

## Chapter 1 : [PDF] Star Wars: Age of Rebellion PDF (Core Rulebook) - Pirated Ebooks

*The Star Wars universe is at your fingertips with the Star Wars®: The Edge of the Empire™ Core Rulebook, the heart and soul of your Edge of the Empire campaign. Product information Product Dimensions.*

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**Chapter 2 : Why my love affair with Edge of the Empire came to an end - Mighty Meep**

*The Star Wars universe is at your fingertips with the Star Wars®: The Edge of the Empire™ Core Rulebook, the heart and soul of your Edge of the Empire campaign. The page Core Rulebook includes everything players and GMs need to begin their Star Wars roleplay campaign.*

Trouble brewing complete adventure Narrative dice The first thing the game explains is how you use the narrative dice, since Edge of the Empire only uses percentile dice to generate a few things during character creation and when rolling critical hits on ships and characters. Everything else in the game uses the narrative dice which are made up of 3 positive, 3 negative and one Neutral die. The ground total of uncanceled results is the result of your skill check. To pass or fail you need only to score a single excess result. However the game also uses something called "Threat" and "Advantage", which is represented with other symbols on the dice. In short, this means that you can succeed at something but suffer "threat", which can be translated by the GM according to a fixed chart depending on the situation combat, space combat or interpreted according to the story element - perhaps you were trying to strike a deal with a merchant. You roll a success and get to buy the item you are looking for, but the uncanceled threat symbols increase the price of the item above the original price. The narrative dice are really a great tool for players who like to weave storytelling into skill checks and allows for a great deal of improvisation during any session. A player can ask the GM if he might have heard of the criminal he is chasing, the GM allows the player to roll a "Knowledge Underworld" check. The player passes this roll, meaning he knows the criminal and can better prepare himself, then depending on whether he rolls a threat or advantage result the GM can apply further modifiers - perhaps the player becomes scared because of the reputation of the criminal. The possibilities are really only limited by player and GM imagination. This type of gaming also requires a specific mindset and can take some time getting used to, and the game really benefits from both having the GM and the players help each other out interpreting such results to keep the story going. As for basic skill checks the game combines both player characteristics, which are the basic stats and skill points which players invest their XP into. Then you take the attribute that is lower and use it to upgrade your base pool with "proficiency" dice. This makes it fairly easy to quickly assemble and determine which dice to use, and how many. Having a characteristic of "Agility: If your "Ranged Light" skill would be 1, then one of your green ability dice would be upgraded to a yellow proficiency die. Two other dice are used when making skill checks, light blue boost dice and black setback dice. These feature the same symbols as the other negative or positive dice, and their addition can make for a slight increase or decrease of your chances to do something. Each career has the player choose from one of three specializations which further dictate what your favored skills will be. For instance the Smuggler career can pick from Pilot, Scoundrel and Thief - each of these belong to the same career but provides different paths and different character builds. Each specialization comes with its own talent tree which allows players to customize and tailor their characters even further. The nice thing about this game is that it allows you to branch out and have several specializations if you like, even from other careers you can never pick a second career though. However branching out into additional specializations is very expensive in XP and perhaps best left for later stages of a longer campaign. The powers and force abilities available are very low level and mainly allow players to manipulate objects, heighten their senses, add boost dice to their skill checks. The idea is simply to be exactly what the name implies - a force sensitive character with minor abilities. Players also pick a character motivation, which comes in three categories: Ambition, Cause and Relationship. You can sometimes roll your motivation to include two of the categories. Once you know your motivation category is Ambition, you roll again to see exactly what it is - it may be status, greed, power, freedom etc. Obligation is something you randomly determine or hand pick from a chart, and it can be anything from being wanted, to be in debt to someone. The magnitude of your obligation can increase or decrease during the campaign, but never completely go away. This also means that every character in your party will have an obligation, and each player will have his own personal obligation value. The personal obligation is bound to a certain player - but the combined obligation of the group affects the entire group. At the start of each session, you count the

