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BOUNTY HUNTER ASSASSIN

Assassin Bonus Career Skills: **Melee, Ranged (Heavy), Shockgoggles, Stealth**

STAR WARS EDGE OF THE EMPIRE

ROLEPLAYING GAINS

Gain +1 strain threshold.

LETHAL BLOWS
Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.

PRECISE AIM
Once per round, may perform a Precise Aim maneuver. Suffer strain up.

JUMP UP
Once per round, may stand from seated or prone as an incidental.

QUICK STRIKE
Add 13 per rank of Quick Strike to combat checks against targets that have

QUICK DRAW
Once per round, draw or holster a weapon or item as an incidental.

Action Jack Allen

Age: 24 Height: 6 ft, 2 in Weight: 210 lbs
Eyes: Brown Hair: Dark Brown Skin: Light

Character stats are given for three experience levels, indicated on the sheet by the shading shown below.

LEVEL 4 10 15

CHARACTER BUILD
Character created with 428 modern starting experience. Principal class is Tough, with levels of Strong, Loner at 3, 4, and 13 and levels of Fast taken at 4, 9, and 14.

ABILITY SCORES/MODIFIERS

STR	14/+2	14/+2	14/+2
DEX	13/+1	14/+2	14/+2
CON	18/+4	18/+4	19/+4
INT	10/+0	10/+0	10/+0
WIS	10/+0	10/+0	10/+0
CHA	11/+0	11/+0	11/+0

COMBAT STATS

HIT POINTS	46	94	141
DEFENSE	17	21	23
INITIATIVE	+1	+2	+6
SPEED	35	35	40
GRAPPLE CHECK	+4	+9	+13
MELEE ATTACK	+4	+9	+13
RANGED ATTACK	+3	+9	+13

SAVING THROWS

FORTITUDE	+7	+9	+11
REFLEX	+2	+6	+8
WILL	+0	+2	+7

SKILLS/TOTAL BONUSES

Balance	+13	+13	+13
Climb	+10	+10	+10
Concentration	+10	+10	+10
Deceit	+10	+10	+10
Escape Artist	+11	+11	+11
Hide	+10	+10	+10
Intimidate	+10	+10	+10
Jump	+10	+10	+10
Knowledge (streetwise)	+10	+10	+10
Knowledge (Tactics)	+10	+10	+10
Move Silently	+10	+10	+10
Ride	+10	+10	+10
Swim	+10	+10	+10
Treat Injury	+10	+10	+10
Speak German	+10	+10	+10
Speak Italian	+10	+10	+10
Assess/Disarm	+10	+10	+10
Read/Write Italian	+10	+10	+10

FEATS

Armor Prof. (Light)	X	X	X
Athletic	X	X	X
Brawl	X	X	X
Improved Brawl	X	X	X
Knockout Punch	X	X	X
Impr. Knockout Punch	X	X	X
Endurance	X	X	X
Impr. Initiative	X	X	X
Iron Will	X	X	X
Personal Firearms Prof.	X	X	X
Point Blank Shot	X	X	X
Nonlethal	X	X	X
Simple Weapon Prof.	X	X	X
Vehicle Expert	X	X	X
Weapon Focus (Revolver)	X	X	X

TALENTS

Damage Reduction 1	X	X	X
Increased Speed	X	X	X
Impr. Increased Speed	X	X	X
Melee Smash	X	X	X
Impr. Melee Smash	X	X	X
Remain Conscious	X	X	X
Robust	X	X	X
Second Wind	X	X	X
Stamina	X	X	X

Stats shown are cumulative, including all Ability Scores, Ranks, and bonuses from Feats and Talents. Feats and Talents that provide bonuses to Ability Scores are not included in this table. Reference the following page for full Feat and Talent descriptions, their Prerequisites, and Ability Score bonuses. Standard stats, but may be added at the Game Master's discretion. Stats represented on this sheet are Open Game Content. Character name and description, and all other pages of this module are © 2011 Jason Roberts Publishing.



ent difficulty of the task being attempted. The GM may decide that the environment or the situation warrants certain dice, as well—repairing a starship with ample time and the proper tools is one thing, but attempting repairs in the pouring rain, without tools, while under a hail of blaster fire is quite different. Once all the necessary dice have been assembled, the player attempting the task rolls all of the dice in his pool.

