

The background of the entire page is a dynamic space battle scene from Star Wars Battlefront II. In the foreground, a Rebel X-wing is shown from a low angle, banking sharply to the left. The rest of the frame is filled with a chaotic battle involving numerous Imperial Star Destroyers, TIE fighters, and Rebel ships. Bright blue and orange energy blasts are visible throughout the scene, set against a backdrop of a purple and blue nebula.

STAR WARS

**AN UNOFFICIAL
FAN MADE
TTRPG**

**WRITTEN BY
SEAN ROPP**

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The following TTRPG rules are a fan based creation. These rules fall under “Fair Use” and make use of no specific existing game rules.

Images used are from the various Movie, TV, Cartoons, Computer Backgrounds, and Video Games for Star Wars.

This Unofficial TTRPG was created by Sean Ropp, (seanswebcorner@gmail.com).

This ruleset should be free only on: seanswebcorner.com/gaming_home.html

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TABLE OF CONTENTS

CHAPTER	PAGE
Chapter 1 - Introduction	1
In a Galaxy Far, Far Away	2
What You need to Play	3
Character Creation Overview	5
Chapter 2 - Character Creation	8
Your Attributes Sorted Out	9
Choosing Your Character's Species	10
Leveled Advancing to Fill a Role	20
Traits Make Us Who We Are	32
Just What is in a Roll of the Dice	43
Rounding Out Who You Are	48
Chapter 3 - Arms, Armor, & Other Gear	51
The Worst is Where the Money is	52
Weapons & Armor	57
Weapons	66
Armor	76
Equipment	86
Chapter 4 - Rules of Play	92
Do or Do Not, There is No Try	93
Doing Damage	97
Initiative / Combat Modifiers	99
Healing & Impairments	100
Interactions	115
Clocks	117
Cover	118
Skill Challenges	119
Size Differences	120
Lifting & Throwing	121
Falling	122
Gravity	123
Hazardous Environments	125
Adventure; Excitement	127
Experience Points/Advancement	130
Instant Death	132
Destiny	133
Light And Darkness	134
Downtime	136



TABLE OF CONTENTS

CHAPTER	PAGE
----------------	-------------

Chapter 5 - Starships & Vehicles	139
---	-----

It May Not Look Like Much, But	138
--------------------------------	-----

Vehicle Sizes / Vehicle Stats	138
-------------------------------	-----

Vehicle Range Bands	160
---------------------	-----

Doing Damage	161
--------------	-----

This is Where the Fun Begins	162
------------------------------	-----

Combat Scenes	162
---------------	-----

Repair Work & Costs	163
---------------------	-----

Example Vehicles	164
------------------	-----

Chapter 6 - Non-Player Characters	172
--	-----

A Wretched Hive of Scum And Villiany	173
--------------------------------------	-----

NPC Attributes & Stats	173
------------------------	-----

NPC Types	174
-----------	-----

NPC Traits / NPC Levels	175
-------------------------	-----

Villians / Powerful Allies / Species	177
--------------------------------------	-----

Size	178
------	-----

Creatures	179
-----------	-----

Making Rolls	182
--------------	-----

NPC's Changing Their Types / GM Destiny	186
--	-----

Chapter 7 - Sheets & Reference Materials	187
---	-----

Character Sheet 1	188
-------------------	-----

GM Reference 1	196
----------------	-----

Character Sheet 2	208
-------------------	-----

GM Reference 2	216
----------------	-----

CHAPTER 01



INTRODUCTION

IN A GALAXY FAR, FAR AWAY...

By now, in the years 2023 there isn't a person who shouldn't know what Star Wars is. The films can be found nearly anywhere, and with toys, video games, TV shows and more, most people should know or at least heard of Star Wars.

But sometimes you will find folks who don't really know much about it. This is ok, some folks just aren't into the series.

And for some folks, things went down hill once Disney acquired the property. As such, anything after the first 6 films & the Legends line of books/comics just isn't worth their time.

If your reading this, then that means that your just looking to play a Tabletop Role Playing Game(TTRPG) regardless of your stance against the Disney acquisition.

2

The nice thing about a TTRPG is that your story can fit into any era or storyline that your group wants.

YOUR ROLE IN THE GALAXY

While the galaxy is full of ordinary beings just trying to get by and survive a galaxy that can often be extremely dangerous. But players aren't meant to take on the roles of ordinary people. Sure, they may have started out living an ordinary life, but even in those peaceful times there is something unique about the character you play.

Luke Skywalker may have started off as a teen just wanting to spend time with his friends at Toshi Station, but because he possessed an innate talent for using the Force, he couldn't really be looked on as an Average Joe being

dragged into the larger galaxy.

But does that mean you can't play an the average being just making their way in the galaxy? No, you totally can play a normal person pulled into situations beyond their control.

Han Solo is not a normal person. He's an ace pilot, good in a fight, a decent gambler, and a capable engineer. But when he was far younger he wasn't any of that. Everyone starts somewhere, and not everyone has to start with a few adventures under their belt, or having some sort of military experience.

YOUR GALAXY, YOUR HISTORY

While Star Wars has it's own story through various media, don't feel like you need to pay heed to it. Maybe your group wants to tell their version of the Skywalker Saga with one of the players taking on the roll of their version of Anakin Skywalker, Obi-Wan Kenobi, and others.

Maybe you want to start your adventures at the dawn of the Jedi Order.

Perhaps you want to explore the future, a potential of what happens 100 years after the main stories.

The point here is that while the rules of the game are made with the idea of playing within the known settings/story of Star Wars, don't feel like you're constrained to that.

Remember, TTRPGs are about having fun.

WHAT YOU NEED TO PLAY

Any game starts with the need for several things, the top of which is a group of friends to play the game with. Everyone will need a set of rules, a character sheet, and time to make a character while the Game Master (GM) will need to formulate the outline of an adventure for everyone to enjoy.

TOOLS OF THE TRADE

To play the game you will need the following:

- You will need the typical array of dice for aspects of game play. This will be a 1d2, 1d4, 1d6 (you should have at least three), 1d8, 1d10, 1d12, and 1d20.
- A Character Sheet.
- A pencil, or a pen if you like to live on the edge.
- A notebook also can be handy for keeping track of things.
- GM's might need a few more things than the players. A GM screen may be helpful to help obscure their notes. Notes on the game they are going to run, and anything else they feel to be appropriate.
- Miniatures and maps/mats are not needed, but can help with outlining a situation and showing where everything and everyone is in relation to each other.
- Rolling involves using one or more dice to complete a task or to see how well you do something. In some cases a roll involves risk/danger to the character and failing a roll can potentially result in them getting injured or even killed.

SESSION ZERO

Many veteran players will tell you that it is always a good idea to always have a session zero. What this is is not just time to make characters, but it is time taken for the GM to explain their expectations for the game, any limitations on characters to be made, and to go over any issues that players may have regarding topics or things being in games.

How this take place can vary by each group. Some folks, who have played together for some time, may prefer to handle this via emails. Others may also prefer to do this all in person and then make refinements to characters & such at home.

Topics of discussion that need to be brought up during the Session Zero should include:

- What phobias are ok or off-limits, like are they ok with spiders, or are those a big no.
- How adult situations will be handled, like romance and what is expected of players and their characters regarding "consent" in the game world.
- Are there any other situations that are off limits, or may be ok if there are limitations. For example, slavery, does exist in Star Wars as does human trafficking. Many criminal groups and even the Empire do this. Are the players ok with exposure to this? Is being captured & enslaved as part of the story off limits? What other topics and parts of what could be in a setting are off limits?

Remember, **communication is important**, not just because players and the GM use it to tell their stories, but to ensure that everyone at the table stay's friends by the end of the session. Some games can become intense, and if a break is needed for one person then everyone should take a break.



INCLUSION

One important thing in recent years is the need to have people feel included in the games they play by allowing them to play characters who better represent who they are. For many people this has involved the inclusion of disabilities for their characters, as they - the player - have a disability as well.

First, there is nothing wrong with allowing a person with disabilities to play a character that reflects who they are.

But some people have a problem with this, regardless of the setting. These people feel that because there's magic, or superior technology present that a disability shouldn't exist because magic or tech can make it go away. Some even feel it's disgusting to even have this present.

They are wrong.

Who cares if something isn't "realistic." You are playing a game of fantasy where people of exceptional skill, capability, and power get to run around on adventures. And that can include anyone with a disability, whether they have a

physical disability, a mental disability, or are neurodivergent.

Yes, they may have a few more obstacles, but this should never be anything that they cannot overcome.

Remember, we're all there to have fun, so why not let folks have fun in the way they want?

Again, Session Zero, is there to make sure everyone is on the same page. The GM outlines their expectations for the game, and the players outline theirs. This gives everyone who is new a chance to see if this group is for them or not, (though sometimes this may take a session or two to pick up on since often isn't an issue in your first session or two).

-SHOUT OUT-

For folks interested in adding a Combat Wheelchair and other assistance devices to their games check out writer/game designer - **Mark Thompson** [@mustangsart, (Twitter/X); @mustangart.bsky.social (bsky.app)]. Mark has spent years advocating for the inclusion of disabilities in games and is the creator of



the **Combat Wheelchair** optional ruleset for 5E, and The Witcher RPG. Their rules can be found online, and by following the links in their profile.

CHARACTER CREATION OVERVIEW

Over the course of several chapters, you will make your character and learn the ins and outs of the games rules.

ATTRIBUTES

What a character can do and how well they can do it starts with Attribute. All attributes will be a number ranging between 1 (akin to an infant or animal) to a 10 (which is akin to the peak capability of that species, though some creatures will have a higher score). Attributes set the basis of what a character can do, defining how many dice a character may roll when confronted with a task they need to complete. Traits then help to define what you can do.

SPECIES

Star Wars is full of various alien species, as well as Humans. While some of these species are well known to fans, sometimes there are species that pop up that are unique and may only be seen in a few seconds of footage from a film. You will need to select a species to be, or even choose a hybrid species, or you may even wish to create your own species based off other existing species in the Star Wars Universe that isn't noted in this book.

STARTING LEVEL & BUILD

Characters all have levels, starting at 1 and increasing to 20 (or higher if the Game Master(GM) permits). At level 1 a character will be limited in what they can do, but still above what a normal person may be capable of. As you gain levels you will gain traits. At level 1 you will start with several traits which help to define what your character can do. Traits can include skills, talents, powers, or anything else you may need. Species even provide an initial number of traits.

In addition to your traits, characters will also have be able to choose a “Role” which helps define where your character is starting, but it doesn’t limit you on where .

STATISTICS

Statistics represent aspects of a character that are needed for determining various states of their being such as how injured someone is, if they are tired, how easy are they to hit, any points they have available.

Statistics are essentially catagories underwhich you would apply either a negative trait like an injury, or if you are fatigued, or in some cases they are a number that helps to define something about your character that may involve rolling.

Some negative traits that will fall under your stats are typically temporary, like an “injury” you take from a normal attack that hits you. But in some other cases the negative trait may be more permanent or at least semi-permanent as there are sometimes other ways to overcome a negative trait that has come to impact your

character. A Severed Limb is a permanent negative trait. But cybernetics do exist that shifts this to sem-permanent. This means that so long as the replacement is functional, the effect of the negative trait is negated.

BACKGROUNDS

One of the last things that is important to characters is their history, where they come from, their hopes, dreams, and anything that may have happened in their past that is important as a motivation for what they are doing.

In part, this is a brief history of your character - typically no more than a few paragraphs in length. (What you write outside if this is up to you, but for a GM and other players, a brief synopsis is what’s best for the character sheet.)

Aside from your history there are 4 aspects of your character’s background that will have mechanical benefits that your character can potentially call on, for better or worse.

- **Motives:** This is the primary driving force behind your character doing what they are doing. Motives can change as the game/ story progresses, and players should feel free to change their motives as time goes on, though they should inform the GM when they do. You can also potentially have more than one motive for doing what you do.
- **Persona:** This is a guide on how your character often normally acts. They may crack jokes, or are a little too serious for their own good. Persona can help with players acting out the roll of their characters by being a helpful reminder on how their character often acts.
- **Quirk:** Some characters have things that set them apart. This is may be a penchent for painting graffiti on stuff, or maybe they like to collect little trophies. It can also be



something that they might dislike, such as people swearing, or maybe the dislike space travel for some reason. Quirks are meant to be little things that add to your character.

- **Exploit:** An exploit is meant to be a downside to your character, something that others can use against you, or in some cases its a situation that exploits from you (like not being able to resist a good sale).

Players are encouraged to work with their GM on what each of these are and to ensure that they are appropriate given the history of the character.

Calling on one of these aspects during a game can grant you a bonus to a roll, or a penalty if framed the right way. Willingly taking a penalty comes with it's own reward for doing so.

For example, if your Motive(s) would work against you in a situation then you have two options. The first is to just ignore your motive's impact. The second is to apply it's impact. This will entail working with the GM to help decide how your character might react.

So lets say that your motivation revolves around revenge against an Imperial Officer. But at one point, while undercover, you are forced to work with that same Imperial Officer. You can ignore the impact of this on your character and relegate it to a story element. Or if you want it to impact your character the GM may impose a penalty to rolls you make while working with them, or they may even require you to make a saving throw in order to avoid lashing out at them.

Or maybe you learn that they are sympathetic to your plight, (surprise), but just don't see any way to help or stop what is happening around them. With this revelation, how will your

character react with their Motive?

EQUIPMENT

Once you have worked out all the bits and peices of your character, its time to suit them up in the gear and tools they will need. Characters will be given a certain amount of "Credits" that they will spend to buy the gear they need. In some cases, based on a character's background, the GM may instead give the characters better gear.

A young Jedi who has survived order 66 would still have their lightsaber. This peice of gear is quite rare and given the state of the galaxy at the time it is also highly illegal. But given who they are, the GM would/should allow them to have their weapon if they want. They may have even modified it to better conceal it's appearance from others.

A character who is a genius may have unique tools, better than what others may have, or they may have a blaster that for it's appearance hits a lot harder than it should.

Unlike in some fantasy settings, most weapons and gear in Star Wars don't have any special qualities beyond what they were built to have. There are no magical swords, but a Force wielder, with the appropriate powers, can imbue a sword with power. The Mandalorians have incredible armor made with a rare alloy of their own making that can resist the impacts of blasters and even lightsabers, though sustained fire or touch from such could breach the alloy eventually.

Cybernetic and bionic aids exist for people with physical disabilities, as do other aiding devices like wheelchairs.

CHAPTER 02



CHARACTER CREATION

YOUR ATTRIBUTES SORTED OUT

Characters will have a total of 6 Attributes. Each attribute will have a score between 1 and 10. This score has a few different functions for a character. But the first is that when a roll is called for the score determines the number of dice you roll. Typically, a character will have a score between 1 and 10.

A score of 1 represents an individual lacking in little to any natural capabilities and is akin to a small child. A score of 5-6, by comparison is your average adult for natural capabilities. Now a score of 7 or more represents someone at the peak of ability that their natural capabilities cannot possibly improve any further. Some creatures can have a score even higher than 10 due to their unique benefits.

First lets go over the Attributes you will have.

AGILITY

A general measure of your physical dexterity and hand-eye coordination. An agility roll is used when your coordination, dexterity, and reflexes are best suited for a task.

AWARENESS

A general measure of your character's perceptions (senses), and instincts. An awareness roll is used when you need to rely on your senses, wits, instinct to complete a task.

EGO

A general measure of how willful and charismatic a character is. An ego roll is used when you need to apply your strength of will, or be charismatic to complete a task.

INTELLECT

A general measure of how smart or knowledgeable you are. An intellect roll is used when what you know or can discern is needed for a task.

MIGHT

A general measure of how physically strong and durable a character is. A might roll is used when your strength or toughness is needed for a task.

FORCE

A general measure of how strong in the Force a person is. A Force roll is used when you would use the Force to perform a task. Unlike other Attributes, you can start with a score of zero in this, representing someone with no capacity to use the Force. (Droids can never have a Force score above zero.)

GENERATING ATTRIBUTES

Attributes can be generated in one of a few ways. The first is via a straight forward application of points to improve an attribute. The second is to roll a die.

A score of 1-2 is like that of an child, 3-4 is like a teen or young adult, 5-6 a typical adult, 7-10 is the upper level of capability for a person. A character's score cannot exceed 10.

Point Buy: Your character will have total of 23pts to distribute amongst their attributes. All attributes, (except Force), have a base of 1 and cannot start above 6.

Dice Rolling: If rolling attributes you roll 1d4 for each attribute. In this case, attributes start with a score of 2 and after a roll have a minimum of 3 in them.

Improving Attributes: Attributes don't improve often or by much. Generally speaking, Attributes can be increased every 5 levels, but only as an option to gaining a trait. Players do not have to increase an attribute if they don't want to.

Score Use: Your attribute score will have other uses figuring out your Stats.

ATTRIBUTE DICE

Your Attribute score helps to determine the dice you roll for a task. Later this can be augmented with your traits.

A score of 1-2 gives 1d4. Scores 3-4 is a 1d6. A 5-6 gives a 1d8. A 7-8 will give a 1d10. And finally a 9-10 will give a 1d12.

In addition to this die, players will have an extra "Skill" die that represents their skill. This die starts as a 1d4 and represents your Untrained capacity to do something.

ROLLS

While this will be explained in more detail later, rolls involve figuring out how many traits you can apply to the action/task that you are set to accomplish. In some cases no roll is needed or in others a roll is used to determine how well you do.

Rolls themselves are broken up into Untrained and Trained rolls.

As mentioned, Untrained has your Skill die is a 1d4. Each additional skill you can put toward the roll improves on your skill die. As such it can be important to take additional skills along a line of progression.

Traits can come from your species or be granted by your chosen "Role," and by leveling up. Leveling up will grant you the ability to get a

few new traits to help out.

ATTRIBUTES & APPEARANCE

A common assumption with attributes is that a high attribute means you may look a certain way. Like a man with a high Might score should look like they pump iron on a daily basis. But that's not the case in this system. Attributes only give you a natural basic capability. For example, there are some people, while skinny, they know about leverage and are sometimes deceptively stronger than they look.

A character's appearance is instead based off traits. Someone who is physically attractive looking should have a trait that denotes it. But just because they are good looking doesn't mean they know how to talk with people.

CHOOSING YOUR CHARACTER'S SPECIES

Here you will get to choose, or make your own species. Presented here will a number of species, though hardly all of the species you can find in the Star Wars universe.

Aside from being able to pick one of the following species, you can also create your own species that better suits another species that you have seen in the various movies/shows/games/etc.

Species presented in this book are:

- Humans/Humanoids
- Bith
- Cereans
- Duros
- Gungan
- Lasat
- Mirialan

- Rodians
- Sullustans
- Togruta
- Twi'lek
- Wookiees

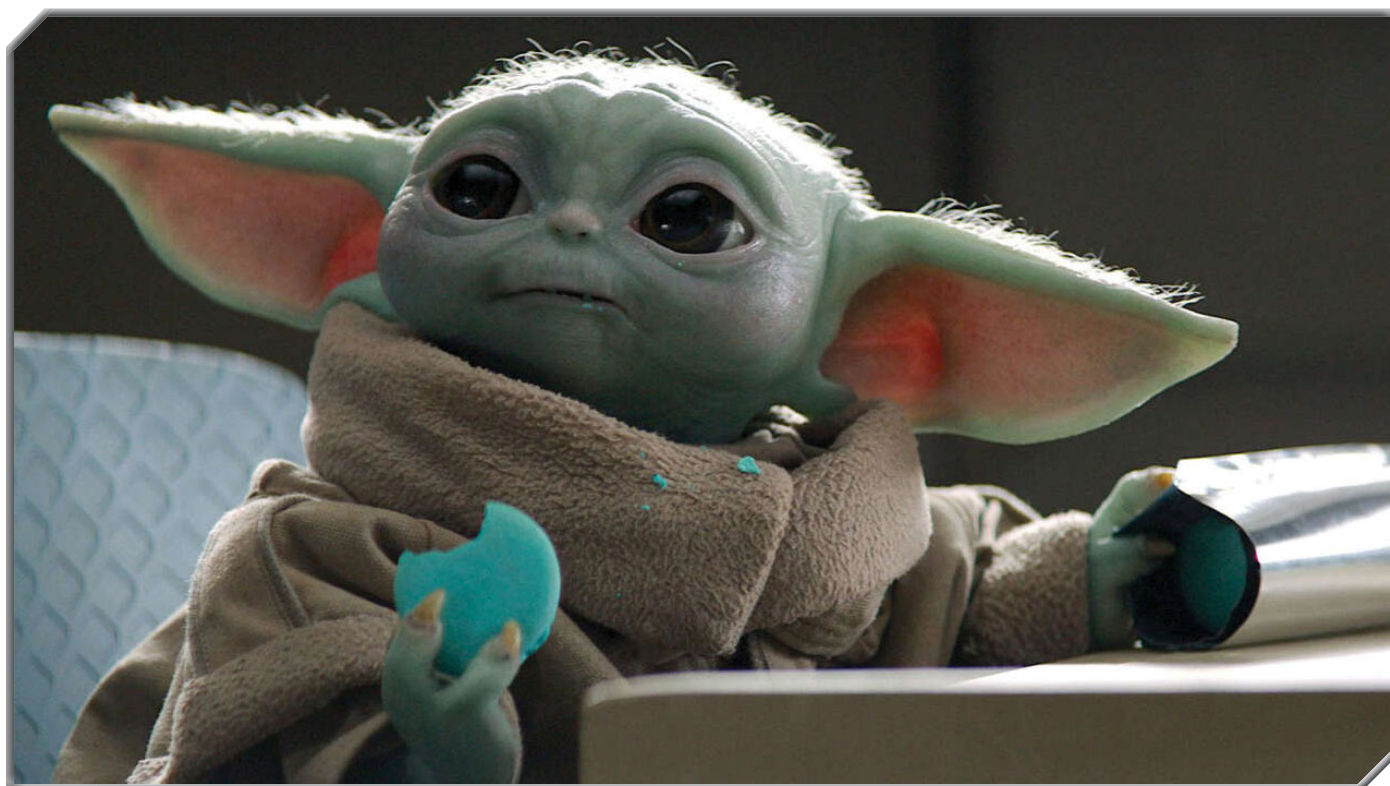
READING SPECIES TRAITS

Each species has a number of traits. Under most circumstances these are beneficial, but in some circumstances there is a flaw that serves to balance out things that a species can do.

- **Size** - Size is a trait that can be good or bad depending on the situation. Size traits for most beings are not the same as that of starships. All species have Common noted as their size, but at any time a player wishes to make use of a smaller sized version they are welcome to.
 - **Small:** Your height is less than 3ft/1 meter tall. Small sizes have a negative effect on Might rolls, but do make you harder to hit.
 - **Common:** Your height is between 3ft/1

meter and 7.5ft/2.5 meters tall.

- **Taller Beings:** mostly applied to creatures and a few rare species of beings, anything taller or larger than Common will be explained (see Non-Player Characters for more on this).
- **Feature Traits** - Unlike other traits, species make use of what are called "Feature Traits." A Feature trait has a specific use it is built for. It can add to rolls, but also may grant unique capabilities that traits normally don't, like seeing in the dark. Species can have normal traits as well.
- **Flaws** - If a species has a flaw it is something of that impacts them negatively in some way. When a flaw is taken, it balances out 1 trait, thus allowing for 1 trait to be counted as free for that flaw.
- **Balanced Traits:** Some traits are equal parts capabilities and flaws. These balanced traits essentially pay for themselves.



HUMANS / HUMANOIDS



Humans represent one of the more dominant species in the galaxy. They can be found on almost every habitable planet in some way. Humans can learn to speak and understand many languages, though like other species, there are some languages that they can't quite speak. Of the various species, it is known that humans can have children with some of the other species in the galaxy if their anatomy is generally close (like Twi'Leks).

Humanoids are other species of beings who are essentially very much like humans. The difference is primarily in appearance.

Human/Humanoid Traits

- **Size:** Common.
- **Open Traits:** Create 3 additional traits for your character.

BITH



Bith are an unusual species with a number of surprising qualities, but unfortunately these are offset with some flaws. Their vision can see the microscopic and their hearing is equally uncanny, but they have their drawbacks. They good hand-eye coordination, have only one lung but can breath through their skin.

Bith Traits

- **Size:** Common.
- **Heightened Hearing:** Your hearing is highly sensitive allowing you to hear somethings others cannot normally hear.
- **Auditory Overload (Flaw):** Your sensitive hearing makes you vulnerable to auditory effects.
- **Microscopic Vision:** You can see at the microscopic level if you concentrate.
- **Nearsighted (Flaw):** You have difficulties seeing far away.
- **Bith meditate instead of sleeping**
- **Bith have good hand-eye coordination**
- **Open Trait:** Create 1 additional trait for your character.

CEREANS



Cereans possess a unique physiology that has them possessing binary brains and two hearts to help pump blood through their body. Because they are capable of thinking along two paths of thought, analyzing a situation from two points of view, Cereans make natural diplomats and problem solvers. Cerean males tend to age faster than females, and because males were less common than females, polyamorous relationships were common placed.

Cerean Traits

- **Size:** Common.
- **Binary Thinking:** You are able to think faster than others allowing you to process information and think faster than normal people.
- **Cerean are socially adept**
- **Open Trait:** Create 1 additional trait for your character.

DUROS



Duros are a species naturally skilled at living in space, being one of the first species to develop space travel. They have a keen mind for remembering things, especially stories, and have a natural aptitude for working in space.

Duros Traits

- **Size:** Common.
- **Space Adapted:** You are naturally adapted to survival in the vacuum of space and working in a Zero-G environment.
- **Duros have an eidetic memory**
- **Open Trait:** Create 1 additional trait for your character.

GUNGAN



Gungans are an amphibious species native to Naboo. They are well adapted to aquatic life, are very flexible, have strong leg muscles that they use to leaping, and can shoot out their tongues like frogs. Gungans had two races, the Otolla, which were tall and lanky with short eye stalks, and the Ankura who were heavier and had hooded eyes.

Gungans Traits

- **Size:** Common.
- **Amphibious:** You are naturally adapted to survival on both land and water with an ability to hold your breath far longer than other species.
- **Gungans can leap/jump better than others**
- **Gungans see very well in the dark**

LASAT



Lasat are a species known for their tall heights, being skilled fighters, and being very strong and agile. Lasat warriors make use of Bo-Rifles, and have a tradition of giving their weapon to the winner of a duel. During the time of the Empire, the Lasat were driven to near extinction because of the Empire.

Lasat Traits

- **Size:** Common.
- **Exceptional Physique:** You are stronger than you look allowing you to hit harder and lift more than others.
- **Lasat are natural warriors**
- **Lasat are adept at using the Bo-Rifle**

MIRIALAN



Mirialan are a near human species that had various skin colors like Twi'leks. They often tattooed their faces with diamond markings after a special task or achievement was completed. Mirialan are incredibly agile and have above average reflexes that allow them to react far quicker to situations than others could. Mirialan also have a strong connection to nature and believe in the Force. Those Mirialan that become Jedi often take on padawans who are also Mirialan.

Mirialan Traits

- **Size:** Common.
- **Attuned to Nature:** You are more at home in the wild and possess an innate connection with nature.
- **Mirialan have exceptional reflexes**
- **Open Trait:** Create 1 additional trait for your character.

RODIAN



Rodians are a reptilian species that possess large eyes, sensitive antennae, and hands & feet with suction cups on them. Rodians have a natural aptitude for hunting and tracking due to their heightened sense of sight that allows them to see in different infrared light spectrum and their antennae that allows them to pick up on vibrations in the air.

Rodian Traits

- **Size:** Common.
- **Keen Hunters:** You are adept at tracking and learning about a target.
- **Vibration Sense:** You are capable of sensing vibrations via your antennae making it difficult to surprise you.
- **Rodians see very well in the dark**

SULLUSTAN



Sullustans are a near human species of subterrainian origins. They possess the ability to see in the dark, and have instinctive sense of direction, and highly sensitive hearing. Because they are well accustomed to life underground they are also not bothered by high temperature environments.

Sullustan Traits

- **Size:** Common.
- **Keen Hearing**
- **Good sense of direction**
- **Sullustans see very well in the dark**
- **Heat Acclimated:** You are less bothered by warm or hot environments than other beings.
- **Subterrainian (Flaw):** You are not well adjusted for bright lights, artificial or natural.

TOGRUTA

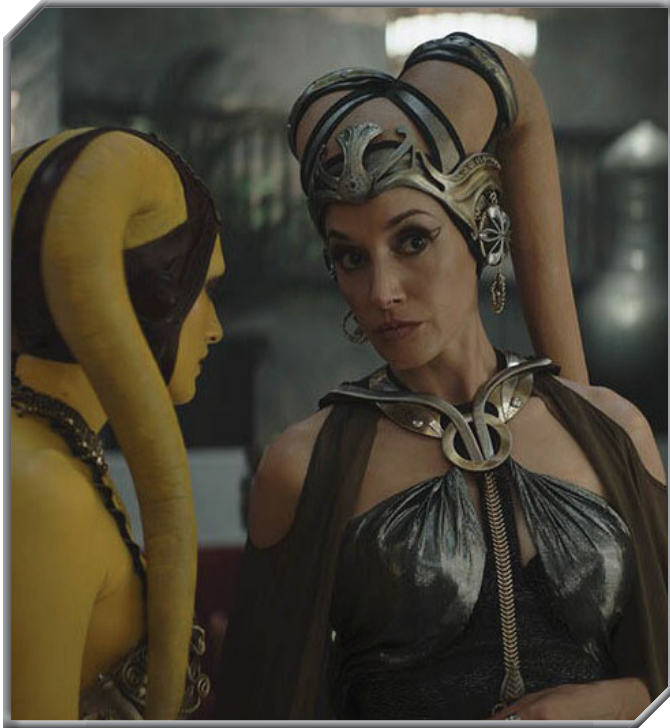


Togruta are a near human species that had montrals, horn like protrusions from the top of their head, and leku (head tails). They possess a strong passive form of echolocation and incredibly keen eye sight that allowed them to see farther than others.

Togruta Traits

- **Size:** Common.
- **Passive Echolocation:** You are keenly aware of your surroundings and can function in the dark or when blinded, but you cannot make out fine details beyond general shape/appearance of something.
- **Keen Vision**
- **Open Trait:** Create 1 additional trait for your character.

TWI'LEK



Twi'leks are a near human species possessing long head tails called leku. Twi'leks possess a knack for speaking, finding it easy to empathize and pick up on social cues and body language. Their own language is very complex as it makes use of subtle movements of their leku to communicate. They are also naturally acclimated to harsh environments.

Mirialan Traits

- **Size:** Common.
- **Gifted Orator:** You know how to speak with others.
- **Hazardous Life:** You are well adapted to functioning hazardous environments unlike how other beings are, though this does not grant immunity to physical harm that an environment could potentially inflict (such as poison air, or lava).

WOOKIEE



Wookiees are a long lived species, often living around 4x that of most other beings. They also possess retractable claws used for climbing, and consider using them to fight with as dishonorable. Their vocal cords are also limited to allowing them to speak their own language, often forcing them to rely on other means of translation. Wookiees typically do not wear cloths like most other species as their layered fur provides them with ample protection against cold environments. They do wear armor if needed but often only wear bandoliers and wield bowcasters in battle.

Wookiee Traits

- **Size:** Common.
- **Exceptional Physique:** You are stronger than you look allowing you to hit harder and lift more than others.
- **Climbing Claws**
- **Cold Adapted:** Your thick layered fur allows you to ignore the effects of cold.
- **Inhibited Vocals (Flaw):** Your vocal cords only allow you to speak your native language.

