

IT'S TIME TO PLAY
STAR WARS: EDGE OF THE EMPIRE!

I WANT
TO PLAY A
WOOKIEE!

EACH CHARACTER HAS
SIX CHARACTERISTICS,
LIKE BRAWN, CUNNING
AND WILLPOWER.

MY WOOKIEE
NEEDS NOTHING BUT
BRAWN!

WHEN YOU WANT TO DO SOMETHING, YOU
ROLL A NUMBER OF **GREEN DICE** EQUAL
TO YOUR CHARACTERISTICS.

THE GAME MASTER
WILL TELL YOU WHAT'S
THE DIFFICULTY LEVEL -
THAT'S THE NUMBER OF
PURPLE DICE YOU
ADD TO THE ROLL.

SO YOU
ROLL ALL OF THEM
TOGETHER?

YES.

THESE DICE HAVE
NO NUMBERS ON THEM...

THAT'S RIGHT, THEY HAVE SYMBOLS.
AFTER YOU ROLL, COUNT ALL OF THE
SUCCESS SYMBOLS, AND REMOVE
ONE FOR EACH **FAILURE** SYMBOL.

IF YOU HAVE ANY SUCCESS LEFT, YOU DID
IT! THE MORE SUCCESSES, THE BETTER.

THEN WHAT
ARE THESE OTHER
SYMBOLS?

THEY ARE CALLED
ADVANTAGES AND **THREATS**.
THEY, TOO, CANCEL EACH OTHER.

IF YOU HAVE ANY ADVANTAGES LEFT,
SOMETHING GOOD HAPPENS. IF YOU
HAVE THREATS LEFT, SOMETHING BAD
HAPPENS! AND IT'S INDEPENDENT OF
YOUR SUCCESS OR FAILURE.

SO IF MY
WOOKIEE JUMPS
OVER A CHASM AND
GETS A SUCCESS
BUT ALSO SOME
THREATS...

MAYBE HE DROPPED SOMETHING AS HE
JUMPED, OR THE LEDGE CRUMBLES AFTER
HIM, MAKING THE JUMP EVEN HARDER
FOR HIS FRIENDS.

WHAT
ARE THESE
FOR?

WHEN SOMETHING CAN HELP YOU WITH
THE CHECK - SUCH AS HAVING A GREAT
RUNNING START BEFORE YOU JUMP - YOU
ADD **BOOST** DICE. THEY ONLY
HAVE POSITIVE SYMBOLS
ON THEM, BUT FEWER
THAN THE GREEN ONES.

BUT IF THERE'S SOMETHING
THAT MAKES THINGS HARDER--

LIKE
TRYING TO
JUMP IN THE
DARK!

EXACTLY: IT DOESN'T MAKE
THE CHASM WIDER, SO YOU
DON'T ADD PURPLE DICE...

YOU ADD **SETBACK** DICE.

AND
THIS WHITE
DIE?

IT'S FOR WHEN YOU USE THE
FORCE. BUT YOU GUYS WILL
BE PLAYING SCOUNDRELS,
NOT JEDI.

USE
THE FORCE
LUKE!

...YES.

NEXT UP: CAREERS.

I'M A
PROFESSIONAL
WOOKIEE!

©2016 AVIV OR & ERAN AVIRAM

MORE OF OUR COMICS:

WWW.UPTOFOURPLAYERS.COM



EACH OF YOUR CHARACTERS HAS A CAREER, WHICH DEFINES YOUR SKILLS AND ABILITIES.

MY WOOKIEE IS A HIRED GUN!

I'LL PLAY THE SMUGGLER. EXCITING!

I'M USING THE COLONIST. WHO'S A DROID. (I WON'T BE TAKING ORDERS FROM YOU GUYS.)

WHEN YOU'RE DOING SOMETHING YOU'RE SKILLED AT, YOUR CHANCES OF SUCCESS INCREASE. YOU REPLACE SOME OF THE GREEN DICE WITH **YELLOW PROFICIENCY DICE**.

WHEN I JUMP I USE **ATHLETICS**. I HAVE ONE RANK, SO I GET TO REPLACE ONE GREEN WITH ONE YELLOW!

THAT'S RIGHT. THE YELLOW PROFICIENCY DICE HAVE MUCH BETTER ODDS.

NEVER TELL ME THE ODDS!

HOWEVER... THE GM CAN INCREASE THE CHALLENGE OF A TASK BY TURNING PURPLE DICE INTO **RED CHALLENGE DICE**. THINK OF IT AS A TASK THAT'S NOT ONLY DIFFICULT, IT'S ALSO DANGEROUS.

AND THEY HAVE TWO UNIQUE SYMBOLS.

THE **TRIUMPH** ON THE YELLOW: SOMETHING AMAZING HAPPENS;

AND THE **DESPAIR** ON THE RED: SOMETHING HORRIBLE HAPPENS.

AND THESE DON'T CANCEL EACH OTHER! SOME CRAZY STUFF CAN HAPPEN WITH THESE DICE.

AND WHAT ABOUT THESE?

THESE ARE **DESTINY TOKENS**. YOU CAN FLIP THE **LIGHT SIDE** ONES TO UPGRADE EXTRA DICE TO YELLOW.

BUT THEN THEY BECOME **DARK SIDE** TOKENS! AND I CAN USE THEM TO UPGRADE TO RED.

YOU CAN ALSO USE THEM TO ESTABLISH FACTS IN THE FICTION.

THE BARREL BEHIND THE IMPERIAL TROOPS IS FULL OF EXPLOSIVES!

FOR EXAMPLE--

I SHOOT AT IT!!

PERHAPS WE SHOULD WAIT UNTIL THE GAME ACTUALLY BEGINS.

LAST THINGS YOU SHOULD KNOW ABOUT ARE **WOUNDS** AND **STRAIN**.

WOUNDS WILL KILL YOU.

YES, SO AVOID THOSE.

AND STRAIN WILL STRESS YOU?

YOU CAN SUFFER SOME STRAIN TO GAIN ANOTHER MANOEUVRE ON YOUR TURN.

BUT IF YOU GO OVER YOUR THRESHOLD, YOU LOSE CONSCIOUSNESS!

I DON'T KNOW DUDE, IT'LL BE HARD TO MEMORISE ALL OF THOSE SYMBOLS AND STUFF. JUST GIVE ME A GOOD OLD **D20**--

IT'S ACTUALLY REALLY INTUITIVE, YOU'LL GET IT IN A FEW ROLLS. AND ON THAT NOTE - LET'S ROLL!

OH MY!

RUNNING AWAY FROM TEEMO THE HUTT'S THUGS, YOU RUSH INTO A DIMLY LIT CANTINA...

©2016 AVIV OR & ERAN AVIRAM

