

# 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, 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; Vampire: the Masquerade; Mage: the Ascension).

## Required Reading

These rules add to and modify those found in the Exalted Core Rule book. 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.

## 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 Mortal (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.

On the subject of gritty realism vs. gutsy adventure, there are *some* instances where space opera and action anime diverge thematically, and so in specific situations siding with realism is preferred. For example, epic feats of strength (Exalted: 252) are not a large part of the Star Wars universe – as such, treat Strength + Athletics pools as two points lower when comparing them to the chart (as Exalted suggests for more “realistic” games). Likewise, halve the jumping distances listed in the Exalted book – a character with Strength 3 and Athletics 2 can't jump straight up 15 feet. 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.

## Trained vs. Untrained Force Users

The only character concept choice that has a mechanical effect on character generation is whether or not a character is a trained Force user. Each has a different suite of Advantage points to spend, with the primary difference being that trained Force users have points which must be spent on their Force abilities, while untrained Force users have extra Freebie points, Abilities, Merits, and Specialties. While anyone with the Force Sensitivity background at 2 or higher can receive Force training, and can thus purchase Force Attunement, Aptitudes, and Techniques using their freebie points, a character who uses the Force Trained character generation will end up with a character who is empirically “better.”

This is deliberate. A character with Force training is rather limited in his character creation choices, as evidenced by having only 10 freebie points to customize with, and in exchange for this limitation they get a slight point advantage. Since Abilities, Backgrounds, and Virtues are limited to 3 dots without spending freebie points on them, and specialties must be bought with freebies, an untrained Force user's flexibility allows him reach levels of mastery in chosen areas that a Force user can't match (and thus she can be a spectacular mechanic, seasoned warrior, or crack pilot right from the get-go). The end result of all of this is to discourage cherry-picking Force skills. If a player wants to create a character that uses the Force, he should create a full-fledged trained Force user. Characters generated as untrained Force users should almost never take any Force abilities, outside of Force Sensitivity and it's associated techniques. Certain concepts, most notably characters who began their Force training later in life than normal (e.g. the Skywalkers), might justify such freebie purchases, but should be appropriately rare.

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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 Traits: Strength, Dexterity, Stamina.  
Rate Social Traits: Charisma, Manipulation, Appearance.  
Rate Mental Traits: Perception, Intelligence, Wits.
- **Step Three: Select Abilities**  
Choose Abilities (25)  
No Ability higher than 3 at this stage.
- **Step Four: Finishing Touches**
  - *If character is a trained Force wielder:*  
Choose Virtues and/or Vices (6, max 3 without freebies)  
Choose Backgrounds (6, max 3 without freebies)  
Choose Control, Sense, and Alter (3)  
Record automatic Force Techniques  
Choose bonus Force Techniques (Aptitudes + 1)  
Record Attunement (2)  
Record Willpower (Sum of two highest Virtues)  
Record Force Points ([Attunement or ½ Sensitivity, rounded down] +1)  
Spend freebie points (10)
  - *If character is not a trained Force wielder:*  
Choose bonus Abilities (4)  
Choose bonus Specialties (3)  
Choose Virtues and/or Vices (5, max 3 without freebies)  
Choose Backgrounds (10, max 3 without freebies)  
Choose Bonus Merits (5 points)  
Record Willpower (Sum of two highest Virtues)  
Record Force Points (½ Force Sensitivity, rounded down, +1)  
Spend freebie points (25)

## Archetypes (Nature)

- **Architect** – You want to leave a lasting legacy.
- **Bravo** – Rule stems from strength.
- **Bureaucrat** – Rules keep the world from collapsing.
- **Caregiver** – You are a wellspring of compassion.
- **Celebrant** – Some cause gives you passion.
- **Competitor** – Always struggling for the top.
- **Conniver** – Brains over brawn.
- **Critic** – You point out flaws so they can be corrected.
- **Explorer** – Life is a never-ending adventure.
- **Fanatic** – A cause consumes you.
- **Follower** – You look to someone else to take charge.
- **Gallant** – The lights shine brightest on you.
- **Guardian** – Protecting others grants you strength.
- **Hedonist** – Eat, drink and be merry.
- **Jester** – Laughter can heal and teach.
- **Judge** – Balance, truth, and justice are your quest.
- **Leader** – You are the one others turn to.
- **Martyr** – Through your sacrifice, others survive.
- **Paragon** – You strive for the noble ideal.
- **Pedagogue** – Knowledge is the fruit of wisdom, passed on to the worthy.

- **Rebel** – Rules? What rules?
- **Savant** – Any problem can be solved with logic.
- **Survivor** – Nothing can keep you down.
- **Thrillseeker** – Life is best lived on the edge.
- **Traditionalist** – The old ways are the good ways.
- **Visionary** – You see the galaxy's true potential.

## Force Aptitudes

- **Control** – Command of the Force within.
- **Sense** – Empowerment of the mind and senses.
- **Alter** – Power over the external aspects of the Force.

## Virtues/Vices

- **Compassion** – Empathy and forgiveness.
- ♦ **Contempt** – Disregard for the weak.
- **Conviction** – Emotional endurance.
- ♦ **Selfishness** – Conviction to oneself.
- **Temperance** – Self-control and clear-headedness.
- ♦ **Arrogance** – Overconfidence in your own judgement.
- **Valor** – Courage and bravery.
- ♦ **Rage** – Raw fury.

## Backgrounds

- **Allies** – Aides and friends who help in tasks.
- **Backing** – Support from a larger organization.
- **Command** – Troops under your command.
- **Contacts** – Information sources and rumormills.
- **Destiny** – Some greater purpose which looms over you.
- **Force Sensitivity** – Your innate connection to the force.
- **Influence** – Pull in the world around you.
- **Lightsaber** – Possession of the Jedi signature weapon.
- **Mentor** – Your master, teacher, and guardian.
- **Resources** – Access to financial clout.
- **Vehicle** – Command and possibly ownership of a ship.

### Freebie Point Costs

Attribute	4
Ability ( 3 or less )	2
Ability ( greater than 3 )	3
Specialty	1
Background	1
Virtue/Vice	3
Willpower	2
Force Technique	4
Force Aptitude	6
Force Attunement	6

## Experience Point Costs

<u>Trait Increase</u>	<u>Cost</u>
Attribute	current rating x 4
Ability ( 3 or less )	current rating x 2
Ability ( greater than 3)	current rating x 3
Specialty	current rating x 2
Willpower	current rating x 2
Virtue/Vice	current rating x 3
Force Aptitude	current rating x 6
Force Attunement	current rating x 8

<u>New Trait</u>	<u>Cost</u>
New Ability	3
New Specialty	3
Force Technique	7
New Force Aptitude	8
First Force Attunement	10

## Abilities

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 starting 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. In a broad ability system (that is, one which allows many actions to fall under one ability), the problem is multiplied. If this system used traditional ability costs, four freebies would be enough to make a starting character one of the best pilots of all time, for example, able to operate even vastly different craft at peak performance.

Clearly, the Star Wars setting is much too complex for this. Having excessive skill at Piloting say, an A-Wing, wouldn't be much help in the Millennium Falcon. Specialties, therefore, are greatly encouraged if a player wants a character that is very good at one particular skill. While any given specialty (e.g. Melee: Vibroswords) is limited to 3, and no more than 3 specialty dice may ever apply to one roll, an unlimited number of specialties may be purchased for any Ability.

If a character is attempting an action outside her specialty, but that the Storyteller determines is similar enough, you may even get to apply some or all of your specialty dots to it. As a default, assume similar actions

should use specialty -2. Though specialty dice can stack, no more than 3 may apply to any one roll.

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 athletic feats, reduce the character's Strength + Athletics pool by 2 when dealing with lifting and breaking objects, and halve jumping distances.

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

**Brawl** – Now includes all forms of bare-handed fighting.

**Endurance** – Now includes Resistance.

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

**Pilot** – The ability to manually maneuver vehicles, from speeder bikes to starfighters. If the control is not directly tied to the operator (e.g., walking land vehicles or large transports), Technology or Computer is used instead, though in situations requiring great finesse, such as combat, these abilities suffer penalties (or require Pilot rolls instead).

**Tactics** – The ability to strategize, to make battle plans that have some chance of success, and to play games of skill (like HoloChess).

## Life

**Computer** – A very common skill, characters from civilized worlds are assumed to be able to get a computerized system to do what it's supposed to do without fuss. Higher ranks in this ability cover spiking a system, remote-operation, and other similar tasks. Distinct from Technology in that Computer handles devices where you simply input commands.

**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.

**Linguistics** – Because the Star Wars universe features thousands of languages rather than the seven or eight common to Exalted, this skill has changed somewhat. 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.

**Repair** – The ability to build, take apart, and fix technological devices. Also includes tinkering and sabotage. It does not include design, only the hands-on work of manipulating the various parts of the device.

## 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 holistic understanding of all academic topics. Specialties, however, are very common.

**Medicine** – See Exalted, though medical kits, prosthetics, and such make treating most diseases and injuries fairly easy for someone with appropriate specialties. See “Combat,” page 13, for more information on healing rates and treatment.

**Technology** – This ability reflects advanced knowledge of such things as starships, shield generators, hyperdrives, and the like. It focuses more on the theoretical aspects of these devices than does Repair, especially at the highest levels – for example, designing or directing the construction of a planetary defense grid would be Technology, while actually putting the pieces together would be Repair. Can be substituted in a pinch for other abilities, such as Repair or even Pilot, but at a penalty assessed by the Storyteller.

## 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, Command, Contacts, 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 of office risk being censured, losing ranks, 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.