YOUR OWN SPECIES

Not every species can be represented in one book...well they could, but it would be a lot of pages to go through just to find one species you want to play.

In most cases, species are almost the same as each other in what they can do. In other cases a species are essentially like humans only that they happen to have red skin and tendrils. This is why the term "humanoid" is used after humans.

Creating your own species is fairly strait foward.

- A Trait, as mentioned before, can be a single word, short phrase, or in some cases it is a sentence that explains in general what the trait is/does.
- A species can have up to 3 triats.
- Additional traits beyond 3 requires the species to have a Flaw.
- If for some reason a flaw is not applicable to a species then the starting "Free" traits that a character would get at level 1 are reduced proportionately.
- Traits cannot give a defined number, dice or similar effect.

One species available to players that sort of exceeds things are Droids. Droids possess a great deal of capabilities with few flaws.

Most Droids are NPC's, however occasionally a player may find it fun or interesting to play a being who is not just more resilient than the others, but tends to not be so prone to emotions.

DROIDS



Droids make up a vast number of beings in the galaxy, but are not truly sentient beings. As a machine, droids are often treated as just that. But occasionally a droid is owned by a good natured person and they are allowed to grow and learn, becoming something more than just their programming.

Most typical owners often wipe a droids memory to avoid any unwanted quirks or the chance for a personality to build up. But mindwipes come with a cost - everything the droid knows, and often requires the droid to be reprogrammed all over again.

For their part, droids come in a vast number of types, varying not just in appearance but functionality as well.

Droid Traits

- **Size:** Common.
- **Locomotion (Non-Trait):** Choose 1 method of movement the droid possesses (Repulsor, Treads/Wheels, Legs). Repulsors allow for flight, but...

Droid Traits (Continued)

- ...increases the likely hood of becoming fatigued when performing actions. Treads/Wheels do not work well with some terrain, impacting how quickly you can move. Legs are like that of any people and are impacted in the same way they are.
- **Core Function:** All droids are built for a purpose, something that they are good at performing. You must choose 1 of the following functions as their core function:
 - Combat - built to be able to fight.
 - Loader - built for heavy lifting.
 - Medical - built to provide medical aid.
 - Support - built to provide some form of support (astro-navigation, repairs, mobile power supply, etc.).
 - Translator - built to provide diplomatic assistance.
- **Lack of Empathy (Flaw)**
- **Lack of Instinct (Flaw)**
- **Battery (Non-Trait):** You have an internal power supply that allow you to operate for some time before you must recharge. Recharging for a droids takes very little time with a power source on hand. Typically a droid can remain fully operation for days or weeks before a recharge is needed. When recharging, most droids only need 1 hour of downtime to do so (fully powered-down, but if still on it takes 2 hours). Droids do suffer fatigue, which is how low power affects them. Also, internal weapons (and/or shields) can drain their battery far faster. Highly physical activities for a droid will drain it's battery faster.

- **Modifiable (Balanced):** You can integrate a piece of equipment/gear into your body with time and effort. Unfortunately, doing so runs the risk of the item being damaged when you are hurt.
- **Regular Maintenance (Flaw):** Your ability to stay operation requires you undergo some maintenance. This is often down while recharging. It involves running a diagnostic of your systems, while someone else goes over your body. Damage taken does not heal on it's own and must be repaired.
- **Restraining Bolt (Flaw):** An external device called a Restraining Bolt can be afixed to you. When an attuned "caller" is used it forces you to awaken, alert being to your presence, or force you to shut-down. You also cannot act violently to the holder of the caller.
- **Immune to biological toxins/poisons**
- **Immune to biological diseases**
- **Immune to Mental Powers**
- **Immune to mundane biological needs:** No need to eat or use a refresher.
- **Tough to kill**
- **Digital memory**

Droids possess 2 non-traits. These are aspects of a droid that are central to it's operation/functionality. Because they are unique it is important to define how they function.

Droid character possess a total of 7 traits, 1 balanced trait, and 3 flaws. During character creation, the player must give up 2 trait selections from other sources in order to play a droid.

Because there are 3 types of traits, the loss can be pulled from any one of these.

LEVELED ADVANCING TO FILL A ROLE...

Now we come to the part where we add what your character can and cannot do. In many games this comes in the form of choosing a Class, which grants the character a number of abilities, but it also limits what they can do as well.

Instead in this game a character will choose a "Role" that their character will take up. These are not like character classes. Your role will only serves as an initial jump off point for your character, helping to set where your character is at when they first get into adventuring.

After level 1, how your character advances is completely up to you and what traits you set up for your character. It is with roles that players will see traits being associated with certain aspects characters. In addition to this, roles will help setup Statistical information for characters.

ROLE STATISTICS

Each roll will provide some basic statistical information that help to define the character in certain ways. Below is an outline of each statistical aspect that a role will help define.

HEALTH

Health is broken up into two different aspects of a character: Endurance and Injuries.

- **Endurance (END):** This is what you might call "Plot Armor" and represents a characters ability to avoid actually being hurt. Endurance will sometimes be referred to as END.
- **Injuries:** These are negative traits (Flaws) that are incurred when a character takes damage when they either have no Endurance left, take a critical hit, or

WE CAN REBUILD...

Droids are unique characters in that unlike biological characters, so long as their droid brain is intact they can be rebuilt, have their brain put into a new body, or even have their memory downloaded (a lengthy process) and uploaded into a fresh brain.

C-3PO, for example, is blasted and dismembered when he gets distracted on Cloud City. While just a bundle of parts, Chewbacca was able to repair the damage and put the droid back together, restoring his functionality. Though he did put C-3PO's head on backwards just to amuse himself.

are an NPC who is a simple minion type opponent. Too many injuries will result on a character being either knocked out or killed.

DEFENSE

Defense, like Health is broken into two separate stats: Guard Score and Durability Score.

- **Guard Score (GS):** This is the score that an opponent needs to meet or beat with an attack roll in order to hit a target, getting past their guard. A superior hit occurs if you roll the max result for your dice roll.
- **Durability Score:** When you are hit, the damage of the attack is reduced by this score. All remaining damage from the attack then reduces the character's END by that amount.

RESISTANCES

Resistances serve as your methods of resisting certain effects that do not target your Defenses. You have 3 resistances that are passive score and a bonus to an active roll that you may be called to make, both determined by your role.

- **Reflexes:** This involves your ability to evade or react quickly, such as trying to avoid an explosion.

- **Resilience:** This is your ability to resist things that affect your body like poisons and diseases.
- **Willpower:** This covers your strength of will and ability to resist intimidation/fear, overcome mind affecting powers, or to push yourself past your limits.

SECOND WIND

This serves as a character's method of recovering health. A second wind may be used once per combat encounter and allows for a limited amount of Endurance to be regained as you gather your wits and refocus on the task at hand (requiring a full-turn action). The amount of this is Equal to your Endurance total divided by 4 (Round up). Some classes may add a bonus to this amount.

TRAITS

Each role offers up a certain number of free trait selection for one of three categories of traits. Traits will have its own section to better outline their use.

- **Skills:** These are traits that represent training in something, knowledge gained over time and so forth. Skill traits are 1 or two words that describe what they

are. These can be your classic skills like Computer Use, Repair, General Education, or Stealth.

- **Combat:** Combat traits represent things you can do in a fight. These traits are a made up as a Descriptive set of words and a specific definition of 1 sentence on what the trait grants. For example you may create a combat trait you call - *Dodger: You are skilled at evading harm.*
- **Capabilities:** Capability traits covers other things or capabilities your character may possess that work outside combat, or possibly even in combat. These traits aren't too dissimilar from the combat one. These traits can also cover a requirement that a character may need in order to gain the use of Force Powers (which act as their own class of traits). The "Force Sensitive" trait is one specific trait that is required in order to access Force Powers. Without this trait you cannot use the Force.

Limiting Traits: Traits cannot do everything, but you can justify quite a lot on what a trait can do. The idea is that while you can apply some traits in rather broad ways you shouldn't be able to have one trait that can apply to



everything you can do.

For example, you have a trait called: *Soldier's Training - You have extensive training as a soldier.*

This trait means you know things that surround being a soldier. This can mean weapons use, using armor, some basic first aid, and possibly tactics. But the trait wouldn't apply to slicing computers, repairing vehicles, or performing surgery even if you could justify your military training covering this.

Traits can also be applied to Scores (not Attribute scores) and not just rolls. If applied to a score then you must note what score it applies to (such as Target Score and/or Durability Score).

Going back to our Soldier Training example. It would make sense that this training may result in a person being more physically robust than others. As such you could justify it applying to END, and Durability. But a GM may draw the

line of it applying to any of your Resistances. A good rule of thumb for a trait being specifically aligned with statistical info is that no more 2 aspects of a character's statistical info can be improved by 1 trait.

Flaws: Flaws are your negative traits, imposing a penalty to the roles you will make. You can freely create a up to 4 Flaws which allow you to gain 4 free Traits of any sort.

FEATURES

Each role grants a few unique features that define the role that is taken. Each role will have 2 features and unfortunately these will be the only features that players will have from them that grant a specifically defined capability.

Traits can be made that enhance on features.



DIPLOMAT

Diplomats are individuals skilled in interacting with others, engaging in negotiations, bartering, or even getting opponents to stand down from an aggravated state.

Endurance: Equal to Might + Ego scores.

Injuries: Equal to Might score.

Guard Score: Equal to your Agility score +2.

Durability Score: Equal to your Might Score.

Reflexes: Reflex score is your Agility score +2. Roll bonus is +3.

Resilience: Resilience score are your Might score +2. Roll bonus is +3.

Willpower: Willpower score is your Ego score +6. Roll bonus is +7.

Second Wind: Equal to 1/4 your Endurance score +2.

Traits

Skill Traits: You possess 6.

Combat Traits: You possess 2.

Capability Traits: You possess 2.

Diplomat Features

Let's Talk

You are highly adept at speaking with others. When engaging in conversations (negotiations, intimidation, charming and so forth) that require a roll to determine the success of the conversation, you automatically roll 1 die type higher before traits are applied.

Do You Know Who I Am

Diplomats are often subject to special treatment due to their status. Diplomats often have a degree of access or freedom that most other people do not. Diplomatic Immunity, for example, protects you from some laws while you engage in your diplomatic duties (but this doesn't mean that your immunity can't be recinded). And diplomats can often ask for equipment, ships and personel to assist them while performing their duties. When you fail in a roll involving applying your role as a diplomat to a situation to get something you want or need you can reroll the attempt a single time for that game session. Keep in mind that even with a success there are limits to what you can get.



ENTERTAINER

Entertainers are individuals that like to put on a show. They are often charismatic and perceptive to the emotions of their audience. Their ability to entertain is often good for distracting foes.

Endurance: Equal to Might + Ego scores.

Injuries: Equal to Might score.

Guard Score: Equal to your Agility score +4.

Durability Score: Equal to your Might Score.

Reflexes: Reflex score is your Agility score +2. Roll bonus is +3.

Resilience: Resilience score are your Might score +2. Roll bonus is +3.

Willpower: Willpower score is your Ego score +2. Roll bonus is +3.

Second Wind: Equal to 1/4 your Endurance score +4.

Traits

Skill Traits: You possess 5.

Combat Traits: You possess 1.

Capability Traits: You possess 4.

Entertainer Features

Give Them a Show

You can put on a performance of some sort. When engaging in an activity where you can put on a performance that requires a roll to determine the success of you automatically roll 1 die type higher before traits are applied.

Glamorous Presence

As an entertainer you are all about getting peoples attention. You know methods that and ways to pulls people's attention to you or how you can rile up a crowd. This is situation dependent, of course. It can be hard to rile up a crowd if all you have are stormtroopers. When you fail in a roll involving applying your role as an Entertainer to a situation you can reroll the attempt a single time for that game session.



EXPLORER

Explorers are individuals who excel at surviving and traveling around worlds. They can often be extremely knowledgeable of a number of things and tend to have an instinct for surviving.

Endurance: Equal to Might + Ego scores.

Injuries: Equal to Might score.

Guard Score: Equal to your Agility score +2.

Durability Score: Equal to your Might Score +2.

Reflexes: Reflex score is your Agility score +2. Roll bonus is +3.

Resilience: Resilience score is your Might score +2. Roll bonus is +3.

Willpower: Willpower score is your Ego score +2. Roll bonus is +3.

Second Wind: Equal to 1/4 your Endurance score +4.

Traits

Skill Traits: You possess 3.

Combat Traits: You possess 3.

Capability Traits: You possess 4.

Explorer Features

Survivalist

You are highly adept at surviving in the wild. When engaging in activities regarding the wild, biomes of differing natures, tracking and general survival where a roll is required to determine a success, you automatically roll 1 die type higher before traits are applied.

Stodious Hunter

You know how to find things and people. Sometimes this requires you to research your target by either spending time combing through records or observing the target (if a person). When you fail in a roll involving applying your role as an Explorer to a situation involving finding out about people or things you can reroll the attempt a single time for that game session.



FORCE USER

Force Users are individuals who have learned to use the Force in some way. Some people barely tap into their potential. Others either realize what they are capable of or undergo special training.

Endurance: Equal to Might + Ego scores.

Injuries: Equal to Might score.

Guard Score: Equal to your Agility score +4.

Durability Score: Equal to your Might Score +2.

Reflexes: Reflex score is your Agility score +4. Roll bonus is +5.

Resilience: Resilience score is your Might score. Roll bonus is +1.

Willpower: Willpower score is your Ego score +4. Roll bonus is +5.

Second Wind: Equal to 1/4 your Endurance score.

Traits

Skill Traits: You possess 3.

Combat Traits: You possess 2.

Capability Traits: You possess 5.

Force User Features

Force Sensitive

You have a natural capacity to use the Force. When you do something with the Force that requires a roll to determine the success, you automatically roll 1 die type higher before traits are applied.

Strong in the Force

As a Force User you are naturally stronger in the Force than other beings may be who come to use the Force through strict training rather than having a natural talent. When you fail to use the Force to accomplish a task you get 1 free reroll for that game session.



INFILTRATOR

Infiltrators are experts in getting into or out of places. They may be thieves, or spys, or they may just be seekers of fortune who often get themselves into far too much trouble than they care for.

Endurance: Equal to Might + Ego scores.

Injuries: Equal to Might score.

Guard Score: Equal to your Agility score +4.

Durability Score: Equal to your Might Score +2.

Reflexes: Reflex score is your Agility score +6. Roll bonus is +7.

Resilience: Resilience score is your Might score +2. Roll bonus is +3.

Willpower: Willpower score is your Ego score. Roll bonus is +1.

Second Wind: Equal to 1/4 your Endurance score.

Traits

Skill Traits: You possess 4.

Combat Traits: You possess 4.

Capability Traits: You possess 2.

Infiltrator Features

B&E Expert

You are skilled at getting into places where you shouldn't be, or getting out again. When infiltrating a place and a roll is required to determine a success, you automatically roll 1 die type higher before traits are applied.

Concealed Movement

You know tricks and techniques to avoid drawing attention to yourself. If you fail a roll involving concealing yourself in some way from the attention of others then you may make 1 free reroll for that game session.



MEDIC

Medics are people who are knowledgeable in how to treat injuries, and impairments. They often know how to efficiently use medkits and medpacks, bacta and more to improve a person's ability to recover from harm.

Endurance: Equal to Might + Ego scores.

Injuries: Equal to Might score.

Guard Score: Equal to your Agility score.

Durability Score: Equal to your Might Score.

Reflexes: Reflex score is your Agility score +4. Roll bonus is +5.

Resilience: Resilience score is your Might score +4. Roll bonus is +5.

Willpower: Willpower score is your Ego score +4. Roll bonus is +5.

Second Wind: Equal to 1/4 your Endurance score +2.

Traits

Skill Traits: You possess 4.

Combat Traits: You possess 1.

Capability Traits: You possess 5.

Medic Features

First Responder

You know how to treat the injuries of yourself and your allies quickly and efficiently. When you are treating the injuries of others and it requires a roll to determine the success, you automatically roll 1 die type higher before traits are applied.

Physician

You are well versed in various life saving techniques, you know how to diagnose patients, best methods of treatment, and anything else that makes you more than just some medic. When engaging in activities relating to the medical profession and involves a dice roll, should you fail to accomplish a task you get 1 free reroll for that game session.



SOLDIER

Soldiers are skilled combatants, well versed in the use of weapons and gear. But soldiers often can do more than fight and often have good survival instincts and capable pilots.

Endurance: Equal to Might + Ego scores +2.

Injuries: Equal to Might score +2.

Guard Score: Equal to your Agility score.

Durability Score: Equal to your Might Score +4.

Reflexes: Reflex score is your Agility score +2. Roll bonus is +3.

Resilience: Resilience score is your Might score +2. Roll bonus is +3.

Willpower: Willpower score is your Ego score. Roll bonus is +1.

Second Wind: Equal to 1/4 your Endurance score +2.

Traits

Skill Traits: You possess 2.

Combat Traits: You possess 6.

Capability Traits: You possess 2.

Soldier Features

Gear & Tactics

As a soldier you are knowledgeable in the use of weapons, armor and tactics. You are considered to be trained in the use of common weapons, armor and when attempting to develop a tactic or apply a tactic to a situation you may improve one of your dice by 1 step when executing the tactic.

Expert Combatant

You are an expert in fighting, knowledgeable in not just the use of many weapons but how to move, when to take cover, not to mention being able to pick up on your enemies tactics. If you fail a roll involving being a Soldier in some way, you may make 1 free reroll for that game session.



TECHNICIAN

Technicians are mechanics, slicers (hackers), chemists, and even carpenters. They aren't just people who make and repair things, but they can do other things.

Endurance: Equal to Might + Ego scores.

Injuries: Equal to Might score.

Guard Score: Equal to your Agility score.

Durability Score: Equal to your Might Score +2.

Reflexes: Reflex score is your Agility score +2. Roll bonus is +3.

Resilience: Resilience score is your Might score +4. Roll bonus is +5.

Willpower: Willpower score is your Ego score +2. Roll bonus is +3.

Second Wind: Equal to 1/4 your Endurance score +4.

Traits

Skill Traits: You possess 7.

Combat Traits: You possess 1.

Capability Traits: You possess 2.

Technician Features

Journeyman

You have worked hard to be good at what you do, building things, making repairs, jury rigging things or just operating different machines. When you are dealing with technology and it requires a roll to determine the success, you automatically roll 1 die type higher before traits are applied.

Like the Back of My Hand

You have spent time in a lot of places working with different forms of technology which gives you a keen insight in how things work. When engaging in activities relating to being a technician and involves a dice roll, should you fail to accomplish a task you get 1 free reroll for that game session.



WORKER

Workers are your average persons who lack any unique characteristics but are the type that may find themselves dragged into trouble and will find themselves oddly skilled for the adventure they find themselves in.

Endurance: Equal to Might + Ego scores +2.

Injuries: Equal to Might score +2.

Guard Score: Equal to your Agility score +2.

Durability Score: Equal to your Might Score +2.

Reflexes: Reflex score is your Agility score +2. Roll bonus is +3.

Resilience: Resilience score is your Might score +2. Roll bonus is +3.

Willpower: Willpower score is your Ego score +2. Roll bonus is +3.

Second Wind: Equal to 1/4 your Endurance score.

Traits

Skill Traits: You possess 4.

Combat Traits: You possess 2.

Capability Traits: You possess 4.

Worker Features

I've Got a Knack

Choose one of the first features from any other Role and take it as your own. This feature represents training you may have undergone, natural talent, or just years of dedicated side work to pick up on something others often have dedicated more time to.

Lady Luck

You could say that fate is on your side. Once per game session you may reroll any single roll that you have failed at. While other Roles are more limited in what they apply their reroll to, your's is more open, but still just as limited.



LEVELS & LEVELING UP

Characters starts with being built at Level 1, even though some GM's may wish to have their players start at higher levels (typically 2 or 3).

Various aspects of the character's stats will improve by a certain amount as the character's level increases.

Levels typically range from 1 to 20.

ATTRIBUTES

Attributes do not increase often. An attribute can be increased once every 5 levels. Doing this comes at the cost of a Capability Trait selection, and increases an attribute by 1pt.

STATS

As you gain levels you will be able to increase your stats by a limited number of points. Even at level 1 you will have a few free points to better define your character's capabilities. At Level 1 you have 4 additional points that you can place into your stats, but no more than 2pts can be put into any one stat at a time.

After level 1 you will be able to increase two stats of the character by +1 each. This occurs at every odd level, (levels 3, 5, 7 and so forth).

TRAITS

Each level allows the character to gain 2 Traits of any sort. Additional traits can also be gained as a reward during the game.

EXPERIENCE POINTS / MILESTONES

The gaining of XP to advance in level is kept simple. You just need gain 100xp for each level. The amount of XP gained at the end of a game session is up to the GM to decide.

Alternatively, the GM may decide to not use XP and instead use Milestones. In which case, once a milestone is reached, characters may increase their level by 1.

TRAITS MAKE US WHO WE ARE...

Traits do have some rules involved with their creation. As mentioned before, traits are broken up into a number of variations.

Skills, Combat, Capabilities (including Powers).

Then there are also Flaws, negative traits that are optional but allow you to gain an additional free trait. You are limited to no more than 4 Flaws. As you level up, you can also buy off a Flaw by expending one of your new traits for this, or a GM may wipe the flaw for free as a reward for your character's actions.

Traits are open ended in their use, typically. If you can justify a trait's use then it can apply to a roll in some way.

In addition to this, you can assign a trait to a stat, but no more than 2 stats can be assigned to the same trait. Once assigned, you cannot swap this assignment until you level up again.

SKILL TRAITS

Skill traits are often single words or short phrases (more than a single word). Classic skills from other RPGs typically fall into this area and can encapsulate broad skills like "Athletics" as well as being more focused like Weight Training, or Gymnastics.

Having multiple Skill traits built into a certain area of capability shows a focus or specialization in that. For example, a character who is an Intellect focused character may have skills along the lines of: Computers, Computer

Programing, Science, & Tinkering About.

These four can all be applied under certain circumstances, while 3 for them can apply under most circumstances where you would use a computer as they build on each other in some justifiable way.

Skill traits increase the Skill die type you roll by 1 step, so a 1d4 becomes a 1d6.

If you have enough skill traits that you can improve the bonus die up to a d12 then any additional skills that can add to this only provide a +1 bonus.

Starting Characters cannot have more than 2 linked skills. That is to say, that if you were to take Athletics, Body Building, and Gymnastics as your skills, you could only take 2 of those since all three skill work together.

COMBAT TRAITS

These are traits that apply only in combat situations or to Stat scores (not health). In combat, a player will try and determine which attribute is best for what they want to do.

- **AGILITY:** Often used for ranged combat, or acrobatic melee fighting.
- **AWARENESS:** Used when you may need to rely on your senses. Ranged combat could apply here where you may need to rely on your ability to aim. It also could apply to attacking in the dark.
- **EGO:** Not a commonly used trait for fighting. It is more applicable to the use of certain mental powers.
- **INTELLECT:** An applicable attribute for combat where you may need to out think your foe, using trickery, knowledge of trajectories, or other methods.
- **MIGHT:** Used when you wish to rely upon brute force to fight. Grappling,

for example, may rely on Agility, but for holding onto someone you will need to be strong. Likewise, someone who just likes to punch and breakthings may be the type to rely on their Might more than Agility.

- **FORCE:** Never used for normal combat, the Force is used when you wish to use a power, though powers are what you use to fight with.

Combat traits add to these rolls and can be applied where they fit.

These traits grant a +1 bonus to combat rolls you make, and can also represent special knowledge of techniques you can use in combat.

For example: *Quickdraw* - You can rapidly draw and/or holster a weapon quickly.

This trait would give you a +1 to attack rolls with a weapon. But it also means that you can draw a weapon quickly, often before your foes can or when an opponent has you surprised.

But, a GM may also rule that this trait only applies for your first action, covering only your ability to try and act first or to act when you would normally in a surprise turn.

CAPABILITY TRAITS

These are somewhat more focused traits, often relating to something, a capability, that you have developed that you can do. They grant a +1 to a roll made in addition to potentially allowing you to perform a unique action or activity.

An example of a Capability trait would be: *Force Sensative* - You have an inherent connection to the Force and can learn to use it with training.

This trait allows a person to use additional the

Force, but with just this trait it's use is limited, possibly adding the bonus to Awareness based rolls where your instincts or intuition can come into play. But it also opens the door to gaining special Capability traits called "Powers." Without being Force Senseative or having the Force User Role's more helpful class feature.

It should also be noted that in order to have this trait you must have 1 or more points in the Force attribute score.

A player that wants to be an Ace Pilot may have a capability along these lines, knowing the ins and outs of starship operation and how to engage in dog fights, might be a way of phrasing this.

POWER TRAITS

Power traits, unlike other capability traits, are necessary to use your Force powers. Without a power trait you don't know how to use the power properly. You can still attempt a roll, making use of guess work, instinct or some other justification for using the Force in a specific way that would normally require a person to be trained in it's use.

To use powers a character must have a Force score anyway. Without a score you cannot gain Force Powers. Force powers count as 2 Capability traits.

Force Powers also represent a fantastical narrative way of solving problems or engaging in combat. As such, Force Powers tend to be more complex in how they work.

Powers themselves fall into a few different fields: General Force Powers, Light Side Powers, Dark Side Powers, and Force Magic.

Powers have to be assigned to a specific field.

- **General:** Most Force Powers are General

in that they do not lean toward the Light or Dark side of the Force. They may have specific uses that can impose the gaining of a Light or Dark point.

- **Light Side:** These are powers that lean toward knowledge, defense, and healing. Their use will occasionally grant a Light side point, while any Dark Side points will impose penalties on the power's use.
- **Dark Side:** These are powers that lean into the not just harming others, but seeking to kill, corrupt, or dominate others. Their use will often result in gaining a Dark side point, and any Light side points you have will impact your ability to use a Dark side power.
- **Force Magic:** This involves using the Force in ways that appear in a more classic "magic" way. This often includes gestures, incantations, rituals for longer processes, and often material components like incense are needed. Force magic is neither Light, nor Dark on it's own, but can still lean a person in the direction of one or the other like with normal Force powers. A drawback to Force Magic is that the use of these "spells" is obvious and has a visible effect typically (often some sort of green smoke like effect).

Powers traits are largely used as is, where your focus on how it is used determines the effect.

Most powers need an "action" to use. Some can be used as a "free action." Then there are powers that can be maintained via "concentrating" allowing them to stay up and going from one turn to the next. There is also "on going" which is where a power often needs you to concentrate on it's use and requires an action to do anything significant with it. And then there is a "full turn" power which forces you to use your entire turn to use the power.

POWER FUNCTIONS

ABSORB ENERGY

The power is used to absorb “energy” based attacks. This can help to negate or reduce the damage taken from energy based attacks. This power dances with the Dark Side as the ability to absorb energy can be seen as unnatural, but the power is not inherently of the Dark Side.

When used it is as a reaction requiring a Reflex roll vs. the attack roll against you. Succeeding allows the powers used.

Base Difficulty Score (DS) for the Force Roll is equal to the damage of the weapon, and only requires a roll when hit by an attack. The Power’s use is a free action (if used on your turn becoming Concentration based) or reaction to an attack (requiring a Reflex roll vs. the attack roll).

On a successful roll, roll your Force die plus any applicable traits as a bonus to the roll. A Superior Success lets you roll your Force Die twice.

The following options determine the result or modify the roll made:

- **Concentration:** While concentrating you make one roll and continue to use that roll from turn to turn, instead of reactionary. You also cannot use more than one concentration power at a time. An action is not needed to maintain, only to initially activate.
- **Chanel (Dark Side):** This allows you to take the harm of the attack and funnel it into some other action you want to take. The DS for the power increases by 1. A success grants you a +1 to any single chosen roll on your next turn. A superior success gives you a +2. Using this gives a Dark side point.
- **Boost Second Wind:** A successful use of the power can allow you to channel the power toward enhancing your Second Wind stat, applying a temporary bonus to the stat. The DS for the power increases by 2. A success grants you a +1 to your Second Wind when used. A superior success gives you a +2. The bonus lasts only until a Second Wind is taken and does not continue to increase.
- Additional uses do not stack on each other. A better roll can replace a weaker roll, but a weaker roll won’t replace a better one.

ASSIST

The power is used to aid or otherwise assist in an action for yourself or another. Its use requires an action. Assist must be defined in what sort of roll it will aid, a specific action that can be taken by yourself or other characters but it can have broad usage in that defined area.

This grants a bonus to a roll that can be made to complete an action, and cannot be used to enhance aspects of yourself or others. (In other words, while it can grant a bonus to attack rolls or a roll to climb a wall, it cannot increase your movement, or durability.)

Assist’s use involves a rolling your Force die to determine what sort of benefit is gained, a +1 for a every 1 to 3 points in the roll. A roll of 1 or 3 is a +1 while a roll of 7 is a +3, and a roll of 12 is a +4 .

A superior success grants an additional +2 to Force Die effect result.

Base Difficulty Score (DS) for the first roll is 6. The following options determine the result or modify the roll made:

- **Concentration:** While concentrating you make one roll and continue to use that roll from turn to turn, instead of reactionary. You also cannot use more than one concentration power at a time. An action is not needed to maintain, only to initially activate.
- **Lingering:** The effect lasts 1 additional turn beyond its use. Increase the DS by 2.
- **Ranged:** Applying Range Bands will impose a penalty to the roll.
- **Targets:** If used on multiple targets the DS increases by 2 per target.

DAMAGE

The power's purpose is to inflict damage. This damage can be lethal or non-lethal which you decide on as you use the power. Additionally, damaging Force powers are often not visible, with some exceptions. Striking someone with the Force requires an action and is seen as a gesture being performed, but not the effect.

A Force roll is used to make an attack roll with. On a successful hit, damage is your Force die plus traits. A superior hit has your roll your Force die twice. Worn armor does not protect against Force damage, but natural Durability does.

The following options determine the result or modify the roll made:

- **Non-Lethal:** Normal use for the power and cannot inflict Injuries itself only indirectly.
- **Lethal:** Damage can give Injuries like other normal attacks. Roll to hit is at a -1. If used on living targets the attack gives you a Dark Side point (droids & machines do not count).
- **Ranged:** Applying Range Bands will impose a penalty to the roll.
- **AOE:** You can generate a Cone/Line/Radius effect with the power for the range band it affects (including penalty to the roll).
- **Visible:** The power is made visible in some way. Attack roll at -1 to hit, but +1 to damage.
- **Repel:** Target is forced back 1 range band of movement (see movement) per -1 to the DS.
- **On Going:** Using the power in an on going basis. This makes it "Concentration" but also requires an action to maintain. Instead of an attack roll, a roll is made vs. the target's Resilience score/opposed roll.
- **Lightning:** A Dark Side use of the power, it is visible and involves hurling lightning at a foe. Targets hit are "Dazed" until their next turn. This can also affect vehicles, acting like Ion damage. Durability is completely ignored.
- **Counter:** As a reaction, you can attempt to use a damage power to counter a damage power, essentially canceling it out. You use the power no differently than you would, only with a +2 increase in the DS.

DEFLECT

The power is a tricky one to use as it requires you to wield an object of some sort that can be used to deflect an attack with, or you use the Force itself if you exert yourself.

An action must be held to deflect or a reaction used. Then a Force roll is made to act as your Guard Score against any attack made against you until the start of your next turn.

