Introduction

The following is a Star Wars role-playing game which draws from many sources for its rules. The primary source for the underlying system is White-Wolf's Exalted (2nd Edition), thus making it a Storyteller System derivative. Various elements and mechanics have also been adapted from other games, primarily Wizards of the Coast's Star Wars RPG, and White Wolf's other Storyteller System games (Specifically Dark Ages: Fae, Vampire, Mage, and Werewolf, Mummy: the Resurrection, and the first edition Exalted books, most notably the Exalted Players Guide, Exalted: The Sidereals, and Exalted: The Abyssals). Other inspirations include White Wolf's *Wonders of the Lost Age* and *Scroll of the Monk* (and its companion *The Imperfect Lotus*).

Required Reading

These rules add to and modify those found in the *Exalted Core Rulebook*. As such, that text is required to use this document. Also, many references are made to rules (specifically Merits and Flaws) found in the *Exalted Player's Guide*. While not strictly a necessity, that book is also very much recommended to make the most of this document. For setting reference in a role-playing vein, see the *Star Wars d20 Roleplaying Game* from Wizards of the coast, including the Revised Core Rulebook and the Hero's Guide. The "Essential Guide" series of Star Wars reference books, particularly the *New Essential Guide to Vehicles & Vessels* is also highly recommended.

Basic System Notes

As Exalted is considered the primary source material for this game, the core system is essentially the same, preserving the same rules for difficulties, dice pools, extras, stunts, and so forth. However, there are certain key differences. While Exalted is designed to pit nigh-immortal heroes of awesome power against similarly mighty opposition, the characters in Star Wars are what the normal Exalted rules would call mortals (though certainly heroic ones). Therefore, since the godlings of Exalted do not exist in Star Wars, and given Star Wars' predisposition for high action and high technology, the rules meant to highlight the boundaries between the Exalted and Mortals (e.g. disease and infection) are ignored, generally placing characters from Star Wars in what would normally be the Exalted category. Specific cases not treated in the following document default to the Storyteller's best judgement, with the stipulation that gutsy adventure is typically preferable to gritty realism.

Star Wars is a science-fiction setting; in general, if a rule stretches the dictates of real-world physics, consider carefully whether or not to allow it as written or tone it down.

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Character Creation Process

Step-by-Step Character Creation

Step One: Character Concept
Choose Concept, Species, and Nature.

Step Two: Select Attributes
Prioritize the three categories: (6/5/4). Your character begins the process with one dot in each Attribute.
Rate Physical Attributes: Strength, Dexterity, Stamina.
Rate Social Attributes: Charisma, Manipulation, Appearance.
Rate Mental Attributes: Perception, Intelligence, Wits.

Step Three: Select Abilities
Choose Abilities (25)
No Ability higher than 3 at this stage.

Step Four: Finishing Touches
Choose Virtues (5, max 3 without bonus points)
Choose Backgrounds (7, max 3 without bonus points)
Record Willpower (Sum of two highest Virtues, no higher than 8)
Spend 30 bonus points, on either Force traits (marked with an asterisk) or other traits. All 30 points must have been spent on either one or the other, unless a character's remaining points are no longer enough to purchase any of the available traits.
Spend unrestricted bonus points (10)

Backgrounds
- **Allies** – Aides and friends who help in tasks.
- **Backing** – Support from a larger organization.
- **Contacts** – Information sources and rumormills.
- **Followers –** Extras under your command.
- **Influence** – Pull in the world around you.
- **Lightsaber** – The signature Jedi weapon.
- **Linguistics** – The character's language repetoir.
- **Mentor** – Your master, teacher, and guardian.
- **Resources** – Access to financial clout.
- **Vehicle** – Command, possibly ownership of a ship.

Bonus Points

Attribute	**4**
Ability (3 or less)	**2**
Ability (greater than 3)	**3**
Specialty	**1**
Background	**1**
Virtue	**3**
Willpower	**2**
Force Power*	**Degree + 1**
Force Degree*	**Degree + 3**
Force Attunement*	**6**

*Force Trait

Experience Point Costs

Trait Increase	*Cost*
Attribute	**current rating x 4**
Ability	**current rating x 2**
Willpower	**current rating x 2**
Virtue	**current rating x 3**
Force Attunement	**current rating x 8**
New Trait	*Cost*
New Ability	**3**
New Specialty	**3**
Force Power	**Degree + 3**
Padawan Degree	**8**
Knight Degree	**10**
Master Degree	**12**
First Attunement	**10**

Abilities

Below are summarized the new abilities which appear on the character sheet, as well as those which have undergone some significant change.