## Command

This background is functionally identical to the background of the same name in Exalted: the Dragonblooded. The only difference is that the Star Wars galaxy does not use the same military terminology as the Realm – a “fang,” for example, would likely translate as a “squad.” Just as in Exalted, these troops use the “elite” extra template, and while they don't normally accompany the character constantly, he has complete control over their deployment, subject only to his own superiors (if any). If the character wants his soldiers to have access to special equipment, especially vehicles, he must either provide it himself or reduce the number of troops he has access to. For vehicles, divide the number of available troops by the Vehicle's dot rating + 1. For other equipment, divide the number of troops by the Resources value of the single most expensive piece of equipment + the number of pieces per soldier of that same expense – 2. Mixed groups are possible with special storyteller approval.

## Destiny

The character is fated to do great things, and knows it. Having some greater, unfulfilled purpose is a powerful driving force, allowing the character to succeed in the face of insurmountable odds simply because she *has to*. Once per story, you may roll the character's Destiny rating. Each success grants one temporary Willpower. Any temporary points beyond the character's permanent Willpower are lost at the end of the scene.

- 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.

## Force Sensitivity

This background represents an innate connection to the all-pervasive Force. While you lack the potent, direct command of the Force gained through intensive training and study, you can manipulate it to some degree, even if only subconsciously, thus gaining more Force Points. Note that these Force Points do not stack with those granted by Force Attunement. The background also qualifies a character to purchase Force Sensitive Force Techniques, though no more than one per dot.

In addition, a character may make a Perception + Sensitivity roll to notice subtle and not so subtle variation in

the ebb and flow of the Force. This functions as the Awareness talent from Mage (any incarnation), though replacing the supernatural with Force phenomena. Basically, the character can make this roll to sense other Force Sensitives, the Force Attuned, areas which are abnormally verdant or abnormally devoid of life, etc.

Since Force Sensitivity overlaps somewhat with Force Attunement, a character with Sensitivity pays 1 bonus point or 2 experience points less for Force Attunement, but only until his Attunement is equal to his Sensitivity. After this point, he goes back to paying the full cost.

This background is relatively rare, especially at the higher levels. In the time of the Old Republic, most children with a Force Sensitivity of two or higher are recruited into the Jedi Order, or trained as Force Adepts in the traditions of their homeworld. All trained Force users must purchase this background to a rating of at least 2 (see below). If a character is not a trained Force user, this background costs double the normal points.

- X No conscious awareness of the Force.
- A modicum above the non-Force sensitive masses.
- You have a definite connection to the larger Force. +1 Force Point.
- A significant edge over most people, the Force regularly comes to your aid. +1 Force Point.
- The Force is an open book. +2 Force Points.
- The Force is like an extra sense, completely intuitive. +2 Force Points.

Note: Advanced training in the ways of the Force can substitute for natural Sensitivity. Any character with Force Attunement is treated as having an equal level of Force Sensitivity for all purposes, except when calculating maximum Force Points.

## 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, a characters rating in which determines the quality of the lightsaber. If a character wants more than one light saber at character creation, each must be bought with its own background points. Double-bladed lightsabers are built in the same method as single sabers, and in use follow the two-weapon fighting rules below. In exchange for the versatility offered by being able to switch from one to two weapons, the heavier hilt of a dual lightsaber gives it a base rate of 3.

The quality and properties of a lightsaber are set at creation and cannot be changed without rebuilding it from scratch.

### Base Lightsaber:

*Spd. +5, Acc. +3, Dam. 9E, Def. +2, Rate 4*

- The lightsaber is likely intended for off-hand use, damaged, poorly constructed, or otherwise in less than optimal shape. Use the above base lightsaber statistics, though the player may choose to subtract one point from a single stat to add one elsewhere.
- A typical Jedi Knight's lightsaber falls into this category. Divide 3 bonus points amongst its statistics, but no single stat can receive more than a +1 bonus.
- Most Masters' lightsabers are at about this level, as are typical double-bladed lightsabers. 4 points to distribute, no more than +2 to any one stat.
- The lightsaber of an experienced Master or duelist. 6 points to distribute, no more than +3 to any one stat.
- A truly unique lightsaber, any in the galaxy who know of such things might even recognize it, as it undoubtedly has quite a history. 9 points to distribute, no more than +4 to any one stat.

## Resources

To make the system jive better with the published d20 Star Wars material, here are some approximate figures to put the abstract resources system into 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.

## Vehicle

The character possesses, or at least has access to or command of some sort of craft, be it a speeder bike, starship, or some other vehicle. The character receives an amount of vehicle points with which to construct the craft, as described in the Vehicle Construction rules of this document. Characters may pool this background, but doing so follows special rules. The character with the most background dots invested in a given vehicle (or, in the case of a tie, one of the characters) uses the Baseline column to determine how many points they get to spend on the vehicle. Anyone else who wants to contribute to the point total of the vehicle may also spend background points, but they add a number of points as determined by the Contributor column.

	<u>Baseline</u>	<u>Contributor</u>
X	No Vehicle points.	No Vehicle Points
•	7 Vehicle points.	1 Vehicle Point.
••	13 Vehicle points.	3 Vehicle Points.
•••	20 Vehicle points.	6 Vehicle Points.
••••	28 Vehicle points.	10 Vehicle Points.
•••••	38 Vehicle points.	15 Vehicle Points.

## Virtues

Virtues in the Star Wars game work just as they do in Exalted, with the same system for channeling Willpower through Virtues and the same checks to resist actions that run counter to Virtues higher than three. The only difference is that the Virtues, with their associations with strong emotions



(or repression of the same), have a special interaction with the Light and Dark Sides of the Force.

In this system, for each Virtue, there is an equivalent Vice. Rather than being the diametric opposite of its associated Virtue, a Vice represents a Virtue given a negative slant. As such, Vices are often quite similar in application to their equivalent Virtue, though there are of course important distinctions. This means, among other things, that when a character changes from channeling a Virtue to channeling its Vice, the rating does not change – the character is simply putting the same amount emotional commitment to darker ends.

**Using Virtues and Vices:** This works just as in Exalted – in an appropriate situations, you spend one point of Willpower and add a number of extra dice to the roll equal to the Virtue or Vice. Also like Exalted, attempting to act contrary to one's Virtues or Vices if they are higher than 2 requires the player to fail the appropriate Virtue/Vice roll. A player chooses which of the Virtues and Vices his character channels at character creation. The only restrictions are that for each point of Dark Side Force Attunement beyond the first he must choose at least one Vice, and that he must channel one from each Virtue/Vice pair. If a character gains Dark Side Attunement greater than 1 during play, his player must change one of the character's Virtues to its Vice, unless he is already channeling more Vices than his Dark Side Attunement -1. The Vices are:

## Contempt

When the power of the Force creeps into a character's psyche, one of the first feelings lost is often pity. The weak don't need aid or protection; the weak get what they deserve. It must be noted that the character does not necessarily seek to harm those weaker than herself; more accurately, she sees the weak as speed bumps.

**Contempt aids in:** Intimidation. Detecting weaknesses. Inflicting harm.

**Must fail a Contempt roll to:** Show mercy to the weak. Accept a surrender. Resist lashing out at someone who fails you.

## Selfishness

The darker half of Conviction, Selfishness is essentially conviction to oneself and one's own desires.

**Selfishness aids in:** Pursuing a goal one has set for oneself.

**Must fail a Selfishness roll to:** Act against your own best interest.

## Arrogance

When a character begins to believe that only his ideas of balance, moderation, and justice can possibly be right, he has slipped from Temperance to Arrogance.

**Arrogance aids in:** Resisting temptation or coercion.

**Must fail an Arrogance roll to:** Follow someone else's plan instead of your own. Admit being wrong.

## Rage

Rage is the dark half of Valor. Rather than embracing heroism and bravery, the character channels raw fury.

**Rage aids in:** Feats of daring, physical and otherwise. Combat against multiple weaker foes.

**Must fail a Rage roll to:** Retreat from battle. Ignore an insult without seeking retribution. Stop fighting before all opponents are dead.

## Changing Virtues

As was noted before, characters can begin with any combination of Virtues and Vices their players see fit, with the limitation that for every point of Dark Side Attunement, they must channel at least one Vice. Once play has begun, a character automatically changes a Virtue to a Vice if he drifts a point toward Dark Side Attunement and his new total is greater than his number of Virtues +1. He may similarly change a Vice to a Virtue by drifting back one point towards Light Side Attunement. If a specific Vice or Virtue was involved in the shift, that is the one which changes.

## Force Attunement

Attunement is what separates the Force Sensitive from the Force trained. While a Force Sensitive individual knows the Force is there, Attunement represents a deeper understanding of its workings. It is this understanding that allows a student to learn the Force Aptitudes: Control, Sense, and Alter. At no time may a character's rank in a given Aptitude exceed his Attunement.

Attunement also provides a convenient method of tracking a character's placement along the light/dark axis of the Force. As has been explained previously, the force itself is impartial – it is how the Force is accessed and used that determines which way a character leans. Like the Force Sensitivity background, it also has a small number of Force Techniques that operate off of Attunement alone, rather than a Force Aptitude, which are bought normally.

**Using the Force Arc:** The Force Arc on the character sheet simultaneously tracks a character's disposition toward the Light and Dark Sides, his overall level of Attunement, and his current Force Point store. The circles represent the character's Force Attunement; one circle is filled in per point, working out from the center. They may be completely on the light side or completely on the dark side, or it may straddle the line. The latter is often the case for certain orders that make little distinction between the two, as well as for Jedi falling to or being redeemed from the dark side. Once a character's dots lie completely on one side, no further movement in that direction is possible.

The squares represent a character's current store of force points. See below for more information.

## Attunement Bonuses

In addition to allowing a character to learn the Force Aptitudes Control, Sense, and Alter, Attunement to the Light or Dark Side grants a character certain extra edges (and liabilities). The character gains the benefits and penalties of both his Light and Dark Side Attunements, and the levels are cumulative.

## Light

- One bonus Virtue use per day.
- A Light Side Force Point spent to help an action reduces the target number by 2 rather than 1.
- -1 die to forced Virtue and Vice tests. +2 initiative.
- A Light Side Force Point spent to help an action reduces the target number by 3 rather than 2.
- + 1 to Perception, Wits, and/or Intelligence (choose two). +1 permanent Willpower.