The following options determine the result or modify the roll made:

- **Held Action/Reaction:** Considered the default option for the power's use.
- **Multiple Sources:** A single source of an attack imposes no penalties. However, each additional source of damage you want to deflect lowers your roll result by 1.
- **Barehanded:** You can channel the Force so that you can use your bare hands to deflect an attack. This lowers your roll result by just 2 points.
- **Deflect Action:** A more active use, you essentially use Deflect more like a shield than concentrated defense. Roll just your Force die & add applicable traits. Divide the result by 3 to apply that number as a bonus to your Guard Score (no less than +1), but this still requires an action to perform.
- **Reflect:** If an attack fails to hit you while using this, you can attempt to reflect it. This is made as part of its normal use. Make a Force roll against the target as an attack roll, and if you succeed they take the damage from their own weapon.

EMPOWER

This power is used when you wish to enhance upon your natural capabilities, including those of another person if you choose to empower them. It can also be used to infuse objects with the Force.

A roll is made vs. a Difficulty Score (DS) of at least 6. Its use is an action and requires Concentration to be maintained there after. The exact effect can vary based on what you want to do.

The following options determine the result or modify the roll made:

- **Ranged:** Empower cannot be used at a range, it requires you to touch a person/object in order to empower them/it.
- **Attribute Boost:** A successful roll is made for 1 chosen attribute. A normal result increases the die type from an attribute up by a single die type. A superior success increases this by 2 die types. (A d4 becomes a d6, or a d4 becomes a d8.) If this would cause an attribute die to exceed a d12 it instead gains a +1 or +2 to the roll made.
- **Stat Boost:** Any single chosen stat can be boosted. A success will increase the chosen stat by +1. A superior success increases the boost to a +2.
- **Movement (Running):** On a success, when you take a move action you move 1 additional range band of movement (a single Close range band). On a superior success this increases to 2 range bands.
- **Infused Attack:** You can infuse a melee weapon or unarmed attack with the Force to increase damage dealt. A success will increase damage of a single chosen attack by +2. A superior success increases the boost to a +4. An infused object can also repel Lightsabers & blaster bolts (allowing it to be used with the Deflect Power). An infused object (only objects) do not require you to concentrate on their use, instead once infused they retain the empowerment until the start of your next turn.

HOLD

The power is used to hold a being in place. A person with sufficient physical strength can break free of this though. A held being is held in some way and are treated as if they are Pinned from grappling.

This power is often combined with the use of the "Damage" power by Dark Side users to levitate a person off the ground (holding them in place) while strangling them.

A roll is made in contest with a Might roll of a target, if used for just 1 turn, the foe is only pinned until the start of their turn or your turn (which ever comes first).

The following options determine the result or modify the roll made:

- **Ranged:** Does not affect your roll, as long as you can see a being you can hold them in place (once held, if concentrating, then you do not need to keep looking at them).
- **Levitate:** You lift the target off the ground by a meter. This imposes a penalty of -1 to your roll, and allows you to move the target up to 1 Close Range band in distance from their original starting point.
- **Concentration:** While concentrating you make one roll and continue to use that roll from turn to turn, instead of reactionary. You also cannot use more than one concentration power at a time. An action is not needed to maintain, only to initially activate.

This is treated as a grapple without the need of making physical contact with a target. As such, the target is allowed attempts to break free like they would with a normal grapple. The only difference is that the Force Power allows the user to do other things so long as the power is in effect (which may require it to be used with Concentration rather than as a 1 time hold on a target).

INFLUENCE

The power is used to influence others in some way. This can be via the manipulation of senses (like making someone hear something they shouldn't, or see something that isn't there). In other cases it can be the manipulation of one's mind, giving commands that alter a target(s) thought processes in subtle or obvious ways, (for example: the Jedi Mindtrick).

The use of this requires a roll against either a target's passive Willpower score, or vs. their Willpower Roll.

- **Willpower Score:** A roll made against this occurs if the target is unaware of what you are doing, when your use of the power is subtle or not outside the boundaries of what a target(s) may consider reasonable.
- **Willpower Roll:** A vs. roll comes in if a target is hostile toward you, if they are aware that you are attempting to deceive them in some way, or if you are attempting to influence them in a way that is counter to their nature (such as suggesting that they walk off a cliff).

The following options determine the result or modify the roll made:

- **Ranged:** Applying Range Bands will impose a penalty to the roll.
- **Subtle:** A subtle use of the power increases the DS by 1, but the target(s) are unaware that a power has been used on them.
 - ◊ Target(s) can make an Intellect roll after an hour to realize that they may have been influenced in an unusual way (or sooner if something happens to contradict what they believe). Subtle denies this from the target.
- **Dominate:** A powerful influence that overrides the target's sense of self, forcing them to do a task even if they are morally opposed to it. This gives the user a Dark Side point, and increases the DS by 2 (or -2 to the roll).
- **Targets:** If used on multiple targets the DS increases by 2 per target.

On a Success, the target(s) are influenced to act in a certain way or sense something that isn't there. For actions, a target will carry out the action they are influenced to until it is done - thinking it's their own idea at the time, ("Subtle" ensures this).

MOVE

The power is used to move or manipulate people and/or objects with the Force, moving them about so long as you can sense what you are doing.

A Force roll is used in the place of your Might for lifting objects. A roll is not always called for if an object is mass 1 or less.

Base Difficulty Score (DS) for the roll is 6 if target's Mass is 1. A target's mass or Size applies a modifier to your rolls (explained below).

The following options determine the result or modify the roll made:

- **Range:** Range modifiers do not apply, as long as you can see a target you can move it.
- **Mass/Size:** The mass or size of a target can affect your roll. Mass applies increases the DS by 1 for every 2 mass over mass 1 a target is (mass 2 to 3 = +1 to the DS, 4 to 5 = +2, etc.). Size works like mass, but each size step increases the DS by 1. Vehicles are a bit different with each size step for a vehicle increasing the DS by 3 per step, including the first step.
- **Living Being:** A living being who is unwilling to be moved, can resist the power. This turns the power into a Grapple roll, with your Force roll being used. However, the target is not really grappled, held aloft and unable to move, but they can otherwise take actions, including attacking you without penalty.

ILLUSIONS...

An aspect of **Influence** is the creation of illusions. This is a broad sense affecting thing, and an illusion power can target all senses, but only 1 sense at a time for that use. How the illusion affects a target is up to a GM, but it can include making someone feel itchy or uncomfortable. It can create light, a feeling of solidity, sounds you cannot normally make on your own. But typically it is only 1 sense affected at a time.



- **Concentration:** While concentrating you make one roll and continue to use that roll from turn to turn, instead of reactionary. You also cannot use more than one concentration power at a time. An action is not needed to maintain, only to initially activate.
- **AOE:** You can generate a Cone/Line/Radius effect with the power for the range band it affects (including penalty to the roll).
- **Hurl:** Rather than simply lifting and moving something, or someone, with consideration you instead hurl it as a projectile. Like with weapons, thrown objects from this have a maximum range you can throw them. This is equal to your Ego + Force scores, minus the object's mass score or size. If this reduces the max range to zero then it cannot be thrown, only dropped into an adjacent space to you.

RESTORATION

The power is used to heal injuries, undo temporary conditions, and even help heal psychological damage. Restoration cannot undo permanent disabilities. You must make physical contact with a target in order to use this power, you cannot use it at a range. Concentration is built into some uses of the power, where if you are interrupted in a prolonged use you have to make a roll to keep the power use going.

The following options determine the result or modify the roll made:

- **Injuries:** Healing an injury requires one minute per injury in time needed to heal it. The roll involves a DS of 6 + 1 per injury after the first. A successful roll heals one injury. A superior success heals two injuries.
- **Conditions:** Removing a temporary condition involves a roll much like that of healing an injury. Succeeding in a roll removes a single condition that a target is suffering from. Note that conditions that are permanent cannot be undone (such as being blinded due to missing eyes and not because dust was tossed into them). Unlike injuries, you use a Full-Turn action to use the power.
- **Psychological:** This is a different form of condition. Here the condition is mental, and takes more time to treat. The treatment for a psychological condition takes 10 minutes. However, combating or ending an induced effect from a power uses a Full-Turn action, (such as being influenced to do something, or being intimidated to be afraid).

TRANSFORM

The power is an exclusively magical power, requiring one to possess a Force Magic trait.

Transform involves the alteration of one thing into another. This can involve the classical transmutation of one substance into another, or it can involve altering a living being via mutations.

A roll starts against a DS of 6.

The following options determine the result or modify the roll made:

- **Material:** Transmuting a material into another is a long alchemical process, not just requiring materials/components but apparatuses and time. The value of the transmuted material desired requires +5 to the rarity of the equipment and materials. The result desired will impose a penalty to the roll. Once a thing is transmuted it cannot be undone or changed again.
- ◊ **Reinforced Material:** Making one metal into another isn't doable, but you strengthen a metal beyond tempering it. This increases an item's natural durability by +1 up to a +3. (DS 6 for +1, but increase by 2 for each increase.) Each mass point is 1 day of work, if size also becomes a factor then it doubles the time and cost. When an object is armor, improving on its durability also gives the bonus to the user's Armor bonus to durability.
- ◊ **Potion Craft:** This allows a person to create a potion or elixir that is essentially like having a stored Force power that does a single specific thing. Potions often require the person who created them to be the one to use them, or at least another practitioner of Force Magic. But for an ordinary person to use it, the DS to make the potion is increased by 1.

Crafting involves choosing a Force power. Then choosing the number of "doses" that you will create. Each dose adds 1 day of time needed to make it. The Difficulty Score for your roll is determined by the number of doses it will have + the potency.

Normal Potency: This has equal to the DS for a normal use of a power.

Superior Potency: This is equal to the DS needed in order to generate a Superior Success.

The Rarity value of making the potion in terms of materials has a base DS equal to the DS to make the potion (+5 as mentioned before).

- **Biology:** Altering a being's biology can be done to some degree. It can take an hour to perform a ritual for this. Base DS for your roll is 6 and modified based on what you do. The changes are permanent unless altered again.
- ◊ **Attribute Shuffle:** You can rearrange the attribute points of a target. Each point shuffled increases the DS of the roll by 1.
- ◊ **Remake Trait:** You can alter a trait (or traits) of a target from one thing into another. This must be a capability trait. DS for the roll is +2.
- ◊ **Alter Appearance:** This is a simple alteration in appearance, but it cannot alter a being's species. A person can become taller, have their skin tone changed, any natural markings altered and so forth. This can be made to be temporary and lowers the DS by 1, having the effect end after a week. The DS to do this is the base roll.

INCREASE ATTRIBUTES...

Typically, a power should never permanently increase a character's attributes or stats as this can be abused by the players who may not care that doing this comes at a cost of getting a Dark Side point. But what is important to know is that aside from being a Dark Side use of the power, this should be limited as a GM granted reward or method to explain a foe returning stronger than before and noticeably different.

If a GM wishes to allow players this option then note that Attributes may not be increased by more than +1 per Attribute. And stats are limited to no more than a +2 each. Beings altered are also "Exhausted" for 24hrs.

TRANSPORT

This power is used when you need to move from one place to another in unusual ways. Some of these ways are simple applications of the Force to propel oneself or to abate one's motion.

Rolls involved are against a base DS of 6, and its use is as part of a move action.

The following options determine the result or modify the roll made:

- **Propelled Movement:** This uses the Force to propel yourself along a trajectory of movement. This essentially works to grant a user the appearance of super-speed, or the ability to leap immense distances. A roll is made before any move action is taken but is considered to be apart of the action. A Success changes your movement (regardless of running or jumping) up one range band step from what it normally would be, affecting all movement actions you take, not just one. A Superior Success moves your movement range band up 2 steps instead of one.
- **Slow Fall:** When falling you can use the Force to reduce or even negate the inertia of a fall, and guide your fall. A successful roll treats your fall akin to using a parachute, it is controlled and moving at around possible to adjust where you land. Falling with a parachute can still result in you getting hurt (see Falling in the rules section). A superior success completely negates the effect of a fall.

While falling you also can control the direction you fall allowing you to aim for a spot to land or grab on to.

♦ **Combined Propelled Leap & Slow Fall:** It is possible to combine the use of these in one seamless use. Your leap can put you high enough that falling would incur damage. As the act is under your control you can easily perform the leap and then as long as you concentrate you land safely. or if your leap takes you over a ledge and into a long fall, concentrating automatically has you using the Slow Fall aspect of this.

- **Levitate/Flight:** An unnatural but beguine use of the Force that has a minor version (Levitation) and its full flight version that is only possible via Force Magic. For Levitation, a successful roll has you lift yourself a meter of the ground, and you can move yourself at an adjacent range band of movement per move action. A superior success swaps this to a normal close range band for movement. This requires you to concentrate to keep it up.

With an action to activate, and successful use for Flight using Force Magic, allows the user (or another) to temporarily fly at their normal movement. A superior success allows flight at the Mid range band instead for their movement. Flight lasts for one minute.

- **Teleport:** An even rarer power than the power to fly. Teleportation is used as a move action and requires Force Magic to use. The range bands in distance affect the final roll of the power, and you must see where you are going. Succeeding has you vanish from one spot to appear at another. A superior success allows you to go to a place you have been to before but cannot see.



VISION

The power involves looking into aspects of the past, the present or the future. In some cases you can even see events around objects and places.

Using the power takes time, and in some cases a Force user has no control over when they may see things as visions can come to them in dreams or even via some incidents. It takes 10 minutes to use the power, during which you are completely focused on what you are sensing and are helpless to noticing what is going on around you.

The following options determine the result or modify the roll made:

- **Past Sight:** You can see into the past, experiencing the events of the recent past or the distant past. What you see is clear, but you must have a target of what you are aiming to see in the past. An initial roll allows you to look back with in the last year with a DS of 6. Every additional year you look back increase the DS by 1.
- **Present Sight:** You can look into the here & now, seeing what is potentially going on in places distant from where you are. Like with Past Sight you need to know what you are going to be looking at. The DS for the roll is 6 if looking with in a few miles of yourself. It increases by 1 if looking anywhere on the world, +2 if off world but within the same system, +4 if looking into a different system, +6 if looking somewhere within your quadrant, +8 if looking outside your quadrant.
- **Far Sight:** You can look into the future. However, the future is mercurial, always changing, always shifting as it is influenced by the term "what if" and is never clear. The DS for this is 8 if only looking into the immediate future. This would be with in an hour.

Looking beyond an hour increases the DS by 2 for looking with in a day. Looking with in a week ups the DS by 4. A month is a +6. A year is +8. And anything beyond a year starts at +10 or higher. What you see is always murky and a success for your roll doesn't always mean that what you see will be what happens especially the further out you look.

- **Taking Time:** When you take your time to try and use your power, doubling the time needed to use it, you can get a clearer picture of what you are trying to see. Doing this lowers the DS by 1 (or more if you take more time).
- **Dreams:** The GM can, at any time when a Force using character is sleeping or otherwise at rest, have the player make a Force roll. This can be used as a way for the GM to motivate the players, give them a helping hand, or to confuse events with false information. This should be used sparingly as it is rare for Force users to get visions in dreams that have any significance.
- **Psychometry:** This entails touching an object are seeing/feeling the history of the object. You see what was done with it recently or see events where strong emotions may be tied to the object. The DS is reduced by 2, but you can only see into the past.

Roll Result	GM Vision Insight
Success	Player should get a glimpse of what they are aiming for, gaining some information or some understanding without giving away too much info. A percentile die may be rolled to determine how accurate a Far Sight vision is.
Superior Success	The player learns what they are seeking to learn. There is still some vagueness to what is seen but they are able to sort through the "what ifs" to see what is likely to happen or has certainly happened.
Failure	Everything is muddled and unclear. The player may catch glimpses of multiple possibilities/events and are left confused on what they have seen.
Superior Failure	This most likely means that the player cannot see anything, or they instead see something at the opposite end of what they are wanting to see/learn about giving them misleading information that they believe to be correct.

JUST WHAT IS IN A ROLL OF THE DICE

As mentioned before. Your dice rolls to resolve a task or action where there is often a consequence for failing a roll. Rolls come in two types:

- **Trained:** A trained roll involves rolling two dice. The first is the Attribute die, the core die based off the attribute chosen for making the roll. The bonus die, which you can call the “Skill die.” This die starts at a D4 and is improved by including additional Skill traits that compliment each other for the roll being made up to a D12. After this skills grant a +1 to the roll.
- **Untrained:** Being untrained in a task involves not having any Skill traits to apply to a roll. When this occurs you still roll a D4 for the Bonus/Skill die.
- Capability traits do not improve the dice type rolled or allow you to get additional dice for a roll. They grant a flat +1 bonus to a roll that they can apply to (never mind being able to be linked to a Stat).

Rolls themselves are of 3 different varieties.

Versus Roll: This is a roll where you are opposed by another roll. The GM or another player make a roll and you compare the two rolls with the higher roll succeeding.

Difficulty Score (DS): Also referred to as “DS,” this is a score of some sort, sometimes a target’s Defense, or just a roll against a DS determined by the GM and how tough a task should be. Base or average rolls are against a DS of 6.

Degree of Success: In some situations you may need to roll just to determine how well you do. This is often needed in situations where you can take your time, or have no detrimental

repercussions for failure. But how well you do in performing the task can potentially influence things later on in some way.

SUCCESSSES

A success is generated when you roll equal to or above the DS of a task/action. The DS itself can vary depending on circumstances and conditions. The table below outlines static DS’s that a GM may assign for a task/action. Environmental factors or other circumstances can further augment the DS for a task/action by increasing or decreasing the DS by a step or more.

Difficulty Score	Task Difficulty
4	Very Easy , the task requires almost no effort to complete, but can be tough for a sickly & unskilled person.
5	Easy , the task is not difficult and can typically be completed by most people.
6	Average , the base difficulty for most tasks.
8	Above Average , the task is tougher to complete, with normal NPC’s often having to work hard to best this.
10	Tough , the task is at the limits for what most normal NPC’s can strive to succeed at
12	Very Tough , the task is a strain PC’s, especially starting PC’s but not impossible.
14	Rough , the task is not one that requires training and capabilities to properly overcome.
16	Daunting , the task is quite difficult, but succeeding is often only possible for those with high natural ability and skill.
18+	Unlikely , the task is difficult enough that you are unlikely to succeed unless you have exceptional capabilities.

FAILURES

A roll that is less than the difficulty for the roll fails. Failing under many circumstances simply means that a task cannot be completed or an attack roll doesn't hit.

When a roll is failed a character cannot always try again, at least not without some consequence. But this also depends on what they are doing. Attacks that fail are simply tried again the following turn.

However, when you perform a task like trying to deescalate a tense situation, you often get only one attempt depending on the situation. In some cases the GM may allow a new roll as you try to press on with completing a task that you may have failed at.

In the case where you are allowed an additional roll the DS for that roll should increase by 1 step. If someone else steps in for you to attempt the roll the increase still applies to them. The mess up from before does not magically go away.

SUPERIOR SUCCESSES & FAILURES

At times you can luck out and get what is called a Superior Success. Or the roll is just against you and results in a Superior Failure.

A **Superior Success** occurs when you roll the Max result for your Attribute die and Bonus/Skill die. Note that a superior success does not always mean you actually succeed. If you roll max on the dice and it is still less than what you need to succeed at a task you may not succeed at the task (unless you expend a Destiny point, which still has the potential to not succeed).

When this roll occurs you can gain one of a few special benefits:

- **Lethality:** When a target takes damage

they take an Injury, or an additional injury if they attack would do enough damage to inflict an injury.

- **Condition:** You inflict a condition applicable to the situation/attack. The condition is permanent if your damage would have been enough to inflict an injury. As a temporary condition, the effect lasts until some applicable medical treatment is attained. (An example would be the loss of a limb vs. just disabling a limb. While both conditions can be undone, one takes cybernetics while the other only needs healing.)
- **Advantage:** Your roll can give an opening to an ally. The ally that follows your turn may reroll both dice for an action so long as the result on each die is a 1 or a 2. You only get one reroll.
- **Destiny Point:** When you roll a critical you gain a Destiny point. This point may be spent immediately to add to the roll you made in the event that you already possess the maximum allowed Destiny points.
- **Move a Clock:** If a clock is in use and moving toward a positive outcome for the players then a superior success moves the clock a step toward that result.

A Superior Failure occurs when you roll double 1's on your dice. When this occurs there are a few additional things that happen.

- **Roll Attempt Stop:** If you are attempting multiple rolls to succeed at a task, a superior failure ends the attempts that can be tried as you have locked yourself out of such attempts in some way (breaking tools, devices, locking down a system, making a foe angry).
- **Weapon or Item Drop:** The least problematic of things that can happen, you fumble and drop your weapon or an

item you are using. In some situations this can result in the complete loss of the device (such as over a pit). The item is dropped either in the space you occupy or it is knocked into an adjacent space. An action is needed to retrieve the item unless it falls past where you can retrieve it.

- **Move a Clock:** If a clock is in use counting down toward a negative effect then a superior failure has the potential to move the clock ahead. If counting up for a positive result, then they failure moves the clock back a step.
- **Shot in the Foot:** This option can occur when using a weapon that you are not trained in the use of. Here a superior failure results in you hurting yourself through misuse of a weapon. Damage like a normal use of the weapon.

MODIFIERS

Modifiers increase the DS by a step or more depending on the severity of the modifier. This increase is sometimes a flat bonus or penalty if the GM finds such a thing appropriate. A step increase, for example, would change an Average roll to an “Easy” roll, or to an “Above Average” roll.

- **Minor:** The effect is small, moving the Difficulty score up/down one step.
- **Heavy:** A more demanding modifier, this moves the DS up/down two steps.
- **Major:** A modifier at this step is very helpful or debilitating by moving the DS up/down by 3 steps.
- **Severe:** The modifier here is the result of something immensely helpful or hurtful toward your roll, moving the DS up/down by 4 steps.
- **VS. Rolls & Attack Rolls:** If one of the above modifiers were to be applied to a

roll vs. roll or to an attack roll made, then the benefit is 2pts per step (either a +2 or -2).

FORCE USE UNTRAINED

As mentioned before, you must have a Capability Trait or Role Feature of some sort that relates to using the Force. Typically this trait may be called “Force Sensative.” Other possible Capability Traits names (the description is up to you) can include:

- Force Bloodline
- Talent for the Force
- Born to the Force
- Force Wielder
- Dathamire Witch
- The Force is With Me

In addition to these as a start, you can potentially use some of these for other traits

SUCCESS DOESN'T MEAN CONSENT...

There are a number of horror stories that various TTRPG groups can talk about where one player (at least) gets it in their head that succeeding at a task means they can do what ever they want. Often this happens with players wanting to “romance” NPC’s. They get it in their head that just because they succeeded or got a critical success that they get what they want.

This isn’t true. In some cases, a success may just mean you are friendly with a person, but if that NPC is not disposed to be romantic with the Player Character then nothing is going to happen...much like in real life.

GM’s are encouraged to be upfront about this before a game starts, speaking about it during the Session Zero when expectations are layed out for the group.

you may want in the future.

MAKING AN UNTRAINED ROLL

A Force roll, used untrained, does not allow you to make use of powers. Instead using it is akin to using the "Aid" action, but for only yourself. This uses a Free Action to perform and is "Concentration" to maintain.

You cannot use the Force untrained to do anything else (the Assist power is a more powerful version of this).

MAKING A TRAINED ROLL

To be trained you need a Skill Trait, thus requiring 2 traits to really use the Force. Without powers you still use it to "Aid" yourself, and now you can use it to aid others.

But most importantly is the fact that even if you don't have a power you can attempt to use a

power anyway but at a higher DS reflecting the lack of training in that power. The DS for using a power you don't have is at a -5, as well as any other rolls that may involve the power.

GAMES OF CHANCE

Occasionally, players may find their character's engaging in games of chance. How the GM may wish for these games to play out can vary, but here we will provide 2 options.

GAME TYPE 1

This game has players rolling against the GM, rolling 2d8. The goal is to subtract one die from the other with the result of 0 being the best and an 7 the worst. Bets come in the form of the initial buy in that goes into the "pot." After a roll, each participant keeps the result private. After this each participant gets a turn to do one



of the following on their turn, and each game is made up of 3 rounds:

- **Swap a Die:** Here you may choose 1 die to swap by paying for a price to do so, increasing the pot. You can only do this once per turn of the game.
- **Bluff:** Make a roll vs. a Willpower rolls of all in the game. Those that fail their roll will fold/leave the game. Careful, because a foe can use this on you as well.
- **Cheat:** This involves a roll similar to bluffing and is vs. a roll to spot your actions. If you succeed you can shift one of your dice a single time to a more favorable number (turning a die in one direction a single time). If you fail you aren't necessarily caught but cannot cheat. A superior failure, however, does mean you are caught.
- **Use the Force:** You can use the Force to try and influence the game in some way. A roll is made and how it is resisted based upon what you choose to do. However, depending on what you do can end up being obvious, and may come with consequences even if you succeed. Succeeding usually entails one or more beings folding/leaving the game.
- **Stay:** You choose not to act, accepting your roll for now. Everyone else takes a turn and moves to a new round.
- **Raise:** Add more money to the pot, which must in turn be met equally by each player or they too in response to a raise, see the raise and increase it, forcing players to add more to the pot. Some players fold if the raise is too much.
- **Fold:** You give up on the game.
- **Call:** Ending the current game early, forcing all other players to reveal their results.

Once 3 rounds have past, the dealer will call

and each player will reveal their result. Ties result in the pot being split. If the dealer wins then the pot is lost to all.

GAME TYPE 2

This game uses 2d10 instead. Here, the goal is to match your dice rolls or come as close to matching as is possible. The various game play options in Game Type 1 apply here as well.

GAME TYPE 3

In this game the GM rolls 2d20, setting both dice as different colors (red & black being the most common), and not telling players the results of the roll. Players then place their bet on a color and roll 1d20. They may also bet on both colors, potentially doubling the reward. A player wins if their number is either exactly that of the die roll, or within one-two points of it, the house wins if it is not.



ROUNDING OUT WHO YOU ARE...

The final part of making your character involves some of the more important elements on character creation. These elements involve figuring out just who you are, where you come from, what you look like, and what is driving you forward.

BACKSTORY

A character's backstory is a point of reference about where your character is from and gives any reader - specifically the GM - a snap shot of where your character's story started. This can include NPC's, encounters and a few other things that are important for informing a reader about your past.

However, GM's don't have a tone of time to spend on reading through extensive character backgrounds. While writing an intricate story is fun and good for fleshing out things, multiple pages of story is sometimes counter productive. Instead, Players should only write up a snap-shot of their background, keep it to a page at most if possible, less if preferred.

For the GM's part, they need to allow the player to fill in the details about important NPC's when asked. Sometimes this occurs during play where you may have a specific NPC in your background as being of particular importance, there may be others who you can turn to or who may come to you for help. As such do not be afraid to not include too much detail and GM's should be open to allow players some narrative leeway regarding some things.

But if you want to write a short story on your background, go for it, just keep it as a side project that the GM can choose to read if they need more than a snap-shot of your character.

APPEARANCE

Well what do you look like? Sure your species has a big influence on how you look, but this can include having more than "I have lots of body hair as a wookiee." What color is your hair/fur, do you have any tattoos, any markings, are you short, tall, heavy set or athletic in build, do you have scars, and so forth.

PERSONA

Your persona is who your character is. This is meant to be a guide on helping players, especially new players, to figure out how their character should act. Your persona should cover a few important elements that help you to sort out how your character acts and how they may make decisions. Your write up shouldn't be too long, a paragraph is often enough for most players.

Below are a few guiding elements that players should keep in mind when writing up their character's persona:

-MORAL LEANING-

An over all basic element is the moral leaning of a character. Here things are kept simple in Good, Neutral, Bad, Evil. These are mostly abstract concepts that can have some grey areas to them. The purpose of these is to provide an initial general guid for working out your character's personality. Additionally, the GM may set limit on personalities using a Moral Leaning to define what they expect from the players.

- **Good:** You tend to do what is morally right, treating people decently, avoiding lies and cheating the less fortunate. But being a good person does not necessarily mean you have to be nice.
- **Neutral:** You aren't really good or evil. That doesn't preclude you from having friends or doing good or bad things.

You involve yourself in affairs if there is something in it for you, even if that thing is just for something to do, pay back a debt, or maybe you're looking for something. In some cases this can imply a code you live by, staying out of some things while only involving yourself under the right conditions. Most normal people tend to be neutral but even then they may lean good or bad.

- **Bad:** A bad person is often someone who is callous toward the thoughts/feeling of others. They might just be a jerk occasionally, or they might be someone who looks out just for themselves and possibly those that are of use to them. They can be nice, even pleasant, but only when there is something in it for them.
- **Evil:** It is important to point out that there is a difference between a bad person and an evil one. Evil beings see others as objects or as not being real like them. They feel that they are always right, and have no problems justifying violence as a solution to dealing with disagreements.

-WHO ARE YOU?-

With a moral leaning set as your guiding point, describe your character by asking yourself a few questions such as:

- What is their default emotion?
- What do they value?
- Are they impulsive, optimistic, or a seething ball of rage?
- Do they avoid anything because they are not comfortable with it?
- Is there a line they will not cross?
- How do they feel about others?
- Do you have an obsession?
- Do you shoot first or ask questions first?
- When you look in a mirror what do you

see in yourself?

- Are you creative and need to always be doing something, or rather boorish and like solitude and silence?

Players are encouraged to ask questions like this to help to help them figure out the basics of who their character is and to help with Role Play.

-LINES IN THE SAND-

With this in mind, it is important that players get along, and while character's may grate on each other it is important that players shouldn't. Generally speaking, while a character can have some bad qualities, it's important that they not disrupt the game or cause problems at the table with other players.

Remember that the excuse of - it's what my character would do - is **not an excuse** to play a character in a way that grates with other players and the GM, or that anyone would find questionable, morally reprehensible, or just vile.

Everyone in the game needs to be able to get along and enjoy their time together - not just one person who wants to be an edge lord, or someone who wants the story to be all about them.

GM's need to be sure to convey any limits on personalities of characters that they may have for the game to help facilitate with the character creation process.

MOTIVATION

One final important piece of info for your character is their motivation. Why are they doing what they are doing when they come into the game. This is some sort of goal that will help to drive them forward and can even be a side quest that the party is taken down. Motivations also may not be too clear at the start of a game session.

A normal person may just be motivated to get through a work day. But the next thing they know they are running for their lives with stormtroopers shooting at everyone. Suddenly their motivation of “just getting through the day” has changed to something else, like “hide from the Empire and make them pay for what they did.”

And upon achieving this goal or source of motivation, the character may need something new, which can be as simple as “helping my team to achieve their ends since they helped me.”

It's also possible that a character's perspective on things may change as the story develops. They may learn something that would make them change their mind about many things. An Imperial agent, having spent years working for the Empire suddenly comes face to face with a situation that might alter their life. Sure they can press on and continue the glorious work of the Empire...but there is still a branch in the path and that other road can lead anywhere.

GEAR & VEHICLES

These aren't covered in this section, but it's important to cover what you may start with.

Your character will be able to start with a limited number of items. While they may have a place where they live and a number of various things they have gained in their life, weapons and armor are the more important objects for characters to have.

Tools that may be apart of a character's job are automatically available for you, with the exception that such tools must be portable, even if it's in a backpack or satchel. Tools that are larger or more specialized don't count for this.

Extra items that you may consider mundane or everyday items are automatically allowed to be had, such as spare clothes or a glowrod (flashlight) or anything else that the GM feels is ok for you to start with based off your background. Not everyone has a pair of macrobinoculars, but maybe a kid who likes to tinker about and lives in a place where that's all they really get to do some times might well have the item.

As for vehicles, a starting starship is not always something the party starts with right off the bat, but they can. Starships are highly personal for a party and as such the making of a starship is part of the group process of getting ready for the adventure (see the Starships section on how this is done).

CHAPTER 03



***ARMS, ARMOR, &
OTHER GEAR***

THE WORST IS WHERE THE MONEY IS...