War

Athletics – See Exalted. However, because of the more realistic feel of Star Wars, divide the lift values from page 127 of Exalted Second Edition by 2 when determining what a character of a given Strength + Athletics can accomplish, as suggested for more "realistic" games. Likewise, halve the jumping distances listed in the Exalted book.

Blasters – Functions just like the Archery skill from Exalted, except that it apples to personal blaster weaponry.

Gunnery – The ability to use heavy weaponry. These weapons can be either fixed or vehicle-mounted, and the skill covers the use of both manual and automated systems.

Pilot – The ability to directly control and vehicle's movement in real-time. For example, to direct a landspeeder across the surface of a planet, or to manuever a space transport through chaotic asteroid field. In order for this ability to apply, the craft must be responsive enough to react to the pilot's commands in real time.

Tactics – A simple name change to the War ability, to better reflect its application in the Star Wars universe. All associate rules remain the same.

Vehicle Ops – Similar to Pilot, except that this ability relates to vehicles that are too slow-moving or ponderous for direct piloting methods to apply, or for vehicles wherein movement is controlled by multiple characters simultaneously; examples include capital ships and walking ground vehicles.

Life

Galaxy – Knowledge of different planetary systems and their inhabitants. For example, if a star map mentions Malastare, you'd roll Galaxy + Intelligence, difficulty 1 to remember that Malastare is the homeworld of the Dugs.

Knowledge

Academics – The humanities, (history, literature, etc.) mathematics, and the abstract sciences like physics. The skill covers any sort of higher learning. High levels of this skill are rare, since they represent a comprehensive understanding of all academic topics. Specialties, however, are very common.

Medicine – See Exalted for basic rules, though medical kits, prosthetics, and such make treating most diseases and injuries fairly easy for someone with appropriate specialties. See "Combat" below for more information on healing rates and treatment.

Technology – This ability reflects advanced knowledge of such things as starships, shield generators, hyperdrives, computer systems, and the like. Its closest cognate in the Exalted main rules is Occult; Technological skill is the Science Fiction equivalent to Thaumaturgy (See Exalted Second Edition, page 137-8). While it uses the same mechanics, Technology has its own Arts, degrees and procedures.

Specialties

As you may have noticed if you have played any other White Wolf games, this variant changes the dynamics of Ability selection slightly. As per usual, dots above the third must be bought with Freebie points, not your staring allotment of Ability dots. What has changed is that dots above the third are considerably more expensive than the first three. This is because Star Wars is a setting which spans an entire galaxy. Having 4 or 5 dots in an ability represents being the best of the best, but being the best of the best with a galaxy of competition is quite something.

Specialties, therefore, are greatly encouraged if a player wants a character that is very good at one particular skill. To that end, Exalted's rules regarding number and type of specialties have been adjusted. The maximum number of specialty dice that can be applied to a given roll remains three, but the number of specialties a character can buy in a given ability is unlimited. Furthermore, no given specialty can be purchased more than once. For example, a player could purchase a Melee specialty in lightsabers and another in dueling, but not two specialties in lightsabers. The character would then gain +1 die to Melee rolls involving lightsabers or when fighting in a duel, and would gain +2 dice to his Melee pools in a Lightsaber duel. The Storyteller has the final word in the applicability of a specialty in any given situation, though to avoid hard feelings later it is advisable for both player and Storyteller to be clear on the player's intent when the specialty is purchased.

Backgrounds

Like most aspects of the game, backgrounds work just like they do in Exalted. The only difference is the addition of pooled backgrounds, like those in the Dark Ages game line. Essentially, characters can contribute their background points to a communal pool that all can draw from. See the Dark Ages books for more information.

Note: Background ratings above 3 can only be purchased with explicit Storyteller approval. This approval should generally be easy to get, but because high background ratings represent a substantial amount of influence in the setting itself, it's only fair to make sure nothing clashes with what the Storyteller has in mind.

Backing

The character has some rank or other standing in a powerful organization, such as the Jedi Order, the Trade Federation, a branch of the New or Old Republic, or a division within the Empire. Effectively, one's Backing rating doubles as an Influence rating within the confines of the organization itself. This backing also grants significant external power, reflected by extra bonus points which may be spend on Allies, Contacts, Followers, Influence, Lightsaber, Mentor, Resources, and Vehicle. The catch is, backgrounds purchased with these bonus points are accountable to the organization, and characters who abuse any of the benefits of their office risk being censured, losing rank, or being drummed out altogether. The higher the level of the background being used, the greater the risk. As the storyteller will be responsible for enforcing this rule, he or she should be sure the background point selection accurately reflects the character's desired position within the organization. Amongst other things, this usually means that they must be spread over at least three separate backgrounds, and that no sub-background should exceed a character's Backing by more than 1 dot.

