**FORSAKEN JEDI**

**WOUNDS**
- Current: 16
- Threshold: 

**SOAK VALUE**
- 3

**SOCIAL**
- Cool (INT)
- Coercion (WILL)
- Vigilance (WILL)
- Deception (CUN)
- Charm (PR)
- Leadership (PR)
- Discipline (WILL)
- Negotiation (PR)

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

**ATTACKS**
- **Engaged (lightsaber):**
  - 10+ Damage; Crit 1; Breach 1, Defensive 2, Deflection 2, Sunder, Vicious 2
- **Medium Range (Force Move):**
  - Special: you must generate a roll of 5 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 2 points of Strain.

**FORCE POWERS**
- **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

**FORCE RATING**
- 

**DEFENSES**
- Current: 1
- Threshold: 2

**MEEKEN CRIME LORD**

**BRAWN**
- 3

**AGILITY**
- 4

**INTELLECT**
- 3

**WILLPOWER**
- 2

**PRESENCE**
- 2

**PERCEPTION**
- 3

**SPECIALIZATION**
- Cool (INT)
- Coercion (WILL)
- Vigilance (WILL)
- Deception (CUN)
- Charm (PR)
- Leadership (PR)
- Discipline (WILL)
- Negotiation (PR)
# Hutt Crime Lord

## Adversary 2

### Social

- **Wounds**: 30
  - **Current**: 30
  - **Threshold**: 30
- **Soak Value**: 10
- **Cool (INT)**
- **Vigilance (WILL)**
- **Deception (CLUN)**
- **Leadership (PR)**
- **Athletics (BR)**
- **Knowledge - Outer Rim (INT)**
- **Knowledge - Underworld (INT)**
- **Resilience (BR)**
- ** Athletics (BR)** (x6)
- **Coordination (AG)** (x1)
- **Deception (CUN)**
- **Charm (PR)**
- **Leadership (PR)**
- **Discipline (WILL)**

### Other

- **_move**

### 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 2 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

SOCIAL

WOUNDS

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

COOL VALUE

4

ATTACKS

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

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

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

SPECIAL ABILITIES

COST

6,500 credits [each], (Rarity 5)

MINION GROUP

WOUNDS

Current 4 Threshold 4

WOUNDS

Current 4 Threshold 4

WOUNDS

Current 4 Threshold 4

WOUNDS

Current 4 Threshold 4
**IMP. STORMTROOPER SERGEANT**

**ADVERSARY 1**

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

**OTHER**
- Athletics (BR) 3
- Resilience (BR) 2

**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 Minon Group within Medium range to take an immediate maneuver or add +1 to their next check.

**OTHER EQUIPMENT**
- Stormtrooper armor, Extra reloads
JOURNEYMAN HUNTER

ADVERSARY 1

SOCIAL

WOUNDS
Current Threshold
15

COOL (INT)
Vigilance (WILL)
Deception (CLUN) 3, Charm (PR) 2, Leadership (PR) 2,
Discipline (WILL) 2, Negotiation (PR) 2

OTHER

Coordination (AG) 
Survival (CLUN) 

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

Leathal Blow: +10 to Critical Injury Rolls

OTHER EQUIPMENT

Laminate Armor
**MASTER HUNTER**

**ADVERSARY 2**

**SOCIAL**

- Cool (INT) 3
- Coercion (WILL) 3
- Disciplined (WILL) 3
- Vigilance (WILL) 3
- Negotiation (PR) 3
- Deception (CUN) 3
- Charm (PR) 3
- Leadership (PR) 3

**WOUNDS**

- Current: 20
- Threshold: 6

**SOAK VALUE**

- Current: 6

**ATTACKS**

- **Engaged (vibro-knife):** 5+ Damage; Crit 2; Pierce 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 rigle):** 13+ Damage; Crit 3; Auto-Fire, Pierce 1

