

STAR WARS
EDGE OF THE
EMPIRE
ADVENTURE STIMPACK



An Adventure Building & Crafting Aide



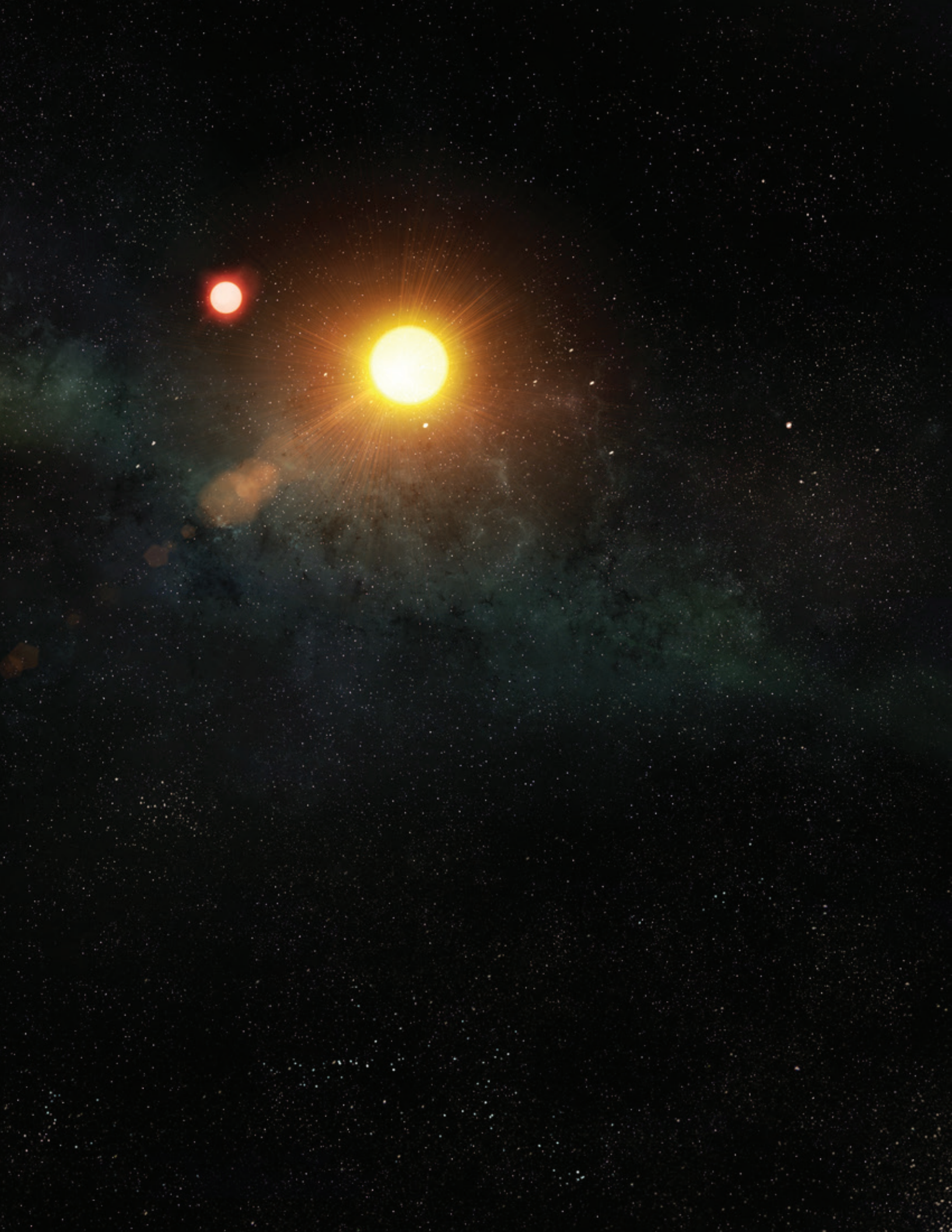


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INTRODUCTION

Running a role-playing game in the **Star Wars Edge of the Empire** setting is filled with adventure, excitement, fast-paced action, and quick moving scenes. Players will discover the tougher and grittier aspects about living and working together in dangerous time. Sometimes, it can be challenging to come up with ideas and plotlines for the players, and our strain is about to exceed our threshold. Wouldn't it be nice if there were a stimpack we could use to help us out, and give that creative boost from time to time?

This book is designed to be that stimpack! It will help game masters create plotlines and opportunities for your players to immerse themselves into the scum and villainy found throughout the galaxy, and create memorable stories together. As **Edge of the Empire** is focused on the grittier aspects of living in the galaxy, these ideas focus heavily in that direction.

This book supports the ideology that the GM is not the story teller, but the creator of conflict. The GM offers challenges for the PCs to overcome, but not in an adversarial way, rather as partners in the narrative process. The PCs then get to decide how to approach those conflicts, and the dice help determine the results. This gives the responsibility of the plot to the GM, and the responsibility of the story to the PCs. The narrative dice give this system a unique opportunity to add and shape the adventure as all the players can build off of the results.

The ideas expressed in this book are also grounded in the direction that Star Wars is more fantasy than science fiction. A space opera that doesn't need to have logical explanations for how technology or the Force works. Keep these concepts in mind, and your players will feel like they're a part of a galaxy far, far away, with adventurous stories to tell.

HOW TO USE THIS BOOK

This book goes through a few simple steps to craft a fun adventure. There will be options to roll for random creation, or select the best ideas that fit your current group and game. Players will need a **d6**, **d12**, and **d20** to help with these random tables. Each section will go into further detail, but here are the steps:

- First, **review** player motivations, goals, and obligation. Also review any existing plotlines and NPCs that could still be important or unresolved.
- Then decide if **Obligation was triggered** for this session, and what the groups current influence in the galaxy is. See EotE page 307 for more info.

- **Form your larger plotline**, using a simple sentence formula, if you want a more epic, sprawling campaign.
- Roll or choose from a table to **determine what job** the crew is being hired for, and how they come across this opportunity.
- Next, use the provided formulas and tables to create **important initial details** for the job.
- Use the tables to determine what kind of **complications** might arise as the players take on this job.
- Lastly, what ways are you going to **keep the crew hungry** during this job? See EotE page 151 for more info.

MAKE IT YOUR OWN

At anytime during this process, you are free to interpret the results, or use your own imagination, to finish the details in your adventure, or embellish the outcomes. These aides are not meant to limit ideas into a ridged formula, but to open possibilities and generate options. Plus, the more you can inject PC backstories, motivations, and goals, the more personal your adventure will be to those players.

The end of this book also contains worksheets and pages of blank tables for the various formulas to create your own custom list of options to randomize. Maybe you have a specific gang you want to include as an adversary, or a location with great importance to the players that should be included. Whatever the case may be, the blank tables can be printed, filled and used to better personalize your adventure crafting.



STEP 1: REVIEW PLAYERS & PLOTS

Any good GM will know basic details about the player characters. What are their backstories, motivations, obligations, goals, aspirations, and desires? Who has wronged them in the past, and who has been there to aide them when they find themselves in trouble? Are the characters more heroic with a great sense of moral direction, or more self preservation oriented, willing to do whatever it takes to keep their ship flying? These details can lead to some adventure ideas that practically write themselves.

Understanding group goals and motivations can help seed adventure hooks and plotlines too. Are they looking to create the fastest transport in the sector, and pool all their resources into their ship? Or maybe everyone would like to set up their own cargo delivery service, with a base of operations?

If players and groups don't have goals or motivations, encourage them to create some, and share with their fellow players. They don't have to be long or detailed. Some basic ideas are enough to start, and more details can be filled out as you play.

PLOTLINES

When a new group of characters start their adventures in the Star Wars Universe, their backstories and history are sometimes the only things available to GMs to use as direct adventure prompts. But as time

goes on, and the PCs engage in all sorts of missions, jobs, and trouble, GMs will begin to compile other plots that still need an ending. Write down the title of this Plotline, and keep it in your back pocket for inspiration and possible resolution at a later time. Maybe it was a job that only got partially done? Or maybe a new discovery was made while on a different mission that still needs explored?

