ⚠ and ☹. Out of combat, the GM spends it all.

## RANGE BANDS (EotE. 208)

**Engaged – Short – Medium – – Long – – Extreme**


The lines symbolize how many "Move" maneuvers it takes to move between the bands.









# COMBAT

## INITIATIVE (EotE. 199)

Initiative is decided in the beginning of combat with a simple (-) **Cool** or **Vigilance** check. **Cool** when the characters are ready for combat, **Vigilance** when they are not.


## MANEUVERS (EotE. 200)


Max 2 maneuvers per turn. First is free, the second either costs 2 strain, is exchanged for an action, or by spending  from a combat check.

- **Aim (steady aim):** Add  to next attack. If you spend two consecutive maneuvers aiming, it's  .
- **Aim (aim for limb/item):** Hobble or disarm on hit. Add   to attack. If 2 consecutive maneuvers, .
- **Assist:** Add  to ally's check.
- **Guarded stance:** +1 melee defense, add  to own attacks.
- **Interact** with environment or gear. This includes drawing your weapon.
- **Mount** or dismount.
- **Move:** Move between range bands according to the guide on the previous page.
- **Drop prone or stand from prone.**
- **Preparation:** Sometimes required by talent or ability.

## Actions (EotE. 203)

You can spend your action to do a maneuver, activate an ability, perform a skill check, or perform a combat check.

**Combat checks** are much like regular skill checks. You assemble a dice pool based on the appropriate skill and roll it against a set difficulty.  can also be added based on the target's defense. If it succeeds, you hit your target.

The attack does an amount of damage equal to the damage characteristic of the weapon plus 1 for every uncancelled . Damage dealt is reduced by the target's **soak**.

## Wounds and strain (EotE. 215)


























Wounds are physical damage to your PC. If your wounds exceed your wound threshold, you are incapacitated and gain a critical injury.

Strain is psychological damage to your character. If you strain exceeds your strain threshold, you are incapacitated.















## Critical Injuries (EotE. 216)

Critical injuries are serious and sometimes permanent injuries sustained by your character. They can be gained when an enemy uses advantage gained from a combat roll to give you one, or if your character exceeds their wound threshold. When you gain a critical injury, roll 1d100 plus 10 times the amount of critical injuries you already have on the critical injuries table

## Attack Difficulties (EotE. 205)

RANGE	DIFFICULTY
Melee	 
Engaged (light)	 
Engaged (heavy)	  
Engaged (gunnery)	Not possible
Short	
Medium	 
Long	  
Extreme	   
MODIFIERS	
Engaged with ally	Upgrade 1  to  . Hit ally on  .
Target prone	Melee add  ; Ranged add  .
Attacker prone (melee)	
Aiming	Add  .
Engaged with target that made ranged attack	Add  to next melee attack against them.

## Spending Advantage and Triumphs (GCB. 104)

ROLL	RESULT
	<ul style="list-style-type: none"> <li>- Recover 1 strain.</li> <li>- Add 1  to next allied character's check.</li> <li>- Inflict a critical injury (must deal damage past soak) ( cost may vary).</li> <li>- Activate an item quality ( cost may vary).</li> </ul>
 	<ul style="list-style-type: none"> <li>- Perform a free maneuver (only two total maneuvers per turn).</li> <li>- Add  to the target's next check.</li> <li>- Add  to any allied character's next check.</li> </ul>
  	<ul style="list-style-type: none"> <li>- Negate target's defense for rest of turn.</li> <li>- Ignore environment for rest of turn.</li> <li>- Gain +1 ranged or melee defense for 1 turn.</li> <li>- Force the target to drop something.</li> </ul>
	<ul style="list-style-type: none"> <li>- Upgrade difficulty of target's next check.</li> <li>- Upgrade ability of ally's next check.</li> <li>- Perform any one of the above actions</li> </ul>
 	Destroy a piece of equipment the target is using.

# CHARACTER CREATION

## STEP 1: SPECIES

Select a species (list found on 6). Note your starting characteristics, wound and strain thresholds, starting experience, and special ability. You can read about the species in the book and page specified under the species name.

## STEP 2: CAREER AND SPECIALIZATION

Choose one of the careers on page ???. You can read about the careers and specializations in the book and page specified at the bottom of each talent tree. You gain one rank in four of the career skills given to you by your career. If your chosen career has a star next to it on the list, you only gain a rank in 3 of the career skills, but you also gain a force rating of 1. At this point, you may also spend 30 xp to increase your force rating from 1 to 2.