**SPECIAL ABILITIES**

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

**OTHER EQUIPMENT**

- **Heavy Battle Armor**

---

**APPRENTICE BOUNTY HUNTERS**

**MINON GROUP**

---
**Apprentice Bounty Hunters (4)**

**Minion Group**

**Wounds**
- Current: 6
- 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) 2

**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**

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

**Soak Value**: 3

**Other**
- Perception (CUN) 2

**Attacks**
- Engaged (Unarmed): +2 Damage; Crit 5; Disorient 1, Knockdown
- Medium Range (Blaster Pistol): 9+ Damage; Crit 3; Stun Setting

**Other Equipment**
- Heavy Clothing
BLACK SUN VIGO

ADVERSARY 3

SOCIAL

WOUNDS

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

OTHER

Perception (CUN): 4, Streetwise (CUN): 4,
Survival (CUN): 4

ATTACKS

Engaged (force pike): 4+ Damage, Crit 2; Pierce 2, Stun Setting
Medium Range (heavy blaster pistol): 7+ Damage; Crit 3; Stun Setting
Close Range (flame projector attach): 13+ Damage; Crit 2; Burn 5, Blast 8
Long Range (modded hvy blaster rigle): 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 a on all Discipline checks.
C.S.A. SECURITY CAPTAIN

**ADVERSARY 1**

**SOCIAL**

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

**WOUNDS**

- **Current:** 14
- **Threshold:** 5

**SOAK VALUE**

- 5

**ATTACKS**

- **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
**ATTACKS**

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

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

- **Close Range (thermal detonator):**
  - Damage: 20+
  - Blast: 15
  - Breach: 1
  - Vicious: 4
  - Limited Ammo: 1

**OTHER EQUIPMENT**

- Electronic lock breaker
TWI’LEK BLACK MARKETEER

**ADVERSARY 1**

**WOUNDS**
- Current: 12
- Threshold: 2

**SOAK VALUE**: 2

**BRAWN**: 2
**AGILITY**: 2
**INTELLECT**: 3
**WILLPOWER**: 2
**PRESENCE**: 3

**COOL (INT)**

**COERCION (WILL)**

**VIGILANCE (WILL)**

**NEGOTIATION (PR)**

**DECEPTION (CUN)**

**CHARM (PR)**

**LEADERSHIP (PR)**

**DISCIPLINE (WILL)**

**STREETWISE (CUN)**

**SKULDUGGERY (CUN)**

**KNOWLEDGE-UNDERWORLD (CUN)**

**SPECIAL ABILITIES**

**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

**ATTACKS**

**Black Market Contacts:** Decrease rarity of sought item by 2 degrees when looking on the black market.
MOISTURE FARMERS (4)

MINION GROUP

WOUNDS 8

Current Threshold

SOCIAL

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

SOAK VALUE 3

BR 3

CUN 2

AG 2

WILL 3

INT 2

PR 2

ATTACKS

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

Medium Range (slugthrower rifle): 7+ Damage, Crit 5

MINION GROUP

WOUNDS 8

Current Threshold

WOUNDS 8

Current Threshold

WOUNDS 8

Current Threshold

WOUNDS 8

Current Threshold
REBEL ALLIANCE LIAISON

**ADVERSARY 1**

**SOCIAL**

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

**OTHER**

- Coordination (AG) 3

**ATTACKS**

- Engaged (molecular stiletto): 2+ Damage, Crit 2, Pierce 2
- Long Range (Blaster Rifle): 9+ Damage, Crit 3, Stun Setting

**OTHER EQUIPMENT**

- Padded Armor
**CORRUPT BUREAUCRAT**

**SOCIAL**

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

**ATTACKS**

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

**Medium Range (light blaster pistol):**
- 5+ Damage, Crit 4, Stun Setting

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<th>Characteristics</th>
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<th>Threshold</th>
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<tr>
<td>SOAK VALUE</td>
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<td><strong>BRAWN</strong></td>
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<td><strong>INTELLECT</strong></td>
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<td><strong>PRESENCE</strong></td>
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</tr>
</tbody>
</table>
GAMORREAN THUG