X   No bonus backgrounds.
●   3 bonus backgrounds.
●●   6 bonus backgrounds.
●●●   9 bonus backgrounds.
●●●●   13 bonus backgrounds.
●●●●●   17 bonus backgrounds.

Followers

This background is functionally identical to the background of the same name in the *Second Edition Exalted Core Rulebook*. If the character wants his followers to have access to special equipment, especially vehicles, he must either provide for them himself or reduce the number of followers he has access to. For vehicles, divide the number of available followers by the Vehicle's dot rating + 1. For other equipment, divide the number of followers by the Resources value of the single most expensive piece of equipment + the number of pieces per follower of that same expense – 2. Mixed groups are possible with special storyteller approval.

Destiny

As Scroll of the Monk, page 151.

X   No greater purpose, at least as far as you know.
●   A minor destiny.
●●   An impressive destiny.
●●●   A crucial destiny.
●●●●   A world-changing destiny.
●●●●●   A galaxy-changing destiny.

Lightsaber

The lightsaber is the signature weapon of the Jedi Order, as well as a few other Force-using organizations during various periods of galactic history. Because they are such potent tools, they are represented by their own Background, which starts at ●● rather than ●. A character's rating in this background determines the quality of his or her lightsaber. For more on weapon qualities, see Exalted Second Edition, Page 365.

The quality and properties of a lightsaber are set at creation and cannot be changed without rebuilding it from scratch. If a character desires to have more than one lightsaber at character creation, each must be purchased separately.

●●   A Fine standard or short lightsaber. The lightsabers gifted to Padawans by their Masters almost always relegate the +1 bonus to reduce the Control minimum down to 0.
●●●   A Fine double or dual-phase lightsaber, or an Exceptional standard or short lightsaber.
●●●●   A Perfect standard or short lightsaber, or an Exceptional dual-phase or double-bladed lightsaber.
●●●●●   A Perfect double-bladed or dual-phase lightsaber.

Linguistics

Because the Star Wars universe features thousands of languages rather than the seven or eight common to Exalted, and characters are often fluent many languages, the Linguistics ability has become a background instead of an Ability. At creation, a character gains 1, 2, 4, 8, or 16 languages for 1, 2, 3, 4, or 5 Linguistics dots, respectively. Optionally, a character may trade the ability to speak, understand, read, and write one language for the ability to only understand and read two languages. During play, understanding, speaking, and literacy in a language may be bought for 1 XP each, though one must be able to understand spoken or written speech before one can speak. Speaking and understanding can be bought with the same experience point.

Resources

To help the system jive better with published d20 Star Wars material, here are some approximate figures to put Exalted's abstract resources system into a familiar context:

X   20 credits available. 150 credits in assets.
●   200 credits available. 1,500 credits in assets.
●●   2,000 credits available. 15,000 credits in assets.
●●●   20,000 credits available. 150,000 credits in assets.
●●●●   200,000 credits available. 1,500,000 credits in assets.
●●●●●   2,000,000 credits available. 15,000,000 credits in assets

Options for Non-Jedi

It may seem like Jedi get all the breaks. Force powers, lightsabers; in short, the cool stuff. However, this is not entirely the case. Non-Jedi form the vast majority of the galaxy's population, and can be just as powerful in their own spheres. In any era, the foremost amongst these is their versatility. Force-related traits soak up a substantial portion of a Jedi's XP; a non-Jedi is free to spend these building up attributes, abilities, and other traits, allowing him to excel in his chosen field.

For players who just don't feel like this is enough, here are some more places for non-Jedi to sink their XP. Note that there is no real reason that Force-Sensitives and even Jedi can't purchase these benefits as well, but doing so weakens their Force abilities relative to Jedi of similar experience commensurately.

<Ability> Explosion (5 BP/10 XP)

Similar to the First Ability Excellency, the character is prone to the occasional spectacular success. At time of purchase, the player chooses an Ability in which the character has three or more dots. From then on, when spending a point of Willpower to augment a roll in that ability, the character may instead choose to gain two bonus dice it instead of adding an automatic success. This ability can be activated no more than once per roll, and is incompatible with other Willpower expenditure, such as more typical Willpower use or channeling Virtues.

<Ability> Insurance (5 BP/10 XP)

Similar to the Third Ability Excellency, the character rarely fails at a given task. At time of purchase, the player chooses an Ability in which the character has three or more dots. From then on, when spending a point of Willpower to augment a roll in that ability, the character may instead choose to reroll it instead of adding an automatic success. This ability can be activated no more than once per roll, and is incompatible with other Willpower expenditure, such as more typical Willpower use or channeling Virtues.