## Dark

- One bonus Vice use per day. This use is at +1 die.
- A Dark Side Force Point spent to help an action reduces the target number by 2 rather than 1.
- +1 die on all Vice tests.
- A Dark Side Force Point spent to help an action reduces the target number by 3 rather than 2.
- +1 to Charisma, Manipulation, Wits, and/or Perception (choose 3). +1 permanent Willpower. -1 Appearance, Stamina. -1 Strength or Dexterity (choose one).

## Force Points

To those without any Force Attunement, and even to some whom are Force Sensitive, Force Points essentially represent good luck. Even without realizing it, when these individuals are put into trying situations, they call upon the all-pervasive Force for help, and it answers. The Force Attuned (and Force Sensitives to whom the idea has been explained) know that this only scratches the surface of what the Force can accomplish. When used by a properly trained individual, the Force comes as directed, rather than being unconsciously called upon.

### Starting and Max Force Points:

The maximum size of a character's Force Point store is her Force Sensitivity or Attunement +1. Thus, even those who are completely oblivious to the Force can make use of it occasionally (or even frequently, if they consistently regain Force points – see below). As an additional limitation, her Light and Dark Side Force Points may never exceed her Attunement on the appropriate side of the Force Arc by more than 1. Characters with more Sensitivity than Attunement have a faux-Attunement, solely for the purpose of determining how many of what type of Force points they may have. The positioning of this faux-Attunement follows the same rules as real Attunement, and only restriction is that it must overlap all points of actual Attunement. Once positioned at character creation, this faux-Attunement can only be moved by the rules governing shifting real Attunement (and automatically moves if the character's Attunement does so).

Characters start the game with Force Points equal to their Attunement or ½ Force Sensitivity (rounded down), whichever is higher, +1. These points are divided

between Light and Dark as the character sees fit, subject to the above restrictions. Dark Side points work just like Light Side Force Points, except that a character that uses them risks degeneration (see below).

### Using Force Points:

**Easing Difficulties** – Like Willpower, Force Points can help with actions. They usually represent the universe helping you out rather than your own determination, although in some particularly Force Sensitive individuals, this manifests as perceiving seconds into the future or some other phenomenon. As a result, Force Points make actions easier rather than adding successes to the roll. You may spend a Force Point to reduce the target number for a roll by 1. Note that this is more useful to those who know what they are doing than it is to someone with a small dice pool.

**Force Powers** – Force Points are used to power some Force Techniques and Aptitude Abilities. Not all Force Aptitudes require Force Points, but several do, sometimes of a particular type. See Force Aptitudes, below, for more on this.

### Regaining Force Points:

**Rest** – Each day upon waking, a character rolls his Force Attunement or Sensitivity, using different colored dice for Light and Dark Side in the case of Attunement. For each success, he gains a Force Point of the appropriate type. Excess points are lost. With a successful Temperance roll, a character with an Attunement of 1 or more can substitute 30 minutes of meditation for a nights rest for purposes of regaining Force Points.

**Heroism** – When a stunt worth two or three dice succeeds, a player can elect to regain a Force Point rather than a temporary Willpower point. The Storyteller chooses which type (Light or Dark) based on the circumstances and intent of the stunt (although a player can certainly tell the Storyteller which type he intends to get, and should get at least one chance to alter the stunt if the Storyteller doesn't agree)

**Virtues** – The intense emotions involved when channeling Willpower through Virtues naturally draw the Force to a character. Each time Willpower is channeled through a Virtue, the character regains a Light Side Force point; Each time Willpower is channeled through a Vice, gain a Dark side Force point. This gain occurs even if the attempted action fails. However, if it botches, fails with catastrophic results, or it succeeds but is nullified in some spectacular way (Storyteller's discretion; example: you channel Conviction to help track your mother's captors through the desert, but arrive too late and she dies), the character instead gains a Point of the opposing type.

## The Dark Side

Contrary to popular belief, the Force is not a two-sided coin. It is an amoral energy, without motivation or



intent. It is drawn to moments of high tension and emotion, when even those who are not consciously aware of its existence or influence can access its power. The Dark Side of popular conception is the result of calling upon the force with the strength of hate, anger, and lust for power. As such, only those who are Force-Attuned are in danger of succumbing to its influence – to truly give in to the temptation of these dark energies, one must be entirely aware of what one is doing.

**Degeneration:** If a Force user is not cautious, the insidious madness of the dark side will creep into his psyche. So long as the character has at least one point of light side attunement, several circumstances can all lead to degeneration. Degeneration is measured in points – upon accumulating five degeneration points, the character slides one notch down the attunement scale.

◆ **Spending Dark Side Force Points:** A character must check for degeneration each time she spends a Dark Side Force Point. Roll her Temperance (or Arrogance – 1) against a difficulty equal to her Light Side Attunement. On a failure, he gains one degeneration point.

◆ **Channeling Vices:** Spending a Willpower point to channel a Vice grants the bonus dice as usual, but it also require that he player roll his Willpower against a difficulty equal to the Vice or gain one degeneration point. This also applies if the character is activating a Force Power which calls for a Vice Roll.

◆ **Failing to resist Virtues and Vices:** The Dark Side is a product of uncontrolled, powerful emotions. Therefore, each time a character attempts to resist an action which is in keeping with one of his Virtues/Vices and fails (that is to say, the Virtue/Vice roll succeeds), he must make a Willpower roll, with Difficulty equal to his rating in that Virtue –3 (or Vice –1). Failure gains the character a degeneration point. It is in this way that even powerful Jedi who eschew both Vices and Dark Attunement all together may find themselves being pulled to the Dark Side.

## Redemption

All is not lost for one who begins to slip down the Dark Path. With effort, a character can fight off the influence of the Dark Side well before it is too late – a Force-user with very low attunement may slip back and forth across the Dark Side/Light Side boundary many times before achieving greater mastery of the Force. To move back up the scale, a character must first erase all of his degeneration points. Then, any time the character would lose a degeneration point, he instead makes an opposed roll pitting whichever Virtue is channeled (or whichever Virtue opposes the resisted Vice) against his Dark Side Attunement. If the Virtue wins, his Attunement slides one click up the scale, and he begins the process again with (4-extra successes) degeneration points. If the Dark Side Attunement wins, he immediately gains a number of degeneration point equal to the number of successes the Attunement roll failed by.

◆ **Channeling Virtues:** If a player who is channeling a Virtue to help perform an action forgoes the bonus dice this would normally offer, he may instead roll that Virtue separately against a difficulty of half his Dark Attunement, rounded up. If this roll succeeds, he loses one degeneration point. Once a character is not channeling any Virtues at all (either by choice or because he has reached a Dark Attunement of 5) this method of redemption is no longer an option. Such characters are so far gone as to be irredeemable, except by exceedingly special circumstances (and express Storyteller caveat.)

◆ **Successfully Resisting Vices:** Having the self control to not give in to the darker parts of one's nature can be of great help when one is trying to return from the Dark Side. Any time a character succeeds a roll to deny a Vice (that is, the Vice roll fails), roll her Willpower against a Difficulty equal to that Vice's rating. Success removes one degeneration point, and the player may elect to turn that Vice back into it's Virtue if he manages to regain a point of Light Attunement this way.

*Note: One may not choose to voluntarily fail Redemption or Degeneration checks.*

## Optional Rules: Greywalkers

There are those in the galaxy who make a deliberate choice to straddle the line between Light and Dark. In some cases, these characters struggle to maintain a balanced Attunement, constantly resisting the pull of the Dark Side that they may walk the middle path. There are some who go farther, however, and manage to truly Attune to the Grey Road itself.

*The following rules are optional. Though they are certainly predicated in the Expanded Universe, Greywalkers do not fit the tone of every game. Seek your Storyteller's permission before making a Grey Side character.*

The restrictions and advantages of the Grey Road are detailed below.

### Requirements:

- ∞ Must Channel Temperance. A mind clouded by Arrogance may delude itself into believing it is balanced, but true balance can only be achieved when one moves beyond the self.
- ∞ No Virtue or Vice may be rated higher than 3. Being excessively Valorous, Selfish, or even Temperate is counterproductive when one seeks Balanced harmony with the Force.
- ∞ Must maintain Balanced Attunement. Any Attunement dots which are not yet Grey must be split as evenly as possible between Light and Dark. Additionally, the character must have a minimum of Attunement 2 before gaining or converting to his first dot of Grey Attunement.

### Gaining Grey Attunement:

Grey Attunement is more difficult to achieve than with either Light or Dark Attunement. In addition to meeting the requirements above, Grey Side Attunement costs 1 Bonus

points or 2 Experience points more per dot than normal attunement.

Converting Light or Dark Side Attunement to Grey Attunement is a deep, complex process reflected by a fairly simple system. The specifics of the experience are left to the player, though long forays into the wilderness, sensory deprivation, and other, even stranger measures are not uncommon. The only common theme is that almost all such rituals involve solitude.

Mechanically, the character makes an extended Attunement + Temperance roll, with each attempt reflecting one day's worth of soul-searching and meditation. A character must accumulate a number of successes equal to twice the current Grey Attunement he wishes to reach. In most situations, the dice rolling can be ignored. If time is of the essence, however, it may be important to know just what level of harmony a Greysider reaches before being interrupted.