**ADVERSARY**

**WOUNDS**
- Current: 14
- Threshold: 5

**SOAK VALUE** 5

**SOCIAL**
- Cool (INT) 1
- Coercion (WILL) 1
- Vigilance (WILL) 1
- Deception (CUN) 1
- Charm (PR) 1
- Leadership (PR) 1
- Discipline (WILL) 1
- Negotiation (PR) 1

**ATTACKS**

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

**SPECIAL ABILITIES**

- **Knockdown:** After hitting with a melee attack, may spend 1 to knock the target prone.
**MYNOCKS (4)**

**MINION GROUP**

<table>
<thead>
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<th>WOUNDS</th>
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<tr>
<td>Current</td>
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<tr>
<td>Threshold</td>
<td>4</td>
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<tr>
<td>SOAK VALUE</td>
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</table>

**SPECIAL ABILITIES**

- **Vacuum 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).

**ATTACKS**

**Engaged (sucker mouths & claws):**

- 4+ Damage, Crit 5

**Ranged DEFENSES**

- 1

**Melee DEFENSES**

- 1

**MINION GROUP**

<table>
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<tr>
<th>Social Abilities</th>
</tr>
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<tbody>
<tr>
<td>Cool (INT)</td>
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<tr>
<td>Deception (CUN)</td>
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</table>
| Discipline (WILL) | Negotiation (PR) | }
**WOOKIE GLADIATOR**

**ADVERSARY**

**SOCIAL**

- **WOUNDS**
  - Current: 16
  - Threshold: 16
- **SOAK VALUE**
  - 5

**OTHER**

- Coordination (AG)
- Athletics (AG)

**ATTACKS**

**Engaged (vibro-axe):**

- B+ Damage
- Crit 2
- Pierce 2
- Sunder
- Vicious 3

**SPECIAL ABILITIES**

- **Wookie 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.
ITHORIAN STORYTELLER

**ADVERSARY**

**SOCIAL**
- Cool (INT): 1
- Coercion (WILL): 3
- Vigilance (WILL): 3
- Deception (CUN): 3
- Charm (PR): 3
- Leadership (PR): 3
- Discipline (WILL): 3
- Negotiation (PR): 3

**OTHER**
- Knowledge-lore (INT): 3

**WOUNDS**
- Current: 12
- Threshold: 3

**SOAK VALUE**
- 3

**ATTACKS**

**Engaged (vibro-axe):**
- 4+ Damage; Crit 5; Disorient 1; Knockdown

**Short Range (holdout blaster):**
- 5+ Damage; Crit 4; Stun Setting

**SPECIAL ABILITIES**

**Knockdown:** After hitting with a melee attack, may spend 1 to knock the target prone.
TWI'LEK DANCERS (4)

**MINION GROUP**

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

**OTHER**
- Coordination (AG) 2

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

**OTHER EQUIPMENT**
- Dancing Attire

**MINION GROUP**

**WOUNDS**
- Current: 5
- Threshold: 5

**BR**
- 2

**CLUN**
- 2

**AG**
- 3

**WILL**
- 2

**INT**
- 2

**PR**
- 4
GUNDARK

ATTACKS

Engaged (meaty fists): B+ Damage; Crit 4; Disorient 1, Knockdown

SPECIAL ABILITIES

Four-armed: May spend on a successful melee attack to hit a second Engaged target, dealing the same damage as dealt to the original target.
MID-SIZED DIANOGA