Review the list of plotlines before crafting a new session, and determine if it makes sense to return to it for further adventure.

OTHER CHARACTERS

Along with tracking player character details, and past unresolved plotlines, a GM can also be creating a list of characters the PCs meet in their journeys. Maybe they were favored by a small village for bringing them much needed supplies. Or a black market merchant has befriended them, and is always willing to give them a discount.

Look over the list of NPCs that have gained enough importance to be recorded, and think of ways they might reappear in the future. A broken down ship requires that contact you made last time you were on planet. The spice dealer you heard about might be the perfect person to hire the unemployed passenger you are helping escort.

STEP 2: OBLIGATION

One of the most important aspects of an **Edge of the Empire** character is the Obligation mechanic. For more details on what Obligation is, and how to use it in your game, read pages 38-43, and pages 307-311 of the **Edge of the Empire** Core rule book. There you will find great ideas in how to use Obligation in your campaigns and adventures.

Before play begins the GM should roll a D100 to see if Obligation is triggered for the session. It's recommended to roll at the beginning of the session, but GMs can also consider rolling it at the end of a session, to give proper time to work it into the session. GMs could also make the roll privately to increase the tension of the game. Ultimately, it's up to the GM on how he would like to trigger the mechanic.

Obligation can be another great resource for generating ideas for an encounters for the PCs. It can also be a way to track notoriety and fame for the group. With a high group Obligation, the party may find it difficult to go anywhere with local law or imperial guards instantly arresting them. On the other hand, they may receive exuberant welcomes in the seediest parts of the underworld, only to be attacked by other crime lords jealous of their success.

GMs will keep an eye on the party's Obligation, not only for more adventure opportunities, but also as a gauge in their standing in the galaxy.



STEP 3: THE BIG PICTURE

Episodic adventures can be one way to run an **Edge of the Empire** game. This keeps the story lines shorter, and they don't need to flow into each other. But you may find having a greater plot happening outside the smaller plotlines an enjoyable option for longer campaigns. If you are constructing a larger campaign, the following should help you craft a bigger picture, while still crafting smaller adventures and sessions.

YOUR SENTENCE

To create a greater plot, there are many methods and techniques that can aide in the process. For this book, we will use the "Your Sentence" technique taught by Guy Sclanders from the How To Be A Great GM YouTube series. You start with this formula...

- **<Somebody> wants <something> badly.**

If you want more details in your sentence, use the following example...

- **<Somebody> wants <something> badly by <a specific time>, and is having difficulty getting it using <something> because of <something>.**

Both of these sentence give two important aspects to create a larger plot for our campaign. First, who will be the main antagonist to the PCs. This character should be a Nemesis level adversary, and will be who the PCs will be trying to thwart once they discover their plan.

Secondly, what is this adversary trying to do? What do they want so badly? Whatever it is, they are so set on getting it that they will do anything to accomplish their desires. Nothing will stand in their way, and they will use their power and skills to accomplish it.

The wonderful thing about this method is that the GM is coming up with the actions of the main adversary, and the means in which he will accomplish his goal, but not directing the specifics of how the PCs will stop it. This allows the GM to not worry about

railroading the PCs into a path, but naturally letting the story flow, and introduce key pieces of information about the adversary to the PCs during the game.

HOW WILL THEY DO IT?

To continue with this method, think of ways that the adversary will accomplish their desires. What steps do they need to do to prepare the path to completion? What materials or supplies do they need to acquire? Maybe they need to build an army, find a powerful relic, or create a massive weapon. Each of those examples can become ways that the PCs can thwart the adversary's plans, and provide greater side quests or jobs. Consider what happens if the PCs do stop one plan, and what the adversary would still do to move forward with their nefarious ideas.

Once the nemesis has acquired their needed supplies, building and creating it would be their next objective. Where is it being built? What manpower is being used? What transports are needed? After it's constructed or gathered, the nemesis might even test their plans, or execute a smaller version of their end desire, just to make sure it works.

Finally, the nemesis will unleash their plans, and the final confrontation with the PCs should be dramatic and epic, regardless of whether or not they're successful in stopping the original plan. How does this climax affect the system, sector, or galaxy? By this point, the PCs should have a clear goal to stop the event from happening, and are ready for the showdown.

IMPORTANT NPCs

Once you have your sentence, and ideas how the adversary's plan will transpire, be sure to take time to prepare important NPCs, including the main adversary. Henchmen and captains will be important to help carry out work need to accomplish the task. Crime syndicates or Imperials looking to benefit from such actions can be prepared as well.

All NPCs don't need to be mapped out and crafted, but make sure key figures are ready in case you discover a perfect opportunity during a side job for the Hutts that would be perfect time to inject one of these figures. After a while, as the PCs keep hearing about certain NPCs over and over again, they might wonder what they are up to. Or better yet, if the adversaries hit the PCs close to home, they are sure to take notice.

PRINTABLE WORKSHEETS

At the back of this book, you'll find handouts and blank worksheets that can aide you in creating your campaign and adventures. Use them to help generate ideas, plot out the steps your nemesis will take, and record results from random tables.



STEP 4: CHOOSE YOUR JOB

Once you have reviewed your player's character, past plotlines, and decided if you want a bigger plot to your adventure, you now can generate hundreds of scenarios using the tables in the next few sections. First, you want to decide what type of job the PCs will be given.

Using the **Table 1: You Are Being Hired To...** below, roll a d12 and selected the type associated with the number result. Or look through the list, and pick one that fits the current narrative for your group and story. This will give you the starting point for your next game or session, and a specific direction you can take. You can also roll a d6 and use **Table 2: How Do PCs Come To Know About This Job** to further give insights in how your players learned about their new task to help add more flavor to the initial hire.

After a job type has been selected, go to the page number associated with that row to find a simple formula for that type to add more details to the job, like

where it's located, and what's the specific target. Follow the format similar to the Your Sentence method, and fill out important details using tables created for that specific type. At anytime, create your own tables with the blank worksheets in the back of this book.

TABLE 2: HOW DO PCS COME TO KNOW ABOUT THIS JOB

d6	Type
1	Someone contacts them directly
2	Witnessed/Overheard
3	Saw posting on a job board
4	Captured and forced to do it
5	Message for someone else was intercepted
6	Roll again or choose some other way

TABLE 1: YOU ARE BEING HIRED TO...

d12	Type	Page
1	Heist/Theft - Something of high value or great importance is desired by someone, but they don't want to pay for it.	10
2	Espionage/Infiltration - Spying, learning secrets, clandestine activities, and gaining access to a secure area is needed.	13
3	Escort - Safely taking someone of prestige or stature from point A to point B.	14
4	Rescue - Someone or something has been captured and needs to be saved, broken out, or freed before something dangerous happens.	15
5	Protect - Someone with fame or something of great significance needs to be safeguarded or defended.	16
6	Collect - An item of value is out there, and the PCs need to get it for someone.	17
7	Bounty - Someone has a price on their head, and PC are going to track them down. (A bounty job does not need to roll on Tables 3 and 4.)	18
8	Deliver Cargo/Smuggle - Legal cargo needs delivered somewhere, but illegal cargo will need to be smuggled.	19
9	Make a Sale/Trade - Some type of deal, negotiation or agreement needs to be made by the PCs.	20
10	Explore/Discover - Someplace needs discovered, charted, or mapped out for better understanding by their employer.	21
11	Sabotage/Thwart - Someone or something needs to be removed from the equation, deleted, or stopped.	22
12	Not hired!... Invitation to join - A person or group has invited the PCs someplace to watch or participate in some momentous event.	23



STEP 5: FILL IN THE DETAILS

Now that you know what job your party is about to do, it's time to fill in more of the details. The next few pages contain descriptive sentence formulas for the chosen job, and random tables options associated with each one to help fill in specifics. Roll to discover the who, what, where, how and why of the job, or fill in the blanks with your own ideas.