The second element involves interpreting the results on the dice. The players look at the symbols on the face-up sides of each die. Certain symbols work in pairs, one type canceling out another. Other symbols are not canceled, and their effects are applied regardless of the outcome of the task. After comparing the first set of paired

symbols—Success and Failure—the players can determine if the task succeeds. Then they compare the second set of symbols—Advantage and Threat—to determine if there are any beneficial side effects or negative consequences. Finally, any other symbols are resolved to add the last details to the outcome.

This core mechanic, the **skill check**, forms the foundation of the game. Other rules and effects either modify or interact with one of these two fundamental elements—the pool of dice being assembled or the results on the dice after they are rolled.

THE DICE

This section takes a closer look at the special dice and their symbols. By understanding these dice and symbols, players will have a better understanding of the core mechanic. This section also discusses how to assemble a dice pool, and when to introduce extra dice based on the circumstances. Remember, these dice may be purchased separately, or players may use the Star Wars Dice app to roll them electronically.

When a character makes a skill check in **Edge of the Empire**, the dice allow the players to quickly determine success and failure, as well as magnitude and narrative implications. To accomplish this, **Edge of the Empire** uses seven types of dice. Each die has a specific function and purpose. The dice differ significantly. Each die face will either be blank or will feature one or more symbols that represent various positive or negative effects.

A typical dice pool generally ranges from five to eight dice. This pool size covers the majority of situations. Difficult, complex, or epic situations may include more dice, while mundane situations may involve fewer dice. Dice pools are generally not assembled or rolled for tasks so trivial that success is guaranteed. The impact of generating and rolling a dice pool is best used with important tasks that can influence the story.

Dice can be divided into three categories. The first type features dice which possess symbols beneficial to success and accomplishing tasks. The second type comprises dice which possess symbols that cancel those beneficial symbols and hinder the accomplishment of tasks. The third type of dice are Force dice, which are used slightly differently than the other dice.

Boost, Ability, and Proficiency dice are the beneficial, positive dice. Setback, Difficulty, and Challenge dice are the negative, disruptive dice. Force dice are distinct, and while used for a number of situations, Force dice are generally not used in a standard skill check.

POSITIVE DICE

There are three types of positive dice which provide symbols that improve the odds of successfully completing a task or achieving beneficial side effects.

BOOST DICE

Special advantages, or "boosts," are represented with light blue six-sided dice. Boost dice represent benefits gained through luck, chance, and advantageous actions taken by the characters. They can be added to a pool for a wide variety of reasons. Boost dice are most often used to reflect the character gaining some sort of benefit or advantage, such as having ample time to complete the task or having the right equipment. Boost dice and Setback dice are thematic opposites of each other. Boost dice are represented by in text.

ABILITY DICE

Ability is represented with green eight-sided dice. Ability dice form the basis of most dice pools rolled by the players. They represent the character's aptitude or skill used when attempting a skill check. These dice possess positive, beneficial symbols. Ability dice are opposed by Difficulty dice. Ability dice are represented by in text.

PROFICIENCY DICE

Proficiency is represented with yellow twelve-sided dice. Proficiency dice represent the combination of innate aptitude and training. They are most often used when a character is attempting a skill check using a skill in which he has trained. Proficiency

PLAYING THE GAME
EDGE OF THE EMPIRE

OVERHEAD SLASH

1 SKILL POINT

Unlocks a powerful strike that is deadly against weaker enemies.