obligation points and roll a D to see whether or not the obligation is triggered in the upcoming adventure. If it is, then all character suffer stress from the burden of their obligations, and the GM can weave in the background of the targeted character into the storyline. Perhaps a bounty hunter shows up demanding you to settle a debt in the middle of your adventure. Whatever it is and however it is done, it adds another layer of events and story into the game and can be a great tool for crafting relevant adventures. The book and the rest of the content The book is very well written , with lots of informative examples and descriptions of situations that may occur. There is also a list of ships to use as adversaries or player transports, the nice thing is that if you want more ships from outside of the book then you can simply turn to Wookieepedia as all the ships have price information, armament, etc taken straight from that site. Granted that you will need to come up with a couple of things yourself, such as the number modification hardpoints and such but the majority of required information is available through that site. Edge of the Empire also includes a superb map of the Star Wars galaxy, complete with trade routes and all planets, all the regions marked and a complete list of planets region by region to get you started. You also get a rundown of the Imperial bureaucracy and information on the Rebel Alliance and the Black Sun - a confederation of criminal lords. There is also info and background on the Hutts, corporations, pirates, Imperial law , criminal justice, how the sectors are governed and a lot of other background information for the GM to delve into in order to create detailed and accurate campaigns. There is also a full chapter on adversaries which is filled with minions, rivals and nemeses characters the three classes of enemy characters in the game. The listed profiles should be enough to keep players and the GM occupied for a good while, and can of course be used as templates for your own creations. Everything is very user friendly and well presented in a well structured manner. Gameplay elements that stand out A few things have stood out during our first session of the game, the narrative dice combined with the core mechanics really favor players helping each other out in order to overcome a situation. Be it through use of narrative dice to add positive modifiers to a friendly character who is next in line on the turn initiative, or by directly helping another character with things like medical checks. Two skilled characters can combined their knowledge in order to severely improve their chances to mend wounds or fix a piece of broken machinery. If a skilled character is aided by a helpful but clueless character you still get a bonus die during your skill check for having an assistant. There is a pilot slot, a co-pilot slot, engineer and gunner slots. Player assign their characters to these, and can run between stations during combat if they are on a larger vessel. This creates something resembling the combat scenes with the Millennium Falcon, several characters manning different stations pulling their own weight and adding something to the situation. There is also a LOT to do for everyone aboard a ship, the pilot has multiple maneuvering options that affect the gunner and the enemy ships. Someone with great leadership can order people on the ship to perform better, engineers can help alter the shields deflectors and do repairs, even a brutish character can help out by doing manual repairs with his physical strength. Character interaction is also great as you make opposed rolls. If you negotiate over the price with an NPC you make a negotiation skill check vs the opponents skill check. The same goes for threats, coercion, lies and charming stories meant to distract attention. It also makes characters flex their own skills against the skills of someone else in a more interactive manner than to simply roll on your own skill to succeed. There are no levels in the game, only experience points. It is also harder to "powergame" the system the way characters are created and characteristics and skills interact with each other - and character creation has a cap on how far skills and characteristics can be improved from the start. Destiny points, at the start of each session each player rolls the neutral "Force die". This die has black and white dots covering it, and the results of all players are combined into a shared pool of light and dark destiny points. Light side are used the player characters, dark side are used by the GM. The thing is that this pool is constant, but whenever the GM spends a dark side point it turns into a light side and is added to the player character pool. Using a destiny point upgrades an ability die green to a proficiency die yellow - or from a difficulty die purple to a challenge die red. The points are also used by force sensitive characters who want to use their force skills and abilities. This added twist to the game is great, and the system allows for players to boost a crappy dice pool during a crucial check or allow the GM to increase the difficulty to better suit the situation or story if he thinks the players are having it too easy. Conclusion All in all Star Wars: Edge of the Empire is a great ruleset and has

fantastic potential for telling interesting stories - using the setting and combining it with the narrative dice. But in that case I think you are really missing out on a great set of rules. The way everything is described and the possibilities are both detailed and seemingly endless. The guys and me are only starting out a campaign, but so far everyone likes the rules and mechanics. As the GM I have read up on more stuff than was covered in the Beginner Game boxed set adventure and know about more rules than the players have encountered so far. As such I am greatly enthusiastic and look forward to crafting my own campaign and adventures for the group.  
Posted by Anatoli at