Then choose a specialization, either from your chosen career, or from the list of universal specializations. You gain one level in 2 of the career skills you get from your specialization. If your chosen specialization has a star next to it on the list, you only gain a rank in 1 of the career skills, but you also gain a force rating of 1. **You do not gain a force rating of 2 if you chose both a career and a specialization that give you a force rating of 1.**

Note all your career skills on your character sheet.

## STEP 3: OBLIGATION

You start with some sort of obligation. Roll on the table (EotE. 39), or chose one of the options to determine your obligation. Your obligation score starts at 10, but you can gain benefits by increasing it using one or multiple of the following options:

- 5 additional experience points for +5 obligation
- 10 additional experience points for +10 obligation
- 1.000 additional credits for +5 obligation
- 2.500 additional credits for +10 obligation

You may only choose each option once, for a total of 30 added to your obligation score.

The higher your obligation score is, the higher the chance for it to become relevant.

## STEP 4: MORALITY

If you have a force rating of at least 1, you have a morality. Roll or chose on the table (FaD. 50). Your starting morality score is 50.

**Every character, including those without a force rating,** chose one of the following options:

- +10 starting experience
- +2.500 starting credits
- +5 starting experience and +1.000 starting credits
- Plus or minus 29 to your morality score (Only relevant for force sensitive characters).

## STEP 5: SPEND EXPERIENCE POINTS

You gain an additional 150 experience, which you may not use to increase characteristic.

There are several options for you to spend your starting experience:

### INCREASE CHARACTERISTICS

You can increase your characteristics, one level at a time. This costs of this is ten times the value it is being raised to. So raising a characteristic from 3 to 4 would cost 40, and raising it from 3 to 5 would cost  $40+50=90$ . You can increase your characteristics no higher than 5.

### SKILL TRAINING

You can use your starting experience to raise your skill ranks, one rank at a time. It costs 5 times the rank it is being increased to. So raising a skill from 1 to 2 would cost 10 xp. Non-career skills cost 5 more experience points to raise a rank. You cannot raise a skill above rank 3.

### PURCHASE TALENTS

You can buy talents from your specialization talent tree. The cost of each talent is noted on the tree. You may purchase any talent from the top row of the tree, or any talent connected to one you have.

### PURCHASE SPECIALIZATION

You can buy new specializations. It costs 10 times the number of specializations you have, including the new one. Specialization belonging to a career that is not yours costs an additional 10 experience points (Universal specializations don't cost extra).

### PURCHASE FORCE POWERS

If you have a force rating of at least 1, you can purchase force powers (page ??). The cost is written on the power. You must purchase the basic power first, and then you can purchase upgrade connected to ones you own on the tree. You must meet the prerequisite before buying the basic power.

## STEP 6: CALCULATE DERIVED ATTRIBUTES

Your wound and strain thresholds can be calculated now, based on your species. Your base soak is equal to your Brawn.

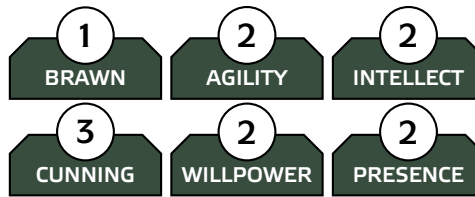
## STEP 7: BUY GEAR

You start the game with 2.000 credits, which you can spend on gear. A list of gear can be found on page 14.

# SPECIES

## BOTHAN

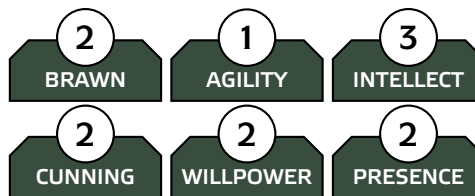
*EotE. 43*



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in Streetwise. One rank of the Convincing Demeanor talent.

## CEREAN

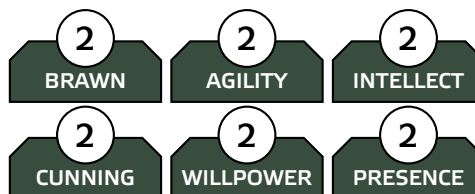
*FaD. 55*



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 13 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** One rank in vigilance. All knowledge skills are career skills.