**ADVERSARY 1**

**WOUNDS**

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

**SOAK VALUE**: 4

**CURRENT THRESHOLD**: 22

**SOCIAL**

- Perception (CUN): 4
- Stealth (AG): 5
- Survival (CUN): 3

**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

SOCIAL

WOUNDS

Current 40

Threshold

SOAK VALUE

12

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

OTHER

Perception (CUN) 3, Survival (CUN) 3

ATTACKS

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

SPECIAL ABILITIES

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

**ADVERSARY 1**

**SOCIAL**

- **WOUNDS**
  - Current: 13
  - Threshold: 13
- **SOAK VALUE**: 4
- Cool (INT) —
- Coercion (WILL) —
- Vigilance (WILL) —
- Deception (CUN) —
- Charm (PR) —
- Leadership (PR) 4
- Negotiation (PR) 4
- Knowledge Lore (INT) —

**OTHER**

**ATTACKS**

- **Engaged (unarmed):**
  - 3+ Damage; Crit 5; Disorient 1, Knockdown
- **Engaged (heavy blaster pistol):**
  - 7+ Damage; Crit 3; Stun Setting
ASSASSIN DROID

**CURRENT SOAK VALUE**

- **WOUNDS**: 19
- **SOAK VALUE**: 7

**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) ▲▲▲▲▲

**ATTACKS**

- **Engaged (built-in razor claws)**: d6+ Damage; Crit 4
- **Medium Range (built-in light blaster)**: d5+ Damage; Crit 3; Stun Setting
- **Long Range (light repeating blaster)**: d11+ 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.

**DEFENSES**

- **Ranged**: 1
- **Melee**: 1

**COST**

- 65,000 Credits (Rarity 8)
ASTROMECH DROID

ADVERSARY

SOCIAL

WOUNDS
Current: 11
Threshold: 3

OTHER

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

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

3

Current / Threshold

SOAK VALUE

3

Social

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

Other

Mechanics (INT) 2

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)

Cost

7,500 Credits (Rarity 3)
# MEDICAL DROID

## ADVERSARY

### WOUNDS

<table>
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<tr>
<th>Current</th>
<th>Threshold</th>
</tr>
</thead>
<tbody>
<tr>
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</table>

### SOAK VALUE

| 3       |

## SOCIAL

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

### OTHER

- Perception (CUN)
- Medicine (INT)

## 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.

## OTHER EQUIPMENT

- Built-in diagnostic and surgical tools (medpac and stimpack)

## COST

- 12,000 Credits (Rarity 4)
PROTOCOL DROID

**ADVERSARY**

**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 \( +2 \) to Negotiation checks or other checks made to negotiate or mediate.

**COST**
- \( 8,000 \) Credits (Rarity 1)

**WOUNDS**
- Current: 10
- Threshold: 3

**SOAK VALUE**
- 3

**STATS**
- **BRAWN (BR):** 1
- **AGILITY (AG):** 1
- **INTELLECT (INT):** 3
- **WILLPOWER (WILL):** 1
- **CUNNING (CUN):** 1
- **PRESENCE (PR):** 2

**BRANDED**
- Current: 10
- Threshold: 3

**COOL (INT):**
- Coercion (WILL): 1
- Vigilance (WILL): 1
- Deception (CUN): 1
- Charm (PR): 1
- Leadership (PR): 2
- Discipline (WILL): 1
- Negotiation (PR): 1

**PERCEIVED**
- Perception (CUN): 1
- Knowledge-education (INT): 1
- Knowledge-xenology (INT): 1

**ATTACKS**
- Engaged (unarmed): 1+ Damage; Crit 5; Disorient 1; Knockdown

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SECURITY DROID
SECURITY DROID

ADVERSARY

SOCIAL

WOUNDS

Current 14
Threshold

SOAK VALUE 5

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

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

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 GROUP

WOUNDS

4

Current Threshold

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

SOCIAL

SOAK VALUE

4

Current Threshold

Perception (CUN) 2

OTHER

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

4

Current Threshold

4

Current Threshold

4

Current Threshold

4

Current Threshold
SPACEPORT URCHINS (4)

MINION GROUP

WOUNDS

Current 3  Threshold 3

SOAK VALUE 1

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)

