

FINDING AND BUYING

In each core rulebook for Fantasy Flight and Edge Studio's Star Wars Roleplaying Game, you'll find basic instructions on how characters can deal with other galactic citizens in buying and selling goods. (**EotE** page 149-151, **AoR** page 164-165, and **FaD** page 157-158. Moving forward, I'll only reference EotE for simplicity sake.) It's not necessary for these rules to be strictly observed anytime a character wants to make a transaction, and some instances can be played with only a few checks to keep the cinematic feel going. When the need for a structured transaction is desired, the rules found in the rulebook are a great starting point.

Although these rules may be fine for the majority of encounters for any group, the next few pages are a collection of refinements that will make finding sellers, buying equipment, and dealing goods more structured and logical. This will help make the encounter feel more grounded and realistic for moments where this type of encounter is preferred.

FINDING A SELLER & PRICE

When a character would like to find a specific item to purchase, first they need to find someone willing to sell it, has it in stock, and what they are charging for it, with some added potential danger when dealing with underworld merchants if they are looking for illegal or restricted items. The following steps will help a character collect those pieces of information, and set up an opportunity to purchase it.

STEP 1: DETERMINE BASE DIFFICULTY

Using **Table 5-1: Rarity**, found on page 150 of the **Edge of the Empire** Core Rulebook, determine what the rarity of the desired item is, and what the base difficulty check will start as.

Depending on where the character is, **Table 5-2: Rarity Modifiers**, found on page 150 of the **Edge of the Empire** Core Rulebook, will alter the base modifier, and potentially the base difficulty to find a seller.

STEP 2: ASSEMBLE DICE POOL

LEGAL GOODS

With the Rarity and base difficulty determined, roll either a **Knowledge (Core Worlds)** or **Knowledge (Outer Rim)** check to represent knowing if a supplier can be found. Deep Core, Core, Colonies, and Inner Rim will be considered approved areas to use Knowledge (Core World). Expansion Region, Mid Rim, Outer Rim, and Wild Space will be considered approved areas to use Knowledge (Outer Rim). Extra ■ may be added to the check for a variety of reasons, and is encouraged.

ILLEGAL GOODS

With the Rarity and base difficulty determined, roll either a **Streetwise** or **Knowledge (Underworld)** check **upgraded once** to represent knowing if a black market supplier can be found, and the danger associating with unscrupulous contacts. Both can be used in any part of the galaxy, as long as common sense dictates the possibility of finding a black market dealer. Extra ■ may be added to the check for a variety of reasons, and is encouraged.



STEP 3: TIME FACTOR (IF NEEDED)

If desired, you can use Rarity as a measurement of time, and how many hours is spent to find a legal goods seller. The hours spent is half of the final Rarity. For example, Rarity 2 would be 1 hours, Rarity 8 would be 4 hours, etc.

For a black market seller, the hours spent is equal to the final Rarity. For example, Rarity 2 would be 2 hours, Rarity 8 would be 8 hours, etc.

GMs can increase or decrease these time figures if location and story dictate

STEP 4: ROLL RESULT

With a successful check, the character has found a seller, and has the desired item. A failed check means a dealer couldn't be found, and the player will have to try another time. Other , , , and  shouldn't adjust the price, but can be spent in other creative ways, including a Negotiation check for the item.

Using **Table 1: Starting Seller's Price for Legal Goods**, or **Table 2: Starting Seller's Price for Illegal Goods**, compare the number of successes to see what kind of stock the seller has, and how much the seller is marking up the item. Low stock will mean there aren't very many of the desired item, and the seller may jack up the price. High stock means the seller has plenty of the desired item, and may even give the character a deal just to get rid of them. Add the percentage of the Base price to the actual Base price listed in the rulebook, rounded up. This will be the dealer's Selling price.

Example Legal: 3 successes is "Above Average Stock." 10% of the Base price of 750 credits is 75 credits. The Selling price will then be 825 credits.

Example Illegal: 2 successes is "Average Stock." 30% of the Base price of 1,200 credits is 360 credits. The Selling price will then be 1,560 credits. Or, 6 successes means the item is on clearance. 5% of the Base price of 1,200 is 60 credits. The Selling price will be 1,260 credits.