*Star Wars: Edge of the Empire Core Rulebook is the official rulebook for the Star Wars: Edge of the Empire roleplaying game, and included the complete adventure Trouble Brewing. It was released on July 5,*

When the license expired in May , WotC declined the offer to renew it. Upon acquisition, Fantasy Flight announced two Star Wars gaming products: Edge of the Empire. The first installment of the "trilogy" was first sold in a beta version Star Wars: Edge of the Empire Beta in late Force and Destiny, for playing Jedi characters, was released in beta in September Fantasy Flight initially drew criticism for releasing a beta version, making people pay twice, and for the extra expense of the unusual custom dice; but reviews after launch were enthusiastic about the dice, with Game Informer saying "In practice, this system offers tremendous flexibility to allow the players to participate in the storytelling process, rather than just waiting for the GM to respond after a die roll. The players talk together about how to interpret a roll of the dice, and shape the results to make the most exciting story. It also speaks strongly to the cinematic nature of the Star Wars universe; characters in the movies often succeed or fail along with potent side effects. Edge of the Empire August, Release timeline[ edit ] In the following release timeline, supplements are not included, however the timeline includes dice sets and the principal rule-containing products from all four lines of standalone games, including beta versions, beginner games, and core rulebooks. Edge of the Empire Beta Version December Edge of the Empire Beginner Game, a boxed set including the first mass-produced official dice of the game. The standalone official dice sets from the game are released. Edge of the Empire core rulebook September Age of Rebellion Beta Version April Age of Rebellion Beginner Game July Age of Rebellion core rulebook July The official dice sets from the game are re-released, this time with the label Star Wars Roleplaying Dice. Force and Destiny Beta Version June Force and Destiny Beginner Game July Force and Destiny core rulebook September Edge of the Empire is set shortly after the destruction of the first Death Star , and deals with characters on the fringes of galactic space. Like Edge of the Empire, Force and Destiny is set shortly after the destruction of the first Death Star and the death of Obi-Wan Kenobi , when the force sensitive and Jedi slowly start to re-emerge in hopes of rebuilding the Jedi Order. The Force Awakens , with the adventure provided taking place just before the events of the movie. Attribute levels range from a minimum of 1 to a maximum of 6. Each character race has different base Attribute levels, though additional levels in each attribute can be gained during or after character creation, at the cost the value of the next level times Templates[ edit ] After determining attributes, the player designs their character using a Racial Template. Each race has different racial attribute minimums and maximums. Some races also have a free level in a racial skill usually up to a maximum of Level 2 at creation or have a racial talent. Characters can also pay points to increase starting wealth a baseline of credits or racial advantages. The player then picks a career, which grants career skills. Then they pick a specialization which grants more career skills and a specialization tree which grants specialization-based talents. Characters cannot buy a new career but may buy additional specializations. Career Skills are granted their first level free during initial character creation. They also cost less than regular Skills when buying additional levels in them. For instance, an Engineer-Mechanic and Technician-Mechanic have the same specialization tree but have different specialization template career skills to choose from to depict their different character concepts. Purchasing a level in a skill makes the character an expert in it. Skill levels can be purchased for five points times the level for career skills, with the additional cost of five additional points for non-career skills. Skills have a maximum level of five. Regular Skill rolls use a yellow sided proficiency die per Skill level in the place of a green ability die. For instance, a character with a level of four in computers skill and a level of 5 in intellect would roll four Proficiency dice and one Ability die. However, a character with a level of five in computers skill and a level of 4 in intellect would still roll four Proficiency dice and one Ability die rather than five Proficiency dice. Talents[ edit ] Talents are advantages that add flavor to a character and either grant bonuses, benefit allies, remove penalties during play, or penalize adversaries. They cost experience points to buy, and must be unlocked in the order they appear on a diagram called a "Specialization Tree" similar to those found in video games such as Star Wars: The further down the