ATTACKS

Engaged (Unarmed):
1+ Damage; Crit 5; Disorient 1, Knockdown
Close Range (Small rocks):
1+ Damage; Crit --; Stun damage

MINION GROUP

WOUNDS

Current 3  Threshold 3

WOUNDS

Current 3  Threshold 3

WOUNDS

Current 3  Threshold 3

WOUNDS

Current 3  Threshold 3
C.S.A. SECURITY POLICE (4)

MINION GROUP

WOUNDS 5

SOCIAL

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

SOAK VALUE 4

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

WOUNDS 5

WOUNDS 5

WOUNDS 5

WOUNDS 5

Current Threshold Current Threshold Current Threshold Current Threshold
IMP NAVAL TROOPERS (4)

MINION GROUP

SOCIAL

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

OTHER

- Perception (CUN) 2

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

<table>
<thead>
<tr>
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<tbody>
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Current WOUNDS/Threshold: 5
MILITARY STARFIGHTER PILOTS (4)

MINION GROUP

WOUNDS
Current: 5
Threshold: 5

SOCIAL
- Cool (INT): 2
- Coercion (WILL): 2
- Vigilance (WILL): 2
- Deception (CUN): 2
- Charm (PR): 2
- Leadership (PR): 2
- Discipline (WILL): 2
- Negotiation (PR): 2

OTHER
- Gunnery (AG): 2
- Piloting-Space (AG): 2

ATTACKS
- Engaged (unarmed): 2+
- Disorient 1, Knockdown
- Engaged (light blaster pistol): 5+
- Stun Setting

OTHER EQUIPMENT
- Vacuum Sealed Flight Suit

MINION GROUP

WOUNDS
Current: 5
Threshold: 5

WOUNDS
Current: 5
Threshold: 5

WOUNDS
Current: 5
Threshold: 5

WOUNDS
Current: 5
Threshold: 5
IMP. STORMTROOPERS (4)

MINION GROUP

SOCIAL

WOUNDS

Current Threshold

5

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

SOAK VALUE

5

OTHER

Athletics (BR) 3

BRAWN

BR 3

AGILITY

AG 2

INTELLECT

INT 2

PRESENCE

PR 1

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

WOUNDS

Current Threshold

5

5

5

5
STREET TOUGHS (4)

MINION GROUP

WOUNDS

Current: 5
Threshold: 5

SOCIAL

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

OTHER

Sleight of hand (CUN) •

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

WOUNDS

Current: 5
Threshold: 5
AQUALISH THUGS (4)

MINION GROUP

WOUNDS

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SOCIAL

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

SOAK VALUE

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ATTACKS

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

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

MINION GROUP

WOUNDS

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BRAWN (BR) 3
CUNNING (CUN) 2
AGILITY (AG) 2
WILLPOWER (WILL) 1
INTELLECT (INT) 2
PRESENCE (PR) 1

Current

WOUNDS

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adversary3.eps   27   2/3/2014   1:06:19 PM
IMP. INTEL AGENT

ADVERSARY 1

SOCIAL

WOUNDS

Current
Threshold

14

3

SOAK VALUE

3

BRAWN

3

AGILITY

3

INTELLECT

3

INTELLECT

PRESENCE

WILLPOWER

CUNNING

LEADERSHIP

COMMUNICATION

ENGAGEMENT

Cool (INT) 3
Vigilance (WILL) 2

Negotiation (PR) 3
Deception (CUN) 3

Charisma (PR) 2
Leadership (PR) 3
Discipline (WILL) 1

Coercion (WILL) 2

Streetwise (CUN) 3

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
FORGER

**ADVERSARY**

**SOCIAL**

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

**WOUNDS**

- Current: 11
- Threshold: 11

**SOAK VALUE**

- 1

**OTHER**

- Computers (INT) 4
- Perception (CUN) 2
- Skulduggery (CUN) 2
- Knowledge-underworld (INT) 2

