

STAR CRAFT

Saga Edition RPG



Soldier-4

Abilities and Skills

Strength <i>Athletics</i>	16	+3 +10
Dexterity <i>Acrobatics Initiative Pilot Stealth</i>	16	+3 +3 +10 +10 +3
Constitution <i>Endurance</i>	16	+3 +10
Intelligence <i>Computers General Knowledge Mechanics</i>	10	+0 +2 +2 +2
Wisdom <i>Perception Survival Treat Injury</i>	12	+1 +3 +3 +3
Charisma <i>Deception Gather Information Persuasion Psionics</i>	11	+0 +2 +2 +2 --

Defenses

Reflex	22
Flat-footed	21
Fortitude	23
Will	15
Other Statistics	
Speed	4
Threshold	23

Traits (see back for details)

Indomitable: Get back in the fight after getting beat down.

Devastating Attack: Take your enemies down even faster.

Autofire Sweep: You have exact control of your cannon.

Never Surrender: Stay standing when others would fail.

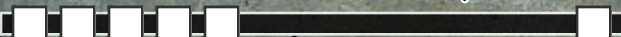
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Hit Points

60

Hero Points (see back)

Destiny Point (see back)



	-1	-2	-5	-10	
<i>Normal</i>	<i>to all defenses attacks, skills</i>	<i>to all defenses attacks, skills</i>	<i>to all defenses attacks, skills</i>	<i>to all defenses attacks, skills</i>	<i>Helpless Unconscious or disabled</i>
				<i>Move 1/2 speed</i>	

⊕ Vibrobayonet Attack

Standard Action **Melee 1**
Target: One creature **Attack:** 1d20 + 7 vs Reflex
Hit: 2d6 + 8 damage

⊕ Blaster Cannon Attack

Standard Action **Cone 6** within 15 squares
Target: Area **Attack:** 1d20 + 8 vs Reflex
Hit: 3d12 + 2 damage
Devastating Attack: Treat your target's damage threshold as 5 less.

Indomitable Utility

Swift Action **Personal**
Effect: Once per day, move +5 steps up the CT.

Never Surrender Utility

Reaction **Endurance** DC damage
Trigger: You drop to 0 HP for the first time this scene
Effect: If you succeed at an Endurance check against the damage amount, you are at 1 HP instead.

Hero Points: You can spend a Hero Point to do a number of helpful things.

- Add 1d6 to any d20 roll you make.
- When you would be killed, fall unconscious instead.
- Recharge a spent Ghost or Vehicle power.
- Change the scene in a minor way (eg. *declare that your shot created a patch of difficult terrain*).

Destiny Point: Significantly more powerful. Use it when the chips are down.

- Automatically score a critical hit (*no attack roll required*).
- Automatically cause an attack against you to miss.
- Act out of turn (*changing your initiative order*).
- Take damage that would otherwise harm an adjacent character.
- Immediately gain three Hero Points.

Equipment: You have anything your character would reasonably have. A car, an apartment, etc. Also, you have some mechanically important equipment:

- Blaster cannon with vibrobayonet attachment (*see Attack actions*)
- Heavy Battle Armor (*without this, your Reflex is 18/17, your Fortitude and Threshold are 19, and your Strength suffers a -1 penalty – but your speed is 6*)

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Saga Edition RPG



Noble-3 / Soldier-1

Abilities and Skills

Strength 9 -1
Athletics +1

Dexterity 12 +1
Acrobatics +3
Initiative +3
Pilot +3
Stealth +3

Constitution 12 +1
Endurance +3

Intelligence 14 +2
Computers +9
General Knowledge +4
Koprolu Sector (Kn) +9
Life Sciences (Kn) +9
Social Sciences (Kn) +9
Mechanics +4

Wisdom 16 +3
Perception +10
Survival +5
Treat Injury +15

Charisma 14 +2
Deception +9
Gather Information +4
Persuasion +9

Defenses

Reflex 16
Flat-footed 15

Fortitude 17

Will 19

Other Statistics

Speed 7

Threshold 17

Traits (see back for details)

Experienced Medic: You're the best there is at what you do.