Even in a galaxy far, far away the need for money, or credits, makes everything go around. Need food, you're going to need credits. Need passage on a starship, it's going to cost you. Looking for a good blaster at your side, well unless you're lucky enough to find one.

The galaxy runs on credits, although in some places the currency was different where the governing body of the galaxy didn't have much influence.

In some of those places, the money used has higher value than normal galactic credits, while credits have little to no value.

For the most part, credit values presented will often represent the general cost of goods and services even on worlds where standard credits are no good.

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GALACTIC ECONOMICS IN A NUTSHELL

Even in Star Wars, inflation and taxes is a thing. But for a game, it's best to not worry about those for the most part. Erra's of play can influence the cost of things. Typically the cost of some things isn't quite what you think. A starship like the "Ghost" should run you hundreds of thousands of credits to the millions, but in reality starships and other vehicles tend to not cost as much as you would think.

The Ghost, as our example, is valued at around 160,000 credits. And a YT-1300 (like the Millennium Falcon) can run you 100,000 credits. Not mention that used ships often cost less.



Considering how starships are often akin to mobile homes for most people you would think that the cost for a new ship would run well over 200,000 credits. Of course, the bigger the ship the higher the cost.

But weapons and armor tend to be out of reach for most normal people, having costs of over several hundred credits.

With this in mind, a typical worker will often make only a few hundred credits a month. Its enough to pay rent and feed one's self. (Rent often includes electricity/water/etc.) Most people have some method of getting to their jobs, including public transportation (often free on many planets) or personal vehicles like a repulsor bike (think a bicycle but one that hovers, not a speeder bike).

IMPERIAL/REPUBLIC CREDITS

The galactic standard credits often are named off of the current governing body, such as Imperial Credits, or Republic Credits. Costs do vary, but are one of the commonalities between types is that there are no half, or quarter credits. Credit costs are always one or more credits. Half credits or quarter credits aren't used.

Credits are handled in one of a few different ways. First there was a cred-stick or credit chip, which was connected to a bank account and would digitally hold an amount of credits that you put onto it. This would require you to get to a computer to access a bank account and transfer credits onto the stick.

But cred-sticks cost money to have, and while they were secure forms of transporting a value of credits and were often locked by password or thumbprint, they were easy to steal and slice into.

Outside of this there were also physical credits. These were in what one may call a “coin” form though they were typically rectangularly shaped, were of different substances relating to the value of the credit along with the credits value imprinted on it.

Imbedded in the credits was a way of detecting their authenticity making forgery difficult.

CHARACTERS & CREDITS

Wealth for the characters is meant to be an abstract thing. In the films/TV shows money is rarely seen with a few notable exceptions. But for the most part, characters rarely worry about wealth and often get by with what they have on them for the sake of the story.

Now a game often needs more than just what the characters have on their backs.

Items/services/etc. will have a value score that will range between 1 to over 30. (Vehicles are a bit different.)

Players will roll a number of dice (of different types), representing their degree of Wealth, against this number. If they succeed in the roll they get the item and reduce the dice they will roll in the future in some way. If they fail,

General Cost of Goods/Services	
Value	Service
1-2	Standard Shop Meal, cup of caff
3-5	Groceries for 1 person for a week
5-10	Goods like TV's, radios or similar items
5-20	Aparment Rent (including utilities)
10-30	House/Apartment ownership
5-10	Per gallon of Fuel for vehicles
1 per km	Per kilometer Taxi Ride
10+	Charter a normal ride on a ship

their Wealth is not impacted and they are simply unable to afford the item at that time. Technically another player could make the same roll with the same amount of dice and succeed.

But this represents the mercurial nature of wealth in the game system. Maybe you were just off a few hundred credits, but someone else wasn't and did you a solid by buying something.

Getting dice to roll depends on some factors:

- **Starting Characters:** New characters will start with 1d10 in their Wealth. Once at a d12, a new die is gained starting at a d4 or more depending on how much of a wealth increase the GM feels is appropriate.
- **Doing a Job:** Players doing a job to earn money like cargo hauling or smuggling can earn a a die type increase or an additional die is added to their Wealth die pool.
- **Looting:** It's not always an option, but occasionally characters will have the ability to search places and people for things. Foes often have some amount of credits on them, and some opponents may have a store of credits that they squirled away for an emergency. Open loot like this grants a static bonus to your rolls to buy things and represents readied disposable income. The amount of this

bonus varies depending on how much value to attained. In some cases it's might just be multiple miniscule amounts that don't really add up to much.

- **Traits:** Some specific traits can help influence a few aspects of Wealth for a character. To this end, individuals who decide that their characters are from a wealthy background and would have access to unlimited wealth cannot really have that...sort of. A Capability Trait is required for being of some sort of wealthy background. A single trait applied to this means that your Wealth die can never fall below a particular type depending on how many Capability Traits you apply to your wealth. And it represents a slow growth in the wealth dice you have over time.

♦ **One Trait:** A single trait denotes that your Wealth dice can never fall below 1d4. Additionally, once per week of in game time that passes allows you to make a Wealth roll. If you roll greater than half the potential of all your wealth dice (take the max roll and divide by 2) then your Wealth dice increases by 1 die type. If you do not succeed in this then there is no change.

♦ **Additional Traits:** Each additional trait compounds on what the first trait offers. So if you have 2 traits for being wealthy then that would mean that your minimum die type would be 1d6, and each week you have the potential for 2 dice type increases.

Wealth rolls can be influenced by attempts to barter or negotiate with people, which often features heavily in many places in the galaxy.

Here a roll is made against a targets opposed roll. If the player succeeds, the resulting wealth roll is made against a lowered score for the

item. A superior success can result in that price being even lower. More over, having a good relationship with a particular merchant can also result in a benefit for lowered prices, while the opposite is just as true. The exact degree of a discount or increase in price follows a few basic questions that are asked:

What is the seller's stance toward the character/party?

- Any favorable stance toward the PC's that a seller has can potentially reduce the DS for the Wealth roll by 1, possibly 2.
- Any unfavorable stance works in the opposite direction.

What is the item's rarity?

- This sets the general cost for an item and thus the DS for the Wealth roll to be made.

Did you succeed in bartering with them?

- A Bartering roll is made in a vs. roll encounter. On winning the roll, a player can find the DS for their Wealth roll reduced by 1 or 2.

Did you fail in bartering with them?

- If the seller wins the roll then there is no change in the DS typically. If the seller's stance toward the character is not good, then failing an attempt to barter may see that cost further increased.

In some cases a GM may not allow for bartering rolls in order to keep a game moving. Alternatively as a fast method of bartering for a lower price, the GM may just compare a Passive roll (half the result of a normal skill roll) vs. the targets Willpower score.

WEALTH DICE POOLS

There is no limit on the number of dice that a player may have. Players also do not have to roll all of their dice. They can choose to roll less than what they have.

For example: Felda Groff, a smuggler, has 1d12 and 1d6 that they have built up over a few game sessions. They recently succeeded in an outstanding way completing a job and the GM decides to award Fel not just a die type increase, but grants them +1d6.

This means that Felda will have for their dice pool 1d12, and 2d6. This is far better than a 2 step die increase (1d6 to 1d10).

Now lets say he comes into a windfall after gambling, and gets a 3 step die increase. The 1d12 cannot go any higher, and would normally convert into a 1d8. But since Felda has 2d6 to spare, the additional step increase applies to one of those d6's. So this would result in a d6 becoming a d12. Thus they will now have 2d12 + 1d6 for their wealth.

Things can be a bit different once you get into "Group Funds."

CREDITS SPENT

When an item is bought your dice pool is impacted. At a minimum the dice type for one die in the pool (often the lowest die) is reduced by 1 step. The number of steps you reduce your dice types by is 1 per step in item rarity. This changes if a the character has a static bonus. If a character has a static bonus and buys something the bonus is reduced instead via a similar amount.

GROUP FUNDS

Group funds is a pooled group of credits that

can be saved up by the group of players to be used by them as a group. In some cases this is a savings fund set aside for improving their starship or is just a pool of extra money that can be pulled from if a character is a little short on funds.

Basicly this is just extra dice, and groups rarely start with such a fund unless they have been adventuring together for some time already. What ends up in this pool is up to the players.

AWARDING FUNDS

When a group is payed for a job the pay is set for all party members. Increases in wealth should be balanced across the board even if you want to say that the effect is a single lump sum that is split between the party.

For example, lets say Zoff the Hutt hired the party to do some illicite smuggling for them, a job that would earn the crew a few thousand credits. Now the party, after a few game sessions, pulls off the smuggling job not just according to plan, but lets also say that they found some information along the way that would be quite valuable to Zoff.

Zoff is pleased with the result and pays them the offered amount. To this end the GM decides that the amount should be +1d4, a single whole die. But when the party tells the Hutt about the extra info, they decide that a bonus is in order, granting them all a +1 static bonus to their wealth. (After a purchase is made, the bonus is removed instead of reduction in dice types, usually.)

There's really no equivlent amount of credits to doing this. It is purposely abstract to give players the reward they seek without the need to worry about constantly tracking exact amounts of credits everyone has.

Wealth Reward Guide

Wealth	Gotten By
Die Type Increase	Complete a simple job with little risk, often taking little time to complete or is a 9-5 mundane job.
Additional Die Type Increase	When a simple job involves risk, not always life threatening, or takes a noticeable time to complete.
+1d4	The job involves some risk but can be considered fairly normal under most circumstances.
+1d6	The job takes time and has risk involved. It may consume expendable resources as well.
+1d8	A job that pays this is often one that takes time to complete, often more than a day possibly a week or more depending on travel time. Risk is always involved and the expenditure of resources is expected.
+1d10	A high paying job that often is complex and involves a great deal of risk and expenditure of time to complete. Death has a high potential to occur.
+1d12	Another high paying job that has a great deal of risk with potential of death involved. It's not too dissimilar from the risks of getting a d10 and is just a higher paid option.
+1 or more	A simple flat reward that can essentially represent a single purchase for most common items. The bonus only lasts for one purchase, after which, regardless of the bonus size, it is expended. Dice type can still be impacted by a sizeable purchase where a bonus is obviously not going to be enough to represent the cost.

STARTING GEAR

All characters will have some starting gear. Generally, most characters will have access to mundane gear like a glowrod (flashlight), spare cloths, food, comm-device, and possibly some other items like personal items that may have some meaning to you or something that pertains to your chosen Role (like a medkit for the Medic). This comes at no cost to the character to start, but value of such items should be common.

For weapons, each player may choose a single common type weapon that they start with. A problem for some players is that they may want to start with a Lightsaber. Someone may

have a background where they are a young Jedi padawan, or a survivor of order 66, or maybe they were the child of a Jedi who left the order but were slain by the Inquisition and inherited their parents lightsaber.

Regardless of the origin, GM's should take care with allowing a lightsaber as a starting item. It can be allowed, but should be earned or built.

Body armor is allowed as well, following a similar allowance of only common type armor. Remember, for the most part, most people in Star Wars don't wear armor since it's often expensive and only worn by soldiers and mercs.

Players could also be allowed to select an additional weapon so long as it's also a common weapon and different from their first weapon.

ITEM RARITY

Equipment all has varying rarity that influences it's base value for Wealth rolls. Some stuff is easy to come by like knives and leather jackets. But other things like blaster pistols, rifles, and lightsabers are a lot harder to get your hands on.

Aside from rarity setting a value of an item to purchase it, it's important to know that an item's rarity is on something of a sliding scale. What may be common in some places may not be common in others.

For example, a normal blaster pistol is often easy to come by, and thus is a common item. However, on some planets - like Coruscant - there may be laws that stop the selling of weapons under normal circumstances. Thus on a planet like this a normally common item would see it's rarity slide to uncommon, or it can move even further down the table.

Item Rarity	
Value	Description
1-5	Common - Can be found in most places where you would look to find the item.
5-10	Uncommon - This goes into items that are typically not commonly used. That is to say that a platoon of soldiers are not likely to have the item unless it is issued for a mission. Or the item is part of a limited production run, or is something that just isn't made anymore.
10-20	Rare - Items here are not just tough to find, but are often in such limited quantities that they are highly valued. Items of limited production or access to them is restricted will often fall into this.
20-30	Very Rare - This applies to items that are often one of a kind, custom made, or are so hard to come by that their not likely to be found outside of someone's private collection.

WEAPONS & ARMOR

Across the galaxy, a lot of people have some sort of weapon. While many places are safe, and even have laws regarding what sort of weapons are permitted, not all places are. In some places, due to the wildlife, having some sort of weapon is important. But the danger of wildlife is nothing compared to the rest of the galaxy, which is full of criminals, not to mention

opposing political factions.

Most people outside of highly advanced worlds like Coruscant tend to have some sort of weapon. Not everyone, mind you, but at least most people who have at least a blaster for personal defense.

As for armor, most people don't actually use armor. Armor is expensive and it impacts your flexibility. In some places it draws unwanted attention and some controlling authorities may outlaw any obvious forms of body armor. (Some beings get around this as a cultural clothing. Notably Mandalorians see an exception to this - few people wish to push their luck with them.)

Both weapons and armor have their own set of statistical information. For the most part, this is kept largely simple. You won't see specific types of weapons and armor, instead you will see generalized data and it's up to the GM and players to make the weapon something more unique (like Han's DL-44 blaster before it is modified).



TRAINING

There are some limitations when it comes to using gear you pick up. Simply put, you can always pick up a weapon and use it. And you can always put on some armor.

However, when you are not trained in the use of a weapon or suit of armor then you are hit with penalties.

To be trained in a weapon or type of armor you need at least 1 trait that can define what you know. Your role does not grant you training unless a feature says otherwise (such as the Soldier). Or a feature could imply that the user would know how to use a weapon or armor.

Ultimately the GM may allow a specific weapon (like a blaster pistol, or a knife) to also be with in the realm of training for the character that is appropriate for their role.

Fortunately there are also some exceptions to this.

WEAPONS STATS

Weapons all have a series of basic stats, but also have traits. The stats for a weapon are as follows:

- **Rarity Value:** This is the base cost for a weapon that you make a Wealth roll for.
- **Type:** Relating to the weapon being Melee or Ranged.
- **Mass:** The mass of a weapon is a generalized way of figuring out it's weight. Mass is partly indicative of how many hands are needed to hold it in addition to figuring out how it impacts the weight that a character can carry.
- **Range:** This denotes the maximum range of a weapon. After this range the weapon loses power, reducing the damage it can deal.

- **Damage:** This is the amount of damage that a weapon deals on it's own.
- **Traits:** These are the traits that a weapon possesses. Unlike traits that a character can have, weapon traits are like features from Roles, they are clearly defined in what they can do.

ITEM MASS

A simple rating is given for each item and denotes a generalized method of accounting for weight. Worn items tend to weigh less due to their weight being distributed across the body, at least in the case of armor or similar gear.

- **1:** An object that is small or light enough to be held in one hand with out issue.
- **2:** The object is something that can potentially be held in one hand or two hands. It has some weight to it but is not yet too cumbersome.
- **3:** The object is heftier, needing at least two hands to carry or use effectively. It may be heavy or relatively light like a rifle.
- **4:** The object is heavy enough that not only are two hands needed to carry the object but some assistance wouldn't go amiss if you're not a physically stout person.
- **5:** The object is much heftier, being nearly the same weight as a typical adult. You can potentially lift it if you are in shape, but you likely won't be moving quickly.
- **6 or more:** At this stage an object's mass is such that assistance is needed to move it. The degree of this can obviously vary but it is safe to assume that at this mass (6) you are essentially moving two full grown adults. Each step beyond 6 would essentially double the general area/weight of the previous score.

WEAPON TRAITS

Below is a listing of all traits that weapons can possess. Keep in mind that these traits do not add to the damage or attack rolls of a weapon, but can define damage types, and other notable uses for the weapon.

AMMO (Single Shot/Magazine/Cylinder/Drum/Chain)

The weapon uses some form physical ammo. Having the base version of this a weapon will only be a single shot weapon, requiring it to be loaded every time it is shot as part of it's action to be used (bows or single shot rifles are an example of this).

A magazine holds more than one shot, using physical ammo as well, and often is the most common method of a weapon using ammo.

The GM must define how many shots such weapons hold. A magazine can be a cylinder that can be swapped out, or need each bullet to be loaded in (often using a speed loader for normal revolver style weapons). They often hold between 3 to 9 shots depending on the cylinder. Clips, as they are sometimes referred to (or standard magazines), hold at least 9 shots depending on the weapon.

A magazine needs an action in order to be swapped out. Reloading a magazine takes a few seconds per shot. Typically most magazines need a minute or less reload.

Drums are different. A Drum style magazine holds a large amount of shots and can take several minutes to load as they can hold dozens or close to a hundred rounds. A drum adds 1 mass to the weapon's weight.

Chain fed ammo is another variant. Here a chain fed weapon needs quite a bit of time to reload or rebuild. Chained ammo is often



ABSTRACT MASS

While some games may put focus on an object's weight, the idea here is to keep things relatively loose and to have players not worry too much on the weight of items by keeping things simple.

Most items will have a score of some sort representing their general weight or space that they occupy. A mass 6 object may not actually weight alot, but is large enough to make it necessary for more than one person to carry.

As for items that are exceptionally small or light then it can take multiples of these to make up a mass of 1.

Character encumbrance/carry capacity is explained later on.

stored in a container, sometimes a backpack or case. It's via this method that a weapon can have thousands of rounds of ammo. But in many cases the container may be too heavy to carry.

It should be noted that conventional concussion weapons, called Slug Throwers, are rarely used in the galaxy as blasters hold more shots, work in a vacuum, and are don't have the capacity to missfire or jam on a the user. (Which can happen with a Superior Failure.)

AREA OF EFFECT (AOE)

The attack affects a defined area using range bands as the basis for the particular shape of the area.

An AOE affects a Cone, Line, or Radius. The exact distance of this can vary depending on the weapon or how it's used.

A laser, for example, fires in a beam or line to hit everything in its path. But if a beam were used to sweep back and forth instead of just in a line then the line of damage it deals is no longer on the path that it fired but at the points of impact on that path.

Weapons with an AOE trait will have the range at which they function noted with the trait on the weapon. Targets must make a reflex roll to avoid some or all of the damage.

ARMOR PIERCING

Weapons with this trait are capable of punching through body armor more easily than other weapons.

The weapon's damage ignores an amount of Armor to a target's Durability equal to half the damage of the weapon. (The Sundering trait is a more powerful version of this.)

AUTO-FIRE

The weapon is capable of firing multiple shots with a single trigger pull and thus allowing the use of the Auto-Fire action (see the Auto-Fire action in the rules section).

BURST-FIRE

The weapon is capable of firing a short burst of multiple shots with a single trigger pull and thus allowing the use of the Burst-Fire action (see the Burst-Fire action in the rules section).

CONCEALABLE

The weapon is small, compact, or otherwise is able to be concealed from view with ease.

The requirement of this is that the item must be one-handed and small enough to fit in the palm of a person's hand or can be disassembled into easy to assemble components.

Kanan Jarrus, a former padawan, spent years on the run from the Empire and modified his lightsaber to separate into two parts to make it impossible for most beings to tell what the device was without close examination.

DAMAGE TYPE

The weapon deals a specific type of damage. Weapons can deal Kinetic damage (physical damage), Energy (which encompasses fire, electric, plasma, ion, and light/laser).

Kinetic attacks may cut, bludgeon, or pierce, but these are just descriptors on how kinetic damage applies. Unarmed attacks are kinetic and obviously cannot cut things, but a knife does.

A blaster bolt is a type of plasma, while a lightsaber's blade isn't exactly plasma, but not entirely a beam of light as it is more a combination of elements to form its beam, including using the Force to break some laws of physics.

DISRUPTOR

The weapon is a rare highly lethal weapon that is capable of disintegrating a person with a hit. If a target has Endurance and are hit with the attack, damage is handled normally, except that an injury is given to the target with a normal hit and two injuries are given with a superior hit. However, if a target has NO Endurance or is at zero Endurance things are different. Here damage is compared to the target's Resistance

score. If the result is lower, the target takes a permanent injury (such as a loss of limb). If higher, however, the target is killed outright.

FORCE ATTUNED

Unique to special crystals or crystalin objects, or other special objects, that require the Force user to be attuned to in order to bring out the full potential of the weapon.

People who cannot use the Force (have a Force score of zero) cannot attune to the weapon. More over the person must be trained in the use of the Force in order to attune to the item.

Once attuned, your Force score may be added as a bonus to attack and Damage rolls made with it.

GRAB

The weapon is capable of grappling onto a target. This is in a limited capacity, often limited to a single limb on a target, or to grab onto an appropriate item/target like a branch. Grabbing weapons often have an additional trait providing "Reach" or make use of some sort of other effect to be the reason they are able to grab that does not use a person's hands.

IMPACT

The weapon hits hard enough to force someone back or knock them down.

On being hit, a target must make a Reflex roll vs. the damage roll of the attack. If the roll fails the target is pushed back by the adjacent range band. On a superior failure they are not just pushed back a step but are also knocked prone.

ION

The weapon does not do normal damage and instead deal ion damage, affecting electronics and especially droids.

Ion weapons serve to quickly shut down droids and many other electronic objects. On being hit, a droid must make a Resistance roll vs. the damage of the attack. If they fail, they are deactivated (rendered unconscious) and helpless. If not reactivated by another (taking an action) the droid will awaken at the end of combat or after a short rest.

Against objects, if hit, they will turn off but can just be turned on again. Note that with starships, ion damage functions to shut down non-shielded systems to render a ship dead in space.

Ion shielding protects against ion damage, giving either improved resistance or immunity.

LOUD (Flaw)

The weapon's use is particularly loud making it's use more easily noticed by foes.

Ordinarily, blasters, while they make a sound are not as loud as classic ballistic firearms. A 9mm pistol (for example) is far louder than a standard blaster. This flaw means that the sound of the weapon being used is easier to hear from further off much like a classic firearm.

MOUNTED (Flaw)

The weapon must be mounted onto a structure such as a tripod or other similar weapon mount that provides stability for it's use.

Weapons with this trait must make use of a mounting point or tripod in order to use properly. Without a mounting point, the weapon can technically be used but when

shooting it the character must make a Might Roll for each shot fired with a cumulative penalty applied to the roll for each shot.

If a might roll fails then not only does the shot miss, but control over the weapon is lost and the remainder of it's shots go wild, fired in different directions becoming a hazard anyone on the battlefield. A GM should make an attack roll against anyone with in the firing arc of the weapon.

This trait is often paired with the Unwieldy flaw.

MULTI-FUNCTION

The weapon is capable of using multiple functions, swapping between these functions as a free action. Each function is a seperate Trait for the weapon. In some cases a function requires parts to be swapped out. If a function is built into the weapon, then the weapon can only have few functions. But if the weapon is capable of having multiple functions to mimic multiple different weapons then it often requires parts to be swapped out to alter the function or transformed, using an action to do so. Blasters are a common multi-function weapon as most possess a Stun setting that can be swapped to past its "standard" use.

NON-LETHAL

The weapon, through normal use, doesn't inflict injuries. Instead it's purpose is to reduce a target's Endurance. Once Endurance is depleted, additional harm inflicted by a non-lethal weapon will instead force a target to make a Resistance roll vs. the damage in order to stay conscious. If damage continues to be inflicted past this then it can inflict injuries, but only if a superior success is rolled.

ON-GOING

After dealing damage the weapon's effect continues to inflict harm unless something is done to stop the effect.

Few weapons deal on-going damage. Here the damage is based off the initial damage and is applied each turn until the effect stops. This is usually for 2 rounds or if the target uses an action to stop the effect. On-going damage effects must have some way to stop them such as fire being extinguished by water or being patted out.

ONE-USE (Flaw)

The weapon is good for just one use and cannot be recovered afterward.

This flaw represents expendable weapons like grenades. Some cobled together firearms may also use this flaw.

ONE-HANDED

The weapon needs only one hand in order to use it. If used with two hands, a ranged weapon benefits from a stability bonus that gives a +1 to attack rolls. A melee weapon does +1 point of damage.

POWER SUPPLY

This a power supply for a weapon that functions in a similar way as a magazine but is a removeable/rechargable power pack.

A power supply is fairly universal to a degree. Blaster pistols all share a similarly sized magazine (essentially a battery), and can thus share their magazines. But the magazine of a blaster pistol doesn't work for a rifle.

Power supplies, are made up of a battery and a chamber of gas that is used to create the blaster bolt. Most weapons have around 50

shots. Some higher powered weapons may fire fewer shots. Or a denser power supply can give more shots but with an increase in the items mass.

In some cases the small power supply of a standard weapon isn't sufficient and a larger one is needed. The weight of these is treated as mass 1 or higher (as it is dense and bulky, and can go up to being a backpack type power supply or even a crate that needs more than one person to lug around like an e-web blaster cannon.)

PARALYZED

The weapon paralyzes the target temporarily.

This trait is only applied to weapons that are meant to be non-lethal and serve to render a target temporarily unable to move, See Paralyzed in the Rules section.

QUIET

The weapon generates less noise than other weapons when used.

This trait is only applied to weapons that have a mechanical element that makes some noise, but is typically quieter than others. Most melee and thrown weapons don't count for this.

RANGE

Weapons that function at a range will have a range listed that is the maximum effective range at which the weapon works.

Range bands still impose a penalty to attack rolls as normal. But the noted weapon range details at which point the weapon's damage begins to drop. At the noted range band, damage is halved. When the next range band is hit then no damage is applied.

RANGE BANDS

Range bands serve as a method of determining distance. It is used for figuring out how far you move as well as how far attacks are effective. A weapon will have a noted range, beyond that range, each band increment reduces damage by half to nothing. Range also imposes penalties where range is a factor (not just attack rolls). For more, see "Range Bands Expanded" in the rules section.

- **No Range:** This is where you and a target occupy the same space. This is essentially a 1 meter square area.
- **Adjacent:** This is the space directly next to you, or 1 meter out from where you are.
- **Close:** This range is a distance at which a being can move to with a single move action. The distance is roughly 3 meters.
- **Short:** This is the distance that person can move by Dashing (expending 2 actions to move). This is roughly 6 meters out from the starting point of the character. Rolls made that are impacted by range suffer a -1 penalty.
- **Mid:** This is what some would call the middle distance, not short but not long. A being who commits all their actions to Running will move to the mid range. This distance is around 9 meters of distance from a person's starting point. Rolls made that are impacted by range suffer a -2 penalty.
- **Long:** At this distance increment increases above what has been noted so far. Distances beyond 9 meters and out to 50 meters is considered long range. Most normal beings can throw a ball this distance if they try hard. Rolls made that are impacted by range suffer a -4 penalty.
- **Far:** This distance is meant to represent distances beyond Long range. On a mat using miniatures, this distance is what covers one side of a mat all the way to the other side. This is over 50 meters. Many range weapons are still viable at this

RANGE BANDS (CONTINUED...)

range. Max distance that is considered Far range starts at the 50 meter mark and goes out to 100 meters. Rolls made that are impacted by range suffer a -6 penalty.

- **Distant:** This represents the maximum effective distance that most weapons and often beings can see or function at. Starting at the 100 meter mark and extending out to around 100 meters. Rolls made that are impacted by range suffer a -8 penalty.
- **Vast:** The vast range is used to explain any distance beyond the Distant range, often hundreds of meters to moving into kilometers. Rolls made that are impacted by range suffer a -10 penalty.
- **Extreme:** Extreme range is anything well beyond Vast and covers not just thousands of meters but moves into the kilometers and is what you use to gauge distance between places, including in space. Rolls made at this distance are impossible under most normal circumstances and automatically fail. There are exceptions to this, and as such if a roll is allowed the penalty to the roll starts with a -20 but can be lowered depending on circumstances.

REDUCED AREA DAMAGE (Flaw)

The weapon's AOE damage is reduced over the area of effect. Damage is at it's highest at the origin point of the AOE. Out from there the damage is reduced depending on the weapon. A weapon's AOE range denotes it's max area of effect. Damage is normal at the point of impact/origin of the AOE and the Adjacent range. But the remaining bands reduce damage proportionately. If the range is just one band more then it halves at that one band and does no damage beyond it. But if damage is just within the two bands then the reduction applies within those bands.

REACH

The weapon is capable of being used to strike at targets with in Close range from them. Targets inside of Close range are often difficult to strike at due to the weapon's reach, imposing a -2 penalty to attack rolls on targets inside the weapons reach. (That is to say, the weapon strikes at targets up to 3 meters away or less, but if a target is At the Adjacent range then the weapon's reach is less than helpful.)

SHED LIGHT

The weapon is capable of providing some amount of light to see by, but this also allows others to see you. The amount of light generated varies depending on the item.

- **Faded:** Here for a reference, Faded light is light like a candle, it illuminates the space you occupy in dim light, while Adjacent range offers only Faded light.
- **Dim:** Sheds light up to Adjacent range and Dim light sheds light out to Close range, countering darkness penalties by half up to Close Range, and no penalties at Adjacent or no range.
- **Bright:** The light shines out up to Short range, creating bright light (no darkness penalties) out to Close Range and dim light at Short Range (half penalties).
- **Dazzling:** The light shines out up to Mid Range, creating light (no darkness penalties) out to Short Range and then Dim light out to Mid Range.

SLOW FIRING (Flaw)

The weapon requires either some effort to use, time to charge up, or reloading inbetween shots.

The trait is applicable to weapon's like bows, cross bows, slings, and single shot firearms, or weapons that must charge up before they can be shot. The weapon needs an additional action in order to load or charge a fresh shot. The weapon also cannot be modified to have the Auto-Fire and/or Burst-Fire traits.

NOTE: Players with an applicable trait could potentially over come aspects of this flaw. An archer who is well trained in drawing arrows and firing could have a trait that allows them to shoot arrows more quickly, drawing an arrow and shooting as part of the same action. However, this is not always applicable for all weapons and needs a GM to OK it's use.

STUN

The weapon is capable of knocking out a target for a period of time. When an attack with the weapon is successfully made, damage of the roll is compared against the target's Resistance score. If the damage is higher than the score then the target is knocked out for ten minutes.

NOTE: Combat and Power type armors can add their Armor bonus to these Resistance rolls, making it less likely for Stun based attacks to affect armored opponents. It's not impossible just less likely.

SUNDERING

Sundering weapons are more powerful than Armor Piercing weapons. They don't just ignore the Durability of objects they strike, they ignore the Durability of almost everything with the exception of objects made from special materials that negate Sundering. Objects of that can be held or worn are destroyed in the hit. In some cases the destruction is subjective, and either leaves the spot compromised (has a hole in it, but repairable potentially) or does outright destroy the object.

THROWN

The weapon's range is determined by how far you can throw it. The number of range bands you can throw a weapon or item is equal to half your Might or Agility score depending on which score you wish to use to throw the weapon. Again, like with other ranged weapons, range bands apply penalties normally and max range represents when damage falls off from the attack.

TWO-HANDED

The weapon requires the use of two hands to use. When a weapon is used without two hands the user suffers a penalty to the weapons use. This is a -4 penalty to your attack rolls due to how unwieldy doing this is.

UNWIELDY (Flaw)

The weapon is awkward to use in some way either due to it's shape, size, or weight. This imposes a -4 penalty to attack rolls with the weapon. Unwieldy weapons often have a particular requirement in order to be used without the penalty. This can be a Might score requirement, or that it be mounted on a structure or tripod (and will have the Mounted trait).

WEAPONS

The following are an array of basic weapons. These weapons are nothing unique or come from a specific manufacturer, or are a custom made weapon. Weapons themselves also fall into different categories.