As you record the results, you may find connections and ideas begin to formulate that are better than what the end results show, and more appropriate for your players. Don't feel confined to the table and options, but instead use them as a starting point to create the basis of a memorable job. You may also find, as you craft the job details, that some results don't make complete sense together. In those cases, come up with the solution that does make sense, or find creative ways for the results to work together.

TABLE 3: WHO'S HIRING YOU?

d20	Employer	Descriptor
1	A Hutt	Corrupt
2	Crime Syndicate	Power-hungry
3	Pirate	Untrusting
4	Business Executive	Sincere
5	Mining Facility	Wealthy
6	Rebel supporter	Shady
7	Imperial Leader	Arrogant
8	Broker	Mysterious
9	Political Ruler	Newbie
10	Archaeologist	Aggressive
11	A Friend of the PCs	Secretive
12	Farmer	Polite
13	Senator	Humble
14	Mega Corporation	Loyal
15	Antiquities dealer	Anxious
16	Smuggler	Busy
17	Biolab Scientist	Pompous
18	Jedi in hiding	Well-traveled
19	Colonist Leader	Injured
20	Self Employed	Intelligent

EMPLOYER AND PAYMENT

Just about all the adventure types have someone that is needing the services of the PCs. Use **Table 3: Who's Hiring You?** for any of the jobs that need an entity funding the job, or requesting the aide of the PCs. Roll on the first column to give you who the employer is, roll again to add another descriptor to the character. This could range from a power-hungry crime lord, an untrusting Imperial Governor, a corrupt Senator, or just being self-employment. This will help you consider if the descriptor has any influence related to the job, and what kind of client the players will be dealing with.

Next, use **Table 4: Payment for the Job** to find out what your client will offering the group upon successful completion of the job. This might be a fixed amount of credits, a percentage, or some other form of compensation, like tickets to the grand opening of a theme park worth hundreds of credits, or crates of illegal weapons you might be able to sell later. You can create a reason why they employer would pay so much, or so little, for their important job. PCs can always negotiate the terms, but GMs should be careful not to award the players to much, as we will discuss ways to keep the players hungry, as well as deal with unforeseen difficulties.

TABLE 4: PAYMENT FOR THE JOB

d12	Amount
1	1d6 x 1000 credits
2	A favor
3	Exclusive contact information
4	Free promotion, notoriety, or fame
5	Coordinates to a treasure
6	Pass or tickets to exclusive event (500c)
7	2d6 x 200 credits
8	Legal Cargo to sell (food, supplies, etc.)
9	Illegal Cargo to sell (Spice, weapons, etc)
10	Medical items (Stimpacks, cybernetics, etc)
11	Cover Fuel costs/Expenses in this sector
12	3d6 x 500 credits



HEIST/THEFT

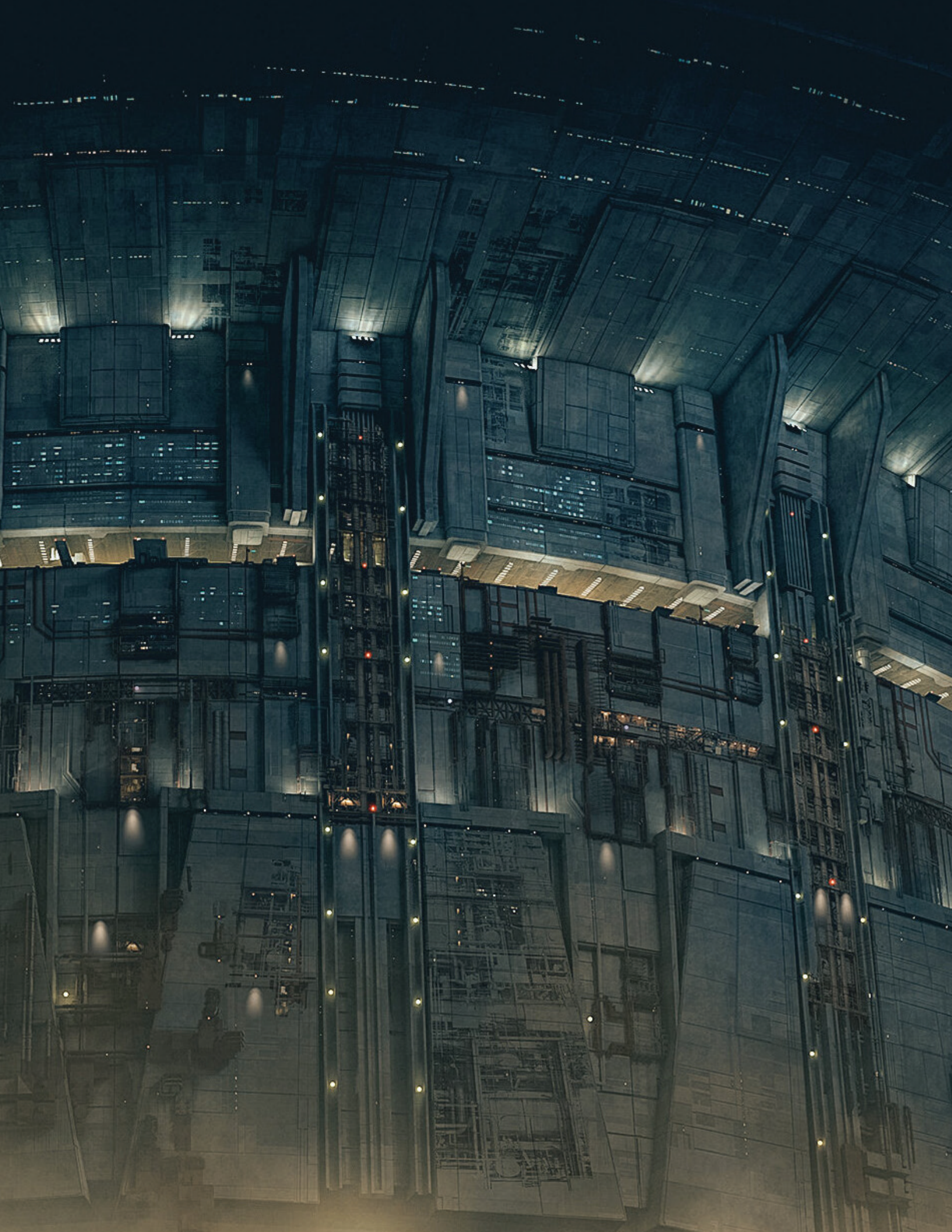
Heist and theft jobs revolve around someone wanting the PCs to steal something important. It's important to keep in mind additional factors and scenarios that might be connected with such jobs. What is the security like? Why is the item so valuable? Why does your employer want you to do it? Will the group need to additional plans and encounters to help set up success? Is someone positioned to double cross the PCs? **Table 5: Heist/Theft Options** and the following sentence will help get you started. Roll 3 d20s to learn more details about the heist!

<Employer (Table 3)>
will pay you <Amount (Table 4)>
to steal <Item (Table 5a)>
from <Target (Table 5b)>
before <Event (Table 5c)>.



TABLE 5: HEIST/THEFT OPTIONS

d20	a: Item	b: Target	c: Event
1	A Datapad	A Casino	Sports competition ends
2	A Famous Gem	A Hutt Treasury	Imperials arrive
3	Spice	A Crash site	Sun goes supernova
4	Coaxium	A Museum	The location is destroyed
5	A Droid	Another thief	Item is stolen by someone else
6	An Ancient Artifact	An Armored Security Transport	New security system is in place
7	A Credit Stash	An Ancient Vault	Someone is executed
8	A Skull	A Crime Syndicate	Wild animals intervene
9	A Jedi Holocron	A Pirate Stronghold	Convention ends
10	A Forbidden Sith Relic	A Spaceport	Item is sold at an auction
11	A Freighter	An Imperial Outpost	Rebels arrive
12	A Lost Treasure	A Royal Convoy	The council meets
13	A Private Yacht	A Deadly Temple	Stars align
14	A Lightsaber	Imperial Caravan	Disaster hits location
15	Weapon Schematics	An Abandoned Rebel Base	The last transport leaves
16	DNA	An Old Space Station	A celebration in 1 week
17	Imperial Uniforms/Armor	An Asteroid Field	The environment turns deadly
18	A Trophy	A Senators Office	Guard shift rotation
19	Part of a Ship	A Slaver	Superweapon charges
20	A Physical Key	Force User	The item is sealed forever



ESPIONAGE/INFILTRATION

Some jobs require more stealth and sneaking, instead of blasters and bolts. And clients are willing to pay handsomely to anyone that can infiltrate facilities and succeed at covert espionage missions. These jobs require a heightened awareness to silent dangers. What security measures are installed at the target location? Will there be others that are looking for the same information? And most importantly, what happens if the PCs are discovered? **Table 6: Espionage/Infiltration Options** and 3 d20s will give you the details to craft a memorable experience.