Quick Draw: Weapons (and medpaks) just pop right out.

Bolster Ally: Bring allies up the Condition Track.

Man Down: Leap to the side of a fallen ally instantly.

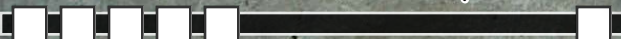
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Hit Points

36

Hero Points (see back)

Destiny Point (see back)



	-1	-2	-5	-10	
<i>Normal</i>	<i>to all defenses attacks, skills</i>	<i>to all defenses attacks, skills</i>	<i>to all defenses attacks, skills</i>	<i>to all defenses attacks, skills</i>	<i>Helpless</i> <i>Unconscious or disabled</i>
				<i>Move 1/2 speed</i>	

⊕ Fist Attack

Standard Action Melee 1
Target: One creature Attack: 1d20 + 2 vs Reflex
Hit: 1d4 + 1 damage

⊗ Flak Pistol Attack

Standard Action Ranged 20
Target: One creature Attack: 1d20 + 4 vs Reflex
Hit: 3d8 + 2 damage

⊕ Bolster Ally Support

Standard Action Melee touch
Target: One creature
Effect: Target moves +1 step up the CT. They receive 4 temporary HP if at less than half HP.

⊖ Man Down Support

Reaction Range move speed
Trigger: An ally within range drops to 0 HP or less
Effect: Move adjacent to the ally without provoking.

⚡ Quick Draw Utility

Swift Action Personal
Effect: Draw a weapon or medpak. *(usually a move)*

⚡ Experienced Medic Utility

Effect: You can perform surgery on two patients simultaneously, and in ten minutes instead of an hour. Also, you convert any Treat Injury roll of 2-7 into an 8.

⚡ Rapport Utility

Effect: When you take the Aid Another action, you add +4 to your ally's roll.

Hero Points: You can spend a Hero Point to do a number of helpful things.

- Add 1d6 to any d20 roll you make.
- When you would be killed, fall unconscious instead.
- Recharge a spent Ghost or Vehicle power.
- Change the scene in a minor way (eg. *declare that this truck has a shock blanket*).

Destiny Point: Significantly more powerful. Use it when the chips are down.

- Automatically score a critical hit (*no attack roll required*).
- Automatically cause an attack against you to miss.
- Act out of turn (*changing your initiative order*).
- Take damage that would otherwise harm an adjacent character.
- Immediately gain three Hero Points.

Equipment: You have anything your character would reasonably have. A car, an apartment, etc. Also, you have some mechanically important equipment:

- Flak Pistol (*see Attack action*)
- Med-kit (*this is very heavy – it's likely stowed in a corner or a trunk*)
- Medpak x6 (*you spend one each time you administer first aid*)
- Combat Medic Armor (*this allows you to use Quick Draw with medpaks*)

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Abilities and Skills

Strength <i>Athletics</i>	10	+0 +2
Dexterity <i>Acrobatics Initiative Pilot Stealth</i>	16	+3 +5 +5 +5 +15
Constitution <i>Endurance</i>	13	+1 +8
Intelligence <i>Computers General Knowledge Mechanics</i>	12	+1 +8 +3 +3
Wisdom <i>Perception Survival Treat Injury</i>	14	+2 +9 +9 +4
Charisma <i>Deception Gather Information Persuasion Psionics</i>	12	+1 +8 +3 +3 +10

Scout-1 / Soldier-1 / Jedi-1 / Scoundrel-1

Defenses

Reflex	21
Flat-footed	18
Fortitude	19
Will	17
Other Statistics	
Speed	6
Threshold	19

Traits (see back for details)

Psi Training: You can do things nobody else can do.

Ghost Assailant: The slightest cover hides you completely.

Dastardly Strike: Your shots disable as much as damage.

Tough as Nails: You're almost as resilient as the Marine.