diagram, the more expensive and powerful the Talents become. This means that sometimes a player has to buy Talents that they do not want or require in order to get to desired talents further down the same branch. However, it avoids having the character cherry-pick the more powerful talents and leaving the rest. The player can only buy a talent on the tree once but can buy it again if it appears elsewhere on the diagram ; when the tree is all filled out, the character cannot buy any more talents from that specialization tree. Talents are split into two groups. Some talents have levels and can be purchased more than once. Disadvantages can be taken during character creation to offset point costs. Edge of the Empire has Obligations, something the character is forced or compelled to do. Age of Rebellion has Duties, something the character wants to do. The character can pay off the disadvantage with experience points in gameplay. Force and Destiny has Morality, which governs how close to slipping over to the Dark Side the Force using character is. Dice[ edit ] The system requires custom polyhedral dice , or dice modified with stickers to play; the beta version came with stickers to convert ordinary dice of the right size to Star Wars dice. There are both positive and negative types of dice, which can be added to a roll represent advantages or disadvantages in a skill check. White Die The Force Die sided white die with one or two black or white dots per facet are used to calculate the number of Force Tokens granted at the beginning of the scenario. They only have success, advantage, and blank faces. Purple Dice Difficulty Die an 8-sided purple die with white markings are based on the difficulty of the skill roll. They only have failure, threat, and blank faces. Each level in a skill substitutes a yellow die for a green die in a skill roll. The yellow dice are like the green ability dice, except they have a "Triumph" critical success result on one face. Red Dice Challenge Die a sided red die with white markings are used with an opposing skill level or extreme difficulty. Red dice are like the purple difficulty dice, except they have a "Despair" critical failure result on one face. Blue Dice Boost Die a 6-sided light-blue die with black markings are used to aid a skill roll due to advantageous factors. Player Characters with equal or greater skill can take an action to aid another Player Character who is using a skill to perform a task by granting them a blue die. Black Dice Setback Die a 6-sided black die with white markings are used to penalize a skill roll due to disadvantageous factors. Blank faces confer no benefit or penalty. The result depends on subtracting the lower result from the higher result on an axis. A result of 5 Successes and 3 Failures is a Success of 2. A result of 2 Advantages and 5 Threats is a Threat of 3. These results mean that the character made the Skill roll with a bonus of 1 Success, but suffered 3 Threats and 1 Despair as well. The Game Master would interpret the result to indicate what problems and difficulties would happen next. Edge of the Empire - Beta Star Wars:

## Chapter 4 : Star Wars: Edge of the Empire Core Rulebook | RPG Item | RPGGeek

*In Edge of the Empire, every character has a past worth a story, your every step can lead to riches or peril, and you can visit the shadiest and most remote locations in the Star Wars universe. The Core Rulebook contains all the information players and GMs need to create from scratch the memorable characters that will populate their campaigns.*

It is a sequel to the Edge of Empire. The book is set in the Rebellion era during the period when Alderaan and the first Death Star is destroyed. This book picks up from where the Edge of the Empire left off. It covers those who are actively struggling against the Galactic Empire. The Age of Rebellion core rulebook pdf contains several adventures that include attacking the imperial facilities with your Starfighter, infiltrating sovereign bases, organizing rebel cells and bringing the entire worlds into rebellions. The mechanics in this book are virtually identical to those in the Edge of Empire. Your players will have characteristics and skills under any skill roll. However, the main difference between the mechanics of the Age of Rebellion Forged in Battle is that the Obligation Mechanic of the Edge of Empire has been replaced with Duty. In the Age of Rebellion pdf, characters have to start with species, a career, and a specialization. The species will define the base value for the six characteristics of the characters. The book also includes a gear list, starship list, vehicle and some droids. You will even have an array of standard weapons to choose from. Jay Little Jay Little is an American award-winning game designer. He has over 20 years of experience as a freelance game designer. Apart from being a game designer; he is also an accomplished writer and public speaker. He is an active member of the hobby gaming community and is a diehard gaming enthusiast. He has worked on several Fantasy Flight games where he has won several awards. This book is straightforward to use. If you have previously read the Edge of the Empire, then you will need no introduction when using this book since it is almost identical to the Edge of the Empire. The art and editing style of this book is also surprising. The layout and graphic design of this Age of Rebellion pdf are also excellent. It is because unlike its predecessors, this book allows you assign your characters a Career. This Career is what will broadly determine the base skills of your character. It will provide you with a more granular feel as you will be able to achieve character improvements in small increments. This book also uses a mechanic called Duty to prevent the game from plunging into randomness. This helps to drive the story in a more exciting way. The book also uses custom dice that provides you with a range of outcomes that you will love. It will make the storyline to be more interesting. The book also contains a section that is known as Recruit universal specialization. This section contains a lot of handy talents that will enable your player character to acquire extra career skills. The book also includes Force, which is a sensitive emergent specialization that will allow your character to purchase force powers. How can you get this book?