<Employer (Table 3)>
will pay you <Amount (Table 4)>
to <Task (Table 6a)>
<Target (Table 6b)>
because <Reason (Table 6c)>.

TABLE 6: ESPIONAGE/INFILTRATION OPTIONS

d20	a: Task	b: Target	c: Reason
1	Spy on	An Imperial Installation	People are missing.
2	Infiltrate	A Crime Syndicate	Rumors of something evil.
3	Expose	Senate Chambers	Secret codes are needed.
4	Uncover	A Hutt Palace	It's not what it seems.
5	Gather intelligence on	A Luxury Transport	Client wants blackmail material.
6	Do surveillance on	A Space Station	Need to find the information leak.
7	Wiretap	A Pirate Capital Ship	Someone needs interrogated.
8	Discover secrets about	A Manufacturing Plant	Information needs planted.
9	Invade	Communication Complex	Data needs uploaded.
10	Sneak into	A Mining Facility	Assassination is rumored.
11	Go undercover	A Rebel Safe house	Ruthless experiments.
12	Hack into	A Private Casino	Credentials need changed.
13	Access data in	A Secret Wilderness Base	Equipment needs retasked.
14	Eavesdrop on	A Restricted Force Temple	Tactics need recorded.
15	Monitor	An Entertainment spectacle	Client wants revenge.
16	Validate conspiracy about	A Medical Frigate	Data needs confirmed.
17	Learn about	A Formal Banquet	Prepare for a larger strike.
18	Question persons at	A Racing Event	Vulnerabilities need discovered.
19	Do Covert Ops	A Mysterious Inner Circle	Hard drive has information.
20	Learn truth	An Imperial Prison	Target of terrorists.

ESCORT

Escort type jobs are common adventures in **Edge of the Empire** games, and passengers and employers are looking for pilots they can count on to make the trip. There are galactic citizens that are always looking for ways to get from here to there for all sorts of reasons, and usually not willing to share them. What secrets do they hide? What backstory would be important to know? Is there someone trying to stop this trip? Will anyone be waiting at their destination? Use **Table 7: Person Options** to discover who you are escorting, and roll twice on **Table 8a & c: Location Options** to know where you are going.

**<Employer (Table 3)>
needs to get <Person (Table 7)>
to <Location (Table 8a)>
from <Location (Table 8c)>
before <Event (Table 5c)>
and will pay you <Amount (Table 4)>.**

TABLE 7: PERSON OPTIONS

d20	Description	Person	Optional Details 1	Optional Details 2
1	A Hutt	Scientist	With (Roll on Table 5a),	Wearing a royal crest.
2	A Rebel	Traitor	On a hoverchair,	And always dancing.
3	An Imperial	Force User	Clutching 8 filled vials,	And snoops too much.
4	An escaped	Spy	Holding a code cylinder,	And doesn't speak basic.
5	A mysterious	Outlaw	With a black vibroax,	Looking hungry.
6	A wanted	Noble	Watching the holonews,	While covering their face.
7	A sick	Slave	With bloody hands,	In long silk robes.
8	An old	Performer	With a bag of credits,	And afraid of something.
9	A crazy	Diplomat	Tinkering on a device,	And tells jokes constantly.
10	A paranoid	Droid	Drinking Cortyg Brandy,	In a duster coat.
11	A charming	Merchant	Smelling of death sticks,	And sharing his food.
12	An bossy	Administrator	With something beeping,	And jewelry all over.
13	A prideful	Crime Lord	With electronic equipment,	And wearing goggles.
14	A dangerous	Pirate	With a slug bullet wound,	And missing teeth
15	A gruff	Miner	With 4 blasters,	And talking on a com.
16	A dying	Archaeologist	With no expressions,	In long stylish boots.
17	A cybernetic	Friend of the PCs	Coughing constantly,	And knitting something.
18	A homicidal	Farmer	With secrets to tell,	Wearing padded armor.
19	A greedy	Leader	With security guards,	And hiding in the shadows
20	A nervous	Gladiator	With a decorative cane,	Wearing an Imperial logo.



RESCUE

A good rescue mission involves someone that has been captured, incarcerated, or trapped behind enemy lines. The PCs will have to figure a way in and get their target out without being captured themselves! Why was this person captured in the first place? Will it involved brute force or more stealth tactics? Will the PCs need to prepare or plan anything additional to the breakout? Use **Table 7: Person Options** to discover who you are rescuing, and roll on **Table 8b: Location Options** to know where they are being held, and **Table 9: Opposition** to know who the PCs will be up against.

<Employer (Table 3)>
will pay you <Amount (Table 4)>
to rescue <Person (Table 7)>
from <Location (Table 8b)>
controlled by <Opposition (Table 9)>
*before <Event (Table 5c)>.

TABLE 8: LOCATIONS

d20	a: Location 1	b: Location 2	c: Locations 3
1	Mid Rim	Palace	A nearby cantina
2	Outer Rim	Prison	Other side of town
3	Nar Shaddaa	Space Station	A flea market
4	Coruscant	Military Ship	A night club
5	Tatooine	Transport	A cafe around the corner
6	Inner Rim	Downed Ship	Incoming transport
7	Core	Hovertrain	Shipping docks
8	Tion Cluster	Remote Colony	A space port
9	Corellia	Detention Center	A medical facility
10	Ord Mantell	Research Station	A casino
11	Rodia	Loading Docks	Island in the sea
12	Deep Core	Space Port	Orbital Station
13	Expansion Region	Gang Hideout	A side alley
14	Felucia	Asteroid Field	Some apartments
15	Procopia	Mining Facility	A theatre
16	Nal Hutta	Refinery	Archaeological dig
17	Kashyyyk	Underground Camp	The wilderness
18	Boz Pity	Tournament	Shack in the middle of a swamp
19	Bespin	Secure Location	An observatory
20	The Wheel	Hyperspace	A race track

* Optional Detail

TABLE 9: OPPOSITION

d20	Opposition
1	Black Sun
2	Pirates
3	Hutts
4	The Empire
5	Slavers
6	Bounty Hunter
7	Loan Sharks
8	Rebel Alliance
9	Mandalorians
10	CSA
11	Sector Rangers
12	Zann Consortium
13	Tenlos Syndicate
14	Gand Findsman
15	Sith
16	Trade Federation
17	Ferocious Creatures
18	Raiders
19	Swoop Gang
20	Local Government

PROTECTING

The heroic nature of some PCs can't let the defenseless or weak to become subject to the powerful or vengeful. Those that choose to take on jobs to protect do it at their own peril, usually become the bodyguard or soldier between the opposition and their target. Why do they want to target the person or group? What supplies will the PCs need to make their stand, or defend from the shadows? Is this an assassination attempt, or brutal charge into battle? **Table 10: Protecting Options** will give you the details you need.