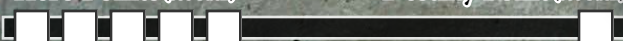
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Hit Points

49

Hero Points (see back)

Destiny Point (see back)



	-1	-2	-5	-10	
Normal	<i>to all defenses attacks, skills</i>	<i>to all defenses attacks, skills</i>	<i>to all defenses attacks, skills</i>	<i>to all defenses attacks, skills</i>	<i>Helpless</i>
				<i>Move 1/2 speed</i>	<i>Unconscious or disabled</i>



⊕ Vibroblade Attack

Standard Action Melee 1
Target: One creature **Attack:** 1d20 + 3 vs Reflex
Hit: 2d6 + 2 damage

🔫 Sniper Rifle Attack

Standard Action Ranged 40
Target: One creature **Attack:** 1d20 + 7 vs Reflex
Hit: 3d8 + 2 damage (3d12 + 2 damage if aiming)

Ghost Assailant Utility

Swift Action
Requirement: You have total concealment or cover.
Target: One creature **Attack:** Stealth vs Perception
Hit: Target is flat-footed against you.

Dastardly Strike Utility

No Action
Trigger: You hit a flat-footed target.
Effect: Target moves -1 step down the condition track.

Crucial Advice Utility

No Action
Trigger: You fail a skill check.
Effect: Once per scene, reroll the failed skill check with a +2 circumstance bonus.

Tough as Nails Utility

Swift Action
Effect: Once per day, catch a second wind... again.

Shake It Off Utility

Two Swift Actions
Effect: Move +2 steps up the Condition Track.

Advantageous Cover Utility

No Action
Requirement: You have cover.
Trigger: You are hit with an area attack.
Effect: Take no damage.

You may use each Ghost power once per scene. If you roll a natural 20 on your Psionics check to activate a Ghost power, recharge all of them.

Battle Strike Ghost

Swift Action Personal
Psionics: DC 15
Effect: Your next attack gains +1 attack and +1d6 damage. Add +1d6 for each +5 over the DC.
Hero Point: Add an additional +2d6 damage.

Cloak Ghost

Standard Action Personal
Psionics: DC 15
Effect: Gain total concealment until your next turn. Gain +2 to Stealth for each +5 over the DC.
Hero Point: Increase Stealth by +5.
Maintain: Swift action (see *equipment*).
Make a new Psionics check each round.

Mind Shard Ghost

Standard Action Ranged 12
Target: One creature **Attack:** Psionics vs Will
Hit: Move target -1 step down the condition track.
DC 15: 2d8 damage. Add +1d8 for each +5 over the DC.
Hero Point: Add an additional +2d8 damage.

Hero Points: You can spend a Hero Point to do a number of helpful things.

- Add 1d6 to any d20 roll you make.
- When you would be killed, fall unconscious instead.
- Recharge a spent Ghost or Vehicle power.
- Change the scene in a minor way (eg. *declare that you know a vital piece of information, because, well, psychic.*)

Destiny Point: Significantly more powerful. Use it when the chips are down.

- Automatically score a critical hit (*no attack roll required*).
- Automatically cause an attack made against you to miss.
- Act out of turn (*changing your initiative order*).
- Take damage that would otherwise harm an adjacent character.
- Immediately gain three Hero Points.

Equipment: You have anything your character would reasonably have. A car, an apartment, etc. Also, you have some mechanically important equipment:

- Custom-built Sniper Rifle (see *Attack actions*)
- Vibroblade (see *Attack actions*)
- Ghost Reactor Suit (*without this, your Psionics, Reflex, Fort, and Threshold all suffer a -2 penalty – also maintaining the Cloak power requires a standard action*)

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Soldier-3 / Noble-1

Abilities and Skills

Strength <i>Athletics</i>	12	+1 +8
Dexterity <i>Acrobatics Initiative Pilot Stealth</i>	14	+2 +2 +9 +4 +2
Constitution <i>Endurance</i>	11	+0 +2
Intelligence <i>Computers General Knowledge Tactics (Kn) Mechanics</i>	16	+3 +5 +5 +10 +5
Wisdom <i>Perception Survival Treat Injury</i>	12	+1 +13 +3 +8
Charisma <i>Deception Gather Information Persuasion</i>	12	+1 +3 +3 +8

Defenses

Reflex	21
Flat-footed	19
Fortitude	18
Will	17
Other Statistics	
Speed	6
Threshold	18

Traits (see back for details)

Combined Fire: You take major advantage of distraction.