**ATTACKS**

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

- **Close Range (holdout blaster):**
  - 5+ Damage; Crit 4; Stun Setting

**OTHER EQUIPMENT**

- Electronic forger’s kit and tools
INFOCHANT

**Adversary**

**Social**

Wounds: 12

Soak Value: 2

Brawn (BR): 3

Cunning (CUN): 3

Agility (AG): 2

Willpower (WILL): 3

Intellect (INT): 4

Presence (PR): 3

**Attacks**

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

Close Range (holdout blaster): 5+ Damage; Crit 4; Stun Setting

**Other**

Computers (INT) 4, Perception (CUN) 3, Knowledge-all (INT) 3

**Other Equipment**

Encrypted datapad, commlink
MON CALAMARI MECHANIC

ADVERSARY

SOCIAL

WOUNDS

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

OTHER

Computers (INT) 2  Astrogation (INT) 2
Mechanics (INT) 2

ATTACKS

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

Close Range (holdout blaster): 5+ Damage; Crit 4; Stun Setting

SPECIAL ABILITIES

Amphibious: Can breath and move underwater with no penalties.

OTHER EQUIPMENT

Tool kit, emergency repair kit

Tool kit, emergency repair kit
SLICER

**ADVERSARY**

**SOCIAL**
- Cool (INT): 2
- Coercion (WILL): 2
- Vigilance (WILL): 2
- Negotiation (PR): 1
- Deception (CUN): 3
- Charm (PR): 1
- Leadership (PR): 1
- Discipline (WILL): 2

**OTHER**
- Computers (INT): 3
- Skulduggery (CUN): 3

**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
SLICER

ADVERSARY 1

SOCIAL

WOUNDS

Current: 12
Threshold:

SOAK VALUE

2

BRAWN: 2
AGILITY: 3
INTELLECT: 2
CUNNING: 3
WILLPOWER: 3
PRESENCE:

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

OTHER

Pilot-space (AG) Skulduggery (CUN) Skulduggery (CUN)

ATTACKS

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

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

SPECIAL ABILITIES

Skilled Jockey: Remove from all pilot checks.
CUSTOMS INSPECTOR

RIVAL

WOUNDS

Current: 12
Threshold: 2

SOAK VALUE: 2

SOCIAL

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

OTHER

Astrogation (INT) 3
Perception (CUN) 3

ATTACKS

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

Medium Range (light blaster pistol): 5+ Damage; Crit 4; Stun Setting

OTHER EQUIPMENT

Hand Scanner
**IMPERIAL NAVAL OFFICER**

**ADVERSARY 1**

**SOCIAL**

- **WOUNDS**
  - Current: 11
  - Threshold: 3

- **SOAK VALUE**: 3

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

**OTHER**

- Computers (INT): 1
- Skulduggery (CUN): 2

**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

WOUNDS

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

SOAK VALUE

3

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

ADVERSARY 1

SOCIAL

WOUNDS

Current: 14

Threshold: 14

SOAK VALUE

4

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

OTHER

Athletics (BR) 3, Coordination (AG) 3,
Streetwise (CUN) 3, Survival (CUN) 3

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
**PIRATE CREW (4)**

**MINION GROUP**

**WOUNDS**

Current: 5
Threshold: 5

**SOAK VALUE**

4

**SOCIAL**

Cool (INT)

Coercion (WILL) 1, Vigilance (WILL) 1

Deception (CUN) 2, Charm (PR) 2, Leadership (PR) 2, Discipline (WILL) 1, Negotiation (PR) 2