## CLONE

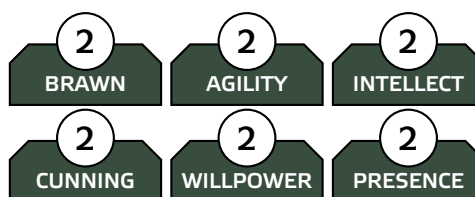
*CotR. 11*



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in knowledge (warfare) and resilience. One rank in the physical training talent.

## DATHOMIRIAN

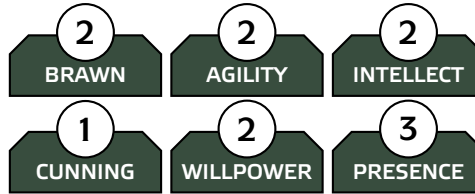
*CotR. 12*



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in coercion and survival. One rank in the outdoorsman talent.

## DRABATAN

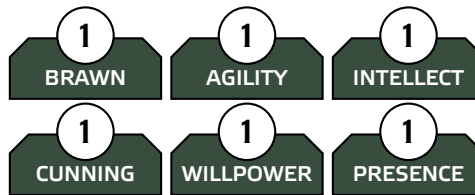
DoR. 92



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in charm or leadership. On leadership or coercion checks, may spend to affect one additional target.

## DROID

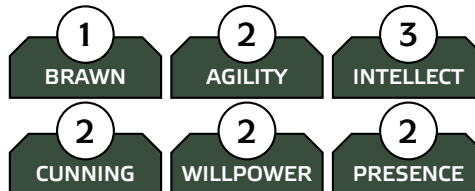
EotE. 45



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 175 XP
- **Special Ability:** Do not eat or sleep. Unaffected by poison. Cybernetic implant cap of 6. One rank in 3 additional career skills, after those have been received. Cannot be healed normally. Cannot be force sensitive.

## DUROS

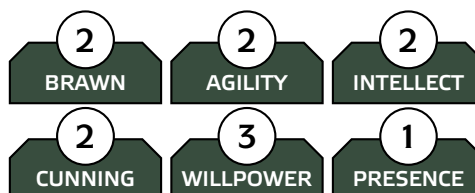
AoR. 55



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in piloting (space). to all astrogation checks.

## GAND

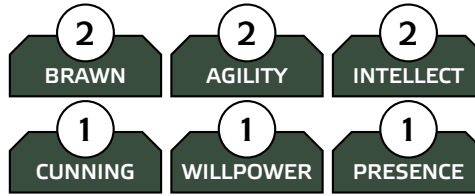
EotE. 47



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in discipline. Either immune to suffocation or starts with +10 XP.

## GEONOSIAN

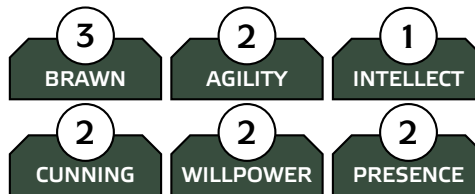
RotS. 12



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 140 XP
- **Special Ability:** One rank in any skill. When assisting, add ■ and heal 1 strain. Can fly.

## GIGORAN

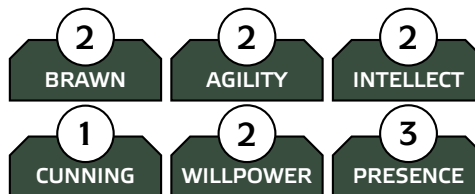
DoR. 93



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in brawl. Remove ■ due to cold. Upgrade difficulty of mechanics checks involving advanced technology.

## GRAN

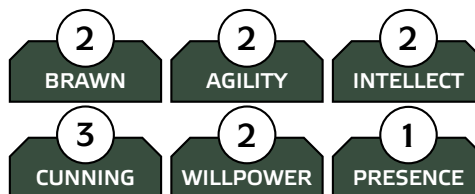
AoR. 56



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in charm or negotiation. When making ranged combat or perception checks, remove up to ■■ imposed due to concealment.