**<Employer (Table 3)>
will pay you <Amount (Table 4)>
to protect <Target (Table 10a)>
from <Opposition (Table 10b)>
that are coming <Event (Table 10c)>.**

TABLE 10: PROTECTING OPTIONS

d20	a: Target	b: Opposition	c: Event
1	Remote outpost	Black Sun	At sundown
2	Group of farmers	Pirates	In three days
3	Senator	Hutts	When their leader arrives
4	Imperial leader	The Empire	At the end of harvest
5	A spaceport	Slavers	Before the last ship leaves
6	Remote outpost	Bounty Hunter	When creature is let loose
7	Fledgling colony	COMPNOR	When the celebration starts
8	A Witness to a crime	Rebel Alliance	At the sound of the sirens
9	Research Station	Mandalorians	After the storm dies down
10	Science Lab	CSA	Before the great darkness
11	Runaway Children	Enforcers	Sometime at the convention
12	Figurehead	Hired Thugs	After the council meets
13	Injured survivor	Droid Army	When the planets align
14	Last family of animals	Gand Findsmen	When the river runs dry
15	Isolated Tower	A Sith or Dark Force User	In 1d6 hours
16	Small village	Trade Federation	During the gathering in 1 week
17	Wealthy Entrepreneur	Assassins	After destruction of nearby camp
18	Rebel Advocate	Raiders	Anytime or unknown
19	Mining settlement	Swoop Gang	Aggressively tomorrow
20	Crime Lord	A Released Criminal	When the target is in the public.

COLLECT

Most GMs and players know what a MacGuffin is. That is the heart of a collecting job. Retrieve something from a location for a reason before something happens or someone else beats you to it. A collecting job can be different than a heist, and usually involves less criminal activity, and more questing. What makes this item so sought after? Who else might be interested in it? What dangers or hardships will the PCs face in order to get their item? Use **Table 11: Collecting Options** to learn more about what they must retrieve.

**<Employer (Table 3)>
wants <Item (Table 11a)>
because <Reason (Table 11b)> and must
get it from <Location (Table 11c)>
before <Event (Table 11d)>
and will pay you <Amount (Table 4)>.**

TABLE 11: COLLECTING OPTIONS

d20	a: Item	b: Reason	c: Location	d: Event
1	An animal	It'll aide in repairs	Hidden Crypt	Rival group get it first
2	Gem or Crystal	It'll heal sickness	Forbidden Tower	Zone becomes hazardous
3	An Alchemist	It'll give competitive edge	Ship Graveyard	Empire claims it
4	A Legendary Pilot	Has critical info	Underground	Destroyed by nature
5	A Lost Droid	It'll break a curse	Asteroid Belt	Someone dies
6	Herb or Plant	It will help a business	A Lake	Mutation begins
7	Rare Wine	Has great influence	Luxury Ship	Pirates become aware
8	Rare Artifact	It'll help find a loved one	Sewer Complex	The path is lost
9	Drifting Scrap	Give them power	Warehouse/office	It's transported away
10	Mechanic	It'll right a wrong	Noble House	Power is depleted
11	Copy of contract	It'll restore balance	Trophy Room	It breaks
12	A key	It'll vanquish evil	Ruined City	The public displays starts
13	Datapad	It'll fulfill a prophecy	Criminal Sector	Swamp rises
14	An implant	It'll help unite people	Space Port	Darkness falls
15	Evidence	It's a trophy for a collection	City outskirts	It attracts more visitors
16	Peace Crest	Claims that it is theirs	Wilderness	The comet passes
17	Coordinates	It contains secrets	Manufacturing Plant	The moons turn blue
18	Glowing orb	It'll make a good gift	Backstage of a play	Freezing temperatures
19	Force User	It's of great value	A large pit	Criminals steal it
20	An Famed Explorer	It needs to be displayed	A mountain	Sickness spreads

BOUNTY

In **Edge of the Empire**, there's no shortage of those that have bounties on their heads for one reason or another. PCs can go after these bounties, with hopes of a decent credit payout and little collateral damage. What has the bounty done to earn such a mark? Are the players prepared to honor the hunters code in the chase? What will it take to track the target down, and how much of a fight will they put up? **Table 12: Bounty Options** will give you details to who this person is, and where they were last seen. The other **Tables 13** and **14** will help the players know what kind of target you are after with relationship to the bounty amount and contract type.

<Target (Table 12a)> has a bounty last seen **<Location (Table 12b)>** for **<Amount (Table 13)>** **<Contract Type (Table 14)>** and is posted by **<Party (Table 17)>**.

TABLE 12: BOUNTY OPTIONS

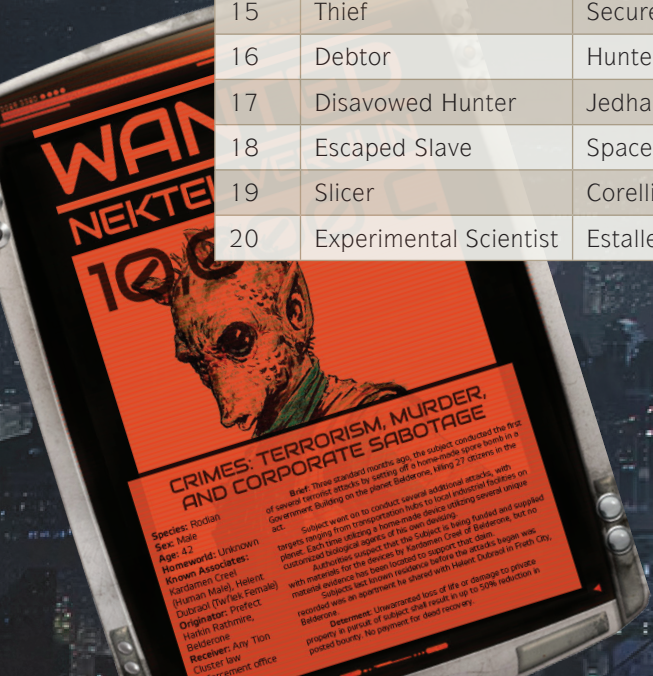
d20	a: Target	b: Location
1	Hardened killer	Cantina on Ord Mantell
2	Dangerous Beast	Transport on the Rimma Trade Route
3	Force wielder	Level 1588 on Coruscant
4	Spy	City of Iziz on Onderon
5	Informant	Rings of Bothawui
6	Crime Lord	Malastare Narrows
7	Government Official	Fondor station
8	Smuggler	Nal Hutta as a guest of the Hutts
9	Pirate	The Corporate Sector
10	Assassin	Resort on Brentaal
11	Rebel Alliance Officer	The Wheel
12	Imperial Defector	Cloud City on Bespin
13	Rogue Droid	Mining camp on Mimban
14	Terrorists	Casino on Tatooine
15	Thief	Secure compound on Eriadu
16	Debtor	Hunters camp on Rodia
17	Disavowed Hunter	Jedha crater
18	Escaped Slave	Spaceport on Iktotch
19	Slicer	Corellian Sector of Nar Shaddaa
20	Experimental Scientist	Estalle city on Procopia

TABLE 13: AMOUNT

d12	Amount
1	1d6 x 200 credits
2	2d6 x 100 credits
3	2d6 x 400 credits
4	3d6 x 200 credits
5	3d6 x 300 credits
6	3d6 x 400 credits
7	3d6 x 500 credits
8	4d6 x 400 credits
9	4d6 x 600 credits
10	4d6 x 800 credits
11	5d6 x 500 credits
12	5d6 x 1000 credits

TABLE 14: CONTRACT

d6	Type
1	Alive
2	Dead or Alive
3	No Preference
4	Capture/Restrained
5	Dead with proof
6	Not specific



TRANSPORT/SMUGGLE

Delivery jobs are everywhere in **Edge of the Empire** games. Goods are needed all over the galaxy, whether they are legal or illegal, and crime lords, black marketeers, and businessmen are looking for people they can count on to make the trip. Transportation and smuggling jobs also features complications en route that make the journey a challenging one. Is there more to this cargo than face value? Why does it need to get to its destination? Who else is waiting to take it from the players? Use **Table 15: Transport/Smuggle Options** to work out the needed details, and keep off those Imperial scanners.

<Employer (Table 3)> needs cargo of <Legal (Table 15a) or Illegal (Table 15b)> delivered to <Location (Table 12b)> *before <Event (Table 5c)> and <Contact (Table 15c)> will pay you <Amount (Table 4)> upon delivery.