FORCE

SURVIVAL

1 SKILL POINT AVAILABLE

View Ability Back

The games developers are so staunchly against pay-to-win business models that they've included only "ethical microtransactions" in their game, by which they mean they add no gameplay advantages to the customer whatsoever. You may even get to see some of the best World of Warcraft moments before your time runs out. The tools offer allow you to create all manner of games, and because it's free-to-play, you can invite everyone you know to test out your ideas. Wargaming's sky-based battler is easy on the eye, too: each cloud-covered canvas is as full of beauty as it is death and destruction. And if you were into LoL, back in the day and have been out of the game for a while, League of Legends' tournament mode is perfect to get you back onboard. The turn-based combat encourages clever and calculated play, which will test the skills of both newcomers and more experienced players. Oh, and it has got some lovely sunsets too, if that is what you want from a free-to-play war game. Not that you will have to reach for those if you do not want to - expansions have taken Neverwinter players to some of the most beloved corners of the Forgotten Realms, including the Underdark and Icewind Dale. So if you are not chasing the esports prize pools, there is enough gameplay variety to keep players coming back for more. From the very specific to the Jack-of-all-trades: every style of play is catered for. That is the ultimate goal of War Thunder. You also have plenty of weapons at your disposal: rocket launchers and machine guns favour the most offensive and in-your-face players, whilst stealth generators and drones give you a greater choice in your approach. Play War Thunder for free Play for free Raid: Shadow Legends Raid: Shadow Legends offers a more strategic, management-focused take on the genre, as its gameplay largely revolves around collecting heroes and optimising your squad. Dreadnought, a 5v5 space combat sim from Yager Development, kindly lets you do this - without hours upon hours of training. And in the air, too - if you're feeling a little seasick the game also has dragon mounts, reared by players to become fearsome sky-conquering beasts. Ultimate meters for each hero also mean that the action never results in a stalemate by ensuring every player has an ace up their sleeve that can potentially turn the tide of the match. An open-world RPG with some of the least intrusive free-to-play mechanics going. It is a small tweak, but it is one that adds a lot to the flavour and pace. There's cross-play, too, so it doesn't matter if your friends aren't playing on PC. Better yet, we can look forward to the upcoming Path of Exile 2 release date, which began as an update but developed into a fully fledged sequel. If you're looking for some of the best space games on PC and don't want to spend a penny then you can't go wrong with Dreadnought. Raid also allows for online battles too. Whether you choose to play as the mighty Gon, master of the natural world, Yun, the mystical Lyn, or any of the many other roles, doing battle using the fast, high-octane combat system is always a joy. It is a F2P title that specialises in vehicular warfare, with three similar but largely separate games under its title: Ground Forces, Aviation, and Naval Battles. Every single shot is calculated, meaning that real-life tactics like staying hull down or angling your armour to deflect shells are essential skills to master in War Thunder. Quests, new characters, festive events and entirely new features have come and gone in their hundreds. Path of Exile also manages to shed some positive light on that most loathed of all monetisation strategies: microtransactions. Instead, ArcheAge's world is full of rum-drinking, Kraken-fearing pirates who traverse the enormous oceanic map completing sidequests and hoarding loot. Runescape is also one of the friendliest MMOs around, with a community of veterans who are always willing to lend a hand to a noob in need - alternatively, you can use our Runescape beginner's guide. As if to prove that point, Square Enix made a royal mess of Final Fantasy XIV the first time around and had to take another swing at it, eventually turning one of their worst games into one of the best MMOs on PC. PvE quests and raids see you and your friends facing off against squadrons of aliens or space pirates, while PvP is a looming threat wherever you venture. The best free MMOs are: Play for free WAR THUNDER Planes, tanks, and ships battling it out for ever and ever and ever. SKYFORGE Free MMOs are rarely as pretty on the eye as buy-to-play, triple-A titles. Skyforge is the exception. Bucking the trend is TERA, which trades in click-to-attack mechanics for fast and fluid third-person action combat. In fact, pretty much every setting in the lore has made it into the game in some form. LoL also boasts some of the biggest esports prize pools out there, if you fancy yourself as a future pro. Of course Rift is not just a multiplayer adaptation of whack-a-mole. And, if that's not enough to pique your interest, frankly, we don't know what will. Read more: Here's our list of the best action-adventure games on PC That rapid combat does not mean there is no RPG depth, though. What's more, from online war zones to behemoth free MMORPGs, there is something for everyone to enjoy. Instead you build a character from the ground up, and your role in combat can be changed to compliment your team and the situation at hand. PALADINS A first-person shooter game with cartoon visuals and champions: Paladins might have a