## HARCH

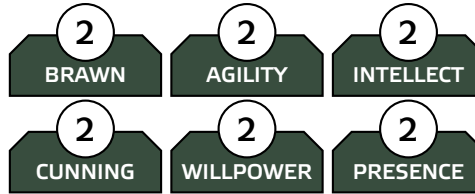
CotR. 14



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 75 XP
- **Special Ability:** One rank in perception. One extra maneuver per turn (still limit of 2 total). Brawl checks have stun 3 quality.

## HUMAN

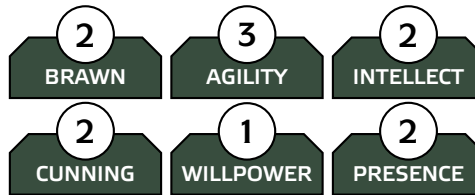
EotE. 48



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 XP
- **Special Ability:** One rank in 2 non-career skills.

## IAKARU

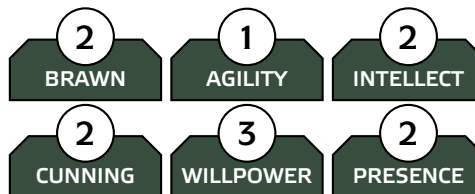
DoR. 94



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in piloting (space). No penalties from being in a jungle. Add ■ to checks relating to climbing, swimming, and balancing.

## ITHORIAN

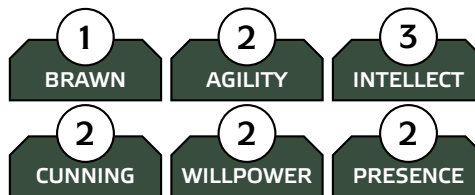
AoR. 58



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** One rank in survival. Ithorian bellow blast attack.

## KAMINOAN

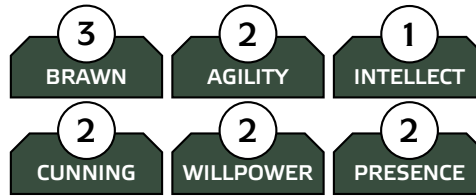
RotS. 14



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in medicine. One rank in researcher talent. ■ to all charm checks. Others add ■ to all social checks against you.

## KARKARODON

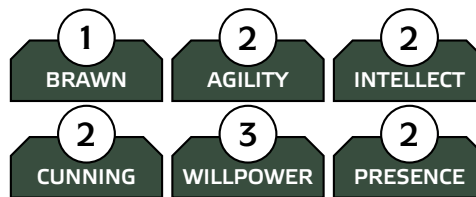
CotR. 15



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 75 XP
- **Special Ability:** One rank in athletics. Can breathe underwater. Brawl checks +1 damage and crit rating 3.

## KEL DOR

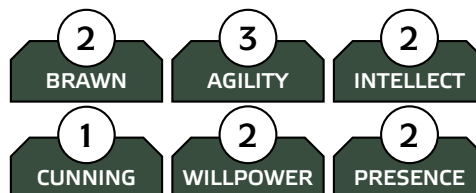
FaD. 57



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in knowledge (education). Remove up to ■■ imposed due to darkness.

## MIRIALAN

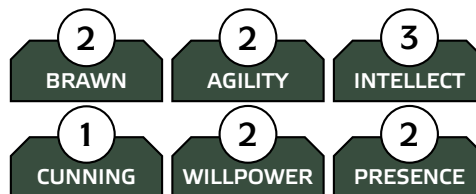
FaD. 58



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in discipline and one rank in cool.

## MON CALAMARI

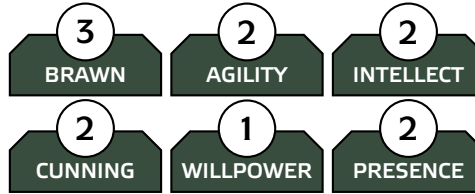
AoR. 59



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in knowledge (education). Breathe underwater.

## NAUTOLAN

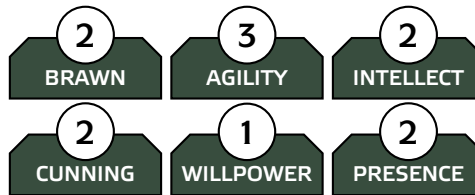
FaD. 59



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in Athletics. Can breathe underwater.