Born Leader: Your allies react faster with you around.

Battle Analysis: You always have an eye on the combat.

Coordinated Attack: You are an expert at cover fire.

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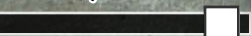
Hit Points

52

Hero Points (see back)



Destiny Point (see back)



SARGE



	-1	-2	-5	-10	
<i>Normal</i>	<i>to all defenses attacks, skills</i>	<i>to all defenses attacks, skills</i>	<i>to all defenses attacks, skills</i>	<i>to all defenses attacks, skills</i>	<i>Helpless</i>
				<i>Move 1/2 speed</i>	<i>Unconscious or disabled</i>

⊕ Vibrobayonet Attack

Standard Action Melee 1
Target: One creature Attack: 1d20 + 4 vs Reflex
Hit: 2d6 + 4 damage

⊗ Blaster Rifle Attack

Standard Action Ranged 30
Target: One creature Attack: 1d20 + 7 vs Reflex
Hit: 3d8 + 2 damage

Born Leader Support

Swift Action Line of sight
Target: Allies within line of sight
Effect: Once per scene, targets gain a +1 insight bonus to attack rolls, while within line of sight.

Mission Specialist Support

No Action Ranged 12
Trigger: An ally makes an Initiative check.
Effect: The ally gains a +2 competence bonus.

Coordinated Attack Support

Trigger: You aid another to attack or suppress an enemy.
Effect: You automatically succeed.

Combined Fire Utility

No Action Personal
Trigger: You hit a target your allies have damaged.
Effect: Deal +2 damage.

Battle Analysis Utility

Swift Action Tactics DC 15
Effect: Learn which creatures within line of sight are at half their hit points or less.

Hero Points: You can spend a Hero Point to do a number of helpful things.

- Add 1d6 to any d20 roll you make.
- When you would be killed, fall unconscious instead.
- Recharge a spent Ghost or Vehicle power.
- Change the scene in a minor way (eg. *declare that your tactic will work for no other reason than it's yours*).

Destiny Point: Significantly more powerful. Use it when the chips are down.

- Automatically score a critical hit (*no attack roll required*).
- Automatically cause an attack against you to miss.
- Act out of turn (*changing your initiative order*).
- Take damage that would otherwise harm an adjacent character.
- Immediately gain three Hero Points.

Equipment: You have anything your character would reasonably have. A car, an apartment, etc. Also, you have some mechanically important equipment:

- Blaster rifle with vibrobayonet attachment (see *Attack actions*)
- Medium Battle Armor (*without this, your Reflex is 18/17, and your Fortitude and Threshold are 16*)

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Saga Edition RPG



Scout-1 / Scoundrel-3

Abilities and Skills

Strength <i>Athletics</i>	10	+0 +2
Dexterity <i>Acrobatics Initiative Pilot Stealth</i>	18	+4 +6 +11 +16 +11
Constitution <i>Endurance</i>	14	+2 +4
Intelligence <i>Computers General Knowledge Mechanics</i>	10	+0 +7 +2 +7
Wisdom <i>Perception Survival Treat Injury</i>	12	+1 +8 +3 +3
Charisma <i>Deception Gather Information Persuasion</i>	10	+0 +2 +2 +2

Defenses

Reflex	20
Flat-footed	16
Fortitude	17
Will	16
Other Statistics	
Speed	6
Threshold	17

Traits (see back for details)

Fool's Luck: Nobody knows why you're so good at this.

Hyperdriven: When you need just that little bit extra.

Shake It Off: Resilience is necessary after a crash.

Vehicular Combat: Do things with ships nobody else can.