- **Simple:** Simple weapons are what you would call mundane or common placed weapons. This includes things like clubs, knives, and some others. Unlike other weapons, Simple weapons require no training to use, though training certainly helps to move a person beyond the “I pick it up and swing” mentality.
- **Combat:** These are more complex weapons, or are weapons that require you to know what you are doing with them. Thus, combat weapons require training to use. Weapons like swords, firearms, and blasters all fall into this category.
- **Unique:** Unique Weapons are weapons that are typically weapons that could be cultural, not seen or used often, or are in some way a weapon that is above and beyond any normal training that a being would need.

Weapon groups have no bearing on damage. Damage is based off a core Attribute die, the one used to make the attack roll with plus a static number from the weapon. Damage for a weapon starts at a +1. A +1 represents a common knife or the use of a knuckle duster. A +2 is something with more heft, edge, or leverage like a club. A +3 is often applied to more dangerous weapons like staves, hand axes, and similar weapons that offer more damage for their design or how they are often used. A staff, for example, may be considered no better than a club, except that it has more heft, and allows for a better application of leverage in a strike.

Simple Weapons						
Weapon	Type	Rarity Value	Mass	Range	Damage	Traits
Unarmed Attack	Melee	---	---	---	Might	Damage Type (Kinetic), Non-Lethal
Knuckle Duster	Melee	5	1/2	---	+1	Concealable, Damage Type (Kinetic), One-Handed
Knife	Melee	1	1/2	Thrown	+1	Concealable, Damage Type (Kinetic), Thrown, One-Handed
Club	Melee	1	1	Thrown	+2	Concealable, Damage Type (Kinetic), Thrown, One-Handed
Staff	Melee	1	2	Thrown	+3	Damage Type (Kinetic), Thrown, Two-Handed
Dagger	Melee	3	1	Thrown	+2	Concealable, Damage Type (Kinetic), Thrown, One-Handed
Heavy Club	Melee	3	3	---	+3	Damage Type (Kinetic), Two-Handed
Reinforced Staff	Melee	4	2	Thrown	+4	Damage Type (Kinetic), Thrown, One-Handed
Hammer	Melee	1	1	---	+3	Damage Type (Kinetic), One-Handed
Heavy Hammer	Melee	2	2	---	+4	Damage Type (Kinetic), One-Handed
Sledge Hammer/Maul	Melee	3	3	---	+5	Damage Type (Kinetic), Impact, Two-Handed
Slingshot	Ranged	3	1	Long	+2	Ammo (Single Shot), Damage Type (Kinetic), Two-Handed, Slow Firing

Combat Weapons (Low Tech)						
Weapon	Type	Rarity Value	Mass	Range	Damage	Traits
Small Blade	Melee	2	1	---	+3	Damage Type (Kinetic), One-Handed
Medium Blade	Melee	3	2	---	+4	Damage Type (Kinetic), One-Handed
Heavy Blade	Melee	5	3	---	+5	Damage Type (Kinetic), Two-Handed, Unwieldy (Might 6 or higher)
Polearm	Melee	4	2	---	+4	Damage Type (Kinetic), Two-Handed
Heavy polearm	Melee	6	3	---	+5	Damage Type (Kinetic), Two-Handed, Reach
Mace/Pick/	Melee	3	1	---	+4	Damage Type (Kinetic), One-Handed
Heavy Mace/Pick	Melee	6	3	---	+5	Damage Type (Kinetic), Impact, Two-Handed
Whip	Melee	7	1	---	+2	Damage Type (Kinetic), Grab, One-Handed, Reach
Small Bow	Ranged	4	1	Far	+5	Ammo (Single Shot), Damage Type (Kinetic), Two-Handed
Heavy Bow	Ranged	6	2	Far	+7	Ammo (Single Shot), Damage Type (Kinetic), Slow Firing (Might 5), Two-Handed
Hand Crossbow	Ranged	4	2	Long	+4	Ammo (Single Shot), Damage Type (Kinetic), Two-Handed, Slow Firing
Crossbow	Ranged	8	2	Far	+6	Ammo (Single Shot), Damage Type (Kinetic), Two-Handed, Slow Firing
Heavy Crossbow	Ranged	10	2	Far	+8	Ammo (Single Shot), Damage Type (Kinetic), Two-Handed, Slow Firing
Chakram	Ranged	5	1	Thrown	+3	Damage Type (Kinetic), Thrown, One-Handed
Special Arrows	Ranged	10+	1 per 10	per weapon	per weapon	Special arrows add an additional trait that is related to that arrow: <ul style="list-style-type: none"> Explosive Arrows: AOE (Adjacent, Radius) Fire Arrow: Damage Type (Energy) Armor Piercing Arrow: Armor Piercing

Combat Weapons (High Tech)						
Weapon	Type	Rarity Value	Mass	Range	Damage	Traits
Stunner/Stun Batton	Melee	2	1	---	+3	Damage Type (Kinetic), Stun, One-Handed
Vibro Knife	Melee	10	1/2	Thrown	+2	Armor Piercing, Concealable, Damage Type (Kinetic), Thrown, One-Handed
Vibro Small Blade	Melee	12	1	---	+4	Armor Piercing, Damage Type (Kinetic), One-Handed
Vibro Medium Blade	Melee	13	2	---	+5	Armor Piercing, Damage Type (Kinetic), One-Handed
Vibro Heavy Blade	Melee	14	3	---	+6	Armor Piercing, Damage Type (Kinetic), Two-Handed, Unwieldy (Might 6 or higher)
Light Blaster Pistol	Ranged	7	1	Mid	+5	Concealable, Damage Type (Energy), Multi-Function (Standard/Stun), One-Handed, Power Supply
Blaster Pistol	Ranged	10	1	Long	+6	Damage Type (Energy), Multi-Function (Standard/Stun), One-Handed, Power Supply

Combat Weapons (High Tech)						
Weapon	Type	Rarity Value	Mass	Range	Damage	Traits
Heavy Blaster Pistol	Ranged	13	1	Mid	+7	Damage Type (Energy), Impact, Multi-Function (Standard/Stun), One-Handed, Power Supply
Ion Blaster	Ranged	9	1	Mid	+6	Damage Type (Energy), Ion, One-Handed, Power Supply
Ion Rifle	Ranged	11	2	Mid	+7	Damage Type (Energy), Ion, Two-Handed, Power Supply
Light Blaster Rifle	Ranged	10	2	Long	+6	Damage Type (Energy), Multi-Function (Standard/Stun), Two-Handed, Power Supply
Blaster Rifle	Ranged	13	2	Far	+7	Damage Type (Energy), Multi-Function (Standard/Stun/Burst-Fire), Two-Handed, Power Supply
Heavy Blaster Rifle	Ranged	15	3	Far	+8	Damage Type (Energy), Impact, Multi-Function (Standard/Auto-Fire/Burst-Fire), Two-Handed, Power Supply
Blaster Carbine	Ranged	15	2	Long	+7	Damage Type (Energy), Multi-Function (Standard/Stun/Burst-Fire), One-Handed, Power Supply
Sniper Blaster	Ranged	20	3	Distant	+8	Armor Piercing, Damage Type (Energy), Two-Handed, Power Supply
Light Slugthrower Pistol	Ranged	5	1	Mid	+5	Ammo (Varies), Concealable, Damage Type (Kinetic), One-Handed
Slugthrower Pistol	Ranged	10	1	Mid	+6	Ammo (Varies), Damage Type (Kinetic), Loud (Flaw), One-Handed
Heavy Slugthrower Pistol	Ranged	15	2	Mid	+7	Ammo (Varies), Damage Type (Kinetic), Loud (Flaw), One-Handed
Light Slugthrower Rifle	Ranged	8	2	Long	+6	Ammo (Varies), Damage Type (Kinetic), Loud (Flaw), Two-Handed
Slugthrower Rifle	Ranged	12	3	Far	+7	Ammo (Varies), Damage Type (Kinetic), Loud (Flaw), Multi-Function (Standard/Stun/Burst-Fire), Two-Handed
Heavy Slugthrower Rifle	Ranged	14	3	Far	+8	Ammo (Varies), Damage Type (Kinetic), Loud (Flaw), Multi-Function (Standard/Stun/Burst-Fire), Two-Handed
Scattershot Slugthrower	Ranged (Cone)	9	2 to 3	AOE (Cone)	+7	Ammo (Varies), AOE (Cone, Mid), Damage Type (Kinetic), Impact, Loud (Flaw), Reduced Area Damage (Flaw), Two-Handed
Scattershot Blaster	Ranged (Cone)	13	2 to 3	AOE (Cone)	+7	AOE (Cone, Mid), Damage Type (Energy), Impact, Reduced Area Damage (Flaw), Two-Handed, Power Supply
Light Repeating Blaster Cannon	Ranged	16	3	Long	+8	Damage Type (Energy), Multi-Function (Standard/Auto-fire/Burst-Fire), Two-Handed, Power Supply, Unwieldy (Might 6 or higher)
Repeating Blaster Cannon	Ranged	18	4	Long	+9	Damage Type (Energy), Multi-Function (Standard/Auto-fire/Burst-Fire), Mounted (Flaw), Two-Handed, Power Supply, Unwieldy (Mounted)
Heavy Repeating Blaster Cannon	Ranged	20	5	Far	+10	Damage Type (Energy), Multi-Function (Standard/Auto-fire/Burst-Fire), Mounted (Flaw), Two-Handed, Power Supply, Unwieldy (Mounted, requires assembly)

Unique Weapons						
Weapon	Type	Rarity Value	Mass	Range	Damage	Traits
Bowcaster	Ranged	17	3	Far	+8	Ammo Supply, AOE (Radius, Adjacent), Damage Type (Energy), Impact, Reduced Area Damage (Flaw), Two-Handed, Unwieldy (Might 5 or higher)
Energy Bow/Crossbow	Ranged	15	3	Far	+8	Damage Type (Energy), Impact, Two-Handed, Power Supply
Shoulder Blaster Cannon	Ranged	20	3	Far	+11	AOE (Radius, Adjacent), Damage Type (Energy), Impact, Power Supply, Reduced Area Damage (Flaw), Slow Firing, Two-Handed, Unwieldy (Might 5 or higher)
Lasat Bo-Rifle	Ranged/Melee	20	2	Long	+7	Damage Type (Energy), Multi-Function (Rifle Form: Standard/Stun; Staff Form: Electrostaff (See Electrostaff)), One-Handed, Power Supply
Grenade Launcher	Ranged	20	2	Long	Based on grenade used	Ammo Supply (Single shot or 8 grenades), AOE (Radius, Close), Damage Type (Kinetic or Energy based on grenade used), Reduced Area Damage (Flaw), Slow Firing, Two-Handed
Rocket Launcher	Ranged	22	2	Far	+12	Ammo Supply (4 shots), AOE (Radius, Close), Damage Type (Kinetic), Reduced Area Damage (Flaw), Slow Firing, Two-Handed
Missile Launcher	Ranged	24	2	Distant	+13	Ammo Supply (2 shots), AOE (Radius, Close), Damage Type (Kinetic), Reduced Area Damage (Flaw), Slow Firing, Two-Handed
Force Pike	Melee	15	2	---	+3/+6	Armor Piercing, Damage Type (Kinetic), EM Sheath*, Multi-Function (Turned Off: Club; Turned on: Stun/Armor Piercing), One-Handed * Special: EM Sheath: This unique trait envelops the weapon in an electromagnetic field that makes it resistant to energy damage, negating Armor Piercing & Sundering effects.
Electrostaff	Melee	20	2	---	+4/+7	Armor Piercing, Damage Type (Kinetic), EM Sheath*, Multi-Function (Turned Off: Staff; Turned on: Stun/Armor Piercing), One-Handed * Special: EM Sheath: This unique trait envelops the weapon in an electromagnetic field that makes it resistant to energy damage, negating Armor Piercing & Sundering effects.
Electrowhip	Melee	25	2	---	+3/+6	Armor Piercing, Damage Type (Kinetic), EM Sheath*, Grab, Multi-Function (Turned Off: Whip; Turned on: Stun/Armor Piercing), One-Handed, Reach * Special: EM Sheath: This unique trait envelops the weapon in an electromagnetic field that makes it resistant to energy damage, negating Armor Piercing & Sundering effects.
Lightsaber	Melee	30	3	---	+6	Damage Type (Energy), Deflecting*, Force Attuned, One-Handed, Shed Light (Dim), Sundering, Thrown * Special: Deflecting: Lightsabers can block other sundering/armor piercing weapons with their blades (the hilt is vulnerable) and can be used to Deflect blaster bolts (see Deflecting later).

Unique Weapons

Weapon	Type	Rarity Value	Mass	Range	Damage	Traits
Grenades	Ranged	10 to 20	0.5	Thrown	+10	<p>AOE (Radius, Adjacent), Damage Type (Varies), Reduced Area Damage (Flaw), One-Handed, One Use, Thrown</p> <p>Grenade Types:</p> <ul style="list-style-type: none"> • Frag: Impact • Concussion: Impact, Nonlethal • Ion: Ion • Stun: Stun • Phosphorus (Fire/Heat): Ongoing • Smoke: No damage, fills Close area (instead of Adjacent) with smoke, obscuring vision. • Thermal Detonator: AOE is Close or Short Range, No "Reduced Area Damage," Armor Piercing, Programable* <p>* Special: Programable: A programable weapon has settings that allow it to function under certain conditions. With a Thermal Detonator there is normal use like a grenade, then a timer, and a dead-man switch (if dropped it will detonate instantly).</p>
Flamethrower	Ranged (Cone)	15	4	AOE (Cone)	+6	<p>Ammo (Fuel, 100%), AOE (Cone, Short), Damage Type (Energy), On-Going, Reduced Area Damage (Flaw), Shed Light (Bright), Stream*, Two-Handed</p> <p>* Special: Stream: A stream uses a percentage of fuel per action (5%) to make the attack. Each additional action used to attack with is instead used to maintain the stream, keeping your initial attack roll, and costing you 5% of your fuel.</p>

EXOTIC WEAPONS

There are potentially other weapons beyond what is noted here. As the Star Wars TV shows and films continue to progress, more unusual or unique weapons may appear. But what's important is that players be allowed to come up with their own unique weapons beyond the basic ones here. The weapons presented here are largely baseline examples. A player that wants a cryo-grenade, for example, might reference a grenade, but the GM should supervise just how the weapon should function in their game.

The Mandalorian whipcord, whistling birds, and potentially other weapons are an example of other unique weapons.

Keep in mind that some cultures in Star Wars may also have some additional limitations on weapons, that are unique Traits for that weapon (positive and/or negative) can be utilized as well. An example is the Flamethrower's "Stream" trait, which is something unique to that weapon. A few other special traits will be noted later.

MODIFYING WEAPONS

Modifying weapons is a way for a character to have a weapon that better reflects what they want to get out of it. Modifications come in two forms:

- **Brand Type:** While this is a modification to a weapon, it is what you might call a baseline mod, one that helps to differentiate a specific model of weapon from others and can be applied by the GM. An example is a DL-44 heavy blaster vs. a DG-29 heavy blaster.
- **Customized:** The nitty gritty of taking a weapon and making it your own. It's why Han Solo's DL-44 isn't like most other DL-44 heavy blasters.

Weapon Modifications have limits on how they are applied. Brand Type mods are limited to 2 traits while Customizations can have up to 4 traits. Players can also apply Flaw traits to the weapon as well which allows for an additional trait to be applied. Optional traits are listed later.

CARRY CAPACITY

All characters have two amounts of weight that they can carry about on their person, Casual Weight, and Max Weight. Mass carried that is under your Casual Weight score imposes no penalties to what you do. Mass that exceeds this does, and the max score is the upper limit of what you can lift and carry about (not the max weight you can lift).

Casual Weight is equal to your Might Score x3.

Max Weight is that of your Might Score x5.

Traits centering on being physically strong can add a bonus to your Might score before the multiplier is applied.

If the carried weight is higher than your Casual rating then you are Encumbered, which imposes a -2 to Agility based actions.

If the carried weight is higher than your Max rating then you are Bogged Down. This imposes a -4 to Agility based actions, and you need to actions to perform a single move action.



Weapon Modifications

Mod. Name	Description
Power/Accuracy	<p>This modification increases the damage or Accuracy of the weapon by +1. You can have no more than a +3 to the damage/to hit of a weapon.</p> <p>Cost wise, these modifications have a Rarity score of 10 to be added for a +1, and increases by 5 for +2 and +3.</p>
Materials	<p>Most weapons are made out of common metals and plastoid materials, but more specialized materials do exist with them offering unique qualities. A weapon can only be modified to possess 1 material which makes up most of its form, even if other materials are used in it's construction.</p> <p>Unlike other mods, this mod type must count as a Brand type modification. The cost for this, it's Rarity score is based on the material used.</p>
Traits	<p>This adds a new trait from those previously listed or one that a player or GM has come up with, or one of the other unique traits noted later.</p> <p>Cost wise, these modifications have a Rarity score of 10 for the first additional trait, and increases by 5 for each additional trait added.</p>
Crystals	<p>Limited to that of lightsabers, kyber crystals are fairly universal in what they do for a lightsaber. Being naturally attuned to the Force and grow in Force strong locations, these crystals choose their wielder typically, force a person to undergo a trial in order to see if they are worthy. The normal crystal type is what makes a lightsaber function, using the Force to bend the laws of physics and make a Lightsaber work. Some crystals even are dual crystals, detecting that a user has a penchant for two-weapon fighting.</p> <p>The rarity value of a crystal is unique since they are often a quest reward and rarely are found out in the wild. In the wild a crystal has a value of 20-30 making it almost impossible to find outside of a quest.</p>
Lightsaber Hilts	<p>The outer casing for lightsabers is always customized over time as Jedi/Sith become more accustomed to a method of fighting. As such, once a Jedi decides on a methodology that they prefer they often take up a style of hilt that reflects this. Like with crystals, the crafting of a hilt has no real value set to it, and is a crafting choice by the person. Most components in a hilt are fairly ordinary or easy to come by. A lightsaber's true value is in it's crystal.</p>

Materials

Not many ranged weapons are made using special materials. Melee weapons are more commonly the targets of special materials.

Material	Description
Cortosis	<p>This comes in 2 forms - refined and unrefined. Cortosis is exceptionally rare, found only in a few places in the galaxy. It's unique benefits is it's capacity to deflect energy (heat, electricity, plasma). It has a Rarity value of 30.</p> <ul style="list-style-type: none"> Unrefined Cortosis: Brittle in comparison to refined cortosis, it grants resistance to energy attacks. Energy attacks that target Unrefined Cortosis items can still damage them, as it's Durability is +2 vs. Energy damage, it negates the Sundering trait and Armor Piercing trait as well. But it can still be damaged from the hit. Lightsabers shut off after the hit and cannot be turned back on until after the next round. Refined Cortosis: This takes special resources to make and is harder to come by than just Unrefined Cortosis. Functionally it is the the same as the Unrefined version, except that energy damage is completely negated and Lightsabers cannot be turned back on for 2 rounds instead.

Materials (Continued)

Material

Description

Metal Alloys

Below are some metal alloys that was far more resistant than steel, plastoid, or plasteel. Functionally, items made from Durasteel tend to be thinner and lighter and many starships make use of durasteel (or better) for their hulls. Base Rarity for these starts at 5 and increases by 2 for each type or step up from the base of Durasteel. Note that most weapons are simply made from normal steel. Note that an Item's mass cannot be reduced below 0.5.

- **Durasteel:** Mass for the item is reduced by 0.5. Item Endurance & Durability (when needed) increases by +1 each.
- **Titanium:** Mass for the item is reduced by another 0.5. Item Endurance & Durability (when needed) increases by +1 each (+2 total).
- **Duranium:** Mass for the item is reduced by another 0.5. Item Endurance & Durability (when needed) increases by +1 each (+3 total).
- **Impervium:** Mass for the item is reduced by another 0.5. Item Endurance & Durability (when needed) increases by +1 each (+4 total).

Beskar

A metal found only in a few places, notably the planet Mandalor. The metal is highly resistant to all damage, capable of taking direct blaster hits and can even block lightsaber strikes. Some powerful weapons can pierce beskar when used at close range, and weapons made from beskar can pierce beskar.

Beskar has a Rarity of 30, and Mandalorians claim ownership of all beskar unless some is given as a gift (it will often have a special digital tag denoting this). Mandalorians also have rules regarding the metal, notably that it can only be used to make armor. Beskar weapons are not allowed and Mandalorians who find out about one will hunt it down.

Beskar requires a special heating process in a forge in order to be worked properly, and Mandalorian smiths do not willingly give out that information.

- Immune to Sundering and Armor Piercing traits.
- Mass for the item is reduced by 0.5. Item Endurance & Durability (when needed) increases by +5 each.

Phrik

This is a metal is very similar to Beskar, not easy to come by and is expensive to acquire. But it's difference lies in it's capacity to withstand damage from energy. A container of the metal was known to have survived the explosion of Alderan. Most items are laced or plated with phrik rather than being solid structures. The process to make things from phrik is long, and very expensive which is why plating things with it takes less time, but is still expensive. It's Rarety value is between 25 and 30.

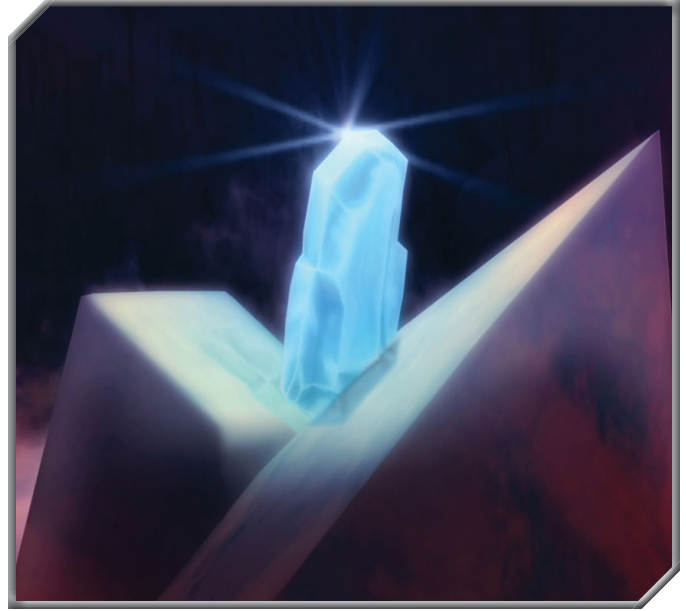
- **Solid Phrik:** Weapons made from this are immune to energy damage.
- **Plated Phrik:** Weapons that are only plated will negate the Armor Piercing & Sundering traits if an energy weapon has them. Otherwise it's not completely indestructable, and has it's Durability (only) increased by +5.



Kyber Crystals

This is a component that is only used in lightabers, and potentially other weapons that rely on lightsaber technology. Kyber crystals are partly formed from the Force, growing in remote places strong in the Force. Kyber crystals often call out to Force users once they are close by to them. Those who sense the call and find the crystal often find it in a growth of crystal, glowing slightly until it is collected.

Sometimes the crystal breaks in half, sensing that the wielder is one who prefers dual wielding lightsabers. In some rare cases, the crystal or the place where the crystal is, will induce Force illusions or visions meant to guide the seeker and overcome limitations within themselves. Those who are strong in the Dark Side never feel these calls, but they can often still find the crystals, though on their own the crystal will reject the user.



Dark Side users often must “bleed” a crystal in order to bond with it. This process involves pouring their emotions into the crystal, harming it until the crystal turns red. A healed bled crystal typically turns it white.

How a Force user gains a lightsaber may vary. Young Jedi (padawans) are given one by their master until they are ready to build their own. Others may find one by chance, and yet others may be guided by the Force to build one.

Some other objects or substances of a crystalline nature can also be used in the same way as Kyber Crystals, though they often don’t call out to Force users in the same way. Rather, the act of attuning to them awakens them to the Force and makes them functionally like Kyber Crystals. In some cases the Force user may feel a tug through the Force or have a hunch that makes them want to atune the crystal to the Force (an act that takes 1 hour to perfrom, involving meditating with the crystal/gem/object).

Artificial crystals also exist, taking time to make as they are not just grown in a special furnace but with a Force user guiding the growth.

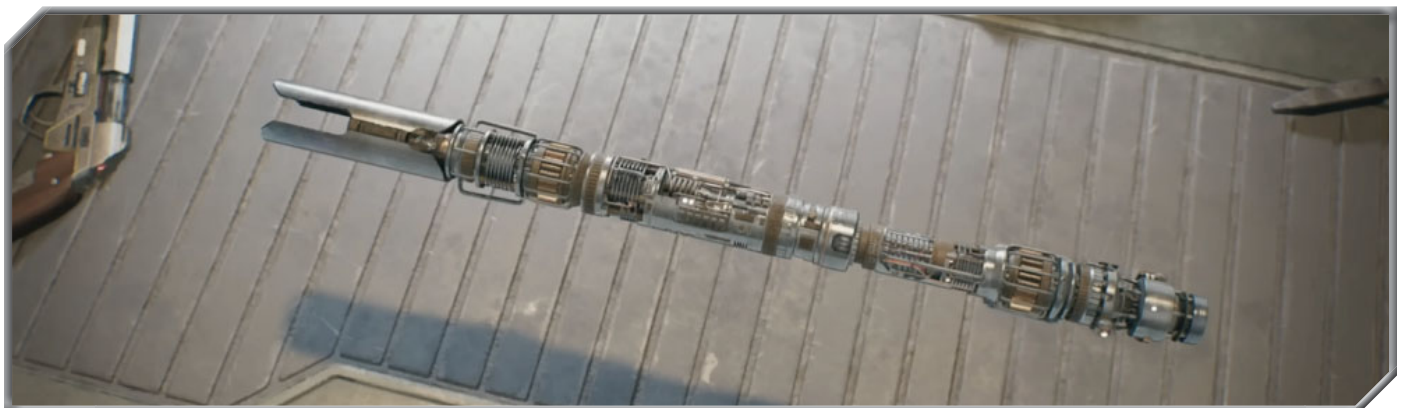
Kyber crystals grant a specifc trait and lightsabers typically only hold one crystal at a time. More specialized hilts can allow for more than one crystal to be added.

Crystal	Description
Kyber	They basic type of crystal, once attuned to the crystal the user gains the use of the “Force Attuned” trait mentioned previously.
Kohlen	This crystal alters the nature of the lightsabers blade allowing it to pierce through shields. When facing a foe with shields, the lightsaber can damage shields instead of how it is normally deflected.
Other Crystals	Other types of crystals do exist, and each grants a trait of some sort. This can vary depending on the crystal and what the GM allows. But any crystal only grants the capabilities of 1 trait.

Lightaber Hilts

Jedi/Sith have been known customize their lightsaber hilts to suit their needs or to reflect their fighting styles over the years. In some cases, during certain era's, the Jedi (to be specific) sometimes limited what sort of hilts were allowed to be made.

Hilt	Description
Standard/Shoto	There is little difference between a standard hilt and a shoto hilt in terms of the damage output. A lightsaber blade remains the same, but the hilt limits how or who can hold the weapon. A standard hilt allows for one or two handed grip. A shoto, or shortsword version, allows for only a one handed grip unless the user is shorter than the common size (human sized).
Broadsaber	This hilt is for larger beings like wookies who have larger hands and a need for a hilt that is easier to hold. The blade emitted is often slightly longer and broader. The trait applies to blocking or deflecting attacks.
Crossguard	This hilt was two vents that create short blades that serve to help protect the hand from lightsaber strikes to disarm the person as well as a nasty surprising strike with the shorter blade. The hilt trait may be applied to your Defense against melee attacks.
Curved Hilt	This hilt is used for individuals well versed in fencing, particularly in lightsaber vs. lightsaber combat. The hilt trait can be applied to attack rolls against other lightsaber users or melee combatants.
Dual Bladed	This is a hilt that is longer than a normal lightsaber hilt usually, and possesses two kyber crystals. because of this, the lightsaber can emit two blades from a single weapon. Some versions of this can fold in half to work like a broadsaber, while others can seperate for two blades. When both blades are active the weapon is simply capable to being used to strike with one end or the other like a staff.
Hybrid Saber	This is what you get when you combine the lightsaber with another item, often done to hide it's true nature and making it "Multi-Function." Becuase of this the lightsaber gains the Concealed trait.
Lightsaber Rifle	<p>An exceptionally rare and powerful weapon, and very different from a hybrid saber. This treats a lightsaber as a power source, with a slot on it that you insert the lightsaber.</p> <ul style="list-style-type: none"> • Use the Lightsaber stats for damage and traits applied to the attack. • The weapon has a range of Long range. • The rifle can only fire 5 times, rendering the lightsaber destroyed after this. If removed from the rifle before this, each use of the lightsaber while it is active has a 20% chance, or more depending on how many shots were fired, of being left unusable and needing to be fixed. After 5 shots the lightsaber can never be used again, the crystal can be salvaged though. • Only 1 rifle is known to have existed, as such it's a Rarity 30 item and is not treated as a lightsaber modification, per say. The rifle itself cannot be modified since it can use any lightsaber that fits into the loading slot.
Other Hilts	It is possible for other hilts to be thought of. Hilts, like crystals, will typically either allow for some extra functionality and/or a way to apply the hilt as a trait. This can include it's inclusion as a cybernetic enhancement, or if players have another creative shape then the GM should allow it if it makes sense.



ARMOR

Below you will find a variety of basic types of armor that are available for characters to choose from. Keep in mind, like weapons, these are bare bones basic types of armor. For more unique styles of armor that can be gotten you will be modifying the basic armor available to meet the needs of what a character wants or can afford.

TRAINING

Not all armor needs training. Like with weapons, you have Simple Armor, Combat Armor, and Unique armor.

- **Simple Armor:** This is armor that is pretty easy to use and move in and requires little effort to know how to use.
- **Combat Armor:** The armor is bulkier or heavier which can restrict your movement in some way in exchange for more protection.
- **Unique Armor:** Like with combat armor, unique armor often requires it's own training to know how to use.

ARMOR STATS

Armor has a number of different stats that help to define what they are:

- **Rarity Value:** This is the base cost for armor that you make a Wealth roll for.
- **Mass:** Armor mass that is noted is the mass of the armor when carried and not when it is worn. When armor is put on, it's weight is distributed and isn't quite the same mass. Mass for worn armor is reduced by 1 to no less than 1.+
- **Defense Penalty:** Armor typically exchanges your ability to not be hit with an ability to take a hit.
- **Armor Bonus:** This is the bonus that is applied to your Durability score to reduce damage and to avoid losing Endurance or

taking an injury.

- **Traits:** Armor, like weapons, can have traits which vary depending on the armor and it's function. Unlike weapons, armor often don't have a lot of traits, though many often have flaws instead.

ARMOR TRAITS

Armor has a number of traits available to them but not quite the same number as weapons. Not all armor have traits to start.

AUGMENTED (Requires POWERED Flaw)

The armor has a powered element that allows it to augment your strength. This gives the user a +2 to their Might score, affecting not just Might based rolls, but also carry capacity and other aspects of the character tied to their Might.

The downside of augmented armor is that it requires power. As such it is affected by Ion damage attacks, even if the user isn't. If hit by an Ion attack, a roll is made like as if the user were a droid. If the target fails the roll then the armor's Augmented feature shuts off and can only be turned back on again out of combat.

Augmented Armor must also have the power in order to operate, and thus requires the "Powered" flaw.

CONCEALED

Armor that is concealed is something that looks like ordinary clothing or look like anything else but armor. Most armor weave clothing typically doesn't appear as such, looking like any ordinary type of clothing. Many people who work in rougher industries like construction will often make use of durable armor weave clothing.

HEAVY (both Trait & Flaw)

The armor is heavier than typical armor due to additional armor plating. This has the upside providing protection against harm, but it also limits the users mobility more than normal. The trait gives a +2 to the user's Durability, but gives a -1 to the user's Defense. It's mass is also 1 higher.