**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**

**WOUNDS**

Current: 5
Threshold: 5

**WOUNDS**

Current: 5
Threshold: 5

**WOUNDS**

Current: 5
Threshold: 5

**WOUNDS**

Current: 5
Threshold: 5
**DEFEL ASSASSIN**

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

**OTHER**
- Coordination (AG) 3
- Perception (CUN) 4
- Stealth (AG) 3

**ATTACKS**
- Engaged (claws): 7+ Damage; Crit 3
- Medium Range (blaster pistol): 6+ Damage; Crit 3; Stun Setting

**SPECIAL ABILITIES**
- Leathal Blows: +20 to Critical Injury rolls
- Light Sensitive: to skill checks while in bright light without protective goggles
- Shadowed: to Stealth checks in darkness

**DEFENSES**
- Ranged: 1
- Melee: 1

**WEAKNESSES**
- Medium Range: 1

**STRAIN**
- Current: 15
- Threshold: 15

**SOAK VALUE**
- Current: 3
- Threshold: 3

**WOUNDS**
- Current: 17
- Threshold: 15

**BRAWN**
- Current: 3
- Threshold: 3

**AGILITY**
- Current: 4
- Threshold: 4

**INTELLECT**
- Current: 3
- Threshold: 3

**WILLPOWER**
- Current: 2
- Threshold: 2

**PRESENCE**
- Current: 4
- Threshold: 4
**Loan Shark**

**Adversary 1**

**Social**
- Cool (INT) 4
- Vigilance (WILL) 4
- Deception (CUN) 5
- Charm (PR) 4
- Discipline (WILL) 3
- Negotiation (PR) 4
- Coercion (WILL) 4
- Leadership (PR) 4

**Soak Value** 3

**Perception (CUN) 4**

**Attacks**
- Engaged (unarmed): 2+ Damage; Crit 2; Disorient 1; Knockdown
- Close Range (holdout blaster): 5+ Damage; Crit 4; Stun Setting
- Medium Range (disruptor pistol): 10+ Damage; Crit 2; Vicious 4

**Natural Negotiator:** Once per session, reroll a Cool or Negotiation check.

**Spare Clip:** Does not run out of ammo on.

**Other 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

SOCIAL

WOUNDS

Current 14
Threshold

SOAK VALUE

2

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

OTHER

Perception (CUN) 3, Streetwise (CUN) 3

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 2 2 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 b to all Vigilance and Perception checks when in the presence of Spaceport Administrator.

OTHER EQUIPMENT

Datapad, commlink

BRAWN 2
CUNNING 4
AGILITY 2
WILLPOWER 3
INTELLECT 4
PRESENCE 3
STRAIN 13

Current 0
Threshold 0

Ranged 0
Melee 0
**IMPERIAL MOFF**

**ADVASSARY 1**

**SPECIAL ABILITIES**

- **Plausible Deniability:** Remove from Coerce and Deceit checks.
- **Supreme Inspiring Rhetoric:** As a Maneuver, make an Average (dd) Leadership check. Each 1 removes 1 Strain or Wound from an ally within Short Range. Each 1 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.

**STATISTICS**

- **Intent (INT):** 5
- **Presence (PR):** 4
- **Cool (INT):** 2
- **Vigilance (WILL):** 3
- **Discipline (WILL):** 2
- **Negotiation (PR):** 5
- **Leadership (PR):** 4
- **Deception (CUN):** 3
- **Charm (PR):** 4
- **Streetwise (CUN):** 2

**ATKACKS**

- **Engaged (unarmed):** 2+ Damage; Crit 5; Disorient 1, Knockdown
- **Medium Range (blaster pistol):** 6+ Damage; Crit 3; Stun Setting

**DEFENSES**

- **Melee:** 2
- **Ranged:** 0

**SOAK VALUE**

- **Current:** 2
- **Threshold:**

**WOUNDS**

- **Current:** 13
- **Threshold:**

**KNOWLEDGE-RELATED EXCEPTIONS**

- **Knowledge-core worlds (INT):**
- **Streetwise (CUN):**

**OTHER**

- Plausible Deniability: Remove from Coerce and Deceit checks.
**SMUGGLER BARON**