## Chapter 5 : Core book PDF - Star Wars: Edge of the Empire RPG - FFG Community

*The Star Wars universe is at your fingertips with the Star Wars: The Edge of the Empire Core Rulebook, the heart and soul of your Edge of the Empire campaign. The page Core Rulebook includes everything players and GMs need to begin their Star Wars roleplay campaign.*

Many grew up watching A New Hope in the theater, while others joined the fray with the advent of the prequels. Each piece fits into a larger puzzle, creating this vast, expansive mythology that has endured for decades. It only seems logical that someone would craft a roleplaying game based around the Star Wars universe, designed to allow fans to dig deep into a precious franchise and create their own tales involving their favorite elements from the films. Dark Heresy and released the third edition of Warhammer Fantasy Roleplay. With Star Wars, the publisher made ambitious plans for its new license; rather than releasing a single rulebook, Star Wars would be split three distinct ways with each of the three core rulebooks focusing on one of the aforementioned pillars of the mythology: After missing out on the previous roleplaying systems, I was determined to jump on Edge of the Empire , the first of the Star Wars books that focused on smugglers and bounty hunters of the Outer Rim. Beginner Box launched, I quickly snatched a copy and set out to run it for some friends. And it was okay. Not amazing or wonderful, justâ€¦ Okay. The Edge of the Empire: And the included adventure is a certainly a great introduction to the rules and established world of black market dealers and smugglers on the run. The strong emphasis on roleplay over miniature-based combat was also refreshing. So what exactly held it back from completely bowling me over? Those damn, silly dice. Instead, it just caused a headache for my players as they attempted to decipher what they just rolled. I felt confident that over time, players would come to intrinsically understand the dice, allowing our roleplaying romps within the Star Wars universe to flourish. Over the next several months, I took every opportunity I could to run Edge of the Empire for different folks, utilizing a combination of the Beginner Box and Core Rulebook Beta rules. I wanted to see if other folks would have an easier time grasping the dice iconography over my initial group; was it just a fluke, or was my eager plunge into Star Wars roleplaying a bit misguided? Each game provided the same outcome â€” players had fun with the system, but the dice was a roadblock from fully engaging with the game. With the release of the full Edge of the Empire Core Rulebook in August , I had no doubts about how awful the dice system was. However, acting as Game Master over multiple sessions, I found that I was having a little difficulty in translating the dice symbols. Perhaps, I thought, the answer was in repeated sessions with the same group? And thus, my first Star Wars roleplaying campaign was born. Each of my players were able to painlessly develop concepts and flesh them out using their allotted XP and credits. We had a doctor, a smart-ass droid, a disenfranchised smuggler, a former soldierâ€¦ Where were the Jedi? What about members of the Rebel Alliance? It appeared more like smugglers floating around in space trying to pay off their staggering debt by performing jobs for various individuals and companies. Gee, where have I seen that before? Smugglers, rebellions, and lightsabers? Check, check and check. Like a diehard fan in her best Princess Leia ensemble, but forced to watch the action from outside the window. However, my dreams involved the vast reaches of the Star Wars universe, crafting epic and exciting stories in the same vein as the films in my childhood memories. And while I could wait until for Force and Destiny, the third and final rulebook which introduces Jedi and the Force, and orchestrate the proper space opera floating around in my mind, my interest in the whole affair has significantly diminished. Were they also disappointed about the lack of a cohesive Star Wars theme like I was? It was the dice. In the end, the frustration of the dice coupled with my own interpretations of what Star Wars represents is what ultimately ended my love affair with Edge of the Empire before it ever truly began. Someone else out there now owns my core rulebook and supplements, hopefully utilizing them better than I ever did.