TABLE 15: TRANSPORT/SMUGGLE OPTIONS

d20	a: Legal Cargo	b: Illegal Cargo	c: Contact
1	Food Supplies	Stolen goods	Blaze Horizon
2	Salvage	A Skull	Azgon the Butcher
3	Droid parts	Stolen weapons	A protocol droid called T8-3F
4	Speeder Bike	Stolen prototype	Madam Koni Heni
5	Bacta Supplies	DNA	N'Arin "Slice" Tata
6	Baby animal	A caged creature	A Contact at the Swift Excuse cantina
7	Dejarik holotable	A famous jewel or crystal	Doruga
8	1d6 sealed crates	Restricted weapons	Tremol and not Trelom
9	Medical Supplies	Device schematics	A Contact with a blue mohawk
10	An organ	A Force Relic	Doctor Feri'fren
11	A Private Yacht	A droid with a restraining bolt	The Glamorous Hofandota
12	Datapad(s)	Wookiee pelts	A human in a black jumpsuit
13	Credit Stash	A spice shipment	Cargo dock hand named Pid
14	Vehicle parts	A lightsaber	Receptionist at the hotel help desk
15	Refined Coaxium	Imperial Uniforms/Armor	Klendal, the magician
16	Ancient Artifact	A lost treasure	Owner of Galazis Pawn Shop
17	A physical key	Slaves	Anyone at the Spitz Grill
18	Colonist supplies	Volatile Fuel	Fulcrum
19	Mechanical parts	Rebel soldiers	Captain Harjin
20	Raw material	Hazardous Chemicals	Port authority

* Optional Detail

NEGOTIATE/TRADE

Negotiation and trade Jobs involve the PCs to brokering deals, securing trade agreements, wheeling and dealing, promoting scams, and mediating trade disputes. Players with a knack for social encounters or the gift for gab, will find negotiation jobs right up their alley. But maybe their employer isn't wanting them to succeed, but to become the scapegoat. What information about the deal is the client of the parties not sharing? **Table 16: Negotiate/Trade Options** and **Table 17: Parties Involved** will help start your next social encounter.

**<Employer (Table 3)>
will pay you <Amount (Table 4)>
to <Negotiate/Trade type (Table 16)>
between <Party (Table 17)>
and <Party (Table 17)>
*before <Event (Table 5c)>.**

TABLE 16: NEGOTIATE/TRADE OPTIONS

d12	Type
1	Mediate a dispute
2	Strike a deal
3	Negotiate a contract or agreement
4	Incite animosity
5	Be an envoy with grave news
6	Negotiating treaties
7	Forging alliances
8	Sew distrust
9	Convince aide is needed for someone
10	Avert war
11	Negotiate the sale/trade of an item (Use Table 12a or 12b for the item.)
12	Negotiate a trade route

* Optional Detail

TABLE 17: PARTIES INVOLVED

d20	Parties
1	Black Marketeer
2	Pirates/Raiders
3	Hutts
4	The Empire
5	Slavers
6	Bounty Hunter Guild
7	Trade Federation
8	Rebel Alliance
9	Mandalorians
10	Crime Syndicate
11	Swoop Gang
12	Local Government
13	Local Business
14	Senator
15	Scientists
16	Mining Facility
17	A Friend of the PCs
18	Archaeological crew
19	Remote Colony
20	Farmers

EXPLORATION/INVESTIGATION

Locations need discovering or explored, or has just been discovered, or someplace lost has been found again, and the PCs must explore this new land, planet, plane, or temple. Exploration jobs can also involve Investigation-themed adventures revolve around being presented with a mystery and getting to the bottom of it through detective work, science, research, poking around crime scenes, questioning witnesses and suspects, cracking codes, and similar activities. Choose between **Table 18: Exploration Options** for more specifics about exploration jobs, and **Table 19: Investigation Options** for more investigatory jobs.

<Employer (Table 3)>
will pay you <Amount (Table 4)>
to <Type (Table 18a)>
<Target (Table 18b)>
because <Reason (Table 18c)>.

Use same formula for investigation jobs and Table 19: Investigation Options.

TABLE 18: EXPLORATION OPTIONS

d12	a: Type	b: Target	c: Reason
1	Explore	Uncharted System	Find natural resources
2	Map	New Planet	Get information to help make a decision
3	Search	An Asteroid Field	Want to find a better path or route
4	Find	Ancient Ruin	Add information to library, database, or archive
5	Chart	Abandoned Space Station	Uncover a mystery
6	Discover	Underwater Temple	Find something lost
7	Survey	Hidden Imperial Base	Find something valuable
8	Scout	Criminal Hideout	Find something hidden
9	Research	Starship Crash Site	There may be treasure there
10	Study	New Hyperspace Lane	May help avoid dangers elsewhere
11	Analyze	A Jungle	Find rare materials
12	Catalogue	A New Cave System	You need to verify information about it

TABLE 19: INVESTIGATION OPTIONS

d6	a: Type	b: Target	c: Reason
1	Inspect	Soil Samples	It will find evidence for a crime
2	Uncover	Ancient Artifact	It will help locate a missing person
3	Investigate	Crime Scene	It will discover who committed a murder
4	Probe	Neighborhood	It will help reveal a vital clue to a mystery
5	Examine	Vehicle	It will prove someone is innocent
6	Search	An Incident	It will point to the guilty party



SABOTAGE/THWART

Stopping, or thwarting, jobs can pit the players against an object or person that needs to be defeated, overcome, destroyed, or sabotaged. Someone wants the players to end the evil reign of the target, or make sure something never sees the light of day. Why is the target such a threat? Have others tried to stop it? Is this part of a much bigger plan that involve the PCs? Once defeated, what will the repercussions be? Use **Table 20: Sabotage/Thwart Options** to help fill out the details.

**<Employer (Table 3)>
will pay you <Amount (Table 4)>
to stop <Target (Table 20a)>
before <Event (Table 20b)>
or else <Happening (Table 20c)>.**

TABLE 20: SABOTAGE/THWART OPTIONS

d20	a: Target	b: Event	c: Happening
1	Imperial sensor net	Cataclysm on a planet	Village is destroyed
2	Hutt sail barge	Convoy arrives	Massacre will happen
3	Crime Lord	Power is restored	Precious shipment will be lost
4	Swoop bike gang	Deal is finalized	Crime in the sector will increase
5	Imperial Governor	Assault is unleashed	Credits will be stolen
6	Pirate leader	Relic is delivered	Great planetary destruction
7	Saboteur	Display of power begins	Assassins will have their target
8	Dark Force User	Empire arrives	The wall will fall
9	Runaway transport	Invasion begins	Message won't get through
10	Great weapon	Claxon sounds	Innocents will be poisoned
11	Rampaging beasts	Demonstration begins	The wrong person will be framed
12	Droid uprising	Contest begins	Important figure is captured
13	Delivery of cargo	Agents are released	Leader will be encased in carbonite
14	Biochemical bomb	Moons align	Explosions will consume the area
15	Shield generator	Daylight comes	The Invasion will begin
16	Rebel Fleet	The storm begins	Transports will crash
17	Slaver and shipment	Access is denied	People will be enslaved
18	Incriminating Broadcast	Loose contact with a ship	The army will arise
19	Merciless invaders	Object enters atmosphere	Won't be enough time to escape
20	Rogue Military Leader	Weapon is fully charged	Evil person will have great power

INVITATION TO JOIN

Sometimes players aren't asked to do a job, but instead invited to some great event or opportunity! An invitation can come from all varieties of galactic influence, such as a Hutt's birthday party, or to compete in a pod race. Adventure can still follow the PCs, regardless if they are being paid or not. Is there another motive why the PCs were invited? Can everyone be trusted in this new setting? Are the PCs able to leave after the invitation? **Table 21: Invitation to Join Options** will shed some more light on those details.

<Employer (Table 3)>
has invited you to
<Event (Table 21a)>
and
<Description (Table 21b)>.