*Example: Renna Tariff, an aspiring Grey Jedi with Light, Dark, and Grey Attunements all at 1, sets off from the Academy on Yavin for the planet Kothlis, in Bothan space. Landing her modified X-Wing on one of the planet's many small, tropical islands, she climbs to the island's uppermost peak and sits cross-legged atop the pinnacle, meditating on the nature of the Force amid the sea breeze and bright sun. Travis, her player, makes the Attunement + Temperance roll for day one, with a pool of 6 dice, achieving 2 successes. On day two, he achieves 2 more successes (for a total of 4), and spends 2 XP to convert Renna's Dark Side Attunement to Grey. On day three, Travis does not fair well, and achieves no successes, but gets a lucky break on day four and gets 5 more successes. One more success on day five, and Renna's Light Side Attunement becomes Grey as well, for a cost of 2 more experience points.*

### Grey Attunement:

- – 2 to forced Virtue and Vice checks.
- Grey Side Force Points spent to make actions easier reduce target numbers by 2 instead of 1. +1 Initiative.
- +1 Willpower. Treat all Virtues/Vices as 1 point higher when using Force Techniques.
- Grey Side Force Points spent to make actions easier reduce target numbers by 3 instead of 2. Another +1 to initiative.
- +1 to Perception and any other single Attribute. Treat all Virtues/Vices as 2 points higher when using Force techniques.

### Other Benefits:

For every point of Grey Attunement beyond the first a character possesses, that character's player chooses 1 Virtue or Vice. The character no longer makes a distinction between that Virtue or Vice and its opposite. He may channel one freely as the other, including when activating Force Techniques. Characters with Dark Side Attunement of 2 must still channel at least one Vice.

A Grey Side Force Point may be spent as either other type of Force Point, at the player's discretion.

### Straying from the Grey Road:

If a character ceases to meet the requirements of a Greywalker, his Grey Attunement begins to fade

## Force Aptitudes

Those who have been trained in the ways of the Force can put the power it grants to much more varied uses than those who are merely sensitive to its presence. Each aptitude makes available several powers that derive from specialized training. These are called Force Techniques.

**Starting Techniques:** Upon gaining the first dot of an Aptitude, characters receive a minor Technique, which represents some of the most rudimentary skills of that Aptitude. These Techniques are marked below with asterisks (\*). Additionally, characters also begin play with one technique of the player's choice from each Aptitude per dot they have in that Aptitude. For example, a character with one dot in each Aptitude would start play with Lesser Move, Sense Force, and Trance, and one Technique of the player's choice from each of the three lists.

**Using Techniques:** You can use no more than one Force Technique that requires activation in a given round. This is considered a dice action (you still get extra parries from Saber Defense). If the activated power calls for a roll, you may use that power (and only that power) multiple times in that round by splitting your action using the normal rules. Also, you may split your action normally for non-Force effects (jumping, attacking, etc.). Persistent effects already in use, such as permanent boosts (e.g. Battle Mind) and long-duration Techniques (such as Flight) function as normal.

**Resisting Techniques:** For any force power which requires a roll to activate, a character targeted by the technique can attempt to resist by rolling Attunement, with each success subtracting a success from one's opponent's roll. Characters without Attunement have no defenses against Force Techniques except those provided in the Technique's description.

**Virtues and Vices:** If a Force power calls for Virtue roll when the character has the corresponding Vice, or vice versa, she can still attempt to use the power, but the roll is at -2 dice pool penalty.

**Force Cantrips:** With the first dot in each aptitude comes a small allotment of minor abilities which may be used at will, with no force point cost. These abilities include such things as changing one's body temperature slightly, creating small static discharges, and guessing what someone has in their hand (for Control, Alter, and Sense, respectively). There are no mechanics for these abilities, but should never exceed the scope of simple parlor tricks (though they might certainly be useful in the right situation).

## Force Sensitive Techniques:

**Ability Enhancement:** Choose one Ability. When the character spends a Force Point to ease the target number of the roll, she also adds a number of dice to the pool equal to her Attunement or ½ her Sensitivity (round up).

*Precognition:* The character occasionally gets brief flashes of the future, though they are often hazy and unclear. Mechanically, the player may, once per session per two points of Force Sensitivity or point of Attunement, ask the Storyteller a simple yes-or-no question regarding the immediate future. She then rolls Sensitivity/Attunement + Perception and normal difficulty, and on a success the Storyteller answers her truthfully, with extra successes adding clarity to the answer beyond just “yes” or “no”. On a failure there is no answer, and a botch gives the wrong answer. The Storyteller may wish to make this roll for the character.

*Note:* Some Force Sensitive individuals manifest their ability to spend Force Points to reduce target numbers as limited precognition – this is distinct from the Precognition Force Technique.

*Danger Sense:* The character is able to react with great alacrity. Add her Force Sensitivity to her initiative, and to Awareness rolls to avoid ambush.

## **Control**

### **Techniques:**

*Absorb:* The character may absorb any Force power directed at him. Roll Control + Temperance against a difficulty of the power’s users Attunement. If the character succeeds, the power has no effect and she gains any Force Points used to initiate the technique. If the character also has at least one dot in Alter, she may nullify persistent Force effects on objects she can touch.

This power may only absorb direct uses of the Force; the user could not nullify the damage caused by a Move-swung log using this power, but could resist Telepathy, Grip, Lightning, or other power.

*Athletics:* Add the character’s Control rating to Athletics rolls involving balance or agility. Add three times the character’s Control rating to Athletics pools for jumping.

*Battle Mind:* The character automatically enters a state of enhanced concentration in combat, greatly increasing his reaction speed. Add the character’s Control rating to his initiative. Though this technique can be activated freely, it must still be activated. Therefore, the character can voluntarily forego its use for any reason, but cannot take advantage of its effects at all during the first turn of an ambush or similar situation.

*Blaster Redirection:* The difficulty of all blaster redirection maneuvers the character makes (see page 13) is reduced by ½ the character’s Control. For example, a character with Control 3 and this Force Technique may redirect deflected blaster bolts as a difficulty 2 attack, rather than difficulty 4.

*Dissipate Energy:* Once per day per point of Attunement, the character may reduce the damage dice of one or more Energy attacks by his Control + Temperance. If all of the damage is canceled, whatever effect caused the damage is considered canceled, as the character draws the energy into himself and nullifies it. The character must have an action free to dissipate the energy, but he may reflexively dissipate attacks until either the scene ends or he has exceeded his dice limit.

*Double-Bladed Lightsaber Mastery:* The character ignores an amount of dice-pool penalty derived from split actions on any lightsaber attack or parry equal to his Control. For example, if a Jedi with this technique has a Control of 4 and splits his dice pool 3 ways, the first two actions suffer no penalty, and the third is at –1. (Rather than –3, –4, and –5). This ability can only cancel penalties derived from splitting dice pool. **Prerequisite:** *Saber Defense, Control 3*

*Dual Lightsabers Mastery:* This technique turns defense into powerful offense. This functions mechanically much like blaster deflection. If the character chooses uses only one of his lightsabers for actions in the turn, he may follow up a parry that exceeded his opponent’s attack successes by one or more with a counter attack using his other lightsaber with a pool of Control + extra parry successes – 1. **Prerequisite:** *Saber Defense, Control 3*

*Heal Self:* Spend a Light Side Force Point and roll Control + Temperance. For each success, the character heals one point of bashing damage, or converts one point of lethal damage to bashing damage. Using this power puts the character into a healing trance that lasts for 5 minutes per point of damage healed or converted.

*Saber Defense:* When the Jedi splits her action for the round to parry with a lightsaber, each parry action may be used to parry one extra attack per point of Control. Each parry after the first on the same action suffers a cumulative –1 penalty to the dice pool.

If the character uses a full parry, he may make a number of parries at each step equal to his Control. So a character with Control 3 using a full parry would deflect the first three attacks at no penalty, the next three at –1, the next three at –2, and so on. Rate is therefore effectively tripled when using full defense.

The character may also use any of these parries for blaster deflections (see page 13). These attempts suffer and count toward the cumulative penalties, but otherwise follow the normal rules for blaster deflections.

*Single Lightsaber Mastery:* Single-saberists are the most versatile of lightsaber combatants. Divide a number of points equal to the character’s Control rating amongst his lightsaber’s statistics. This allocation of points may be changed reflexively at the beginning of any turn. **Prerequisite:** *Saber Defense, Control 3*

*Speed:* Spend a Force Point and roll Control + Dexterity. The character gains one extra action per turn for one turn per success.

*Starfighter Offense:* The character may spend a Force Point to add his Control rating to attacks with fixed weapons on vehicles in space or atmosphere (low atmosphere and underwater vehicles and add Control – 1 instead). This effect lasts for a number of turns equal to the user's Valor or Rage.

*\*Trance:* The character may, after 5/Control minutes of concentration, arrest his bodily functions and adjust his body temperature to adapt to outside circumstances. The character takes damage normally, though he adds his Control to his Bashing Soak against extreme temperature. He need drink and breathe only 1/10 the normal amount, and need eat only 1/20 normal (if he does not have some way of ingesting nutrients while in his trance, he must awaken to eat when his time is up). He may not move or react in any way, but can still hear (and see if he has at least Sense ●), and may voluntarily awaken at any time.

## **Sense**

### **Techniques:**

*Enhanced Senses:* The character can add his Sense rating to all Perception rolls, or twice his Sense to a single sense, for a scene by spending a Force Point.

*Farsight:* The character extends one sense to a distance of Sense<sup>3</sup> x Attunement meters. This requires a moment's concentration. Other senses may be added for one turn by rolling Sense + Attunement at a difficulty of the number of other senses to be added. The sense location can be moved at the pace of a slow walk.

*Fear:* Spend a Force Point. Roll Sense + Charisma. All enemies (character's choice) with Valor lower than the number of successes rolled within 5 meters per point of Sense flee or cower in terror, unable to take any non-defensive actions for the remainder of the scene.

*Force Mind:* Spend a Force Point. For the remainder of the scene, each friendly character within Attunement x 3 meters gains a bonus dice equal to the character's Sense, divided as the character using Force Mind sees fit amongst initiative and defense (if a Light Side point was spent) or attack (if a Dark Side point was spent). All characters involved receive the same bonuses, though the character using Force Mind receives no bonus himself.