*I expected that the Edge of Empire core book would be available on calendrierdelascience.com I think that the delay is because Dark Heresy 2 was revealed last week.*

Cupertino California Star Wars: Wizards of the Coast had two iterations using a dbased system and while they produced some great sourcebooks, the feel of the gameplay was, to me, never right. Star Wars presents significant obstacle to being adapted as a roleplaying game. I wrote a piece on GUMSHOE a couple years ago, about how classic RPGs built on simple task resolution systems have a hard time evoking the feel of many popular genres, including mysteries, thrillers, and epics. GUMSHOE attacks these problems by baking the tropes and conventions of the procedural mystery genre into the game system, giving the players the support they need. Star Wars is not a mystery, though. For me, Star Wars defies easy categorization. The narratives are built on timeless structures, yet are also clearly a product of the times that produced them the 60s and 70s for the originals, the 90s and 00s for the prequels. Adding further complexity, there is the question of what people consider canon. But, some people disavow the prequel trilogies, others like the much more pulpy, super-heroic books, and now there are books that run the gamut of genre mash-ups. Some players grew up playing Dark Forces or Knights of the Old Republic or X-Wing and it will please them to see elements of those stories at least name-checked. And can we get everyone at the table to more or less agree on an answer? Task resolution involves a set of customized dice built into a pool: Net out the success and failure symbols to see if you succeeded. The twist, and why rolling all these dice is interesting, is that in addition to success or failure symbols there are also threat and advantage symbols along with their more powerful cousins despair and triumph. They are netted out similarly to successes and failures, and can serve both mechanical and narrative purposes. In combat, threat and advantage tends to be spent in well-specified, crunchy ways to score critical hits, use weapon or character special powers, or create a temporary situational advantage. Outside of combat, they are used as narrative hooks to allow you to succeed at tasks with complications, or to fail but gain some advantage, or some other mix. A typical test will involve rolling maybe 6 dice. The character will get 3 for a skill he or she is reasonably good at say two ability dice plus one proficiency die, while a moderately difficult task will add 3 difficulty dice. Perhaps one more will be added as a boost or setback for external circumstances. These are all information-rich dice. The proficiency and challenge dice are similarly dense and add triumph and despair symbols. Assembling and rolling a dice pool and figuring out the results is not entirely trivial, much more involved than adding up numbers and looking for Tengwars in The One Ring, or netting out successes on FUDGE dice. Because there is weight associated with die rolls " both mechanically and creatively because you have to be prepared to figure out what to do with threats and advantages " it encourages you to make rolls only when the results are going to be interesting. At the same time, building the pool is fairly intuitive, and adding a setback die to a check for, say, being under time pressure is more interesting and generates more tension than just giving you a -2 to your d20 or increasing your success threshold by 1. This dice pool compares interestingly to Fate, a game system that seems to have influenced Edge of the Empire significantly. In that game, fate point give the players interesting narrative control over a skill check by allowing them to tag their own aspects or things in the environment for bonuses. Most of your creative energy goes into the setup of the challenge and ends after the dice are rolled. So if I get a couple of Advantage symbols, maybe a stray shot creates a venting gas leak that another player can use as cover in the future giving a setback die to shots aimed at her. Advantage and threat in Edge of the Empire are the result of an interesting die roll. A vital ancillary system is Destiny points. At the start of the game, you randomly assemble a pool of Destiny points on their light or dark side, one or two per player. Once spent, they flip. Crucially, the can also be used by the players in a free-form way to introduce a true fact about the galaxy in a the same way as making a declaration with a Fate point and with a similar narrative affect to making a GUMSHOE investigative spend. Recent RPGs have taken to building some sort of genre-appropriate motivation descriptor into character generation, a descriptor that has significant mechanical implications. Each character starts with one, with a rating of maybe between 5 and 20 starting rating varies with the number of