TABLE 21: INVITATION TO JOIN OPTIONS

d20	a: Event	b: Description
1	A Statue Dedication	Is very exclusive.
2	A Pod Race	They will promise to make it worth your while.
3	A Swoop Bike Race	To bring your favorite drink.
4	A Gambling Tournament	To come in your best attire .
5	A Hutt Banquet	Won't take "no" for an answer.
6	A Cantina Reopening	To bring lots of credits.
7	A Gladiatorial Contest	Will cover your living expenses while you attend.
8	Their luxury Yacht	Wants your endorsement.
9	An Exotic Zoo Opening	Has a part for your to participate in.
10	An Opera Performance	Wants you to kick back for a bit.
11	A Public Execution	Is excited to see you.
12	A Museum Event	Is giving you the best seats.
13	A Survival Game	Is throwing a great banquet in your honor.
14	A New Ship Launch	Has a lovely surprise for you.
15	A Sporting event	Guarantees you won't want to miss it.
16	A Weapons Convention	There will be a virtual reality element to it.
17	A Crime Syndicate Council	An escort will pick you up in an hour.
18	A Trial of a Relative	Come armed.
19	A New Resort Opening	Don't bring your weapons.
20	A Big Game Hunt	Roll twice and use both!

STEP 6: COMPLICATIONS

Seldom will a job ever go as planned! In an **Edge of the Empire** game, there are many ways add a level of extra danger to even the most mundane tasks. Adding excitement through conflict or complications will make the end result more fulfilling and adventurous for the players. These complications could be related to the main plot, or completely unrelated.

The following table has a variety of scenes, encounters, and triggers that can be infused in the job the PCs have accepted to do. Use your imagination and creativity to find ways to incorporate these added difficulties to your game. Who is behind this added complication? How does it fit into the timeline of the job? Explore these questions and use Table 22: **Complications** as your inspiration.

TABLE 22: COMPLICATIONS

d20	Complication
1	Ambush/Trap - Someone is setting up for the PCs to take the bait. Double-crossed allies, blame pointing to the ambushed, and capture can all become a part of this complication.
2	Captured - The PCs might become prisoners, and escaping may be their only option. They are sure to experience elaborate plans, diversions, stealth, and crackerjack timing to get out of this one.
3	Disaster - Planet-wide earthquakes, killer plagues, deadly meteor showers, and rampaging rancors are unavoidable, and the PCs will have to deal with it the best they can.
4	Environment Difficulty - Unending rain storms, toxic atmosphere, frigid mountain ranges, and bug-infested swamps can make completing the PCs job a constant hardship.
5	Mistaken Identity - One of the PCs, or the whole group, have an uncanny resemblance to someone else that may be wanted for criminal activity, or owe a huge debt that won't be forgiven.
6	Pirates/Raiders - Pirates, thugs, or raiders abound throughout the Outer Rim and all sectors of the galaxy, and the PCs just happen to be their next target.
7	Chase - The PCs are being chased by someone, or the PCs are in pursuit of someone else. This could mean foot races, narrow escapes, and/or thrilling vehicle speeds.
8	Contest/gambling - Competitions, gladiatorial rings, and a big-stakes sabacc game all are examples of this type of complication. The group may come away with fame, or less credits, or both!
9	Assault/Skirmish - Some hostile group is ready to fight the PCs one way or another. This could also mean that the PCs have an opportunity to take the fight to a long-time adversary.
10	Diplomacy/Political intrigue - The PCs might inadvertently find themselves in the middle of rival politicians, visiting diplomats, or in courts that are not welcoming to their line of work.
11	Debt to a syndicate - A powerful crime syndicate will be in a position to offer relief, aide, or task completion, but will in turn make sure that the PCs know they own them. Big time.
12	Difficult Journey - Getting there will not be easy. Blockades, arduous desert treks, perilous ocean voyages, traversing creature-infested swamps, and space anomalies might all be in their path.
13	Imperial Patrols - No matter if you are traveling a main trade route, or in a city trying to find a cantina, Imperial Stormtroopers are everywhere, sticking their nose in everyone's business!
14	Resistance - Some underdog faction is fighting against those in power! PCs might become involved with surprise raids, guerrilla tactics, and underground operations before they complete their task.
15	Additional regulation or fees - A person can't go anywhere these days without some border checkpoint, customs agent, or docking fee that was previously unknown. Hope they can pay it.
16	Survival - The PCs find themselves without basic resources to sustain life, and they need to survive, or help others survive, whether in their own ship or on a barren planet.
17	War/Battles - Great battles and conflict are raging, and the PCs will have to take into consideration the factions vying for power and conquest as they try to finish their job.
18	Unsettling Rumors - Rumors are spread about a location, person, or event that might require more fear checks, keen eyes, and cool dispositions to make it through.
19	Another group is interfering - Another crew, jealous of the PCs or just desirous of their assignment, keeps getting in their way, and causes more problems than desired..
20	Proper Credentials Needed - Whether forged or official, "Credentials at the ready" is something the PCs are sure to hear a lot of.

STEP 7: KEEP THE CREW HUNGRY

Life in the Outer Rim, or being wrapped up with the scum and villainy of the galaxy, can be a dangerous way to live. Although it comes with a certain amount of freedom, there's a greater deal of uncertainty when you pursue this line of work.

On page 151 of the **Edge of the Empire** Core rule-book, there's a sidebar titled "Keep the Crew Hungry." Take a look, and glean ways you can use those suggestions in your game. Not only is this a great way to manage the economy of the game and its players, but it also introduces various ways to inject more drama and adventure into a game.

How will it fit the current job? When could it happen into the game? Is there a key NPC that will need to be prepared for this extra scene? Select from the following list of ideas found on **Table 23: Ways to Keep the Crew Hungry**, and determine how the crew will manage the unforeseen difficulties and expenses that will come their way during their current employment. Some of these suggestions could be an encounter all itself. Or it could be little amounts chipping away during the course of the job. Part of these ideas could only affect the PCs bank account, while others could hit their ship and equipment more, and demand some needed repairs.

TABLE 23: WAYS TO KEEP THE CREW HUNGRY

d12	Type
1	Drinks and food - They gotta eat and drink. It's just a bit pricey here.
2	Information - For a few more credits, more knowledge will be shared.
3	Gambling - You just might come away richer. Or not. It's always the gamble.
4	Obligation - Extra need is required, which means time and resources spent elsewhere.
5	Ship repairs from battle - You didn't want to fight those raiders, but their was little choice.
6	Ship repairs from asteroids or debris - That's the last time we let the pilot drive!
7	Ship repairs from old parts wearing out - Things need replaced from time to time.
8	Ship docking/fueling - The docking technicians know when they see fresh, gullible spacers.
9	Favors and Debts - Friends need some extra credits, debtors need their funds.
10	Imperial regulation/fees - Everyone has to pay for the Empire's expanding arsenal.
11	Robbed - Big payouts attract big criminals that would like to take a piece for themselves.
12	Medical bill - Sickness, injury, and accidents may require a paid professional.

XP REWARDS

As the players find adventure in the various jobs they're hired to do, the in-game rewards will range from credits, to new contacts that might promise greater financial security. It's also a good idea to keep in mind the experience points that will be reward after sessions.

In the **Edge of the Empire** Core Rulebook, page 301, you'll find suggestions on how to award players with XP, and decide how much to give for milestones or job completions. Along with those suggestions, we highlight a few supporting ideas here.

PLAYER MOTIVATION

To encourage role playing from your players, reward them with XP as they make their character's motivation a part of the unfolding story. How do the jobs they take affect their motivations and outlook? Are they more motivated to take on certain types of jobs over others? Encourage these character moments to bring a level of depth to the stories, and brings their characters to life, as well as earn more experience for growth!

GOALS OR DESIRES

Tied closely with motivations are goals and desires. There may be times where players will share their character's desires out loud. As a GM, encourage to go after those goals, and be prepared to reward the PCs with extra XP or some other type of equipment or gear. If a player discovers a cantina run by a bunch of hot headed thugs, and they say "I'd sure love to clear out that cantina... but we have this job to do," let them know that if they want to move forward with that idea, they are welcome to do so. A carrot, in the form of XP or a valued weapon, may need to be dangled in front of them to get them to take on an extra encounter.