TABLE 1: STARTING SELLER'S PRICE FOR LEGAL GOODS

Success	Stock	Percentage
1	Low Stock	+30% added to Base price to calculate Selling price
2	Average Stock	+20% added to Base price to calculate Selling price
3	Above Average Stock	+10% added to Base price to calculate Selling price
4	Heavy Stock	+5% added to Base price to calculate Selling price
5+	Clearance	0 to 5% subtracted from Base price to calculate Selling price

TABLE 2: STARTING SELLER'S PRICE FOR ILLEGAL GOODS

Success	Stock	Percentage
1	Low Stock	+40% added to Base price to calculate Selling price
2	Average Stock	+30% added to Base price to calculate Selling price
3	Above Average Stock	+20% added to Base price to calculate Selling price
4	Heavy Stock	+10% added to Base price to calculate Selling price
5+	Clearance	5 to 0% added from Base price to calculate Selling price

QUICK REFERENCE FOR FINDING A SELLER

- Determine Rarity of desired item. (Table 5-1: Rarity, EotE Core Rulebook)
- Rarity Modifiers based on location. (Table 5-2: Rarity Modifiers, EotE Core Rulebook)
- Know Base price from the rulebook of the desired item.
- For Legal Goods: **Knowledge (Core Worlds)** or **Knowledge (Outer Rim)** check with difficulty.
- For Illegal Goods: **Streetwise** or **Knowledge (Underworld)** check with difficulty upgraded once.
- Dice roll results for Selling price. (Table 1 or 2: Starting Seller's Price for Goods)



BUYING AN ITEM

Once the character has found a supplier, and has calculated the Selling price for the item, players can now either purchase the item at the listed price, or engage in some negotiations, hoping they won't escalate into aggressive negotiations. No promises!

LEGAL & ILLEGAL GOODS

When preparing to purchase a legal or illegal item, most vendors are welcoming and happy to see the character. If they can sell their product, they make a profit, and the PC gets their desired equipment. Some black market vendors might be cautious, apprehensive, or skeptical, especially if the PC is a new face. Trust might be in short supply, and may affect the price of goods. But players are welcome to negotiate a new price, at their own peril, by following these steps.

STEP 1: SELLING PRICE

The PC is offered the Selling price calculated from the steps on the previous Finding a Seller & Price pages. Players should use this Selling price as a starting point for negotiations, even if the price is higher than what the Base price is listed in the rulebooks.

STEP 2: COUNTER OFFER

Players may now suggest the price they would rather pay, but they'll need to understand that their counter offer could greatly affect the difficulty, especially if it's insultingly low.

PCs will make an opposed **Negotiation** check, with the seller's Negotiation skill as the base difficulty, along with the following modifiers found on **Table 3: Counter Offer**. The more discount a player wants, the harder the check will be by adding upgrades and

TABLE 3: COUNTER OFFER

% Off of Selling Price	Upgrades to Difficulty
0-9% off	No Upgrades
10-19% off	Upgrade difficulty once
20-29% off	Upgrade difficulty twice
30-39% off	Upgrade difficulty three times, plus ■ for insulting with such a low offer
40-49% off	Upgrade difficulty four times, plus ■■ for insulting with such a low offer
50% or more	Won't negotiate or deal with that customer



■. There may have been ☹, ☹, ☹, and ☹ that were generated in the Finding check that may have narrative or mechanical affects when assembling the Negotiation dice pool.

When forming the dice pool, it's recommended to keep the main difficulty dice to no more than 5 Difficulty or Challenge dice, with the maximum difficulty being . Alternatively, ■ have no limit to the amount that can be added. As always, the GM has final say about any dice limitations.

If help is needed, use the following formula to calculate percentage to use in Table 3...

1. Initial Price - Counter Offer Price = Difference
2. Difference ÷ Initial Price = Almost Percentage
3. Almost Percentage x 100 = **Percentage**

QUICK REFERENCE FOR BUYING FROM A SELLER

- Know Selling price from Find a Seller & Price process.
- PC makes a counter offer or buys the item at the Selling price.
- For Legal or Illegal Goods: Opposed **Negotiation** check with vendor's Negotiation as difficulty.
- Upgrade difficulty based off of counter offer. (Table 3: Counter Offer)
- Dice roll results to see if vendor agrees to terms.

STEP 3: ROLL RESULT

If the player succeeds, they will get the item for the price they requested. A failure means the seller will not budge, and stays firm on the price. Any ☹, ☹, ☹, and ☹ can be used to help or hinder the PC in their quest to acquire the item. Suggestions can be found on page 114 of the **Edge of the Empire** core rulebook, under the Negotiation skill.

Example: A vendor () has a Selling price of 820 credits "as is" for an item a PC () wants. Player only has 600, and counters with that amount. That is 220 off the original price, which comes to 27% off, and Upgrading the difficulty twice. The final dice pool is . The result is  and ☹. The vendor begrudgingly accepts the terms, and sells the item for 600, but with the ☹, he secretly mangles a part of the item to damage it one step, hoping the PC will return to buy more parts to repair it.

SELLING AND TRADING

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