players, and you can add more to get more stuff. The rating indicates the likelihood that the Obligation will intrude on whatever the players are doing. None of the other characters in the classic trilogy have anything resembling an Obligation. Obligations represent some external force that can benefit the character, but can also have external consequences – again, very similar to 13th Age Icon relationships or a Source of Stability in a pulp Trail of Cthulhu game. Star Wars is a big universe, exponentially more so once you throw in the EU, and players can come to the table with a wide range of understandings and expectations. So picking one clear aspect of the universe and developing it is a good way to both make your game robust, set expectations, and get all the players on the same page. Still, the dice pool task resolution system is much more concrete, more nuanced, and finicky than anything in a rules-light game, and things like weapon lists and capabilities different weapons have different powers that can be activated through spending advantage symbols, character abilities, and space combat actions are spelled out in crunchy detail. I really like the total package here. The wide range of dice results combined with character powers and explicit combat options give players who enjoy those elements something to get their teeth into, and the point-purchase system of advancement lets players grow their character sheets. Outside of combat, the Destiny Pool imports some useful ideas from Fate and gives the system a touch of epic-ness while still remaining grounded. The Obligations carve off a nice, constrained element of the Star Wars space and lets you develop ideas there and avoid many of the pitfalls of generic Star Wars gaming. The key to enjoying Edge of the Empire is embracing these constraints. This is a recipe for pain. The single biggest challenge to roleplaying in the universes of Lucas or Tolkien or Lovecraft – universes that have taken on lives of their own as they have become embedded in the popular culture – is often simply getting everyone at the table to understand and agree on the tone and theme of the game before you start. Take advantage of this clear direction, and embrace what the game does well. After having said good things about the Edge of the Empire game system, I have to mention the massive complication that is the actual Edge of the Empire core rulebook. While it has a nice layout and the art ranges from passable to excellent, the font sizes – especially on the tables – are small and hard to read. The text is dense and poorly organized. The prose is leaden and the rules are poorly explained. While the mechanics of the dice pool are explained in excruciating detail, never, for example, are the actual mechanics of a skill check properly spelled out! The core mechanic of the dice pool – which is straightforward and which I can explain to a player in a couple minutes – takes 10 pages of dense, wordy description with liberal use of copy and paste combined with search and replace. You really get the sense that the writers must have been paid by the pound, given how the rules seem to have been structured to maximize the amount of repetition required and how often they feel the need to brutally over-explain simple concepts. Edge of the Empire is not a complicated game. Having been spoiled recently by fantastic Pelgrane products, just reading Edge of the Empire was an epic struggle. The section on GMing the game is also frustratingly useless, as it deals with many peripheral issues maybe you can find players online! The rest of the supporting material is OK. The adversaries list is solid. The list of ships is a bit thin, but OK. The Galactic Guide is a nice if somewhat meandering overview of the Star Wars universe which unfortunately does not focus on the actual premise of the game, the Obligated character. Again, though, the whole thing is compromised by a prose style that I consider basically unreadable. The dice pool is versatile and provides useful hooks when used efficiently, and helps to narratively empower the players if the GM so desires. Other supporting elements are borrowed from proven systems. Obligations may not seem like a lot, but they are vital in setting the tone and character of the game. While it certainly lacks the elegance and professionalism of a Robin Laws game, there is still a lot to like here.

## Chapter 7 : Edge of the Empire Roleplaying Game Core Rulebook by Jay Little

*The Core Rulebook for Edge of the Empire allows players to create characters with checkered pasts and deep obligations, and it invites them to experience the thrills and adventures of life on the outskirts and the fringes of the Star Wars galaxy.*

## Chapter 8 : Star Wars Roleplaying Game (Fantasy Flight Games) - Wikipedia

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