*Link:* Roll Sense + Charisma. You establish a two-way telepathic link with another character who you can

sense for a number of minutes equal to the successes rolled. All communication is voluntary – this power can not be used to glean information either character does not wish to part with.

*See Force:* Add the character's Sense in automatic successes to Sense Force rolls.

*\*Sense Force:* The character may make reflexive Perception + Sense rolls to detect and recognize Force phenomena. Generally, the more powerful the disturbance, the lower the difficulty of the roll, and the greater the range it can be detected. Phenomena that can be detected range from holocrons to Force Sensitive and Attuned individuals to massacres. Additionally, two individuals who share some sort of special bond (siblings, lifelong friends, &c.) and who both have this Technique may reflexively know each other's location and state of health. If one of the characters in question is instead only Force Sensitive, finding each other requires full concentration.

*Sith Sorcery:* The character has learned the ancient secrets of Sith Sorcery, and may call upon Dark Side spirits to augment her abilities. The character chooses an Ability to augment, then rolls her Alter + Selfishness at a difficulty equal to the her current rating in that Ability. She then gains one point in that ability equal to her successes, to a maximum of 3 + her Alter. The character may call upon this bonus for one scene per dot in Selfishness. All of these scenes must be used within one day and a character must use them all before using this Technique again. However, once the scenes are used (or the day ends), the player must roll Willpower at a difficulty equal to the rating achieved. Failure results in the character losing control of himself for one day per failure. The possessing spirit will undoubtedly use this time to further it's own ends.

This technique requires Sith training, either from a tutor or from a holocron. It cannot be learned on ones own.

*Starfighter Defense:* As Saber Defense, except using Sense in place of Alter and applying to dodges using the Pilot skill in a spaceborne or airborne vehicle (ground-based vehicles do not have the requisite mobility for this Technique to be effective).

*Telepathy:* Similar to Link, but one-way, and more intrusive. Spend a Force Point and roll Sense + Perception against the target's Manipulation + Conviction. On a standard success, you glean the surface thoughts of the target, with more successes yielding a deeper reading. This roll is at a –1 penalty if the target is not Force Attuned.

## **Alter**

### **Techniques:**

*Drain:* The character reaches out through the Force and saps the Force Points from his victim. Spend a Force point,

then make a contested roll of Alter + Contempt against the victim's Willpower. Each success the character rolls in excess of his opponent drains one Force point from the victim and gives it to the character, to a maximum of the number of Force Points the Victim possesses.

**Flight:** Spend a Force Point. The player may fly at ([Alter x 3] + 5) yards per turn, with perfect maneuverability, for the remainder of the scene. See the Flyby attack rules in the Player's Guide for guidelines on attacking while airborne.  
**Prerequisite:** *Greater Move*

**Grip:** Roll Alter + Contempt against the target's Stamina. On a success, the target (who must be within 2 meters per point of Alter) is immobilized, and takes 4 + extra success points of bashing damage (which can only be soaked with Stamina) for as long as you maintain the effect, which requires full concentration. In order to take any actions, the target must succeed at a Willpower roll, and the actions are still at a -3 penalty.

**Heal Other:** This works exactly like the Control Technique *Heal Self*, except that the roll is Alter + Compassion, and both the user and the subject fall into the trance for 15 minute per point healed or converted. This power can be substituted for *Heal Self*, but the dice pool cannot exceed the character's Temperance/Arrogance rating.

**Illusion:** Roll Alter + Temperance/Arrogance. The character creates an illusion which may effect 1 sense per dot in Alter. It may not exceed 10^Alter cubic feet in size, and lasts for roughly 10 x successes minutes.

**Kinetic Combat:** The character may engage in melee combat from a distance with a telekinetically controlled weapon. Attacks are made with Alter + Melee. Damage and accuracy are as the weapon used, though rate is the lesser of the character's Alter and the normal rate of the weapon. Specialties not specifically in kinetic combat do not apply. **Prerequisite:** *Throw*

**Lightning:** Mechanically the same as Grip, except that the roll is Alter + Rage, the damage is Energy, and the character must spend one Dark Side point to initiate the power.

**\*Move, Lesser:** The character may move or manipulate objects weighing 1 kg per point in Alter. The movement is slow but steady, and can be maintained indefinitely with concentration. An object can be moved quickly for a short distance with a successful Valor or Rage roll. Delicate operations are also possible so long as the weight

involved does not exceed the limit – substitute the character's Temperance or Arrogance for Dexterity in any applicable rolls.

**Move, Greater:** The character may lift an object at a distance (maximum range of 4 x Alter meters). Substitute Alter + [Conviction or Selfishness] for Strength + Athletics. A character can opt to reduce this pool by up to 5, reducing the maximum weight to gain an equivalent Dexterity pool when fine maneuvering is required. The character can maintain this force as long as he concentrates. The character can spend a Force point or a Willpower point to increase his effective pool by 2, or spend both to increase the pool by 5. The character can maintain this higher level of exertion for a number of turns equal to his Willpower. **Prerequisite:** *Alter 2*

**Sith Alchemy:** The character has learned the dark and arcane ways of the Sith Alchemist, and can warp the bodies of ordinary creatures into strange and powerful forms. Spend a Dark Side point and make an extended Contempt + Alter roll. You must accumulate a number of successes equal to the creature's stamina. Each try takes a full day. A botch during this process kills the creature, and a failure requires you to start over from scratch. Once you have accumulated enough successes, you may give the creature a number of points worth of Physical and Mental Merits equal to your Alter. You must also give it the same point value in Physical and Mental Flaws. Creatures warped in this way automatically gain the Unusual Appearance Flaw with no benefit.

This process requires expensive lab equipment (Resource 4). Each creature worked on also requires substantial expended components (Resources 3).

The character can also alter the physical properties of materials, manufacturing such things as Sith Swords. Because these processes can be so varied, Storytellers should determine times and mechanics based on the needs of the Story. **Prerequisite:** Sith training, either from a tutor or from a holocron, *Alter 2*

**Strike:** Make an opposed roll pitting your Alter + Arrogance against your opponent's Conviction or Selfishness. Each success on your part knocks your opponent back 1 meter and deals 1 point of bashing damage, which can be soaked normally. The target may make a reflexive Dexterity + Athletics roll at a difficulty equal to your Alter rating to remain standing.

**Throw:** The character may make a ranged attack with any melee weapon, at a dice pool of Alter + Willpower. The range is 10 yard per point of Alter, though the rate is always 1. Additionally, the character can add his Alter as bonus dice to any normal thrown weapon attack pool. In either circumstance, the weapon returns to the thrower at the end of the turn.

**Trick:** Make a short, suggestive statement and Roll Alter + Manipulation. On a success, the target is convinced that

the statement is true. It takes only one success to convince the target of something if he has no contradictory evidence, two if there is evidence but it is not conclusive, and three if he's directly confronted by facts which contradict the statement. If the target has cause to resist the statement, he may make a Willpower roll at a difficulty equal to the user's Alter.

The base duration of this effect is one scene, with each extra success adding another scene's duration. Even after the duration is up, the target will not normally question his new opinion unless it is called into question again.

*Whirlwind:* This specialized form of Move kicks up a whirlwind of small objects, dust, and the like. The whirlwind lasts for the rest of the scene or until you stop concentrating on it. You may direct it at any target within 5 x Alter meters. Roll Alter + Rage as an attack roll; your opponent defends with dexterity + Dodge. The attack deals a base damage of 4B + extra successes, and is blinded by flying particles for a number of turns equal to the net damage taken.

## Combat

Combat is essentially the same as in the Exalted rules upon which this variation is based, with attacks, defenses, and soak. 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 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 when used on living beings. Treat as Energy for droids and other machines.

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 234. 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 to avoid any chance for 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.

### Weapons

**Lightsabers** – The lightsaber, symbol of an older and more refined time, is nearly unique to the Jedi order. Only a rare few other organizations and pseudo-organizations, such as the Sith and those isolated monasteries founded by fallen or outcast Jedi (which seldom survive long) teach the skills necessary to wield one without posing as much danger to oneself as to one's opponents.

*Attack and Parry:* Dexterity + Melee. Unlike most Melee attacks, Strength is not added to base damage. If character attempting to wield a lightsaber without at least Control ● and one dot in a Lightsaber Form suffers a -5 penalty; the penalty is -3 if she lacks just one. Only the simplest actions (such as cutting an immobile object roughly in half) can be performed normally. If a roll yields more ones than successes, the attempt results in standard damage to the insufficiently trained user.

Lightsaber Forms add various bonuses to different aspects of lightsaber combat. See their section at the end of this document for details.

*Blaster Deflections:* Any character who can use a lightsaber effectively (i.e., Control ● and at least one Form specialty) may attempt deflect blasters bolts. Rather than Dexterity + Melee, these deflections use Control + Perception + [lightsaber's Defense] + [any applicable Form bonuses]. The skill of the marksman has little or nothing to do with how difficult a blaster's bolt is to deflect. Therefore, all blaster deflections are at a base difficulty of 1. Weapons with a base damage greater than the lightsaber's damage + defense cannot be deflected.

*Blaster Redirection:* It is one thing to keep a blaster bolt from hitting you, but it's another thing entirely to send it back at the person or droid who shot at you. Redirecting a blaster bolt is effectively a difficulty 4 attack which uses the same roll as the parry (the Force Technique Blaster Redirection can lower this difficulty). Thus, treat any successes beyond the third as a new attack roll with the same weapon that fired the bolt. The new target need not be the originator of the shot. Calculate maximum range using the total distance the bolt was fired.

**Blasters** – These function exactly like other missile weapons (such as bows), except that they do energy damage rather than lethal. Assume a typical power pack has a cost equal to the weapon's -1, and has enough energy for 50 shots. For the sake of convenience, one can also ignore ammo requirements all together and just assume the weapons in question fire indefinitely. This may not be all that realistic, but hey, it's easier.