NEW OBLIGATION

Obligation is a valuable mechanic in an **Edge of the Empire** game. Some players forget that it can be acquired during a game session too, especially in times of great need. Entice your players with new obligation moments, and be sure to reward them with additional XP for taking it on. If they just accept that deal with that shop dealer, or promise the Hutt that they'll assist when called, they have a few more XP this session. Not only does it give the PCs more XP to help their characters grow, but it also gives the story more hooks and potential plots.



EXTRA TABLES

Although the previous sections should give you enough information to create fun and exciting encounters for your PCs, here are a couple extra tables

in case you are needing a bit more help with a person the group is interacting with, or a location that isn't listed on other tables in this supplement.

TABLE 24: SPECIES

d20	Option 1	Option 2
1	Neimoidian	Quarren
2	Gotal	Toydarian
3	Togruta	Zabrak
4	Weequay	Trandoshan
5	Whiphid	Aqualish
6	Chadra-Fan	Shistavanen
7	Chevin	Arcona
8	Devaronian	Bith
9	Drabatan	Sullustan
10	Gran	Twi'lek
11	Falleen	Gand
12	Pantoran	Ithorian
13	Kyuzo	Mon Calamari
14	Mirialan	Kel Dor
15	Selonian	Pau'an
16	Rodian	Dug
17	Nikto	Duro
18	Klatooinian	Xexto
19	Chiss	Bardottan
20	Wookiee	Bothan

TABLE 25: PLANETS AND LOCATIONS

d20	Option 1	Option 2
1	Chandria	Vodran
2	Endor	Yavin 4
3	Iridonia	Cholganna
4	Naboo	Nubia
5	Trandosha	Ord Radama
6	Ring of Kafrene	Ossus
7	Aurea	Raxus Prime
8	Byss	Dac (Mon Calamari)
9	Cerea	Selonja
10	Sriluur	Kwenn Space Station
11	Sullust	Moraband (Korriban)
12	Dagobah	Vagran
13	Dorin	Toydaria
14	Duro	Klatooine
15	Froz	Sacorria
16	Hoth	Corfai
17	Jagomir	Ryloth
18	Kessel	Talus Tralus
19	Ithor	Varl
20	Kintan	Saki



WRAPPING UP

The hopes of this Adventure Stimpack is to provide a fun and easy way to create jobs and adventures for a group running **Edge of the Empire**. Included in this supplement are blank worksheets, tables, and GM sheets to help you create your next adventure and organize your next session. Bring it all together by using the details and a little creativity to make a cohesive and fun adventure.

Lastly, check out **RPG Sessions**, a free digital tool for the Star Wars narrative dice role-playing game by Fantasy Flight Games. You will find on line character sheets, vehicle sheets, a Discord bot to play the game, and a Game Table with all the features you need to run your next Star Wars game on line. Visit rpgsessions.com today and create a free account!

rpgsessions.com

Do you have questions, concerns, or a great table option idea? Send your ideas with your name you would like to be credited with, and which table it should go on, to the following...

info@unboundlegends.com

...Or join our Discord Server and post your idea there!



The screenshot displays two pages from the RPG Sessions website. The left page is a character sheet for 'Rojic', a SoroSuu Defender/Armorer. It features a character portrait, a 'STAR WARS' logo, and various stats: Soak (6), Wounds (17/16), Strain (20/17), and Brawn (3), Agility (2), Intellect (4), and Cunning (2). Skills are listed in columns: General Skills, Career, Rank, Combat Skills, Social Skills, Knowledge Skills, and Weapons. The right page is a vehicle sheet for 'Swift Victory', a YT-1300. It includes a vehicle image, the 'EDGE OF THE EMPIRE' logo, and stats: Silhouette (4), Max Speed (3), Current (0), Handling (-1), Defense (1), Armor (3), Hull Trauma (22/3), and System Strain (15/0). A weapons table is also present.

WEAPONS	Fire Arc	Skill	Damage	Crit	Range	Qualities
▼ Dorsal Turret Med Laser Cannon	All	Gunnery	6	3	Close	
▼ Ventral Turret Med Laser Cannon	All	Gunnery	6	3	Close	

JOB WORKSHEET

EXAMPLE

FOR FFG STAR WARS EDGE OF THE EMPIRE RPG | VERSION 1.0

STEP 1 REVIEW PLAYERS AND PLOTS

Notes:

Player 1 - Wants to do a thing and is motivated by that other thing from his backstory.

Player 2 - He has a backstory with the Lardo the Hutt, and wants to do something eventually.

Player 3 - She's motivated by that one thing, and wants that thing from that place.

STEP 2 OBLIGATION

Notes:

Player 1 - 20 Addiction (Triggered)

Player 2 - 15 Bounty

Player 3 - 20 Criminal

Maybe he needd a fix at a really bad moment? Or encounter a shipment of the stuff?

STEP 3 THE BIG PICTURE

<Somebody> wants <something> badly by <a specific time>, and is having difficulty getting it using <something> because of <something>.

A Hutt wants slaves badly by the next Hutt council and is having difficulty getting it using his normal connections because of a pirate band in the sector.

STEP 4 JOB TYPE: **Escort**

HOW DO PCS HEAR ABOUT IT?

Someone contacts them about it

STEP 5 WHO IS HIRING? **A Loyal Hutt**

HOW MUCH ARE THEY PAYING?

Exclusive contact information

Job Details:

A loyal Hutt needs to get a homicidal merchant with a bag of credits wearing a royal crest to Boz Pity from a cantina before the last transport leaves and will pay you an exclusive contact information.

STEP 6 WHAT COMPLICATIONS WILL THE PCS HAVE? **Another group is interfering**

STEP 7 KEEP THE CREW HUNGRY: **Ship repairs from old parts wearing out.**

STEP 8 XP REWARDS: **20xp to get merchant there safely**

BRING IT ALL TOGETHER

The majordomo of the loyal Lardo the Hutt approaches the PCs. Lardo needs to get an assassin, posing as a royal crested merchant named Slezoo Bago, a Trandoshan, to the Boz Pity space port. Slezoo can be picked up from a cantina near Lardo's palace called The Drunken Dug, and he's already been paid a bunch of credits for some job Lardo is sending him on. Slezoo needs to get to Boz Pity before the last transport leaves to Kintan. Lardo promises to pay you with an exclusive contact that only Lardo knows. Little do the PCs know, but there's a group of sector detectives/police after Slezoo, and the PCs are sure to run into them once or twice.

Sometime in transit, the PCs ship will lurch out or hyperspace due to a hyperspace part that has broken. (Or they arrive at Boz Pity right when the ship system fails, and it takes them someplace else other than the Boz Pity space port.) They will need to find someone that will sell them the correct part and get it repaired if they are to make before the last transport leaves.

There could be pirate attacks, noticeable slave trafficking on whatever planet they are on, and Player 1 will start going through withdrawals if he doesn't get his spice fix! Player 2's motivation might be doable on Boz Pity after the job is successful.

JOB CRAFTING WORKSHEET

FOR FFG STAR WARS EDGE OF THE EMPIRE RPG | VERSION 1.0

STEP 1 REVIEW PLAYERS AND PLOTS

Notes:

STEP 2 OBLIGATION

Notes:

STEP 3 THE BIG PICTURE

<Somebody> wants <something> badly by <a specific time>, and is having difficulty getting it using <something> because of <something>.

STEP 4 JOB TYPE:

HOW DO PCS HEAR ABOUT IT?

STEP 5 WHO IS HIRING?

HOW MUCH ARE THEY PAYING?

Job Details:

STEP 6 WHAT COMPLICATIONS WILL THE PCS HAVE?

STEP 7 KEEP THE CREW HUNGRY:

STEP 8 XP REWARDS:

BRING IT ALL TOGETHER



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COMING SOON

STAR WARS

ROLEPLAYING GAME



ADVENTURE STIMPACKS
for AGE OF REBELLION and FORCE & DESTINY!

STAR WARS
**EDGE OF THE
EMPIRE**

STAR WARS
**AGE OF
REBELLION**

STAR WARS
**FORCE
AND DESTINY**

ROLEPLAYING GAME

A long time ago in a galaxy far, far away...