LAYERS

The armor can be worn under another set of armor. There are limitation to how this works. Armor with this trait can only be worn with other armor with this trait, and each layer adds only a +1 onto the base layer. Up to 2 additional layers can be added without penalty.

Most combat type armor has not just the outer armor, but users often wear a "sheath" or protective under armor that helps to protect the gaps where the outer armor doesn't function. Stormtrooper plastoid armor has not just the outer white shell that everyone knows of but the black undersheath that is a flexible armorweave cloth. This is no different than how medieval armor is more than just metal plates or chains and often has a protective layer of padding and leather under it.

LIFE SUPPORT (Combat & Unique only)

The armor is equipped with one of a few different life support features.

- **Filtered Breathing:** Filters the air to make it breathable, filters for the device need to be changed out periodically (often after 24hrs of use).
- **Environmental Breathing:** A self contained air supply for a person to act normally outside of their normal environment.
- **Sealed:** The armor can seal itself off from the environment. This can be either by mechanical means, taking time to do. Or via a magnetic field. Mechanical seals are



not affected by ion damage, but magnetic fields are (and magnetic fields need the user to have the Powered flaw).

- **Temperature Protection:** The armor has aspects to it that allows it to provide cooling or heating for the user, allowing them to operate normally in either hot or cold environments to a degree. The specific environment must be noted. A parka would give protection against cold weather, but not the vacuum of space.
- **Pressure:** The armor protects the user from the specific pressure from a source. This is often underwater pressure, or even gravity pressure (in lesser encountered

conditions). Pressure protection often requires the armor to be Powered as well in order to allow the user to move in the environment via innate physical augmentation that counteracts the pressure. (Outside of the environment, a pressure augmented suit of armor would act like the Augmented armor trait.)

OBSTRUCTIVE (Flaw)

The armor is particularly obstructive in its use. The armor reduces your Agility score by 2 when worn, impacting all aspects of the character while the armor is being worn.

POWERED (Flaw)

The armor makes use of a power supply allowing it to operate. This unfortunately makes the armor's systems or over all functionality susceptible to Ion damage. When hit by an attack that does Ion damage, the user makes a Resistance roll. If failed, the armor's systems, such as sensors or augmentation shut down and cannot be used. More redundant systems, like life support for a space suit are often either shielded against ion damage or have a mechanical or simple element that allows one to keep making use of their oxygen supply. Magnetic seals on armor that would help hold in oxygen and heat when in space are, unfortunately, shut down by ion damage.

SENSE AUTMENTS/SENSORS (Helmets Only)

The armor has a helmet that is equipped with a sensor of

- **Low-Light Vision:** Allows the user to see in Faded or Dim light conditions with no penalties.
- **Dark Vision:** Can see in the dark like normal except vision is limited to black and white.

- **Infrared Vision:** Able to make out shapes in regardless of light or darkness, but lacks any fine details. This can allow you to see through thin/porous surfaces.
- **Sound Amplification:** Reduce range band penalties for hearing sounds is reduced by 1.
- **Smart Targeting:** Requires a weapon to be modified to have a "Smart Targeting" trait. A weapon with this trait can be "synced" with a Smart Targeting sensor giving the user a +2 to attack rolls so long as the two are used together.
- **Electrobinoculars:** Integrated electrobinoculars are powerful electronic versions of binoculars. They allow a person to see at the Vast range band, with penalties halved for all range bands.
- **Motion Detector:** The sensor allows you to detect motion within long range of you. You do not know what/who is moving, only that something is moving. You can detect roughly how big it is though.



Simple Armor					
Armor	Rarity Value	Mass	Defense Penalty	Armor Bonus	Traits
Armorweave Normal Clothing	5	1	---	+1	Concealed, Layers
Armorweave Formal Clothing	8	1	---	+1	Concealed, Layers
Armorweave Combat Ready Clothing	10	1	---	+2	Layers
Armorweave Sheath	10	1	---	+2	Layers
Space Suit	15	3	-1	+3	Life Support (Environmental Breathing, Sealed, Temperature Protection), Obstructive, Powered (24hrs)

ARMORWEAVE

The stats described are for full sets of cloths, that is to say, pants and shirts. So one layer of Normal Clothing would give a +1. But then lets say you then pick up a jacket, now you are at a +2 for those two layers. You can keep putting layers on, but after you reach 3 leayers, each additional layer imposes a -1 to your Defense penalty for doing so.

Combat Armor					
Armor	Rarity Value	Mass	Defense Penalty	Armor Bonus	Traits
Armorweave Combat Armor	11	2	-1	+3	---
Light Plastoid Armor	12	2	-1	+4	---
Combat Plastoid Armor	14	2	-2	+5	---
Full Plastoid Armor	20	2	-3	+6	Obstructive (Flaw)
Heavy Plastoid Armor	25	3	-4	+7	Heavy (Flaw), Obstructive (Flaw)
Clone trooper Armor	26	2	-3	+6	Life Support (Filtered Breathing, Sealed, Temperature Protection), Obstructive, Powered (48hrs), Sensors (Lowlight Vision, Infrared)
Stormtrooper Armor	25	2	-3	+6	Life Support (Filtered Breathing, Temperature Protection), Obstructive, Powered (48hrs), Sensors (Lowlight Vision), Obscured Vision* * Special: Obscured Vision: This flaw imposes a penalty to any roll involving vision as cost cuts in making the armor's helmet has impacted the user's ability to see.
Scouttrooper Armor	24	2	-2	+5	Life Support (Filtered Breathing, Temperature Protection), Powered (48hrs), Sensors (Lowlight Vision), Obscured Vision*
Clone Commando Armor	30	3	-3	+7	Life Support (Environmental Breathing, Sealed, Temperature Protection), Obstructive, Powered (48hrs), Sensors (Lowlight Vision, Infrared), Durasteel
Space Suit	15	3	-1	+3	Life Support (Environmental Breathing, Sealed, Temperature Protection), Obstructive, Powered (24hrs)

Unique Armor

Armor	Rarity Value	Mass	Defense Penalty	Armor Bonus	Traits
Light Power Armor	20	3	-4	+7	Augmented, Heavy (Flaw), Life Support (Temperature Protection), Obstructive (Flaw), Powered (24hrs)
Heavy Power Armor	25	4	-4	+8	Augmented, Heavy (Flaw), Life Support (Temperature Protection), Obstructive (Flaw), Powered (24hrs)

Held Shields

Armor	Rarity Value	Mass	Defense Bonus	Traits
Gauntlet/Buckler Shield	10	1	+1	One-Handed

Combat Shield	12	1	+2	One-Handed
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Heavy Shield	14	2	+3	Brace*, One-Handed, Obstructive (Flaw)
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*** Special: Brace:** As an action you can choose to Brace with the shield. This involves planting the shield in place and using it as 3/4 cover instead of as a shield. When used like this, it requires an action to keep the shield braced. You can still move with it, but while braced you can only use a single move action and must still use an action to keep up the brace.

Energy Shield	+5	---	---	Energy version of held shields allow them to effectively block energy based weapons. An energy shield has the same limitations as any other held shield, the only difference is that it reflects energy based attacks and simply stops physical ones. Lightsabers cannot cut through energy shields (only the physical part that emits the shield, which is often protected by the shield). These also have the "Powered" trait and can often be used continuously for only an hour or less depending on the amount of combat a person is seeing. When striking with a shield they do energy damage. In some cases they can even be treated as having the Armor Piercing trait.
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MODIFYING ARMOR

Modifying armor is not much different from that of a weapon, but with a few exceptions. Armor often has few traits that are added to it. Like with weapons, you have two types of modifications.

- **Brand Type:** While this is a modification to armor, it is what you might call a baseline mod, one that helps to differentiate a specific model from others and can be applied by the GM.
- **Customized:** The nitty gritty of taking armor and making it your own.

The number of modifications that can be applied to Armor is generally the same. But for the most part, modifications to armor involve the materials it's made from. This generally results in new armor being made in a set style. With the things that armor can do or provide beyond reducing damage is either limited to what is typical for armor (not much) or requires some imagination and approval from the GM.

Like with weapons, armor is limited to 2 Brand modifications and up to 4 Customized modifications. Mod costs vary between a Rarity Value of 1 up to half the Rarity Value of the armor.



Armor Modifications

Mod. Name	Description
Defense Penalty	There's really not much that can be done with how armor impacts this. There are physical limits on how armor plating affects your agility in armor and in reducing a penalty you are also reducing the coverage of the armor. As such, if a character wants to reduce the penalty to their Defense then the armor bonus to the character's Durability must be reduced by similary (a 1 for 2 basis). The impact to the armor's cost is negligible.
Materials	Materials act as the primary means of improving on your Armor bonus. Materials may have some limits on what can be done with them, not to mention the quantity available. For example, Mandalorian armor is made with Beskar, but full-plate style armor is never made with it for a number of reasons (such as being dishonorable, and there being a limited amount of the metal available).
Traits	Adding on other traits is alway ways an option for Armor modifications. The traits should make sense like with any other item (such as with weapons). You cannot, for example, have armor that allows you to phase through walls, or that makes you a Force User.
Appearance	One last thing that can be done, which some may call a modification, is to alter the appearance of their armor. A common tactic when it comes to using armor that is restricted based on who owned it (like with Stormtrooper armor, sans helmet). This can be simple, like painting it, or more complex by carving in the armor or welding superficial plates and shapes onto it in order to disguise its origins. More extreme alterations include melting down the original material and "reforging" the armor. While some modifications can add to an armor's appearance, they don't actually alter it's look.



Materials

Armor is typically made with only a few specific materials. Plastoid and armorweave are the two most common types of materials used for making armor. Plastoid is a high density, but light weight plastic like material that is easy and cost effective for mass production. Armorweave is a cloth like material similar to Kevlar, but more resilient for it's weight.

Material	Description
Cortosis	<p>This comes in 2 forms - refined and unrefined. Cortosis is exceptionally rare, found only in a few places in the galaxy. It's unique benefits is it's capacity to deflect energy (heat, electricity, plasma). It has a Rarity value of 30. But for enough to make armor this value may be even higher, around 40.</p> <ul style="list-style-type: none"> • Unrefined Cortosis: Brittle in comparison to refined cortosis, it grants resistance to energy attacks. Armor hit by energy damage has the armor's bonus increased by +2 vs. Energy damage, it negates the Sundering trait and Armor Piercing trait as well. But it can still be damaged from the hit. Lightsabers shut off after the hit and cannot be turned back on until after the next round. • Refined Cortosis: This takes special resources to make and is harder to come by than just Unrefined Cortosis. Functionally it is the the same as the Unrefined version, except that energy damage is completely negated and Lightsabers cannot be turned back on for 2 rounds instead.

Metal Alloys

Below are some metal alloys that was far more resistant than steel, plastoid, or plasteel. Functionally, items made from Durasteel tend to be thinner and lighter and many starships make use of durasteel (or better) for their hulls. Base Rarity for these starts at 5 and increases by 2 for each type or step up from the base of Durasteel. Note that most weapons are simply made from normal steel. Note that an Item's mass cannot be reduced below 0.5.

- **Durasteel:** Mass for the item is reduced by 0.5. Item Endurance & Durability (when needed) increases by +1 each, this also increases the Armor bonus to the user's Durability and not just that of the armors.
- **Titanium:** Mass for the item is reduced by another 0.5. Item Endurance & Durability (when needed) increases by +1 each (+2 total), this also increases the Armor bonus to the user's Durability and not just that of the armors.
- **Duranium:** Mass for the item is reduced by another 0.5. Item Endurance & Durability (when needed) increases by +1 each (+3 total), this also increases the Armor bonus to the user's Durability and not just that of the armors.
- **Impervium:** Mass for the item is reduced by another 0.5. Item Endurance & Durability (when needed) increases by +1 each (+4 total), this also increases the Armor bonus to the user's Durability and not just that of the armors.

Beskar

A metal found only in a few places, notably the planet Mandalor. The metal is highly resistant to all damage, capable to taking direct blaster hits and can even block lightsaber strikes. Some powerful weapons can pierce beskar when used at close range, and weapons made from beskar can pierce beskar.

Beskar has a Rarity of 30, and Mandalorians claim ownership of all beskar unless some is given as a gift (it will often have a special digital tag denoting this). Mandalorians also have rules regarding the metal, notably that it can only be used to make armor. Beskar weapons are not allowed and Mandalorians who find out about one will hunt it down.

Beskar requires a special heating process in a forge in order to be worked properly, and Mandalorian smiths do not willingly give out that information.

- Immune to Sundering and Armor Piercing traits, but only for parts of the armor that are Beskar (Mandalorian armor is not fully Beskar).
- Mass for the item is reduced by 0.5. Item Endurance & Durability (when needed) increases by +4 each. Armor bonus to the user's Durability is also a +4.
- Superior hits on Mandalorian armor miss the Beskar plates and ignore it's protective benefits.

Materials (Continued)

Material	Description
Phrik	<p>This is a metal is very similar to Beskar, not easy to come by and is expensive to acquire. But it's difference lies in it's capacity to withstand damage from energy rather than everything. A container of the metal was known to have survived the explosion of Alderan. Most items are laced or plated with phrik rather than being solid structures. The process to make things from phrik is long, and very expensive which is why plating things with it takes less time, but is still expensive. It's Rarity value is between 25 and 30.</p> <ul style="list-style-type: none"> • Solid Phrik: Armor made from this is immune to energy damage. But a superior hit can allow a person to ignore this as they strike at weak points in the armor (such as between plates). • Plated Phrik:Armor that is only plated will give a +4 Armor vs. Energy damage, it negates the Sundering trait and Armor Piercing trait as well. But it can still be damaged from the hit.

ADDITIONAL TRAITS

The inclusion of additional traits to a weapon or armor comes with some limitations. This list denotes unique traits that can be applied to weapon or armor. These can only be applied 1 time unless denoted otherwise. These traits count as 2 modifications, with some exceptions.

Trait	Description
Auto-Stim	This is an armor mod that has to be in contact with the skin and works with any armor. The auto stim injector holds around 5 vials of Stims, a medicine that helps with pain and contains bacta to provide accelerated healing of light injuries. The use of a stim can occur as a free action so long as you have one hand free to trigger the devices use.
Bounce	Applied to an Energy ranged weapon. The weapon's shots have the ability to ricochet off of metal surfaces. This allows an attack to get around cover, but only if there is something for it to bounce off of. Each bounce imposes a -2 penalty to the attack roll made.
Built-in	This weapon is something that is built into armor and cannot be removed via a disarm action with the exception of using the action to either sunder the weapon or the point were it is attached (which can include a person's arm).
Charge-Up	Applied only to Energy weapons, a charge-up has you apply actions to charging up the damage of the weapon's attack. Only a single turn's worth of actions can be applied to a charge-up weapon. Each action applied to this adds a +1 to the weapon's damage.
Energy Ablation	Some armor is outfitted with the ability to absorb energy, routing it to a power cell that can be used to power the armor or it's systems. This increases the armor's bonus against energy damage by 2, which also adds 2 minutes of power to the armor's power supply.
Jetpack	<p>The armor is capable of being outfitted with a jetpack that allows the user to fly. Flight speed is often adjustable, and hovering is possible as well. Use of a jetpack requires training (a trait) as well. Jetpacks use fuel (having enough for roughly 1 minute of continuous flight, or around 20 jumps). It's use is broken up into 3 options.</p> <ul style="list-style-type: none"> • Jumps: The pack is used for a short jump, essentially allowing you to use a move action to clear around 70 meters of distance (or roughly moving to Long range). • Sustained: Flying for a prolonged period of time, more than a few moments, gives the user a flight speed of around 145kph, covering a total distance of around 2 kilometers before it's fuel is completely expended. In combat, flight speed is at the long range for a single move action, while a full turn moving will allow you to go out to Far range. • Maneuvering: Useful in space or underwater, the pack can be used in more short bursts, to not cutting into it's uses as much when simply needing to adjust position. Stopping an uncontrolled spin, or decelerating from too much travel speed will use up more fuel (in space, in water this is less of a liability).



ADDITIONAL TRAITS (Continued)

Trait	Description
Lock-On	An option for weapons that make use of ammunition, specifically ammo that is self propelled. An action is used to try and lock-on to the target, requiring a roll to be made as if you were attacking the target. If successful you have locked onto the target. If you fail then another action has to be spent to try and lock-on. Once a lock-on is successful you make a normal attack roll. If the attack would miss you get to reroll the attack.
Sonic	Sonic based weapons are not common. They make use a containment fields that holds a sonic charge. On impact the blast of the weapon could rupture eardrums and rupture organs. Armor is no protection against these weapons, however they cannot function in space, or underwater. Targets hit by the attack must make a Resistance roll vs. the Damage roll for the weapon. On a failure the target is temporarily deafened, and takes an injury. A superior failure, on the other hand leaves the target permanently deafened (well semi-permanent, medical treatment can undo this). A success involves no damage being taken, but the target is temporarily deafened. A superior success avoids all the effects. Most sonic weapons are AOE attacks. Sonic rifles, for example, tend to be AOE Lines.
Water Adapted	The weapon is built or otherwise adapted to be used underwater. Chemical firearms are traditionally useless underwater (only being able to fire a few feet under water), but an adapted variant would function underwater making use of different ammo and other functions. Likewise a blaster is not suited for underwater usage, far less so than a standard firearm. Most melee weapons work fine, though they are often not suited for underwater (spears and similar are well suited naturally). But electronic melee weapons can potentially short out underwater, and lightsabers need to have special underwater seals in order to function, otherwise they too will short out and won't work until they are dry.
Other Traits	As mentioned before, players are encouraged to come up with other traits that make sense for the gear that they have. This does all depend on the GM's approval, and GM's should keep an open mind, but also be ready to tell a player that their idea won't work and why it won't.

EQUIPMENT

Outside of the weapons there are a number of other items and devices that characters can gain at the start of their adventure or over the course of their journeys. These items can vary between being just odds and ends to pad out spaces or they can be something more specific in their use that characters may need in order to perform some tasks.

But characters aren't expected to run around with backpacks full of loot. That's just not how Star Wars works. Though keeping some loot on a ship or replacing weapons/equipment with better stuff is always in the books.

Tools: Tools are pieces of equipment that allow a character to perform a task. Without a tool a character might not be able to perform the task, or they may be at a disadvantage to their rolls when they lack the right tool. Tools don't grant bonuses, and in some cases you may need an assortment of tools to do a task. Generally, tools count as mass 1, though a case of tools may be mass 2 or 3.

High Quality Tools: While tools only allow a character to actually perform activities that need the tools, it stands to reason that better quality tools would make things easier. As such tools can grant 1 or more levels of advantage to skill rolls made so long as a tool's quality is above what is normal.

Gear: Gear covers more generalized items like clothes, trinkets, and anything that is easily replaced, or rarely needs to come up as a resource that needs to be tracked. Characters will often have access to an array of cloths, and may have odds and ends that they can access, but these are things often kept stored on a ship or at a home and aren't typically carried about in a backpack unless one is away from their home or ship for a lengthy time.

Equipment Examples		
Rarity	Mass	Item
5	1	Multitool
20	3	Starship Toolkit
10	1	Small Musical Instrument (Harmonica, Spoons, recorder)
15	-2	Average Musical (Guitar, Lyre, Trumpet)
20	3-4	Big Musical Instrument (Portable Keyboard, Cello, Tuba)
25	4-6	Large Musical Instrument (Piano, drumset, Keyboard Set)
5-10	1	Datapad
1	1	First-Aid Kit (Stops bleeding, sets broken limbs, treat a minor burn.)
10	2	MedPack (can treat any injuries short of lethal injuries.)
15	1	Macro-Binoculars (electronic binoculars, can ID distance, zoom vision up to x8, night vision, 3 dimensional veiwing)
16-20	1	Electro-Binoculars (like macro ones, but enhances images in real time, had sensors, could see shields, detect radiation, and had night vision)
20	1	Portable Scanner (often has a single function that it is used to scan for, rang varies from close to distant range depending on the scanner)
2-5	0.5	Comlink (programable communication device, programed via computer input, can come in encrypted variants or more robust models, has miles of range & can often reach ships in orbit)
1	1	Glowrod (hand-held device that produces light. Functionally like a torch or flashlight. Larger versions, glowlamps, also exist to produce more light to an area and may also work as a portable generator and heater.)
5	---	Stim Injectors are small inch long auto injectors that can be bout in small bundles of 3. 10 of these will equal 0.5 mass.

SPECIFIC GEAR

Below is a list of specific gear most beings will typically need/use on their adventures.

Medical Gear: Medical gear comes in a variety of different items that people will often carry with them. How rolls are applied is explained in the rules section of the book.

- **First Aid Kit:** A small pack that fits on the belt. It contains a bandage wrap, bacta patches, and smelling salts. Kits have 3 uses. Each use of the kit grants the user a +1 bonus to rolls made to restore Endurance or treat an Injury. Keep in mind that a use can also be subjective, a bandaid for a cut hardly counts as a use.
- **Medkit:** More robust than a first aid kit. Allows for up to 6 uses (up to 3 uses per person at a time). Also includes splints and an anti-toxin for poisons. Each use grants a +2 to rolls made to treat an Injury or restore Endurance. Like before, a use can be subjective and treating minor injuries like cuts and scrapes do not always count toward it's over all uses.
- **Stim Injector (Stims):** Injects an amount of stimulants and bacta that accelerates healing, deals with pain, and allows a person to remain functioning. Stims are single use, and fast acting. Their use doesn't require a roll to use, but still needs an action to use the item. A stim will restore 1d4+1 Endurance, and after it's use a minute is needed before another dose can be used.
- **MedPack:** A full set of tools, medicine and medical condition scanner that a medical professional needs to treat a person in the field. A medpack can be used to perform surgery in the field (an act that takes time). A medpack has around 10 uses, each use granting a +2 to your rolls to treat injuries, (up to 3 uses can be applied to treat a person at a time). Medpacks can

also hold up to 20 stims but when bought they typically only have 5.

- **Bacta Tank/Bacta Suit:** Bacta tanks are full immersion treatments for extensive injuries, rapidly healing a person over the course of hours instead of days or weeks. Scarring will often still remain, though much faded. Bacta suits are similar to tanks, but take up far less room and are often used when full immersion is not necessary.

Portable Scanners: These devices are around the size of a tablet computer and are typically specialized for 1 task, but some can do more than one task but with a higher cost. These scanners allow you to use the devices "senses" to detect the things it is designed to detect. Portable Scanners work up to Mid range typically. They allow you to make a roll to detect things. Scanners act as a Trait to your rolls.

Binoculars/Electrobinoculars: These tools allow a character to enhance their vision. Binoculars halve the Range penalties you experience, but only see out to the Distant Range band. Electrobinoculars see out the the Vast Range band, and are often equipped with a range finder and night vision, some can even record what you are viewing.

Other Items: Other items are potentially to be had by players. GM's should be thoughtful about the cost of these items and what they may offer. Something that isn't too helpful should be fairly inexpensive (or expensive if it's something of value like a painting). But items that would grant a mechanical benefit should be treated as a trait, granting a benefit as one. Costs at this point will also vary, but should be expensive depending on the rarity you wish to apply to the item. A good starting point is at 100 credits and multiplying this by the rarity value. Going higher for a starting cost is ok if

you wish an item to be particularly tough to come by even for it's rarity.

CYBERNETICS

At somepoint a character may need a bit more than a bacta tank to heal their wounds. This comes in the form of artificial parts. Typically, most cybernetics serve only to replace a limb or organ, or organs that are gone or too damaged to be healed with bacta or even the Force.

The general rule regarding cybernetics is that they are used to treat beings who have "permanent" injury. Of course, there are some people who will willingly take off a limb in exhcnage for the added capability offered.

Cybernetics restore the function of a limb or organ that is lost. But more expensive versions can provide certain improved qualities. However, one thing that a character does need to keep in mind is that the cybernetic bits are all conected to flesh, and there are limits to how well conected all those things are.

Physical Strain: If a character takes a Superior Hit or suffers a Superior Failure for a check then there is potential for the cybernetic to be put under strain. The person must make a Resistance roll against the damage. If failed, the cybernetic malfunctions, unusuable for 1 turn.

Full-Cybernetic Body: There are few beings in Star Wars that possess a nearly entire body consisting of cybernetics. These individuals are treated as Droids, having the same physical weaknesses, but because of their organic parts they cannot be reprogramed, turned off, or directly knocked out by ion weapons. Ion weapons will, however, disable cybernetic parts not shielded against it, which can affect life support systems and slowly knock a person out.

In this event, damage to life sustaining

cybernetics is risky.

Life Support simply keeps a person alive, taking up the physical aspects that a body needs to breath, filter blood and other things. If broken, these things stop functioning and the person will have little time before they start to die.

Ion Damage: Cybernetics are unfortunately susptable to the effects of Ion energy. Life support systems are shielded against it automaticly as part of the design, but not everything else. If hit by an ion weapon, the user makes the same Resistance like a droid would.

Enhanced Parts

As mentioned before, cybernetics either just restore something lost, or if you are willing to pay a bit more, you can get something better.

To follow is a list of cybernetic options available to characters who want them.

NOTE: Other mobility aids do exist beyond cybernetic legs as some people are horiffied with the prospect of removing limbs even if doing so would restore or grant physical mobility of a person. The same also pertains to people who would prefer a artificial limb instead of a cybernetic one, one that is not conected to the body in anyway beyond a sleeve and straps used to hold it on.

Below is a list of different cybernetic options available to characters, but represent the "enhanced" versions of these. Following this will be assistant devices for characters who do not wish to use Cybernetics but still have a permanent physical impairment.

Cybernetic parts can have up to 3 enhancements each.

ENHANCED CYBERNETICS

Enhancement	Rarity Value	Description
Boost	3	Grants a trait bonus to physical actions taken that the boost affects. This notably must be either Agility or Might.
Integrated	5+	The limb has a weapon or tool integrated into it. At its basic level, the integrated weapon is obvious, visible to anyone looking for it. But for an additional cost it can be integrated further to make it concealed. This is in addition to the cost needed to buy the weapon as well.
Ion Protection	2	The cybernetic part is protected against Ion weapons. Unlike how some cybernetics function or how droid parts work, an Ion protected cybernetic part cannot be shut down. There are no levels with this enhancement.
Vision Capability	2 to 4	<p>The enhancement here augments normal vision to grant other visual capabilities. There are no levels with this enhancement.</p> <ul style="list-style-type: none"> • Low-Light Vision: Allows the user to see in Faded or Dim light conditions with no penalties. • Dark Vision: Can see in the dark like normal except vision is limited to black and white. • Infrared Vision: Able to make out shapes in regardless of light or darkness, but lacks any fine details. This can allow you to see through thin/porous surfaces. • Sound Amplification: Reduce range band penalties for hearing sounds is reduced by 1. • Smart Targeting: Requires a weapon to be modified to have a “Smart Targeting” trait. A weapon with this trait can be “synced” with a Smart Targeting sensor giving the user a +2 to attack rolls so long as the two are used together. • Electrobinoculars: Integrated electrobinoculars are powerful electronic versions of binoculars. • Motion Detector: The sensor allows you to detect motion within long range of you. You do not know what/who is moving, only that something is moving. You can detect roughly how big it is though.
Auditory Capability	2	<p>This enhancement applies to how you listen, granting a restoration of one’s hearing in addition to the enhancements noted.</p> <ul style="list-style-type: none"> • Eaves Dropper: The range at which you can clearly hear people talking is +1 range band larger (subjectively speaking, there are limits to how far you can over hear people talking). • Heightened: Improved general hearing that grants 1 level of Advantage to skill rolls made to hear things.



ENHANCED CYBERNETICS Cont.

Enhancement	Rarity Value	Description
Armored	Based on material	Generally, armor plating on limb grants only a +1 to Armor and treated as it has the Layered trait. Aside from this, specific materials can grant the limb additional resilience for a situation against damage, like that of worn armor. This is mostly applicable if an attack targets the limb.
Interchangable	3	The limb itself can be removed and replaced with another option with a full-action. This allows you to have a set of limbs with different capabilities for different situations, but you either need to plan ahead or carry them with you (mass 1 to 2).
Concealed	10	The limb has a synthetic flesh coating that allows the limb to appear as a normal flesh & blood one. A roll to detect the concealed limb only occur if something happens that would reveal it's nature. Medical scans (or similar) automatically detect the limb. Paying more will allow it to be concealed from scans, which only imposes a flaw penalty to those rolls.
Rocket Fist	5	Applied to an arm, this option adds a micro repulsor system to the part that allows it to be fired and remotely controlled. Simply firing it treats it as a thrown club & it returns at the end of your turn. Remote control has it move at your normal movement per turn with a max range of short before the signal cuts out. It cannot lift more than 1 mass.
Cyborg Construct Headgear	10	<p>This is a special head piece that is attached to the back of the head and wraps around the ears of most people. This tech can increase a user's productivity, and in medical uses it can function as a method for people to over come some mental disabilities. But for what benefits it grants, it also comes with drawbacks.</p> <p>Benefits:</p> <ul style="list-style-type: none"> • Trait bonus to Intellect based rolls. • Data Processing: The time it takes to perform mental tasks such as reading, programing, analytics, and such is halved. • Data Collection: You can collect and save a great deal of data. Some of this can safely be saved on the Headgear. Saving more requires an external device or the sacrifice of your own mind (triggering the Erratic Behavior drawback) • Logic Processing: You gain a trait bonus to resist effects of fear as your enhanced logical mind does not see things that inspire fear in the same way as others. <p>Drawbacks:</p> <ul style="list-style-type: none"> • Loss of Personality: The tech dulls the user's emotional response to situations. The user is often calm or come across as emotionless. This does not take away their ability to feel emotions, but does dull them. You have a Flaw penalty to social interaction rolls. • Erratic Behavior: The tech can sometimes cause the user to act in erratic ways. During tense or emotional situations, or if your mind is holding too much information, roll a 1d6 & act accordingly for the next 10 minutes. <ol style="list-style-type: none"> 1. Catatonic: You become unresponsive and cannot take care of yourself. 2. Flashback: You relive a past memory, believing that you are there and doing what you did before, this often is overlayed with what is currently going on, ensuring you don't accidentally walk off a cliff. 3. Binary: You speak in binary code, spouting 1's and 0's instead of words. 4. Fear: You are overcome with fear, fleeing or cowering. 5. Enraged: You become blindingly angry, lashing out at anything in front of you, friend, foe, or even equipment. 6. Analytical: You become obsessed with studying aspects of your surroundings, looking to analyze what you are looking at, or otherwise trying to understand what is in front of you in minute detail.

AID DEVICES

Not everyone wants cybernetics. Some people are afraid or in some way against the grafting of machine onto flesh. To this end there are other devices that people with physical disabilities can get to support themselves. In some cases, these are also cheaper alternatives to cybernetics, or the only alternative on some worlds where proper medical technology is only available to the wealthy.

Chairs: Chairs come in the low tech form of the standard wheelchair, to more high tech repulsor chairs. Movement speed of these is no different from standard movement for a person. Costs range in only a few hundred credits. Repulsor chairs, a bit more expensive, have a similar movement, but can gain a little altitude (max height above the ground of 2 range bands). Some of these can also change shape to move the person from a sitting position to a standing position.

Crutches: In this world, crutches are often only used as an “in the field” support device that limited the user to 1 range band of movement on their turn (until a person has had time to learn to move with them). Some crutches can be tricked out to have weapons in them, making them function as a concealed weapon.

Exo-Skeletons: The next option for mobility is an exo-skeleton that straps onto the body and is something of a specialized droid. This can be a bit bulky if the system actively scans the user’s impulses to determine mobility actions. Others require a small implant in the body to allow the droid system to more quickly detect impulses for movement. They aren’t exactly power armor, but power armor is based off of the use of exo-skeletons.