## RODIAN

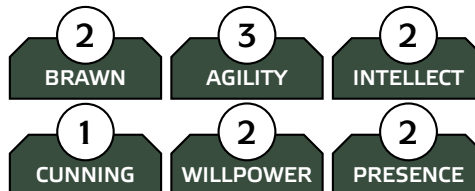
EotE. 49



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in survival. One rank in the Expert Tracker talent.

## SULLUSTAN

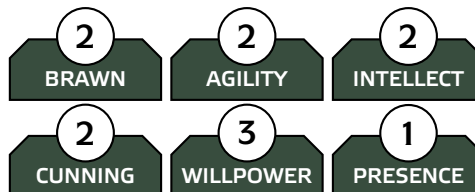
AoR. 60



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in astrogation. One rank in the skilled jockey talent.

## TOGNATH

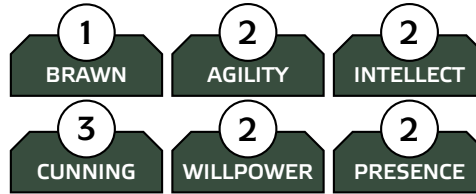
96



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 95 XP
- **Special Ability:** One rank in coordination and perception. Minus one limit of cybernetics. Add ■■ on coercion checks against other Tognaths.

## TOGRUTA

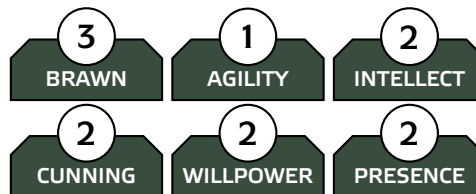
FaD. 60



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in perception. Grant ■■ instead of ■ with assist.

## TRANDOSHAN

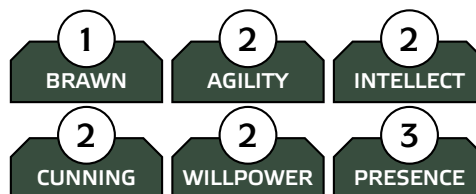
EotE. 50



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** One rank in perception. When recovering wounds from natural rest, recover one additional wound. +1 damage with unarmed brawl checks, and critical rating 3.

## TWI'LEK

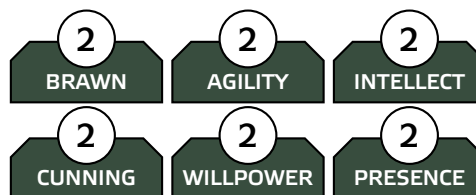
EotE. 51



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in charm or deception. When making skill checks, remove ■ imposed due to hot environment.

## UMBARAN

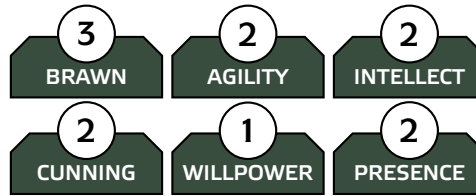
RotS. 15



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in deception. Add ■ to all charm, deception, and negotiation checks. Remove up to ■■ imposed due to darkness. Add ■ to all rolls while in bright light.

## WOOKIEE

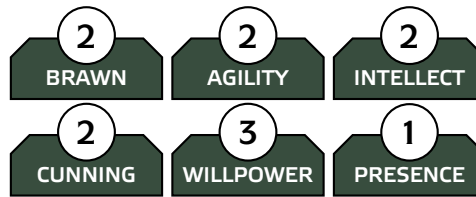
EotE. 52



- **Wound Threshold:** 14 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** One rank in brawl. +1 damage to brawl and melee when injured. +2 when critically injured.

## ZABRAK

FaD. 62



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in survival. Automatic 🌀 on all coercion checks.

# GEAR

## ENCUMBRANCE

Your encumbrance threshold is 5+Brawn. If the encumbrance values of everything you are carrying add up to more than your threshold, you add ■ to all Agility and Brawn checks. If you exceed your threshold by more than your brawn, you no longer get a free maneuver each turn.

## ITEM QUALITIES

Passive qualities are always in effect and do not require activation. Active qualities require activation, by using a number of ☹. Qualities also often have a rank.

### ACCURATE (PASSIVE)

Add ■ to attacks with this weapon for each rank.

### AUTO-FIRE (ACTIVE)

Can choose to either use or not use before attacking. If using Auto-Fire, add ♦ to the roll. Can spend ☹ as many times as you can to hit an additional time.