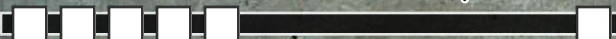
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Hit Points

44

Hero Points (see back)

Destiny Point (see back)



	-1	-2	-5	-10	
<i>Normal</i>	<i>to all defenses attacks, skills</i>	<i>to all defenses attacks, skills</i>	<i>to all defenses attacks, skills</i>	<i>to all defenses attacks, skills</i>	<i>Helpless</i>
				<i>Move 1/2 speed</i>	<i>Unconscious or disabled</i>

⊕ Vibroblade Attack

Standard Action Melee 1
Target: One creature Attack: 1d20 + 3 vs Reflex
Hit: 2d6 + 2 damage

⊕ Shrapnel Pistol Attack

Standard Action Ranged 20
Target: One creature Attack: 1d20 + 7 vs Reflex
Hit: 3d6 + 2 damage

Fool's Luck Utility

Standard Action
Requirement: Once per scene, spend a Hero Point.
Effect: Until the end of the scene, gain one of these benefits: +1 luck bonus to attack rolls; +1 luck bonus to all defenses; +5 luck bonus to skill rolls.

Hyperdriven Utility

No Action
Effect: Once per day, add +4 to an attack or skill roll. You may do this even after the result is known.

Deep-Space Gambit Utility

No Action
Trigger: You are targeted with an attack.
Effect: Once per scene, your opponent must reroll and take the worse result.

Desperate Gambit Utility

No Action
Trigger: You miss with an attack roll.
Effect: Once per turn, take a -2 penalty to Reflex in order to reroll your attack. If you rolled a natural 1, take a -5 penalty instead.

Shake It Off Utility

Two Swift Actions
Effect: Move +2 steps up the Condition Track.

Vehicular Combat Utility

No Action
Trigger: You are targeted with an attack.
Effect: Once per round, make a Pilot check. If you beat the attack roll, negate the attack.

You may use each Vehicle power once per scene. If you roll a natural 20 on your Pilot check to activate a Vehicle power, recharge all of them.

Overwhelming Assault Pilot

Swift Action **Target:** One vehicle
Pilot: DC 20
Effect: Before you attack the target, you may take a penalty to all vehicle attack rolls until the start of your next turn. Add twice that number to damage rolls (*before multiplier*) against the target.
Swift Action: Change the target.
Swift Action: End the effect.

Snap Roll Pilot

Reaction **Personal**
Trigger: You are targeted with an attack.
Effect: Make a Pilot check. You may replace your Reflex Defense with the result until the start of your next turn.

Hero Points: You can spend a Hero Point to do a number of helpful things.

- Add 1d6 to any d20 roll you make.
- When you would be killed, fall unconscious instead.
- Recharge a spent Ghost or Vehicle power.
- Change the scene in a minor way (eg. *declare that you followed a different canyon, putting you behind your quarry*).

Destiny Point: Significantly more powerful. Use it when the chips are down.

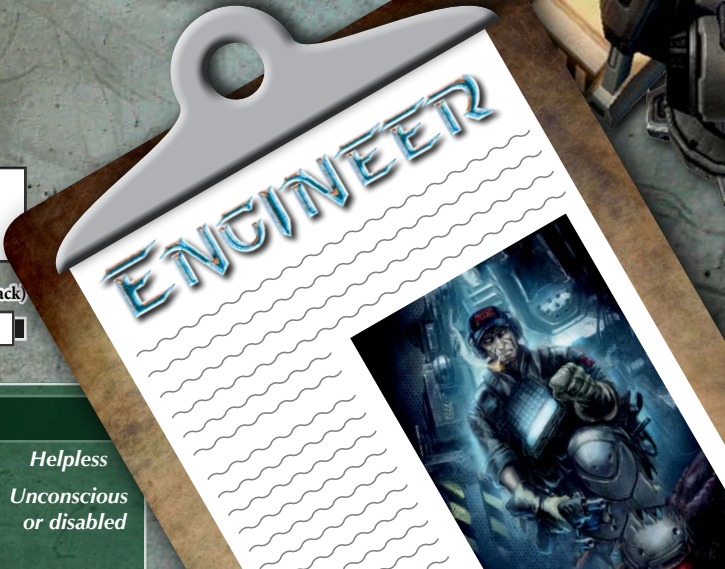
- Automatically score a critical hit (*no attack roll required*).
- Automatically cause an attack made against you to miss.
- Act out of turn (*changing your initiative order*).
- Take damage that would otherwise harm an adjacent character.
- Immediately gain three Hero Points.