Signature Style (3 BP/5 XP)

The character gains a cross-ability "specialty" which increases the dice value of any stunt meeting the criteria chosen at time of purchase by one. Even non-dice factors of a stunt (such as the amount of dramatic editing possible and the amount of Willpower regained) increase accordingly. This can allow the character to exceed the normal 3-dice limit on a suitably amazing stunt, but two signature styles do not stack with each other regardless of circumstances. Suitable criteria can be described by such phrases as "reckless bravery", "brutal efficiency", or "careful planning".

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Virtues.

Combat

Combat is essentially the same as in the Exalted rules upon which this variation is based, with attacks, DV,

flurries, soak, etc. Some topics, however, deserve special recognition, as they are not part of the world of Exalted.

Damage Types

Bashing and Lethal damage work just as they do in Exalted. Aggravated damage, being supernatural in character, does not fit into the science fiction grain of Star Wars, and as so does not exist.

There are also three types of damage unique to this Star Wars variant:

Energy – Caused mainly by blaster weaponry, this type of damage works much like Lethal damage, but is soaked using a different total. Use a target's Armor Energy Soak + ½ Stamina for soaking Energy damage.

Stun – Effectively Bashing damage for Energy weapons. Most energy weapons have a stun setting – this converts their damage to Stun damage. Use a target's Energy Soak + Stamina for soaking Stun damage.

Ion – Treat as Stun damage, but against droids, starships, and other machines, Ion attacks have the piercing quality.

Certain creatures, objects, and armors may provide differing amounts of protection against, or be completely immune to, one, two, or all three types of Energy damage; these, however, are fairly rare.

Healing

Natural – Natural healing works just as it does in Exalted; see page 148. Use the healing times listed for Un-Exalted Characters. Use the same rules for infection and debilitating injury that apply to mortals when dealing with archaic weaponry, but wounds from energy weapons like blasters and lightsabers grant a +1 bonus to Medicine rolls applied, since the wounds tend to be very clean. However, only in rare situations should characters have to rely solely on their natural healing capabilities.

Medical Treatment – Medical technology in the Star Wars Universe is sufficiently advanced that the concerns of healing from the Exalted setting are practically non-existent. A standard first aid kit grants +1 die to any medical rolls, and a field medic's kit grants +3 dice. Proper medical care, requiring decent medical equipment (at the very least a field medic's kit), someone to administer daily Difficulty 1 Intelligence + Medicine rolls, and no more than mild activity allows characters to use the Exalted healing times and resistance to disease and infection. A fully stocked medical facility has virtually no limit on the procedures it can perform, and may allow even faster healing, at the Storyteller's discretion.

Character Species

The sentient species of the Star Wars setting are many and varied. In terms of rules, each is defined by the

benefits the species enjoys (and hinderances it suffers), as well as the cost in bonus points that a character must spend in order to play one. In determining whether a species is suitable for play or not, there are two primary factors. First, is the species on which can travel throughout the galaxy (as players tend to do) with a minimum of trouble. If the race requires anything more involved than a breathmask or goggles to move about away from its home planet, it may not be a suitable choice for play. Second, the species should be able to interact with other species with relative ease. Requirements such as a translator or amplifier can be overcome, but body-language only communication, or a species-wide propensity for eating other sentients, can cause problems that detract from a game's enjoyability.

While the variety of species suitable for play in the Star Wars galaxy is vast, for the purposes of these rules they can be classified into one of four broad types. Each species lists the number of bonus points that need to be spent to become a member of the species.

Human

This groups includes true *homo sapiens*, in all their diversity, as well as any species which is functionally identical to humans in terms of the rules of the game. Differences from the human norm are certainly possible and can be quite pronounced, but are purely cosmetic. Humans have no inherent benefits or penalties, instead forming the basis for comparison of other races. Example species include Arkanians, Chiss, and Humans of various ancestry. None have an associated bonus point cost.

Near-Human

Species which are physiologically very similar to baseline humans, with a limited number of small differences. The majority of races suitable for typical play fall into this category, being just different enough to provide color and interest without becoming a major concern for the Storyteller.