Additional Limbs (Cybernetic or Otherwise):

In some cases a person may make use of additional limbs including or besides the ones that are a natural part of their body. These allow for additional things to be held, but doesn’t change how many actions a person can take on their turn.

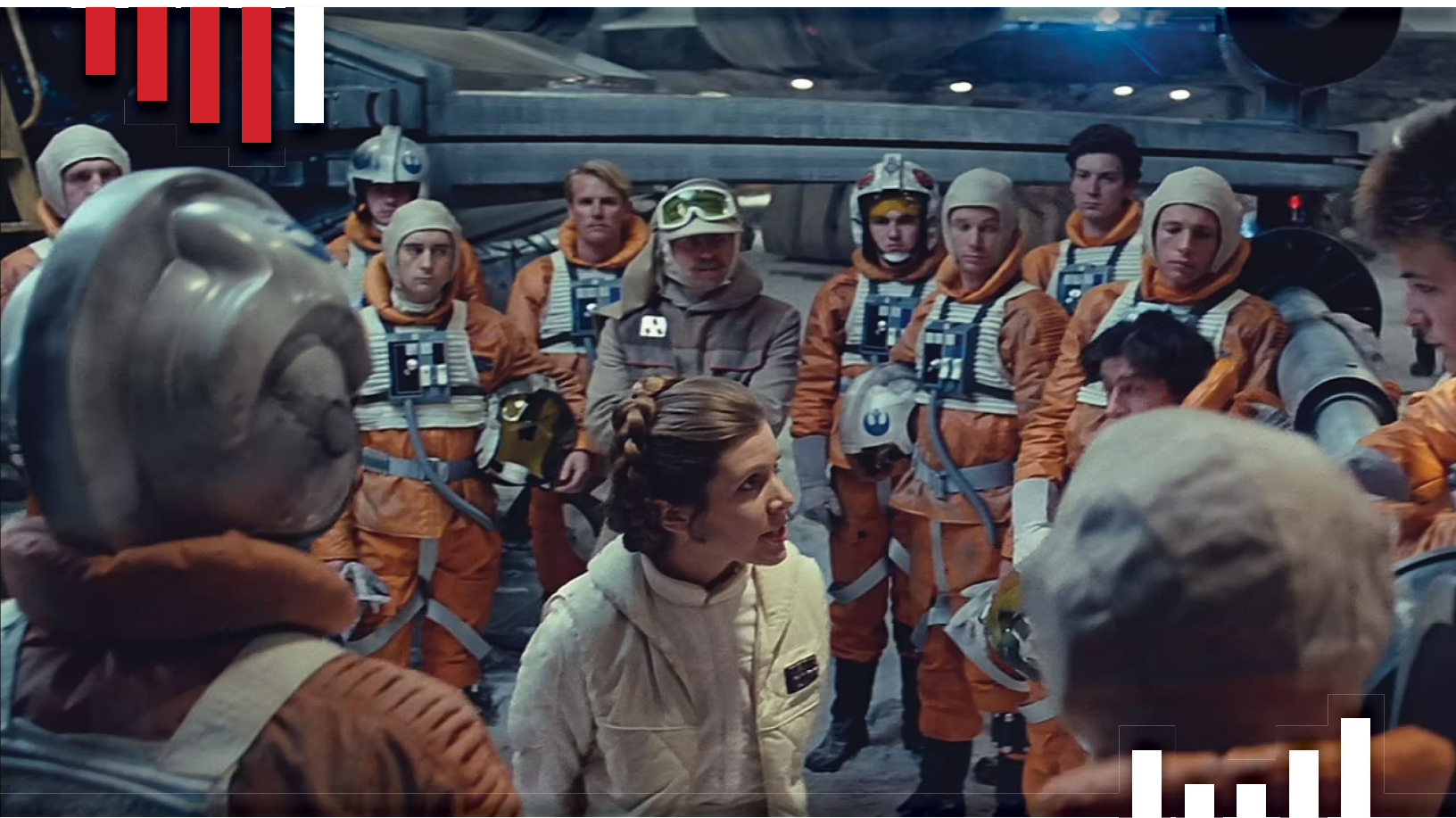
An example use is when you use 4 limbs to hold 4 blasters. You are still limited to the number of attacks you can make even if you are pulling the trigger on all 4 at once.

In a given circumstance the extra limbs can grant the user one or two trait bonuses for having the extra limbs (depending on the situation).

Bio-Engineered Replacements: This involves the cloning of a person’s genetic material and essentially growing limbs and organs for that individual. This returns the use of the original limb/organ for the person, or potentially corrects a physical disability that they wanted corrected. There are limits to just what can be done. The process takes months, and is massively expensive, available only to the wealthy.



CHAPTER 04



RULES OF PLAY

DO, OR DO NOT, THERE IS NO TRY...

At some point you are going to sit down and actually play the game. This section will cover the rules of how the game is played. Some rules, already outlined earlier, may also be outlined here again.

SCENES

A game session is often broken up into scenes, encounters, turns, rounds, and actions. For the most part, a game will involve moving from one scene to another.

Scenes are different story parts in which players interact and act. A scene doesn't need to involve combat and can include a description of the player's arriving to a planet, or going out shopping.

An **Encounter** is where a scene shifts from being normal to something potentially dangerous. An encounter is where a combat situation can occur. Fighting typically is what

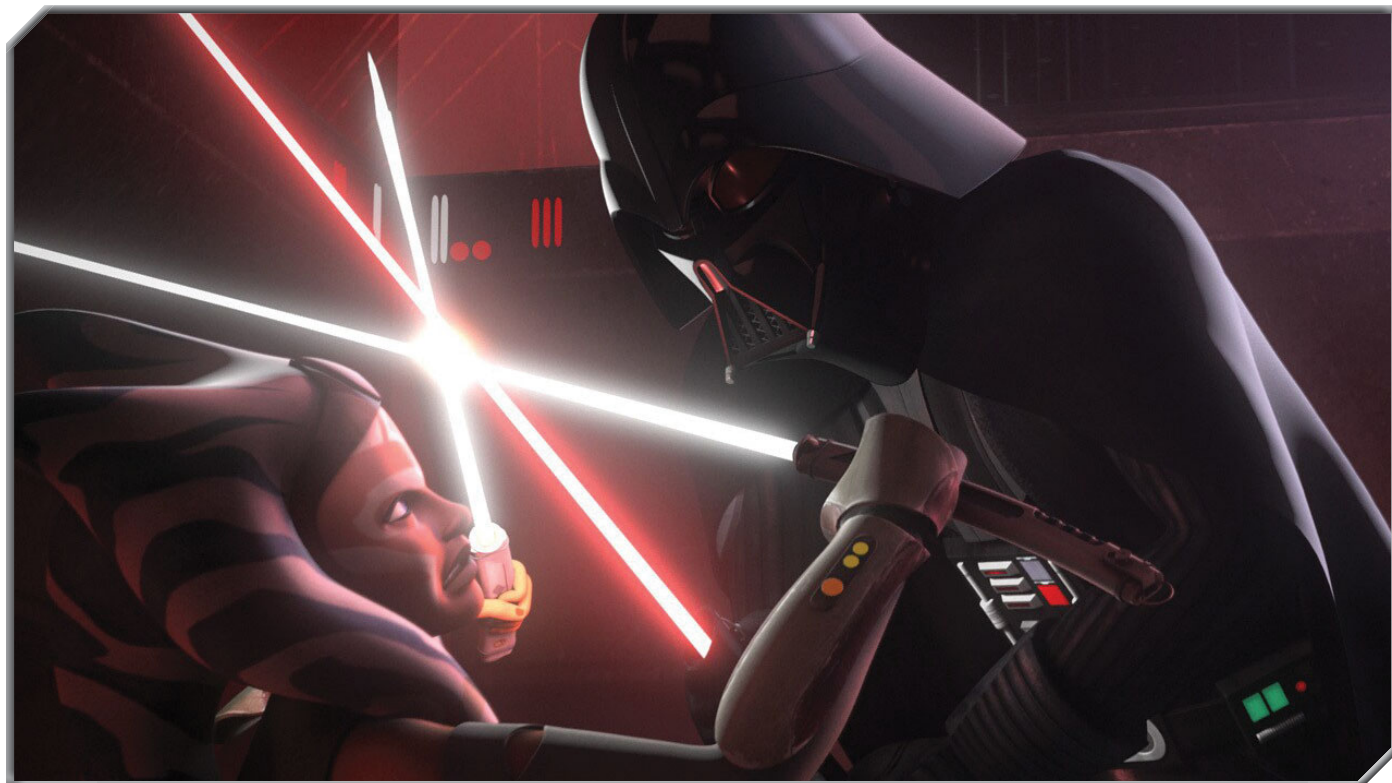
happens during an encounter, but it is equally possible for an encounter to be non-violent. The thing is that there is a potential for things to turn into a fight.

While in an encounter the time that passes moves into **Rounds and Turns**.

- **Rounds:** These are the intervals of time in which all player characters and foes take their turns. Eight rounds typically makes up 1 minute of time.
- **Turns:** This is the interval of time in which a player's character or a foe acts in.

Finally there are **Actions**, what you do on your turn. All characters have a total of 3 actions that they can take on their turn (later this can go up to 4). What you can do with your actions will vary depending on what you do. And **Full-Turn** actions implies the use of all of your actions to perform.

Actions themselves cover the performance of a task like using a computer or talking to someone, or it can involve more combative



actions like punching, kicking, or shooting a foe.

these scores/rolls to make the character more resilient against attacks.

COMBAT

Combat is often a roll vs. a Difficulty Score (DS) of one sort or another for the character. Most attacks will target the character's Defense score. Area affecting attacks target the character's Reflex score. Mental attacks and effects target Willpower. Poisons and similar body & health affecting effects target your Resilience. Some actions can also augment

These actions are outlined in the tables that are on the following pages. An action name will be noted along with a description of what that action allows the person to do.

ACTIONS TAKEN

Action	Description
Aid/Hinder	You seek to help or hinder another with an action or full-turn action (depending on the task). Aiding is helping a person, while hindering is the opposite. The aiding/hindering person makes a roll against the same DS as the person they are aiding. Succeeding grants the target a + or - 2 to their roll. A superior success ups this to a 4. The number of PC's that can participate is dependent on the GM, with each additional person only adding a +1 to the roll after the first.
Aim	You can spend 1 or more actions to aim while making a ranged attack. Each action spent aiming will grant a +1 bonus to the attack roll made, up to a max of +3. Spending additional turns aiming only maintains this bonus.
All-Out Movement	This involves pushing your self to run hard and fast, faster than what you can normally move on your turn. This allows you to use a full-turn action (using all 3 actions) to move out to the Mid range band. Maintaining "All-Out Movement" requires a Resilience roll each turn after a number of turns equal to your Might score has passed. Failing ends the movement.
Attack/Use	This is the standard thing that a character can do. It entails things like making a single attack, or manipulating an device/object. Range affects if an attack is possible with a weapon and can impose a penalty if the weapon works at a range (more on range penalties to follow). Rolls are often made against a target's Guard Score. Area of Effect (AOE) attacks will target a foe's Reflex score/Roll.
Auto-Fire	There are 2 functions of how an Auto-Fire action with a weapon is used. First, the weapon must have the Auto-Fire trait, lacking this the weapon cannot be used to perform an Auto-Fire attack which has two options for how it's used. An Auto-Fire attacks used 10 shots. If a weapon lacks the full 10 shots left then you expend whatever is left, reducing the over all effect as a result of this. <ul style="list-style-type: none">• Focus Fire: An attack roll is made. This roll is then used for each shot fired, with each shot reducing the roll result by a cumulative -2 per shot. Once the result reaches a point where it would not hit the target then no further shots hit. Damage is based off the first shot, each additional shot adds only the weapon's damage to the result. So if you are rolling d8+6 for damage and 4 total attacks hit you would deal d8+24 damage.• Sweeping Fire: Here the attack is a wide cone as you sweep the weapon from one direction to another with the shots fired covering this area. A single attack roll is made for the area of fire and comparing it to the Reflex score or roll of all targets in the area. If a target fails their roll then they are hit. Damage is based off a single shot and applied to each target in the area, up to 10 targets.
Burst-Fire	This is a toned down version of Auto-Fire where you fire only 3 shots. This is functionally the same use as the "Focused Fire" use of Auto-Fire, only with limited ammo lost. Because of this you cannot use the "Sweeping Fire" option.

ACTIONS TAKEN

Action	Description
Called Shot: Disable/ Disarm/ Killshot/ Knockout	<p>A "Called Shot" is a very specific attack that is made against a specific part of a person or an object. There are four applications of this action that can be taken. When shot is made it is with a -5 penalty.</p> <ul style="list-style-type: none"> • Disable: The attack is meant to disable the target. A successful use results in an injury to the targeted area, rendering it unusable (a limb is often the target). The injury is not the loss of a limb, but a painful glancing blow. Medical treatment can undo the injury. • Disarm: The attack is used to knock a weapon from an opponent's grasp. Players can choose for this to be harmful or not. A successful, non-harmful, use knocks the weapon from the target's grasp, often landing adjacent to them (though a GM may say that a really good result has it being knocked a short distance away). The harmful version of this is to sever a person's hand/arm. Functionally no different, but instead you are inflicting an injury on the target. • Kill Shot: This involves making an attack at a target's head with the intent of either killing them with one hit. A successful headshot on most beings will kill them instantly if your damage exceeds their Durability. To that end, a kill shot that is successful deals 2x the weapon's damage score to the target for determining if they are instantly killed. Targets, after damage is applied, must make a Resilience roll vs. the damage. If they succeed they are left dying, but are not quite dead, they may survive. Against PC's and certain NPC's the kill shot is never a true kill shot unless the target is completely caught off guard or is helpless. • Knockout: This is no different than a kill shot but instead of seeking to kill a foe you only want to knock them unconscious with a well placed blow. Damage is still inflicted, but the hit to the head is not a lethal blow.
Crawl	Crawling has you as prone and moving only at the Adjacent range band for each move action used.
Defend	Defending is what you do to make yourself harder to hit. You can spend one or all of your actions to defend yourself better. Using one action you give yourself a +1 to your Guard Score & Reflex rolls. However, you also take a -1 to attack rolls made with other actions. At two actions you apply a +2, and take a -2 penalty. But at three actions you gain a +4 to your Guard Score, but you cannot attack since you are fully on the defensive.
Delayed Action	You can choose to delay or hold a single action, and not your full turn of actions. You act in a chosen way when a specific condition occurs or after. You do lose any un-used actions if you choose to delay.
Distract	This action involves trying to distract a foe in some way, often to draw attention away from something else. A roll is made to gain the attention of a target(s) that you wish to distract and is often against a roll to pick up on the ruse. A successfully distracted target(s) are left less likely to pick up on other actions/activities that they are being distracted from (or act in a way appropriate to how they are being distracted). They still get to make a roll to pick up on what's going on. A success had the target suffer a -2 penalty to a roll made, while a superior success increases the penalty to a -4.
Force Powers	The use of Force Powers uses an action typically if the power is used to affect others or objects. If you use the Force on yourself then the use of a power in this regard is typically a free action (this can be subjective as some powers obviously need at least an action to use).



ACTIONS TAKEN

Action

Description

Grapple

Grappling is a complex action that you can take when you choose to grapple a foe or are grappled by a foe. Grappling uses a Single Action to initiate with a foe but afterward it may take more actions depending on what you do. Targets that are bigger than you cannot be pinned or thrown. They also suffer no movement penalty if moving while holding/being held.

- **Hold:** Involves holding onto a foe. So long as the foe is your size or smaller they cannot move away from you without taking you with them (or vise-versa). You must use 1 action to maintain a hold, and requires an attack roll to initiate. After this a versus roll is needed to maintain the hold. If you fail the roll the target breaks free. Both you and your opponent can still attack while you hold them. While held you or your foe can move, but your movement is at the Adjacent range band per move action used.
- **Pin:** Involves pinning a foe down so that they cannot not only move, but are put into a position where they cannot attack you. The target is considered "Prone" even if you pin them against a wall and not the ground. A pinned target cannot attack you due to how they are positioned, but you cannot attack them either. They can still try to break free though. It takes a full-turn to effect a Pin, but once a target is pinned you need to use 2 actions to keep them pinned.
- **Reverse:** This is when you attempt to change who is in charge of the grapple. You can be held or even pinned, and if you succeed in a reverse then your position and that of the other is swapped. This also requires an oppsed roll but you are at a -5 to your attempt.
- **Break Free:** Just as it implies, you break free of a grapple. Again, this is an opposed roll, and if you succeed you break free of the grapple.
- **Throw:** This involves grabbing someone and then performing a throw, requiring 2 actions to perform. Once you succeed in "Holding" the target, you then must make a Might roll vs. the taret's Reflex Score. On a success you render the target prone in an adjacent space. For a Superior Success you put them a Close range band away from you.
- **Strangle:** Strangling a target is possible by first making a hold or a pin and initiates a Roll Contest. Your remaining actions must be applied to this action. The target must make a Resilience roll vs. your Might roll. Each turn both actors make a roll. A success to resist means you continue to stay awake. A failure means you are a step closer to loosing consciousness, 2-3 failures results in unconsciousness. Once a target is knocked out, continuing to strangle them will result in the target's death. At this point the target is helpless and cannot resist this.

Holding Breath

This is a free reactive action you can take at any time outside of your turn or during your turn. You can hold your breath for a number of turns equal to your Resilience score divied by 2. To hold your breath in time to not breath in something harmful you need to make a Reflex roll vs. a DS either set by an attack (if it is an attack) or vs. a DS determined by how easy or hard it is to detect that you need to hold your breath. Failing a roll means that you breathed in something you didn't want to.

Jump

A person can typically only jump at at the Adjacent range band (just a few feet). But there are options available for attempting to leap further.

- **Standing High Jump:** Leaping straight up has a base DS of 6. Succeeding has you move an additional Adjacent range band.
- **Standing Long Jump:** Leaping forward instead of up has a base DS of 6 with range penalties still applying. Succeeding has you move an additional Adjacent range band.
- **Running High Jump & Running Long Jump:** Each move action taken before engaging in a jump grants a +1 to the roll (up to a +6 max). Succeeding has you leaping at the Close range band for 1 move action, and Short for 2 move actions or more. Leaping beyond this either needs the use of a Force power, or some other influence that can propel a person further than what is normally physically possible.

Move/Dash

Moving using 1 action and allows a character to move the character to move up to the "Close" range band. Using 3 actions has you move another Short range band. Moving beyond a single move action is called "Dashing."

ACTIONS TAKEN

Action

Description

Push

Pushing a target requires an attack roll to be made first. On a success, either a normal Might or an Agility roll is made against an opposed roll from the foe. If you succeed you push the target away from you by a Adjacent range increment. On a superior success the target also falls prone.

- **Pushing Objects:** Objects are a bit more complex to push. The DS to push an object Adjacent range band is based off the object's mass and/or size.

Reaction

A reaction is a special action that is taken outside of your turn as you react to certain actions taken against you by a foe. Using a reaction does take away from the actions you will take on your following turn (no more than 2 reactions are allowed).

- **Attack of Opportunity:** This occurs when you or an opponent chooses to move away from one or the other while in melee combat. When this happens, you can use a reaction to make an attack at the departing foe. However, if the foe uses an action to Defend while moving they negate the attack of opportunity.
- **Last Second:** This occurs you see something happen and you try to interpose yourself in some way at what could be the last second. Often this is to intercept an attack or to try and catch someone from falling. This involves a Reflex roll with the DS determined by the GM.

Swimming

Swimming in a normal fashion is something a character knows how to do or doesn't. Moving in water is a little different than on land as you can only swim at the Adjacent range band. Swimming faster involves a roll to increase your swim movement to that of your normal movement for the action. Swimming faster, is no different than All-Out Movement.

DOING DAMAGE

The damage you deal with a successful attack is dependent on a few factors. First, the attribute die you use to make the attack roll with is used as your die for damage, then you add the weapon's damage to this plus half your level. Further add to this any applicable traits that might increase damage as well.

Damage then is compared to the person's Durability score.

- Damage less than your Durability inflicts no harm. Damage equal to it will inflict 1pt of Endurance damage.
- Damage that exceeds Durability by 5pts (or more per increment) deals another +1pt more of Endurance Damage.
- If the "to hit" roll is a Superior Success then not only is Endurance reduced, but at least 1 Injury is taken.
- At zero Endurance, damage is Injuries.

You can also choose to not deal lethal damage which entails only doing Endurance damage but

only with blunted attacks (like a pulled punch, or the flat of a blade). Some damage can also become "Massive" damage where if damage is more than 3x your Durability then Endurance is automatically reduced to zero and what would have been taken is instead applied as Injuries to the target (falls & vehicle weapons can do this).

DAMAGING ARMOR/WEAPONS

Under most realistic conditions, weapons and armor are damaged as they are used. A sword receives knicks, Armor can be breached. During the normal course of a character's journey it is generally implied that they will automatically maintain and care for their gear when they have moments of down time.

Items and structures have their own Endurance and Durability. They do not have a Guard Score on their own. A stationary object cannot dodge. Vehicles have a Guard Score, but that is based off it moving.

When it's necessary to track damage, structures will have their own scores for things,

which can vary depending on what it's made from and how thick it is. A pillar of stone is not going to be damaged by a lot. But a sundering weapon is exceptionally well suited for damaging it.

If you need to determine an item's Endurance/Durability we start with a base equal to its Mass +1 for Endurance and Mass +3 for Durability. Material that an item is made from can also factor into this.

A normal blaster has a mass of 1. As such it has a base Endurance of 2 and Durability of 4.

Now this base implies a soft object, something like wood or plastic.

Iron: Increase base Endurance by +1 and Durability by +2.

Steel: Increase base Endurance by +2 and Durability by +4.

Now if an object is less durable than this, like paper or cardboard then you would reduce the Endurance by 1 to no less than 1, and/or reduce its durability by 1 or more, but to never less than 1 as well.

As such a piece of paper would be Endurance 1 and Durability 1. Construction paper or thick paper would be 1 and 2.

Like wise, even thicker things will see either its Endurance or Durability increased by 1 as well. So Cardboard would have Endurance 1, but would have durability 4 or 5 for double layered cardboard.

GM's are encouraged to adapt these stats to reflect how they feel an object's Endurance and Durability should be.

Example Items	
Item	Description
Paper	1 Endurance, 1 Durability
Cardboard	1 Endurance, 3 Durability
Wood Plank, mass 2	3 Endurance, 5 Durability
2x4 Wood Beam, mass 2	5 Endurance, 7 Durability
Steel Rod/club	5 Endurance, 7 Durability
Binders	5 Endurance, 7 Durability
Blaster	5 Endurance, 7 Durability
Wood Door	5 Endurance, 7 Durability
Reinforced Wood Door	5 Endurance, 9 Durability
Standard Metal Door	6 Endurance, 8 Durability
Durasteel Blast Door	8 Endurance, 10 Durability
Steel Girder, mass 6	11 Endurance, 13 Durability
Steel Plate, mass 6	11 Endurance, 13 Durability
Rock, mass 1	3 Endurance, 6 Durability
Marble Pillar, mass 8	9 Endurance, 13 Durability



INITIATIVE

To determine who acts first in a round is determined by an Initiative Roll. Unlike in most games, Initiative is determined by a group Initiative roll vs. the roll of the foes. Or in some cases it will be a one-on-one roll.

Each player rolls an attribute die, either Agility, Intellect or Force. The results are then all added together.

In the event of a one-on-one fight, initiative is then treated like any other roll.

Opponents, regardless of their number, roll a 1d20, (one-on-one is a 1d10 instead).

The side with the higher roll goes first. At the start, the players decide in what order each will take their actions. And each new round allows the players to change up their tactics and act when they feel they need to.

Other factors can also influence these rolls.

- **Surprise Round:** When the very first round of what would be combat would occur, and the opponents are unaware of the attack, then beings unsurprised may each take a single turn before initiative is rolled. After this Initiative is rolled.
- **The Force:** Force using characters can use applicable powers toward the Initiative roll in addition to simply using their Attribute die.
- **Planing:** Sometimes players set up a specific plan on how to strike when combat occurs. Having a plan in place doesn't require a roll. Instead just having a plan grants the players an additional d4 that someone can roll to add to their initiative total.

COMBAT MODIFIERS

There are a number of modifiers that can apply to your actions in combat. Range is one of the primary modifiers that will affect what you can do. Others will include fighting with two weapons, using an improvised weapon, and a few others.

TWO-WEAPON FIGHTING

Using more than one weapon at a time is not easy, and for most normal people it can be impossible. Using a shield only counts for this if you attack with it instead of guarding. Now you can hold two weapons and as long as you attack with only one weapon at a time then no penalty applies.

But if you attack with both weapons, you attack with both as part of a single attack action, but the first attack suffers a -2 Penalty. The second attack takes a -4 Penalty. A trait that shows you are trained in two weapon fighting will reduce the penalty by 1.

IMPROVISED WEAPONS

Most objects that you would pick up and use that aren't designed to be used as weapons fall into this area. Typically, most items are treated as clubs, even rocks of a suitable size/weight. Unless you apply a trait to just knowing how to pick up anything and slap someone with it (or chuck it in their face).

When using an improvised weapon you take a -2 Penalty to your attack rolls.

RANGE BANDS

Movement, ranged attacks, and seeing or hearing things are all impacted by Range Bands. Range bands help to establish generalized distances and are based off of a 1 inch square/hex that is equal to 1 meter of distance. This was previously outlined in the previous section, but will be noted again here on the

following table to help with referencing. For the most part, Range Bands are ment to be a bit ambiguous to allow for some flexibility in interpretation - except when precision is needed. And when it is needed then that precise distance is present in the rules.

HEALING & IMPAIRMENTS...

A more complex thing for players to deal with is recovering from damage they take. Unless they have lots of credits, healing quickly from injuries takes time as it would in the real world.

ENDURANCE

Your character's Endurance is what you might call their "Plot Armor" and is not really a representation of your character's actual health and well being. When your Endurance is reduced to nothing you are now vulnerable, you've ran out of luck and can now take "Injuries" which are direct impacts to your physical well being. A character can only take so many injuries before they can be killed. In some cases death can also come far faster.

Fortunately, Endurance recovers quickly to allow you to keep going before you would start to take Injuries (which aren't so fast to recover from).

RECOVERING ENDURANCE

Endurance is recovered under a few circumstances.

- **Second Wind:** Each character, during combat, can use a full-turn action to take a second wind. This allows them to recover their Second Wind score in Endurance. This is only usable once per encounter.
- **Short Rest:** This is a period of time that occurs outside of combat and involves a character taking it easy for a time to

Range Bands	
Distance	Description
No Range	This is where you and a target occupy the same space. This is essentially a 1 meter square area.
Adjacent	This is the space directly next to you, or 1 meter out from where you are.
Close	This rang is a distance at which a being can move to with a single move action. The distance is roughly 3 meters.
Short	This is the distance that person can move by Dashing (expending 2 actions to move). This is roughly 9 meters out from the starting point of the character. Rolls made that are impacted by range suffer a -1 penalty.
Mid	This is what some would call the middle distance, not short but not long. A being who commits all their actions to All-out movement to the mid range. This distance is around 12 meters of distance from a person's starting point. Rolls made that are impacted by range suffer a -2 penalty.
Long	At this distance increment increases above what has been noted so far. Distances beyond 12 meters and out to 50 meters is considered long range. Most normal beings can throw a ball this distance if they try hard. Rolls made that are impacted by range suffer a -4 penalty.
Far	This distance is meant to represent distances beyond Long range. On a mat using miniatures, this distance is what covers one side of a mat all the way to the other side. This is over 50 meters. Many range weapons are still viable at this range. Max distance that is considered Far range starts at the 50 meter mark and goes out to 100 meters. Rolls made that are impacted by range suffer a -6 penalty.
Distant	This represents the maximum effective distance that most weapons and often beings can see or function at. Starting at the 100 meter mark and extending out to around 300 meters. Rolls made that are impacted by range suffer a -8 penalty.
Vast	The vast range is used to explain any distance beyond the Distant range, often hundreds of meters to moving into kilometers. Rolls made that are impacted by range suffer a -10 penalty.
Extreme	Extreme range is anything well beyond Vast and covers not just thousands of meters but moves into the kilometers and is what you use to gauge distance between places, including in space. Rolls made at this distance are impossible under most normal circumstances and automatically fail. There are exceptions to this, and as such if a roll is allowed the penalty to the roll starts with a -20 but can be lowered depending on circumstances.

catch their breath take stock of their current situation. A Short Rest has the PC's recover an amount of Endurance equal to their Second Wind score.

- **Stim:** A stim is a chemical mixture that serves to revitalize or reawaken a person. The use of a stim (an action) will recover a limited amount of Endurance.
- **Long Rest/Sleep:** A long rest is a period of time where you don't engage in any stressful activities. This can range between 4 hours and 8 hours. This allows you to recover all your Endurance, but it's only a full 8hrs of sleep that allows you to remove the Exhausted condition.
- **Force Powers:** A Force Power that heals can be used in the place of a Stim pack to restore Health. A roll is made per the use of your Force Powers. The result of the roll, if successful is halved and you add your Ego score to the result.

INJURIES

Injuries represent the actual physical harm your character takes that is beyond small cuts, burns, bumps, and bruises.

Injuries are a form of Trait. When you take an Injury you write down what that injury is. In general, Injuries impose a -1 trait penalty to your rolls, and in some cases an injury can also affect your character in other ways (like with a broken arm). Some injuries, while a single injury, can count as multiple injuries representing their severity (using a x2 or more after it to show it is applied more than once).

An Injury is only taken if you are:

1. Out of Endurance.
2. Take a Superior Hit.

Below are some example injuries.

- **Cut:** You receive a cut and are bleeding.
- **Trauma:** You have been bludgeoned badly and have internal bleeding/bruising.



- **Broken Bone:** You have a broken bone. This results in that limb being unusable (cannot hold things or make attacks, movement is reduced to Crawling speed or not possible).
- **Broken Back:** You are paralyzed from the break point down and in immense pain. Typically you are left "Helpless" or at least unable to walk or move at all.
- **Severed:** You have lost a limb. Actions with that limb are not possible and you are likely left with severe bleeding.
- **Blinded (Permanent):** This is the result of taking damage to your eyes resulting in you not being able to see anything and gaining the "Blind" condition.
- **Burned:** You are burned, taking damage that leaves your skin either redened with blisters (which will heal) or left charred and blistered (which take alot more to heal). It is quite painful.
- **Critical Injury:** A critical injury is one that is so severe that even if it heals it may still cause problems in life and thus will never fully heal. A character may choose to take a Critical Injury as a way of surviving Death, but gain a permanent Trait Penalty relating to the injury (some healing will only serve to alleviate any pain from this for a time).

Remember that injuries are significant impacts to your health. Ordinary bumps, bruises, and mild abrasions don't count for this.

Other injuries are possible and can potentially even inflict conditions on the character depending on the nature of the injury. A problem with some injuries is that they can impose a permanent condition, such as Severed & Blinded. While some of these injuries are permanent, they can be overcome through the use of cybernetic implants or aid-devices (like a

wheelchair).

DYING & DEATH

Eventually, someone is going to end up with no Endurance and taking too many injuries. A character can only take a number of injuries equal to their Might or Ego score (whichever is better).

Might represents your physical ability to take injuries. While Ego is your capacity to ignore pain.