### BREACH (PASSIVE)

Ignore 10 soak per rank.

### BURN (ACTIVE)

Target suffers the weapon's damage a number of rounds after being hit equal to rank.

### BLAST (ACTIVE)

Activate with ☹☹. Everyone engaged with target takes damage equal to rank, plus uncancelled ✨.

### CONCUSSIVE (ACTIVE)

Activate with ☹☹. Target is staggered for a number of rounds equal to rank.

### CORTOSIS (PASSIVE)

Immune to sunder quality.

### CUMBERSOME (PASSIVE)

To wield, must have Brawn equal to or greater than rank. If less, increase difficulty of attacks.

### DEFENSIVE (PASSIVE)

Increase melee defense by rank.

### DEFLECTION (PASSIVE)

Increase ranged defense by rank.

### DISORIENT (ACTIVE)

Activate with ☹☹. Target is disoriented for a number of rounds equal to rank.

### ENSNARE (ACTIVE)

Activate with ☹☹. Target is immobilized for a number of rounds equal to rank.

### GUIDED (ACTIVE)

If attack misses, can spend ☹☹☹ to make a new check. Difficulty is ♦♦ (or just ♦ if the target is silhouette 2 or larger), and the ability is rank. If successful, deal damage normally.

### KNOCKDOWN (ACTIVE)

Spend ☹ to knock prone.

### INACCURATE (PASSIVE)

Add ■ to attacks for each rank.

### INFERIOR (PASSIVE)

If weapon, add ☹ to all checks and -1 base damage. If armor, +1 encumbrance and -1 defense. If no defense, -1 soak instead.

### ION (PASSIVE)

Deals damage to system strain of vehicle, instead of normal damage.

### LIMITED AMMO (PASSIVE)

Can only make a number of attacks equal to rank before having to be reloaded as maneuver.

### LINKED (ACTIVE)

Can spend ☹☹ an amount of times up to rank to hit an additional time.

### PIERCE (PASSIVE)

Ignores 1 point of soak per rank.

### PREPARE (PASSIVE)

Must use a number of maneuvers equal to rank to prepare before firing.

### SLOW-FIRING (PASSIVE)

Must wait a number of rounds equal to rank before firing again

### STUN (ACTIVE)

Can spend ☹☹ cause strain damage equal to rank.

### STUN DAMAGE (PASSIVE)

Deals damage to strain instead of wounds.

### STUN SETTING (PASSIVE)

Before firing, can choose to deal damage to strain or wounds.

### SUNDER (ACTIVE)

Spend ☹ to damage an item wielded by the target one step: Undamaged -> Minor -> Moderate -> Major -> Destroyed. Can be used multiple times on the same attack.

### SUPERIOR (PASSIVE)

If weapon, add ☹ to all checks and +1 base damage. If armor, -1 encumbrance and +1 soak.

### VICIOUS (PASSIVE)

Add 10 times rank to critical roll.

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Special	Book
<b>Energy Weapons</b>									
Holdout Blaster	Ranged (light)	5	4	Short	1	1	200	Stun setting	EotE
Ionization Blaster	Ranged (light)	10	5	Short	3	3	250	Disorient 5, Stun damage (Droid only)	EotE
Light Blaster Pistol	Ranged (light)	5	4	Med.	1	2	300	Stun setting	EotE
Blaster Pistol	Ranged (light)	6	3	Med.	1	3	400	Stun setting	EotE
Heavy Blaster Pistol	Ranged (light)	7	3	Med.	2	3	700	Stun setting	EotE
Blaster Carbine	Ranged (heavy)	9	3	Med.	3	4	850	Stun setting	EotE
Blaster Rifle	Ranged (heavy)	9	3	Long	4	4	900	Stun setting	EotE
Bowcaster	Ranged (heavy)	10	3	Med.	5	2	1.250	Cumbersome 3, Knockdown	EotE
Heavy Blaster Rifle	Ranged (heavy)	10	3	Long	6	4	1.500	Auto-fire, Cumbersome 3	EotE
Light Repeating Blaster	Ranged (heavy)	11	3	Long	7	4	2.250	Auto-fire, Cumbersome 4, Pierce 1	EotE
Heavy Repeating Blaster	Gunnery	15	2	Long	9	4	6.000	Auto-fire, Cumbersome 5, Pierce 2, Vicious 1	EotE