**Vehicle-Grade** – Vehicle-grade weapons are those mounted on starships and other vehicles. Because of the massive energy cells that power them, Vehicle-mounted weapons double the remaining damage dice after soak. The vehicle's builder must also select either fixed or turret mountings for each weapon – the cost in weapons slots remains the same.

**Fixed** – Some weapons are mounted directly to the ship's hull. The pilot can fire them using his Pilot + Dex pool (with appropriate modifiers for handling, speed, etc.), and can usually do so without splitting his dice pool for the round in order to control the ship. Unfortunately, only the vehicle's primary pilot can control these weapons, and can only fire them in one direction, usually forward.

**Turret** – Other weapons are mounted on swiveling turrets. They can fire in most any direction, but require Gunnery + Dexterity or Computer Use + Wits (depending on whether one uses a fire-control computer or actually controls the turret manually). They are usually controlled by dedicated gunners, since the pilot would need to split his dice pool to use them and fly the ship at the same time.

**Fire-Linking Weapons:** Make one attack roll for both at the lowest accuracy bonus of all weapons involved. Each weapon beyond the first adds ¼ of its damage to the total for the attack. All normal limitations of Rate apply to each weapon. Links can usually be engaged or discontinued freely.

### Two-Weapon Fighting

The following system is intended as a supplement addition to the sparse Exalted rules regarding two weapon fighting. The -1 penalty for off-hand attacks by non-ambidextrous characters applies as usual.

Using two weapons at once modifies the total number of actions a character may take in a round using her weapons. Add together the rates of the on-hand weapon -1 and the off-hand weapon -2. This is the character's total effective rate. Neither weapon may be used more times in a round than it's own, unmodified rate.

Note that a pair of rate 3 weapons would thus have a total rate of 3. Anything less than this and you end up losing points of rate for having a weapon in your off-hand, rather than gaining. This is intentional. Weapons with low rates are bulky and difficult to wield, and having one in an off hand hinders one's performance more than it helps.

No weapon with a rate of 1 or less can be used while fighting with two weapons – assume that these bulky, unbalanced weapons already require both hands to wield.

To use both ends of a double weapon (such as a quarterstaff or double-bladed lightsaber) at once, subtract 2 from the base weapon's speed and add 2 to its rate, but otherwise treat it as a single weapon. In special cases, the Storyteller is free to exercise his or her own judgement (for example, a spear can be used as a double weapon, but at least one of the extra attacks does club damage rather than spear damage).

Ambidextrous characters have the same total rate as any other character, but may choose freely which weapons counts as off-handed at the start of any turn.

## Vehicles

Vehicles of all sizes, from speeder bikes to capital-class star destroyers, are an integral part of the Star Wars experience. As often as not, they simply serve as sets and plot devices. You can't *fight* the Deathstar, after all; the only way to destroy it is through advance intelligence, fancy flying, and lots of luck. Similarly, an approaching star destroyer is not a foe for a lone starfighter to take on alone: it's a darn good motivation to get somewhere else in a hurry.

### Vehicle Combat

Vehicular combat follows the same progression of events outlined on Exalted pg. 228. To preserve the action-oriented style of Exalted combat, it is best not to deal with complicated scales for distance and position. Only if one participant is actively trying to get away should anything other than Storyteller caveat and good sense allow or disallow potential combatants to take shots at one another. Complicated and impressive maneuvers can generally be handled using a combination of stunts and difficulty modifiers.

### Vehicle Repair

When a vehicle is damaged, it needs to be repaired. Standard repairs are permanent (at least until the vehicle gets shot at again). Fixing vehicles is an extended Intelligence + Repair roll. Each hull point repaired takes a number of successes equal to it's "wound" penalty (-0 levels are repaired at 2 per success), and each roll represents one hour's work. Clearly, if a large ship is badly damaged, a huge crew is required to get it spaceworthy in a reasonable amount of time. These times assume a decent facility with all the appropriate tools; an extremely advanced workshop or a very sparse one increases or decreases these times at the Storyteller's discretion.

Sometimes, however, there isn't time to make full repairs. In this circumstance, the best that can be hoped for is a good jury-rigged patch job. A character may make a Wits + Repair roll. Though no hull points are actually repaired, each success reduces the "wound" penalty as though it had repaired one health level. This fix lasts until the ship takes another hull point of damage. Again, a large number of mechanics are thus required to keep a large ship in fighting shape during a pitched space battle.



## Vehicle Construction Cost Summary:

<b>½ point/dot:</b>	Cargo
	Passengers
<b>1 point/dot:</b>	Speed
	Handling
	Durability
	Shields
	Crew
	Hyperdrive
	Communications
	Sensors
<b>2 point/dot:</b>	Weapons
<b>Size (Special):</b>	0 Fine
	4 Diminutive
	8 Tiny
	11 Small
	14 Medium

## Vehicle Construction System

Vehicles are “built” from the ground up using points obtained from the Vehicle background. The points work essentially as background points do, except that they are spent on Vehicle traits and extra features. Pooling this background works in a special way, as described under the background itself. Also, if a player would like to have more than one vehicle, each is bought using a separate Vehicle background.

### Size

This is the most important rating, as it determines the baselines for the other ratings. Because of its importance, it costs more than vehicle point per dot (see below). A Vehicle’s defense penalty is a bonus to all attack rolls made to hit it (larger vehicles are simply easier targets).

X	Nonexistent
•	Fine: 0 points
••	Diminutive: 4 points
•••	Tiny: 8 points
••••	Small: 11 points
•••••	Medium: 14 points

	Fine	Dimin	Tiny	Small	Med.
<b>Defense Penalty</b>	+0	+1	+2	+3	+4
<b>Speed</b>	7	7	6	5	5
<b>Handling</b>	+2	+1	+0	-1	-2
<b>Weapons</b>	1	2	6	12	20
<b>Soak</b>	8	10	12	14	16
<b>Hull Points</b>	8	12	20	32	48
<b>Cargo</b>	10 kg	80 kg	500 kg	50 tons	20k tons
<b>Passengers</b>	1	2	6	10	50
<b>Crew</b>	.25	.5	1	2	8

## Speed

This rating measures a vehicle’s top speed. A vehicle may move a number of speed increments equal to its total speed. What increment the vehicle is moving at gives bonus or penalty to most pilot dice pools, but also provides the same bonus or penalty to attacks being fired at the ship.

Increment:	0	1-2	3-4	5	6	7	8	9-10	11-12
Modifier	+5	+2	+1	+0	-1	-2	-3	-4	-5

How large each increment is depends on the Zone the vehicle is currently operating in (see Extras, below).

X	Baseline – 3
•	Baseline – 1
••	Baseline
•••	Baseline + 1
••••	Baseline + 3
•••••	Baseline + 5

## Handling

Handling reflects how easily a ship maneuvers in comparison to others its size. Add the modifier derived from this rating to all Pilot, Technology, or Computer dicepools made to maneuver the vehicle (this includes Dodge pools and Attacks made with fixed weapons).

X	Baseline -2
•	Baseline -1
••	Baseline
•••	Baseline +1
••••	Baseline +2
•••••	Baseline +4

## Hyperdrive

A hyperdrive allows a ship to enter a parallel dimension known as hyperspace, and therein travel faster than light. A Hyperdrive’s rating is listed as trip-length multiplier; see the Star Wars Roleplaying Game for details on trip duration, navigation, etc.

X	No Hyperdrive
•	x2
••	x1.5
•••	x1
••••	x.75
•••••	x.5

## Weapons

This rating determines the number of weapons a vehicle can mount. This number is a reflection of both the amount of space relegated to weapon systems and the draw on a vehicle’s energy output. Weapons, being a powerful (and energy-intensive) addition to any ship cost 2 vehicle points per dot.

X	No weapons
•	Baseline x.5
••	Baseline
•••	Baseline x1.5

- Baseline x2
- Baseline x4

## Durability

The Durability rating measures how much punishment a vehicle can withstand before being incapacitated or destroyed. This determines both soak and hull points for the vehicle.

A Vehicle's soak is given as one number. This number is used to soak any type of damage, on the logic that the sorts of distinctions that separate bashing and lethal damage don't really apply to durable inanimate objects. Ships can also be assumed to have a hardness of equal to their soak -4; that is, any attack which doesn't do at least that much base damage does not even get the one "luck" damage die that all attacks if they hit.

A Vehicle's hull points are effectively its health levels. Just like a character, a Vehicle suffers "wound" penalties as it gets damaged, which effect all dice pools rolled to operate the ship or one of its component. Assume that -0, -1, -2, and -4 health levels each make up a ¼ of the ships total hull points. Once a vehicle has no hull points left, it is effectively incapacitated, though it might be possible to limp along slowly at the Storyteller's discretion. Assume a Vehicle can take damage beyond its hull points equal to half its hull point total before being utterly destroyed and irreparable.

- X Soak = Baseline -2; Hull Points = Baseline x .5
- Soak = Baseline -1; Hull Points = Baseline x .75
- Soak = Baseline; Hull Points = Baseline
- Soak = Baseline +1; Hull Points = Baseline x 1.25
- Soak = Baseline +2; Hull Points = Baseline x 1.5
- Soak = Baseline +3; Hull Points = Baseline x 2

## Shields

Shields effectively grant a ship additional -0 health levels. A vehicle's Shield Soak is equal to its base soak - [4 - the number of dots spent in Shields]. Until they are gone, a Vehicle suffers no lasting damage from attacks (and therefore does not need repairs). If a hit takes down a ship's shields, any excess damage from that shot is ignored. Furthermore, shield points regenerate at a rate of 1 per round for most ships, until they are down entirely, at which point the shield generator needs to be serviced (Repair, Difficulty 5, extended roll) before it will operate again. When the shield comes back on line, Shield points begin to return at the normal rate. The number of shield points a vehicle has is derived from the total number of hull points it has, as follows.