Equipment: You have anything your character would reasonably have. A car, an apartment, etc. Also, you have some mechanically important equipment:

- Shrapnel pistol (*see Attack actions*)
- Vibroblade (*see Attack actions*)
- Pressurized flight suit

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Saga Edition RPG



Scoundrel-3 / Noble-1

Abilities and Skills

Strength <i>Athletics</i>	13	+1 +3
Dexterity <i>Acrobatics Initiative Pilot Stealth</i>	10	+0 +2 +2 +2 +2
Constitution <i>Endurance</i>	12	+1 +3
Intelligence <i>Computers General Knowledge Bureaucracy (Kn) Physics (Kn) Technology (Kn) Mechanics</i>	16	+3 +10 +5 +10 +10 +10 +15
Wisdom <i>Perception Survival Treat Injury</i>	12	+1 +8 +3 +3
Charisma <i>Deception Gather Information Persuasion</i>	14	+2 +9 +9 +4

Defenses

Reflex	19
Flat-footed	16
Fortitude	15
Will	17
Speed	6
Threshold	15

Other Statistics

Traits (see back for details)

Anticipate Movement: Those hours of chess really pay off.

Jury-rigger: Dental floss and chewing gum, baby.

Knack: You are truly a jack of all trades.

Flash and Clear: Grenades are your weapon of choice.

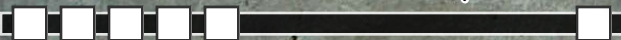
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Hit Points

34

Hero Points (see back)

Destiny Point (see back)



	-1	-2	-5	-10	
<i>Normal</i>	<i>to all defenses attacks, skills</i>	<i>to all defenses attacks, skills</i>	<i>to all defenses attacks, skills</i>	<i>to all defenses attacks, skills</i>	<i>Helpless</i>
				<i>Move 1/2 speed</i>	<i>Unconscious or disabled</i>

⊕ Fusion Torch Attack

Standard Action **Melee 2**
Target: One creature **Attack:** 1d20 + 4 vs Reflex
Hit: 2d6 + 3 damage; target is on fire

⊗ Frag Grenade Attack

Standard Action **Burst 2 within 6**
Target: Ea creature in burst **Attack:** 1d20 + 6 vs Reflex
Hit: 4d6 + 2 damage
Miss: Half damage

Anticipate Movement Support

Reaction **Line of sight**
Target: One ally
Trigger: An enemy in line of sight moves.
Effect: Once per round, grant the target a free move.

Jury-rigger Utility

No Action **Personal**
Effect: You may reroll any Mechanics check made to jury-rig – but you must take the new result.

Knack Utility

No Action **Personal**
Effect: Once per day, you may reroll any skill check, keeping the better result

Flash and Clear Utility

Trigger: You damage a target with a burst or splash.
Effect: Gain concealment against that target until the start of your next turn.

Hero Points: You can spend a Hero Point to do a number of helpful things.

- Add 1d6 to any d20 roll you make.
- When you would be killed, fall unconscious instead.
- Recharge a spent Ghost or Vehicle power.
- Change the scene in a minor way (eg. *declare that this truck has a PPX-2283 starter... which is exactly what you need*).

Destiny Point: Significantly more powerful. Use it when the chips are down.

- Automatically score a critical hit (*no attack roll required*).
- Automatically cause an attack against you to miss.
- Act out of turn (*changing your initiative order*).
- Take damage that would otherwise harm an adjacent character.
- Immediately gain three Hero Points.

Equipment: You have anything your character would reasonably have. A car, an apartment, etc. Also, you have some mechanically important equipment:

- Fusion Torch (*see Attack action*)
- Frag Grenades (*see Attack action - you start with six*)
- Worker's coveralls (*you probably have the tools you need*)