**ADVERSARY 1**

**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) ⚫⚫⚫⚫

**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

**DEFENSES**

- Ranged: 1
  - Melee: 1

**WOUNDS**

- Current: 18
  - Threshold: 3

**SOAK VALUE**

- Current: 3
  - Threshold: 13
**PIRATE CAPTAIN**

**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

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### Wounds

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### Soak Value

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### Social Abilities

- Cool (INT) 3
- Deception (CUN) 3
- Discipline (WILL) 2
- Negotiation (PR) 3
- Coercion (WILL) 2
- Leadership (PR) 2

### Other Abilities

- Coordination (AG) 2
- Gunnery (AG) 2
- Resilience (BR) 2
- Skulduggery (CUN) 2

---

**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

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### STRAIN

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### Soak

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### Defenses

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</table>
**Emperor's Hand**

**SOAK VALUE**

- Wounds: 18
- Soak: 4

**Social**

- Cool (INT): 4
- Coercion (WILL): 3
- Vigilance (WILL): 4
- Deception (CLUN): 4
- Charm (PR): 4
- Leadership (PR): 2
- Discipline (WILL): 3
- Negotiation (PR): 2

**Other**

- Perception (CLUN): 4
- Stealth (CLUN): 3
- Knowledge - core worlds (INT): 4
- Athletics (BR): 4

**Attacks**

- Engaged (vibro-sword): 4
  - 60+ Damage; Crit 2; Pierce 1; Vicious 1
- Short Range (Frag grenades): 4
  - 8+ Damage; Crit 4; Blast 6; Limited Ammo 1
- Short Range (Disruptor pistol): 4
  - 10+ Damage; Crit 2; Vicious 4

**Special Abilities**

- **Intense Focus**: Suffer 1 Strain to upgrade any skill check once.
- **Stalkers**: Add to Coordination and Stealth checks.
- **Uncanny Senses**: Add to Perception checks.

**Force Powers**

- **Influence**: Inflict 2 Strain on target within Short Rang
- **Influence**: Force 1 target within Short Range to adopt an emotional state or believe something untrue for 4 minutes or 4 combat rounds.
PLANETARY GOVERNOR

NEMESIS

WOUNDS
Current: 14
Threshold: 3

SOAK VALUE
3

BRAWN 2
AGILITY 2
INTELLIGENCE 3
WILLPOWER 4
PRESENCE 4

SPECIAL ABILITIES

Improved Inspiring Rhetoric: As an action, make a Average (Leadership) check. Each check removes 1 Strain from an ally within Short Range. Each check 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.

COOL (INT)
Vigilance (WILL)
Deception (CUN)
Charm (PR)

Perception (CUN)
Streetwise (CUN)
Knowledge-education (INT)
Piloting-planetn (AG)
Skulduggery (CUN)

DEFENSES
0

ATTACKS

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

Close Range (light blaster pistol): +
5+ Damage; Crit 4; Stun Setting

SOCIAL

COOL

Vigilance
Deception
Charm

Perception
Streetwise
Knowledge-education
Piloting-planetn
Skulduggery

Willpower
Leadership

AGILITY
INTELLIGENCE
WILLPOWER
PRESENCE

DEFENSES
0

Ranged
Melee

Current
Threshold

14
14

0
0

NEMESIS
C.S.A. VICEOREX

ADVERSARY 1

SOCIAL

WOUNDS

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

STRAIN

Other Equiments

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

CRITICALS

Engaged (unarmed): o
2+ Damage; Crit 5; Disorient 1, Knockdown.

Close Range (holdout blaster): o
5+ Damage; Crit 4; Stun Setting.

SPECIAL ABILITIES

Improved Scathing Tirade: As an action, make a
Average ( ) Coerce check. Each o inflicts 1
Strain on a target within Short Range. Each o
inflicts 1 Stain on one affected target.
Each affected target suffers on all checks for
4 rounds.

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

OTHER EQUIPMENT

Personal deflector shield, encrypted expense
voucher (5,000 - 10,000 credits).