- X No Shields
- ⅓ hull points
- ½ hull points
- same as hull points
- 2 x hull points
- 3 x hull points

## Cargo

Quite simply, Cargo represents the amount of stuff a vehicle can carry, along with its crew and passengers. Most starfighters, for example, can carry no more than basic gear for the pilot. Dedicated cargo vessels, on the other hand, can carry astounding amounts of stuff. Cargo and Passengers each cost only ½ Vehicle Point per dot.

- X Baseline x .25
- Baseline x .5
- Baseline
- Baseline x 2
- Baseline x 4
- Baseline x 8

## Passengers

The Passengers rating reflects the number of people a vessel can carry, representing both available space and the limits of life-support. Conditions are assumed to be snug, but not uncomfortable. Luxury vessels generally carry far fewer than their maximum occupancy, granting more space to each passenger. This number does not include space for crew members, as this is covered by the Crew rating, though the passenger space could certainly be used for anyone from auxiliary crew members to soldiers to paying customers, or even to represent expanded quarters for the primary crew. Cargo and Passengers each cost only ½ Vehicle Point per dot.

- X No Passengers (crew only)
- Baseline x .5
- Baseline
- Baseline x 1.5
- Baseline x 2
- Baseline x 4

## Crew

This rating determines the number of people needed to operate a vehicle at maximum efficiency. Implicit in this rating is shipboard space for all crew members to travel in relative comfort, though not luxury. For the sake of simplicity, assume that being at half-crew or below results in a -2 penalty to all dicepools involving ship systems, while being at ¼ crew or below instead inflicts a -4 penalty. This is due to a lack of coordination between systems. Likewise, having an untrained or otherwise inept crew is often as bad as not having one at all. Having a particularly good crew has no blanket effect on all rolls, though the benefits of having a talented pilot, gunner, or technician aboard will certainly make themselves clear. It can generally be assumed that there are enough access terminals scattered about a ship that at least some of the passengers could take over control of key systems if such became necessary.

- X Baseline x 4
- Baseline x 2
- Baseline
- Baseline x .5
- Baseline x .25

## Extra Features:

The following features are bought using Vehicle points, but are not rated in the same way as the above stats, and are not generally dependent on the size of the ship (though larger ships, as a rule, tend to have more impressive equipment).

### Operation Zones

A ship's operations zones (often shortened to Op Zones) determine under what conditions a vehicle can travel. Each is purchased separately, and has different effects on the operation of the ship. Note that having both the Atmosphere and Low Atmosphere Op Zones is redundant.

*Ground (1 pt):* The vehicle moves by means of legs or wheels (depending on its top speed). Ground vehicles tend to move very slowly, and are quite limited by terrain, requiring regular Pilot checks to avoid hazards except in the clearest terrain. However, a vehicle which is entirely ground-bound receives an extra point to spend on Cargo, Passengers, or Durability, since the extra weight entailed means little when the vehicle rests entirely on the ground.

Speed Increment: 20 km/h

*Low Atmosphere (1 pts):* The vehicle is confined to a few meters above the ground, likely propelled by repulsor lifts. This means that the vehicle is unaffected by all but the roughest terrain, though sheer cliffs and the like can still hinder it. A Low-Atmosphere vehicle can also travel over water as easily as land, though it will tend to ride a bit lower in the air. While such a vehicle can't truly fly, it is capable of jumping gaps, provided the jump is no farther than it can travel in a turn or two, and can also gain some altitude by building up enough speed. A Low-Atmosphere vehicle (or its rider) takes no damage from falling any distance less than a half-kilometer.

Speed Increment: 30 km/h

*Atmosphere (2 pts):* An Atmospheric vehicle is capable of true flight. It has no limit to the altitude it can achieve and maintain, except that it must remain within the limits of an atmosphere (unless it also possesses the Space Op Zone).

Speed Increment: 50 km/h

*Space (1 pts):* A Space vehicle is capable of operating in a gravity-free vacuum. With all thrust devoted to velocity and maneuvering and without gravity to fight against, starships, particularly the smaller ones, can reach incredible velocities.

Speed Increment: 250 km/h

### Sensors

Almost all vehicles, particularly atmospheric and space vehicles, are equipped with sensors of some kind.

*Line of Travel (1 pt):* The simplest sort of sensor, a line of travel sensor simply watches for anything within 2 turns worth of movement at top speed, giving the pilot plenty of time to change direction or otherwise avoid the hazard. This has no direct effect on piloting, it simply gives the pilot the necessary foresight to operate a vehicle traveling hundreds of kilometers per hour, and to allow docking maneuvers.

Without Line-of-Travel sensors, rolls to avoid hazards are made at +1 difficulty if the craft is moving at ½ speed or higher. At top speed, the difficulty is +2. Crowded settings, such as cities or pitched space battles, require a pilot roll each round simply to avoid collision if the craft has no Line-of-Travel sensors.

*Basic (1 pt):* The basic Sensor package allows a crew member (or passenger with appropriate clearance) to make Computer Use + Intelligence rolls to get a picture of the vehicle's surroundings. Using Short Range sensors, the character can get a decent image of everything around at 500km/success, with larger objects of course being easier to spot. With Long-Range sensors, the character may detect any other vessel or installation which is using communicators or sensors of its own up to a range of 10,000 km per success.

Once activated, sensors can run passively, giving anyone looking at their view screen an image as though 1 success had been rolled.

*Short-Range (variable):* This sensor upgrade grants a one automatic success to rolls made to operate the vehicle's Short-Range sensors. This is cumulative with the one success the sensors get while operating passively.

*Long-Range (variable):* This sensor upgrade grants a one automatic success to rolls made to operate the vehicle's Long-Range sensors. This is cumulative with the one success the sensors get while operating passively.

*Sensor Mask (variable):* Essentially an anti-sensor, A sensor mask adds increases the difficulty to find the ship on sensors by 1 per points spent on it.

### Communications

The following communications packages may be bought for a vehicle. Each package contains all of the communications devices listed above it automatically.

*Comm (1 pt):* Comm systems are compatible with personal commlinks, and are effective up to about 500 km unless they are tied into some sort of relay system (though they must be within 50 km, roughly a low orbit, for two-way communication with a personal commlink to work). Information is almost always audio-only, though they can handle visual information as well with the proper cameras and viewscreens.

*Subspace Transceiver (2 pts):* Allows audio, visual, and even holographic communications, at a distance of 50 light years. Often used for emergency signaling.

*Hypertransceiver (3 pts):* Allows audio-visual-only communication at galaxy-wide range. Often installed on military and private vessels.

*HoloNet Transceiver (5 pts):* Allows for real-time holographic communications, as well as access to the HoloNet from any point in the galaxy. Very, very few ships are equipped with such an advanced system, especially during the rise of the New Order, when the Emperor effectively shut down civilian access to the HoloNet.

### **Navigation Computer**

*NavComputer (Varies):* A NavComputer, allows a character to direct a vehicle's hyperdrive. Each point spent on the NavComputer grants a +1 bonus to Computers rolls made to astrogate, to a maximum of +5. The first dot in NavComputer comes automatically with any hyperdrive.

## **Species**

Species listings consist of three parts. Cost is the net cost in bonus points of all the race's advantages. Attribute limitations set requirements on the starting attribute of a member of that species. Maximums may only be overcome by spending experience points, and these Attribute dots cost double the normal amount. A character need spend only 3 bonus points to purchase the Legendary Attribute merit for Attributes which her species has an ability minimum. Merits and Flaws lists mandatory merits and flaws that all members of the species have. See the Star Wars Revised Core Rulebook or the Ultimate Alien Anthology for race descriptions.

### **Bothan**

Cost: **0**

Attribute Limitations: min Dex 2, max Sta 4

Merits/Flaws: None

### **Cerean**

Cost: **2**

Attribute Limitations: Min Int and Per 2; Max Dex 4

Merits/Flaws: +2 to initiative

### **Duro**

Cost: **0**

Attribute Limits: Min Dex and Int 2; Max Str and Sta 4

Merits/Flaws: None

### **Ewok**

Cost: **-3**

Attribute Limitations: Min Dex 2; Max Str 4

Merits/Flaws: Small (-3), Barbarian (-1), Primitive (-1), Acute Sight and Hearing (+2)

### **Gamorean**

Cost: **6**

Attribute Limits: Min Str and Sta 2; Max Int and Dex 4

Merits/Flaws: Primitive (-1), Pain Tolerance (+3), Large (+4)

### **Gungan**

Cost: **4**

Attribute Limitations: Min Sta 2; Max Per 4

Merits/Flaws: Semiaquatic (+2), Acute Sight (lowlight, +1), Acute Hearing (+1)

### **Ithorian**

Cost: **4**

Attribute Limitations: Min Per and Cha 2; Max Dex 4; Min. Willpower 4.

Merits/Flaws: +2 to Survival checks (+3)

### **Kel Dor**

Cost: **-1**

Attribute Limitations: Min Dex and Per 2; Max Sta 4

Merits/Flaws: Breathmask and goggles (-2), Acute Vision (+1)

### **Mon Calamari**

Cost: **4**

Attribute Limitations: Min Int 2; Max Sta 4

Merits/Flaws: Aquatic (+3), Acute Vision (lowlight, +1)

### **Quaren**

Cost: **3**

Attribute Limitations: Min Sta 2; Max Cha and Per 4

Merits/Flaws: Aquatic (+3)

### **Rodian**

Cost: **0**

Attribute Limitations: Min Dex and Per 2; Max Man + Wits 4

Merits/Flaws: None

### **Sullustan**

Cost: **5**

Attribute Limitations: Min Dex 2; Max Sta 4

Merits/Flaws: Preternatural Vision (no-light, +3), Acute Hearing (+1), Athletics Specialty: Climbing (+1)

### **Trandosha**

Cost: **5**

Attribute Limitations: Min Str 2; Max Dex 4

Merits/Flaws: Thick Skin (+1 Soak, +2), Preternatural Vision (no-light, +3)

### **Twilek**

Cost: **1**

Attribute Limitations: Min Cha and Man 2

Merits/Flaws: Acute Sight (low-light, +1), Healthy (+1 die vs. toxin & disease, +2), -1 Willpower (-2)

### **Wookie**

Cost: **3**

Attribute Limitations: Min Str and Sta 2; Max Dex and Man 4

Merits/Flaws: Large (+4), Barbarian (-1)

### **Zabrak**

Cost: 4

Attribute Limitations: None

Merits/Flaws: Healthy (+1 die vs. toxin & disease, +2),  
+1 Willpower (+2)

## Cybernetics

All manner of cybernetic enhancements and prosthetics are commonplace in the Star Wars galaxy. Artificial limbs replace those lost in accidents or combat, and some few societies (such as the TechnoUnion) replace bodyparts with mechanized “improvements” as a matter of course. Rarely, such devices as implanted commlinks and microcomputers are also used, particularly by those who operate in questionable legal territory.