Bothan (2) – Light Fur (1L/1B soak, +1 to Surival in extreme environments)

Cerean (2) – Split Brain (+2 dice to initiative and +1 die to Investigation rolls)

Duro (0) – Slight (-1 strength, lose one –2 health level, +1 Dodge DV)

Gran (1) – Acute Vision (+1 to vision-based Perception rolls)

Kel Dor (0) – Methane-breather (require breathmasks and goggles when off-world), acute vision (double human normal human ranges in low-light conditions)

Rodian (4) – Fast Reflexes (+2 Inititative), Tracker (+1 die to Survival pools for tracking), Enhanced Senses (+1 Awareness)

Twi'lek (3) – Hearty (+1 Resistance), Enhanced Vision (double human range in low-light conditions)

Zabrak (4) – Hearty (+1 Resistance), Strong-Willed (+1 Integrity)

Quasi-Human

Species which are significantly different from baseline humans in terms of their physiology and capabilities. Species of this nature merit special attention by the Storyteller, as they may have capabilities that can impact her story in unexpected ways.

Bith (5) – Myopic (-2 to vision-based Awareness checks, +2 to Investigation, Technology, and Craft rolls benefiting from microscopic vision), Advanced Brains (+1 Intelligence)

Ewok (0) – Tiny (+1 Dexterity, -2 Strength, -1 Stamina, +2 Dodge DV, loses 1 -0 and one -1 health level, +1 Stealth dice pool, +1 to all weapon Strength minimums), Barbarian (-1 to social rolls with non-Ewoks)

Gamorean (7) – Tough (+1 Strength and Stamina, one extra -1 and two extra -2 health levels, soak Lethal with Stamina), Dim (-1 Wits and Intelligence), Barbarian (-1 to social rolls with non-Gamoreans)

Ithorian (6) – Heavily Built (-2 yds to movement rate), Survivalist (+3 to Survival pools in natural environments), Strong-Willed (+1 Integrity, +1 Willpower)

Talz (14) – Thick Fur (3B/3L soak, +4 to Survial rolls in extreme environments), limited speech (can speak only Talz), Enhanced eyesight (perfect vision in any lighting condition but absolute darkness), Large (+1 Strength, +1 Stamina, one additional –0 health level)

Trandoshan (12) – Sturdy (+1 Strength, lethal soak equal to half Stamina, one extra –2 health level), Tough Skin (2B/2L soak, +2 to Survival rolls in extreme environments), Enhanced Vision (twice human norm in low lighting conditions)

Wookie (20) – Huge (+2 Strength, +2 Stamina, and an extra -0 and -1 health level), Fur (2B/2L soak, +2 to Survival rolls in extreme environments), Claws (hands and feet can do Lethal damage, +2 to Athletics dice pools involving climbing), Impaired Speech (can speak only Shirwook), Barbarian (-1 to Social dice pools with non-Wookies).

Inhuman

Species classified as Inhuman are radically different from Baseline humans, exhibiting capabilities that are truly "alien". A Storyteller is entirely within his right to regulate the use of inhuman species if he feels that a particular species or combination of a species and other traits would cause game-breaking problems for his group.

Dug (3) – Tiny (+1 Dexterity, -2 Strength, -1 Stamina, +2 Dodge DV, loses 1 -0 and one -1 health level, +1 Stealth dice pool, +1 to all weapon Strength minimums), Omnidexterity (can use feat as hands), Quick (+2 to initiative)

Hutt (20) – Giant (+1 Strength, +3 Stamina, -0/2 x -1/4 x -2 health levels), Lame (-1/2 movement rate)

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Quermian (12) – Extra Arms (reduce applicable multiple action penalties by 1, minimum 1), Invertibrate (+1 Dexterity), Small (-1 strength, lose one –2 health level, +1 Dodge DV), Non-verbal communication (inter-Quermian only), Advanced Brain (+1 Intelligence)

Sluissi (6) – Snake-body (+2 to grapple attacks and damage, +2 to Athletics pools for climbing and balance), Scales (1L/1B soak, +1 to Survival roll is extreme climates)

Toydarian (10) – Miniscule (-3 Strength, -2 Stamina, -2 yds to land speed, lose –0/-1/2x –2 health levels, +3 Dodge DV, +3 to Stealth rolls, +2 to weapon Strength minimums), Flight (move at 4x land speed, climb at 2x, dive at 5x), Immunity to Alter Mind powers

Verpine (3) – Chitinous exoskeleton (2B/2L soak), Slight (-1 strength, lose one –2 health level, +1 Dodge DV), Radio Communication (other Verpine and special commlinks only, 1km), Technical Mind (+1 to Technology)

Xexto (15) – Extra Arms (reduce applicable multiple action penalties by 1, minimum 1), Invertibrate (+1 Dexterity), Small (-1 strength, lose one –2 health level, +1 Dodge DV), Fearless (+1 Valor), Quick (+2 initiative)