**System:** The goal of this system is to keep cybernetic components interesting while still maintaining internal balance within the game. Though not strictly an accurate depiction of the actual process, cybernetic parts are bought using XP as well as Resources.

Mechanically, cybernetic parts are represented by Merits, Flaws, Attributes, Abilities, and Specialties. These are purchased as normal, with Bonus Points at character creation of XP during play (Bonus Point Cost x2 for Merits and Flaws). If the “enhancement” produces no net effect, (i.e. replacing a limb with a near-exact replica), the character need spend no XP or BP. If the component is actually a hindrance to the character (i.e. the points in flaws are greater than the points spend on the enhancement), he instead *gains* XP when the component is installed. Hardware can become more or less effective over time (either by working out the kinks or becoming worn with use) for appropriate expenditures of XP. Any Merit, Flaw, Attribute, or other rating is fair game with a sufficiently impressive explanation, though Physical Merits are most common.

Characters with visible modifications may suffer the effects of the Unusual Appearance or even Disfigurement flaws, with no recompense, in certain areas of space. The character may get a slight break by taking the following flaw, which may only be purchased once.

### Cybernetic Parts, (Flaw, 1 point)

The character possesses one or more cybernetic components wired directly into his nervous system. Though they can be powerful, they also expose the character to some risk due of biofeedback from the electrical systems. The character is treated as a droid when attempting to soak ion damage.

Buying a component to be installed has a Resources cost equal to the bonus point cost the enhancement would have, minimum 2. Having it installed is at least a Resources 3 purchase, though this is subsumed into the cost of the component if this is Resources 4 or greater.

Installing a cybernetic component requires a Medicine + Intelligence roll, with a difficulty equal to the bonus point cost the enhancement would have. Altering a component requires Repair or Technology instead.

## Lightsaber Forms

Lightsaber forms take the place of specialties for lightsaber combat, with Form I taking the place of the standard specialty. A character can only make use of one form at a time, determined at the moment he ignites his lightsaber. While a form is “active,” the character gains the full bonuses of his level in the style, as listed in the “Form Bonus” column. If the character has advanced knowledge of more than one form, he gains the benefits listed in the “Carryover Bonus” column when that form is not active (special: as noted, Form II only applies when in combat with another lightsaberist, regardless of whether it is currently your active style). However, these bonuses do not stack. For example, only the highest defense bonus

derived from all of the character’s active and inactive styles applies. A character’s active form can only be switched at the beginning of that character’s turn, and all dice actions the character takes with her lightsaber(s) until her next turn are at a –2 penalty as she re-orientes herself.

There are no limits to the number of Lightsaber forms a character may buy with experience points, though no starting character may possess more than three dots without special permission. These forms have their normal effects for characters using double- and dual-lightsabers.

For descriptions of these forms, see the d20 Star Wars Hero’s Guide.

Form	Rank	Form Bonus	Carryover Bonus	Prerequisites
<b>I</b>	•	+1 Attack/+1 Defense	--	C•
	••	+2 Attack/+2 Defense	+1 Attack	C••
	•••	+3 Attack/+3 Defense	+1 Attack/+1 Defense	C•••
<b>II</b>	•	+1 Attack/+2 Defense (vs. lightsabers)	--	C•, Other Form •
	••	+2 Attack/+3 Defense (vs. lightsabers)	+1 Defense (vs. lightsabers)	C••, Other Form •
	•••	+3 Attack/+4 Defense (vs. lightsabers)	+1 Attack/+2 Defense (vs. lightsabers)	C•••, Other Form ••
<b>III</b>	•	+1 Defense/+2 to Deflect Blasters	--	C•, S•
	••	+2 Defense/+3 to Deflect Blasters	+1 to Deflect Blasters	C•, S••
	•••	+3 Defense/+4 to Deflect Blasters	+1 Defense/+2 to Deflect Blasters	C••, S••
<b>IV</b>	•	+1 Attack/+2 Initiative	--	C•, Athletics ••
	••	+2 Attack/+3 Initiative	+1 Initiative	C••, Athletics •••
	•••	+3 Attack/+4 Initiative	+1 Attack/+2 Initiative	C•••, Athletics •••
<b>V</b>	•	+2 Defense/+1 on Blaster Redirect roll	--	C•, S•
	••	+3 Defense/+2 on Blaster Redirect roll	+1 Defense	C•, S••, Dodge •
	•••	+4 Defense/+3 on Blaster Redirect roll	+2 Defense/+1 on Blaster Redirect roll	C••, S••, Dodge ••
<b>VI</b>	•	+1 Defense/+2 to Presence	--	C•, S•
	••	+2 Defense/+3 to Presence	+1 to Presence	C•, S••
	•••	+3 Defense/+4 to Presence	+1 Defense/+2 to Presence	C••, S•••
<b>VII</b>	•	+1 Init/+1 Att/+1 Def	--	C••, S•, A•, Temp••
	••	+2 Init/+2 Att/+2 Def/10s count double for damage	+1 Initiative and Defense	C••• S••, A•, Temp•••
	•••	+3 Init/+3 Att/+2 Def/10s count double for damage/+1 Attack per turn	+1 Initiative, Attack, and Defense.	C••••, S••, A•, Temp••••
C = Control, S = Sense, A = Alter, Temp = Temperance				

## Weapons

### Melee –

Name	Speed	Accuracy	Damage	Defense	Rate	Resources	Minimums
Force Pike*	+5	+2	3L+2E	+0	2	••	S••
Gaderffii**	+5	-1/+2	+5L/+3L	+0	2	•	S••
Lightsaber†							
- Single	+5	+4	10E	+2	5	LS ••	D••, C•
- Double (one side)	+6	+3	10E	+3	4	LS •••	D•••, C•
- Double (both sides)	+4	+3	10E	+3	6	LS •••	D•••, C•
- Short	+4	+3	9E	+2	5	LS •	D••, C•
Vibroaxe	+5	-1	+7L	+0	2	••	S••
Vibroblade	+6	+1	+3L	+0	2	••	S•
Vibroknife	-3	+1	+2L	-2	4	•	S•

\* Has stun setting – damage become 5E (stun)

\*\* Numbers before the slash when used as an axe, numbers after the slash when used as a spear

† All lightsabers reduce Armor's Energy Soak by half due to the intensity of the beam.

### Ranged –

Name	Accuracy	Damage	Rate	Range (m)	Resources
Holdout Blaster	+1	3E	2	10	•
Sporting Blaster	+3	6E	2	20	•
Light Blaster	+2	7E	3	20	••
Heavy Blaster	+1	8E	2	20	••
Ion Pistol	+2	7E*	2	20	••
Blaster Carbine	+2	8E	3	25	••
Sporting Blaster Rifle	+3	6E	2	35	••
Blaster Rifle	+2	8E	3	30	••
Light Repeating Blaster	+2	8E	4	35	••
Ion Rifle	+2	8E*	2	30	••
Heavy Blaster Rifle	+1	9E	3	30	•••
Wookie Bowcaster	+2	10E	1	30	•••
Blaster Cannon	-1	11E	1	50	•••
Heavy Repeating Blaster	+0	11E	5	45	•••
E-WEB Blaster	-1	14E	5	60	•••
Electronet	-2	--	1/2	2	•
Stun Grenade†	+2	10B	2	5	••
Thermal Detonator†	+2	20E	1	5	••
Frag Grenade†	+2	8L	2	5	••

\* Droids and other machinery take double damage.

† Damage dealt in a 5 meter radius from point of impact.

### Vehicular –

Name	Accuracy	Damage*	Rate	Range	Slots	Resources
Laser Cannon						
- Ultra-Light	+1	9	1		½	
- Light	+0	16	½		1	
- Medium	-2	24	½		2	
- Heavy	-4	32	¼		4	
Concussion Missile Launcher	-2	30	1		1/5 Ms	
Proton Torpedo Launcher	-3	36	½		1/3 Ts	
Proton Bomb Magazine	-6	40	1		1/5 Bs	
Sonic Charge	-4	30	⅓		1/4 Cs	
Ion Cannon	-3	20(stun)	⅓		1	

\* Vehicular weapons double the damage dice pool after soak is applied

### Armor –

Name	Soak (B/L/E)	Mobility Penalty	Fatigue	Resources
Jedi Robe	0/1/1	-0	0	•
Blast Helmet and Vest	2/3/5	-1	1	••
Combat jumpsuit	4/3/4	-1	1	•••
Padded flightsuit	2/2/3	-0	1	••
Armored flightsuit	5/4/7	-3	2	•••
Light battle armor	4/3/7	-3	1	••
Medium battle armor	6/5/8	-4	2	•••
Heavy battle armor	9/8/10	-5	3	•••
Armored spacesuit	6/7/9	-5	3	•••
Corellian powersuit*	5/4/8	-4	2	•••
Stormtrooper armor	6/5/8	-2	2	•••

\* Increases Strength by 1 for the purposes of ability minimums and for Strength + Athletics pools for feats of Strength and carrying capacity.