Once a character has taken the maximum number of injuries they are left in a dying state. Now the character may still be conscious or they can be unconscious. Remaining conscious requires a Willpower roll vs. a DS of $10 + 1$ per Injury you have. If the roll fails then you fall unconscious. This roll is made at the start of each turn, and if failed you fall unconscious.

One other complication is that once you have maxed your Injuries you are dying. So even if you try to remain conscious you have to also make a Resilience roll. This too is vs. a DS of $6 + 1$ for each Injury you have. This roll is made using a Clock where your successes/failures move the clock in one direction or another.

The clock used is a 3 step clock. When the number of successes or failures outnumbers the other then you either stabilize or die.

Finishing Strike: This is a Full-Turn action that is made once a target is in the Dying condition or is either Helpless or completely off-guard.

- **Dying:** When a target is in the dying condition and an attack is made on such a target will immediately move them 2 steps on the clock. One more failure will result in the character dying. But not outside the realm of pulling through and surviving unless one more hit is delivered.



- **Unconscious/Helpless:** When a target is left unconscious or in a helpless state the ability to deliver a finishing strike is almost assured. This is not much different from how a character from being in a dying state.
- **Off-Guard:** Possible only when an opponent is unaware of an attack. This is an option only with normal foes, Player Characters and Villians are not subject to this. While they can all be caught off-guard, instead a successful attack is treated as a Superior Hit. The same goes with the player characters. They too cannot be killed right off the bat if caught off-guard.

Medical Assistance: Someone who has the dying condition can be aided by another. The person attempting to stabilize them from dying has to make a roll vs. a DS of 6 + 1 per injury +1 per tick on the Death Clock that a character is at. Succeeding immediately stabilizes the dying character. The use of a Force power to heal

an Injury will also immediately stabilize a dying being.

DEATH & NEW CHARACTERS

When a character dies, player's will need to make a new character. New characters should come in at the same level of ability as the characters of other characters. Remember that the galaxy is full of a lot of different people, and it's only a matter of time for a new character to join the group.

GM's should try and make the inclusion of a new character into a group organic. This can be simple, like encountering the new character in a prison cell because they were captured by the Empire. Or perhaps they just happen to be someone who got caught up in the troubles of the group and now find themselves allied in an adventure they hadn't been looking for.

GMs do not need to force a new character's introduction. Like if the group is in the middle of combat that a character just died in, it wouldn't make sense for a new one to just suddenly appear. Of course, there are circumstances where this works, but for the most part it doesn't.

Players also shouldn't be asked to leave if a character dies. This can result in hurt feelings sometimes. Let them keep observing and having fun as best they can until a new character can join the party.

HEALING

Healing your Injuries and Conditions can often be slow unless you do things to speed up the process.

- **Natural Healing:** This is just allowing your body to recover from the harm it has taken naturally. In some cases this is a bad idea as some injuries won't heal properly, impacting how a character can move (being situational). In the real world injuries can take different lengths of time to heal, often weeks, months or even years for severe injuries like back injuries. But for a game a defined time frame is needed. As such, each injury takes a cumulative 2 weeks to heal naturally...with some exceptions and with the potential for it to not heal properly. So if you have 4 injuries it takes a total of 8 weeks to fully heal all of them (removing 1 injury per 2 weeks).
- **Medical Help:** This is when a doctor or other knowledgeable being applies their trade to properly treat injuries. Here a roll is made vs. a DS of 6 + the number of injuries the target has. This takes at least 1 hour to treat one injury, typically. Some injuries may necessitate more time. Succeeding in a roll reduces the total heal time by 1 Injury (8 weeks would become 6 weeks even though you have 4 injuries). A superior success reduces the time by an additional injury's worth of time.
- **Bacta Healing:** Healing via the use of bacta is by far the best method of healing. Bacta healing comes in a few different forms and its use can cut healing time down to just hours. Keep in mind that some injuries must have surgery or treatment first before bacta can be used (a broken bone must be set before it heals or it heals wrong).
 - **Patches/Injections:** These are used for healing cuts and internal bleeding. These are often found in medipacks. The use of these is targeted to specific injuries and heals an injury after 2 hours.
 - **Bacta Immersion:** This varies from the use of a tank to a body suit but both are functionally the same (suits



just take up less room). These heal all injuries on the body. Each injury with this treatment needs only 1 hour to heal.

- **The Force:** The Force can break the rules for healing, as it can nearly instantly close wounds and undo harm.
- **Regeneration:** Some species possess a natural capability to regrow parts of their anatomy. Trandosians are one species that can naturally regrow a lost limb over a few days. The Gen'Dai, however, could regenerate so quickly that they were widely considered immortal, though their species is extremely rare.
- **Conditions:** Conditions are often

SOLITARY WARRIORS

Gen'dai are a species whose bodies are a mass of tentacles that form a bipedal structure. They often wear armor to not only conceal their nature but to help contain the tentacles that make up their body. Gen'dai tend to be tall, often just over 2 meters in height. They can instantly regenerate 1 injury at the start of a turn. Killing a Gen'dai requires cutting their head off or otherwise harming their central nerves in their neck/head. Their uncanny capabilities even allow them to survive the vacuum of space.

Gen'dai tend to be lone warriors, preferring the company of only their own kind. This is due in part to the fact that they can live for hundreds of years. Some Gen'dai are good and peaceful people, but others adhere more to their warrior life style. All Gen'dai have a strong sense of honor, and will rarely break an oath when given. They will even wait centuries to fulfill an oath.

But the Gen'dai are a dying species as so few of their kind are left after their home world was destroyed hundreds of years before the rise of the Empire. Gen'dai make for powerful allies or dangerous foes.

temporary, but they can end sooner with a successful roll to treat them. Note that some conditions are not medically based, but more situation based, such as being knocked prone. In this case no roll can be made, or is called for.

CONDITIONS

Conditions represent other effects that can impact how your character acts. In some of these cases, the condition may be related to an Injury taken. In other cases the condition is its own thing.

Conditions essentially function as penalty traits. But their effects may be more targeted than simply counter acting traits.

Characters can often resist taking a Condition if a roll against their Reflex, Resilience, or Willpower scores fails. In some cases the Player may also make a roll for those defenses to end an ongoing effect.

In some cases, a condition is removed by doing other things, such as just standing up when you are knocked "prone."

Conditions are rarely permanent, those that are are treated as a penalty trait and in those cases it may function as either a penalty or it may have a more specific function.

The conditions noted will also have a note on medical treatment that are done to remove the condition, or otherwise when it ends.

Condition

Name

Description

Dazed

The character is out of sorts, often aware of what is going on, but are left dizzy and off balance, and unable to concentrate on a task.

- Concentration powers cannot be used or maintained.
- -2 penalty to rolls made.
- **Medical Treatment:** The condition ends if you make a Resilience roll vs. a DS of 6 + the number of Conditions & Injuries you have, making the roll each turn, or it ends at the start of your third turn.

Bleeding

When a character takes an injury there is a possibility that the injury will be of a type that will cause them to bleed. Bleeding eventually will lead to a character losing consciousness. Each turn that they have the bleeding condition, they must make a Resilience roll vs. a DS of 6 + the number of turns they are bleeding (tracked with tokens if the player/GM wants). If they fail the roll, they keep bleeding. If they succeed, the bleeding doesn't stop but the build up is skipped for that turn.

- **Medical Treatment:** Bleeding only stops if you use some sort of medical treatment. A person has 8 turns before they lose consciousness from loss of blood when active. If the person can stop being active they can double the length of time they have. Treatment involves a roll by the person treating the bleeding subject with a DS 6 + the number of injuries that would incur bleeding. Success means that 1 source is treated, while another needs to be treated next (reducing the DS as well). The use of Bacta injections/patches will also stop bleeding immediately.

Charmed/ Dominated

A character who is charmed is someone who will take actions or otherwise do things that they would potentially be inclined to do, with the exception of putting their life in danger or endangering the lives of others. Targets of this affect are unaware that they have been charmed, unless something occurs that would show them acting out of character, or revealing the manipulation. A being cannot be charmed if they are hostile to you.

A character who is dominated is essentially mind controlled and will do things that they may be opposed to. This can include harming others or putting one's self into harm's way. A dominated person is aware that they are being manipulated.

In either case, a Force power is used to effect the condition. A roll is made against the Willpower score of the Target(s), (the DS increases by 1 per additional target affected). The target can make a Willpower roll to throw off the condition if they are forced to do something that they are opposed to. Remember, Charm is less obvious and is not overtly harmful to the person affected, as such a follow up Willpower roll is less likely to happen.

- **Medical Treatment:** None per say, the effects end when a task is completed. Complex tasks may require some time to complete, possibly days or weeks and until it is completed the effect continues. Force powers can be used to stop an effect of this sooner.

Disabled Sense

This involves the reduction or loss of a sense, (Sight, Hearing, Taste, Touch, Smell), often temporarily. Actions involving the disabled sense force you to rely on others, requiring an action to make a roll to detect the thing that your disabled sense normally would. This roll is either a vs. roll or has a base DS of 10 (rather than 6). This roll is made first before other rolls are made. Thus an attack roll requires you to "sense" the target first, then make your attack.

The Resilience score of the target is what the result of a successful attack made must equal to disable the sense. So long as the disabled sense is temporary, it often lasts for only the turn, or encounter, or until you do something to end it sooner (this can involve making a Resilience roll or flushing your eyes with water as an example).

Permanently disabled senses are not always common place. They can apply to all senses or aspects of a sense you (such as your ability to feel pain). A permanently Disabled Sense is a permanent Trait Penalty, though some cybernetics or training can counter the disability.

- **Medical Treatment:** Treating a disabled sense can vary depending on what is disabled. An action is the minimum of what is needed to start the treatment. Treatment can include the use of a drug that counteracts the effect, or it can be as simple as washing/flushing with water (like with your eyes). The DS for rolls to treat

Condition	
Name	Description
Drugged	<p>A character exposed to a harmful chemical that can give some sort of "high" is drugged (or poisoned, explained later). The specifics of how this applies depends on the drug and can lead to an addiction to the drug. The effects of drugs vary on people, and some species it is possible that the drug may have a different effect. A roll is often against the character's Resilience score.</p> <ul style="list-style-type: none">Medical Treatment: The use of an appropriate chem can counteract the status. In some cases a Stim is sufficient to deal with "downer" type drugs, otherwise it lasts for around ten minutes, allowing for a Resilience roll per turn/minute to shrug off the effects for that turn/minute. After coming off a "high" targets are left with the Exhausted condition.
Drugged (Overdose)	<p>This is a state of being drugged where you are unable to metabolize the drug which affects you in a potentially lethal way. An overdose often occurs when more of a drug than what is safe (so to speak) is put into a body. This can occur when more than one application of a drug is applied to a person successfully, or if a being would have a bad reaction to it in general (such as having an allergy).</p> <p>Typically, additional applications of a drug in combat do not trigger this right away, they simply extend/prolong the effect. This changes if the number of applications to a target is equal to half their Might score +1 (minimum of 2, except for small sized beings who can only take 1 dose, and some beings who are even smaller can't take even 1 normal dose). When this occurs the target must immediately make rolls to avoid Dying.</p> <ul style="list-style-type: none">Medical Treatment: The treatment for this requires an application of adrenaline, or other similar chemical that must occur before the character dies. A stim is not sufficient for this, and adrenaline is often only found in medkits and med packs. It takes an action to administer this, and the target is left with the Exhausted condition afterwards.



Condition		
Name	Description	
Drunk	<p>This is a condition inflicted by drinking too much alcohol. Being drunk has a varying degree of effect depending on just how drunk you are. Drinking requires you to make a Resilience roll after a minute. The roll has a DS that varies depending on what you are drinking.</p> <ul style="list-style-type: none"> • Watered Down: DS is 4, and is alcohol that isn't very strong/potent. • Normal: A typical alcoholic drink, the DS is 6. • Strong: A strong drink will have a DS between 6 and 10. • Moonshine: A drink so potent that it crinkles paint; has a DS between 10 and 14. <p>Failing a roll moves you onto a state of drunkenness. A Superior Failure moves you down 2 states. The states of Drunkenness are:</p> <ul style="list-style-type: none"> • Buzzed: You are still functional, but impaired taking -1 penalty to anything you do. On the other hand, your Durability temporarily increases by +1. • Tipsy: You're functional, but not fully in control of yourself. You take a -2 penalty to anything you do. Now your Durability temporarily increases by a +2. • Sloshed: You're not functional anymore, and may spend time laying down or holding onto something. You take a -4 penalty to anything you do. Now your Durability temporarily increases by +4. • Messed-Up: You are messed-up, that is to say that you're likely to spend all your time either throwing up and swearing you'll never do this again, or thinking that the floor is about an inch or two higher/lower than it may actually be, or even believing that you are just the greatest ever. You are at a -6 to anything you do, and the very act of walking may require a roll to accomplish. But your Durability temporarily increases by +6, and you are immune to Fear. <ul style="list-style-type: none"> ▪ Hangovers: They day after drinking a whole lot leaves a person in pain and unable to concentrate. The character has the Exhausted condition and the Dazed Condition until you can rehydrate and rest for 24hrs. • Coma/Dying: This is not a state to end up in. If at this state you've drank so much that your body has shutdown. Here you must make a Resilience roll vs. a DS of 6 + 1 per drink your character has had. The GM should consider that each step of Drunkeness has 2 drinks applied to it. Failing this roll puts the character into a coma (requiring a Resilience check each day to try and wake up). A superior failure puts the character into the dying condition instead. • Medical Treatment: First off, drinking water and eating food can help with what alcohol does to you. This can be done to avoid a Hangover. Drinking water/eating food grants a +2 to +3 bonus to your rolls. If you drink water between each alcoholic drink it maintains the benefit. Typically the effects start to fade after around 6 hours, or 24 if you are in the "Messed-Up" stage. Some chemical compounds can be gotten that can be administered either by injection or drinking that can cancel out the effects of being Drunk. However, how quickly these take effect depends on how they are taken. 	

Dying	<p>This is the state in which the character is in the process of dying but isn't dead yet. The character must make a series of rolls in order to fight off dying and cling to life. Characters make 3 to 5 rolls, either rolling Resilience or Willpower, whichever is better. This is vs. a DS of 6 +1 per injury the character has. A character dies only if they fail 3 rolls. They stabilize if they succeed in 3 rolls. As such, you can have 2 failures and 3 successes. Once you stabilize these do not go away, a short rest resets the rolls. If hit again after succeeding in these rolls you are killed. A character can also still be conscious while dying.</p> <p>Optional: A character can instantly succeed if they willingly take a permanent injury. This can be like the loss of a limb, or taking some injury that may require cybernetics. Permanent injuries often require characters to spend some time caring for themselves and any medical adaptations made to keep them healthy. In some cases the gaining of cybernetics can come with a hefty price tag that a character may now need to spend time paying off.</p> <ul style="list-style-type: none"> • Medical Treatment: A roll can be made by another to immediately stabilize the person. This is vs. the same DS but requires the use of a medkit or medpack. Succeeding immediately stabilizes the person, & a superior success resets the roll count as if a short rest was taken.
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Condition	
Name	Description
Enraged	<p>This is a condition in which the character loses themselves into a rage. This primarily afflicts Force Users, whose emotional states can influence how they are affected by the Force. However, in an intense emotional situation even a normal person can find themselves in a Rage.</p> <p>In a rage you attack, to the best of your ability, any being who is a source of that rage. This can include allies as rage is blinding and requires a Willpower roll to avoid harming allies. A rage is triggered if an event occurs that is appropriate. The character must make a Willpower roll vs. a DS set by the GM that properly reflects the emotions at play.</p> <p>While in a rage you have a +2 to any actions taken against the source of your anger. However, you leave yourself in a vulnerable position as you aren't paying attention to defense. As such your overall Defense is at a -2.</p> <p>A rage ends if you are knocked out or killed, have a minute where you attack nothing, something occurs that would shock you out of a rage, or you manage to regain control of yourself (requiring a Willpower roll at the start of every turn of yours to do so).</p> <p>Giving into a rage when you are a Force user will move you toward the Dark Side, giving you a Dark Side point. Fighting against a rage will not incur this, even if you fail.</p>
Exhausted	<p>A character with this condition isn't just tired, they are out of energy. When exhausted a character suffers a -5 to all actions they take and their number of actions are reduced by 1. This can progress further into "extreme" exhaustion, which doubles the penalty and reduces your actions by 2 (limiting you to only 1 action at a time). Sleeping is the only method, short of using a Force power, to undo being exhausted.</p> <p>Note that staying awake for prolonged periods of time can kill you. When your compounds of exhaustion reaches 3 you must make either Resilience rolls or Willpower rolls in order to stay awake, making the roll every few minutes or hours depending on how often the GM wants to call for a roll. The DS to stay awake starts with an 8 and increases by +1 every few hours you force yourself to stay awake and be active. Eventually the roll caps out at a 20, but staying awake for too many days in a row will eventually lead to the person having a psychotic episode or even put into the dying state.</p>
Fear	<p>This is a condition that is often imposed by the use of Intimidation, or a Force Power. A roll is often made vs. the target(s) Willpower roll. When successful the target is either compelled to follow orders given to them, or they will flee from the person who intimidated them. The effect ends if the target makes a Willpower roll (allowed every Turn, or per minute) against the same DS. The effect ends if the source is killed, or if 10 minutes go by in which the source of Fear is no longer present (and rolls to end the effect have continually failed).</p>
Fatigued	<p>When a character has been fairly physically active they can become fatigued, and it should be noted that this is different from exhaustion. To become fatigued, a character must engage in strenuous physical activity. This is more than a single combat encounter, but involves multiple physical activities in a day. When this applies is up to the GM, but should make sense. Additionally it also must involve not being able to take breaks often or at all in between activities.</p> <p>When Fatigued a character suffers a -2 to all physical actions taken until the person can sleep/long rest. Fatigue can evolve into exhaustion if you keep pushing physical activities for the day without resting. As long as characters can take breaks here and there in between activities then they can avoid becoming fatigued.</p> <p>If statistics are needed, then characters can engage in a number of encounters/physical activities without taking a break equal to their Might score. After this they become fatigued if they do not take a short rest in between activities.</p>
Helpless	<p>A character that is helpless is completely unable to defend themselves. If a character is sleeping, knocked unconscious, tied up and unable to move then they are Helpless. Attacks on Helpless targets automatically succeed, but a roll is still made to determine if the attack is a regular success or a superior success. Damage is rolled normally to see if the attack bypasses the character's Durability. But the end result is different from a normal attack. Damage dealt for a normal hit is like that of a Superior Success. A Superior Success on a Helpless target is twice the damage of a Superior Success. A Called Shot to the head is typically instant death.</p>

Condition	
Name	Description
Impaired	<p>This condition is a sort of catch-all that can be assigned to a character who is impaired in some way not otherwise specifically noted. Generally, treat an Impairment as imposing between a -2 or -5 penalty depending on how severe of a penalty is appropriate for the impairment.</p> <ul style="list-style-type: none"> Medical Treatment: Treating an impairment can vary depending on the impairment, as well as the DS to treat it. Some treatments can be as simple as time passing, or requiring surgery for something more complex.
Knocked Out	<p>This is a state of forced unconsciousness. It does not count as sleeping for determining if you rest or not. Being knocked out leaves you "Helpless." A Called Shot to the head with the intention of knocking someone out is possible, following the rules for a Called Shot. Damage is still dealt, but the roll is also compared to the target's Resilience score. If the roll beats it, the target is potentially knocked out. A superior success does knock them out. On the next turn of the target, they make a Resilience roll vs. the same result. Failing has results in them being knocked out. If this roll fails they are knocked out. If they succeed then they are only Dazed. A knock out attack must be non-lethal.</p> <ul style="list-style-type: none"> Medical Treatment: The use of a stim on a knocked out target will awaken them. Otherwise a knocked out target will often awaken after 10 minutes. A roll vs. the target's Resilience score can also be made to wake them up if no stims are available.
Off-Guard	<p>A character that is off-guard is one who has their defenses down. They are not expecting anything to happen. Unless a character has a trait that would imply someone who is always on their guard or is keenly aware of their surroundings. When your guard is lowered your Guard Score is reduced by your Agility score.</p>
Paralyzed	<p>A Paralyzed person is someone who is unable to take any physical actions. They are still awake and aware, but are essentially "Helpless" against attacks. A roll is made against the target's Resilience score to affect them. The Paralysis often comes to an end at the end of the target's next turn (though some toxins/drugs can induce longer paralysis in a person). In some martial arts a person can inflict paralysis on a target through the use of pressure points (or using the Force if then can).</p> <ul style="list-style-type: none"> Medical Treatment: There are some chems & anti-toxins that will counteract temporary paralysis. A roll can be made vs. an existing DS (or one set by the GM) to perform some sort of medical action to end the paralysis (necessary for more permanent versions of this, like from a broken spine).
Poisoned	<p>A character that is poisoned suffers a deteriorating condition along with fatigue. Different poisons or poisonous substances exist that can affect the character (see later). The initial application of a poison is against the target's Resilience score (after a successful attack roll). After that, each turn, the character is allowed a Resilience roll against the initial score. Additional applications of Poison simply put more into a person's system. This extends how long it lasts and increases the DS set for the poison to resist its effects by +1. A person who succeeds in their Resilience roll (or the initial roll fails) then the effect stops affecting you for that turn (or for the initial effect it just doesn't affect you). Poison effects either end after a time or if an anti-toxin is administered.</p> <ul style="list-style-type: none"> Medical Treatment: This involves either letting the poison play out its effects or administering an anti-venom/toxin to the person that counteracts the effects. It often takes a turn before any medicine can take effect.
Restrained	<p>A restrained being has their mobility impaired in some way depending on the nature of the restraint. This is often something physical like handcuffs, being tied up, or more than one person holding a target via being grappled. Being restrained can limit what actions you can take, and in some cases you may not be capable of escaping by ordinary means. In some cases, a trait is necessary in order to pick a lock or escape a type restraint device.</p>
Stunned	<p>A Stunned target is a target that has been temporarily rendered unconscious via a weapon with the Stun trait. The trait has the damage of the attack compared to the target's Resilience score. If successful, the target is temporarily knocked out, lasting 10 minutes. It can end sooner if the target makes a successful Resilience roll each minute or a Stim is used.</p>

POISONS

There are a number of different poisons that exist. Some are toxins rather than poisons, but for the purposes of game rules are treated generally the same.

Most poisons and toxins remain in the body until the body can purge them but there are antidotes/antitoxins that can be taken to purge these from the body more quickly.

Poisons have the same general effect on a person, but that effect varies based upon the severity of it.

Poison Severity: Each Poison Severity has a Dice roll made against the target's Resilience score, and sets the DS for further rolls by the target to resist. If a roll succeeds against a target, the poison takes effect. If it fails then it

does not. Once a poison is in effect the person can make Resilience rolls at the start of each of their turns as their body tries to fight off the poison. Out of combat this is generally every few minutes or when the GM needs you to.

- Succeeding temporarily allows you to ignore the effects of the poison, at least for the duration of an encounter, or until a new check is called for.
- A superior success has the poison not affect you at all and you remove the condition.
- Failing only means that the poison fully effects you. A superior failure has you treat the poison as 1 step up in severity for the duration of it's effect.
- Poisons often remain in the body for several hours until they are purged naturally (per the severity).

Poisons	
Severity	Effect
Irritant	The poison is a minor irritant that can be annoying, but is non-lethal. This imposes a -1 to a -2 on rolls that would involve concentration or focus on an activity. The effect can last ten minutes to six hours. Roll to affect is 2d6.
Minor	A more potent poison that weakens the target, often making them sick but is not typically lethal. This imposes the Fatigued condition, but the roll penalty applies to all rolls and not just physical ones. The effect can last one hour to eight hours. Roll to affect is 1d6 + 1d8.
Moderate	A more potent poison, one that often doesn't just weaken but debilitates them as well. Once again, the Fatigued condition is imposed, and the target's Endurance drops by 1pt every ten minutes. At zero Endurance the target has to make rolls to stay conscious. Endurance cannot recover above your Might score (when it would normally could). The effect can last one hour to twenty four hours. Roll to affect is 2d8.
Severe	The poison is more of a detriment to one's health. The effects of a moderate poison are applied here with a few additions. First, Endurance drops by 2pts, and once at zero Endurance you then take 1 Injury per time increment. The effect can last one hour to fourty eight hours. Roll to affect is 1d8 + 1d10.
Fatal	The effect is like that of Severe, but is typically far more dangerous. Once again you carry over what was set by the moderate poison and the severe poison. The change here is that Endurance drops by 3pts, and 2 Injuries are applied. The effect can last one hour to fourty eight hours. Roll to affect is 2d10.
Potency	The potency of poisons can differ in some ways. Some may be more harmful or are harder to resist because of their potency. This treats the roll made for the severity as if it were 1 step in severity higher.
Unique	Some poisons have a different effect than those noted. GM's should feel free to change up the poisons that characters can be inflicted with by creating new ways that they can affect a person beyond what is outlined above.

DRUGS

Drugs come in both helpful and unhelpful varieties. When a drug is helpful it often can become unhelpful or even dangerous when used beyond a specific dosage.

A helpful drug is often the most often encountered drug that beings will come across. The less helpful kinds tend to be not easily gotten. This is often due to the difficulty in making the drug illegally as well as finding a

way to get it.

Even helpful drugs have side effects when abused. Overdosing is possible with most drugs. This often results in puting the perosn's life in danger.

Stims are one of the few drugs designed to not be too harmful with an overdose.

Drugs	
Name	Effect
Medicinal Painkiller	<p>Different from a stim, pain killers reduce the pain you feel for a time, and often encompasses different types of painkiller medicines.</p> <ul style="list-style-type: none">• Standard Painkiller: Reduce penalties from being in pain by 1.• Potent Painkiller: Often used for surgery, a higher dose will leave a person unable to feel any pain. This can entail a temporary ignoring of penalties to physical actions from injuries, but does not restore mobility.• Abused Use: Abusing painkillers will eventually dull your sense of pain to nothing, but will leave a person unable to move. They are often left fatigued and in something of a euphoric state due to not feeling pain; hallucinations are possible as well. A 2d8 roll vs. the target's Resilience score is made. If successful, the rolls move to Overdose. If failed, you don't OD on the drug.• Overdose: This occurs when a higher dose is not used in a controlled maner. This can result in the person falling unconscious and potentially into a coma. Death can occur as well. Once an OD has occured, the target must make Resilience rolls every 10 minutes. Succeding allows the OD to be ignored for the time. On a failure they end up in a coma and rolls are made every hour. If this roll fails then the character is put into a dying state.
Medicinal Stimulant	<p>This drug is used to wake a person up who is knocked out, or greatly enhance a person's alertness generally. These are sometimes known as "Uppers."</p> <ul style="list-style-type: none">• Standard Stim: This is the standard use of a Stim item.• Potent Stim: A potent stim gives you a boost in energy, something short of a shot of adrinalin but close. The potent stim will not only do the job of a normal stim but for 10 minutes after it's used you have a +1 to actions you take. However, after 10 minutes you become Fatigued until you take a short/long rest.• Abused Use: Using Stims in an abusive manner typically involves potent stims. When abused the person cannot rest, they cannot sleep. Their typically cannot sit still, needing to move arbout and will often hallucinate due to an over stimulation. A 2d8 roll vs. the target's Resilience score is made. If successful, the rolls move to Overdose. If failed, you don't OD on the drug.• Overdose: This occurs when a higher dose is not used in a controlled maner. This can result in almost immeidate death. Once an OD has occured, the target must make Resilience rolls every 10 minutes. Succeding allows the OD to be ignored for the time. On a failure the person becomes paranoid, very aggressive, and potentially homicidal. Another failure will has them go into siezures, loosing 3d6 Health every minute. If another roll fails they move into a dying state.

Drugs

Name

Effect

Spice

This is a substance that is often used in other medicines, often with painkillers. But outside of this it has other effects as a recreational substance. There were multiple different types of spice, each with their own effects such as giving a euphoric high and temporary telepathic abilities, or being a halucinogenic. Spice is something of a "catch-all" for many illicite substances in Star Wars.

- **Standard Spice/Abused Use:** The basic effect is a euphoric high which leaves a person in a pleasant state of inactivity as they experience this effect. Other spices may offer other effects. The effect often only lasts for around an hour. A 2d8 roll vs. the target's Resilience score is made. If successful, the rolls move to Overdose. If failed, you don't OD on the drug.
- **Potent Spice/Abused Use:** Spice on it's own is already potent, but is refined. Unrefined spice is dangerously potent. It's use is harmful, often inflicting an injury when used, but when used the effect is twice the potency of what it should be. The effects last around an hour. A 2d10 roll vs. the target's Resilience score is made. If successful, the rolls move to Overdose. If failed, you don't OD on the drug.
- **Overdose:** Spice Overdosing is not any different from that of the Medicinal Stimulants or Hallucinogens (below). Abusing standard spice is the least bothersome, but when potent spice is abused you take 1 additional Endurance damage & Injury based on how badly it's abused.

Hallucinogen

This is a substance that alters how a person see's, hears, tastes, smells, or feels, or also affects the mood and thoughts of a person. This can alter aspects of what a person may be experiencing normally at the moment, cause flashbacks, or they experience vivid illusions.

- **Standard Hallucinogens:** A 2d8 roll vs. the target's Resilience score is made. If successful, the hallucination is not a good one. If failed, the hallucination is pleasant. Hallucinations last around an hour.
- **Potent Hallucinogens:** Hallucinogens are potent drugs on their own, going more potent sees the hallucination become real to the user. The effects still last around an hour. A 2d10 roll vs the target's Resilience score is made. If successful, the rolls move to Overdose. If failed, you don't OD on the drug.
- **Overdose:** Aside from having a bad hallucination, the effect of an overdose has you make a Resilience roll every 10 minutes. If successful, you manage to edure the episode and repeat the roll until the effect ends. If a failure is rolled you are struck with a sense of fear, depression, anxiety, and/or paranoia that is tied to the hallucination. At the end of the effect you gain a trait penalty pertaining to fear, depression, anxiety or paranoia. This trait penalty is semi-permanent, lasting days, weeks or even years. The GM will decide the severity based on how badly you may have failed your Resilience rolls.

Downers

This is a substance that is a deprement or sedative that saps a person of energy, makes them sluggish, and can leave them unable to concentrate. Things like sleep aids, antipsychotics, and more helpful downer type medicines fall into the area of helpful types of downers.

- **Standard Downer:** The exact nature of this can vary but often includes relaxing someone, countering anxiety, helping someone to fall asleep. This can grant a +2 or +4 bonus for some rolls where the drug is helpful in aiding the person. A 2d8 is rolled vs. the target's Resilience score is made. The effects of downers last around an hour. (A sleep aid may end, but it does not cause a person to wake up).
- **Potent Downer:** If administered properly, potent downers have a powerful effect. They can render a person unconscious almost immeidatly, or other wise impair them in some way. Effects often persist in the body for an hour or longer.
- **Abused Use:** Abusing a downer can give something of a mellow high, but also comes with the risk of not just puting you to sleep but a coma. A 2d10 roll vs. the target's Resilience score is made (this can go up by more than one die if the dosage goes up too). If successful, the rolls move to Overdose. If failed, you don't OD on the drug.
- **Overdose:** When this occurs the character falls unconscious. Additional Resilience rolls are made every 10 minutes (for an hour). Each roll is a cumulative effect if failed or succeeded. If after an hour the failures outweigh the successes the person falls into a coma, but successes means they don't.

Drugs

Name	Effect
Drugs & The Force	<p>It is possible that some variations of drugs can, when used successfully, allow a person to access some Force powers, often a single type of power. There is a form of spice that will grant a person temporarily the ability to read the surface thoughts of others, essentially granting a Force power. There are limits to this, as the drugs should be ones that are more mentally based and not granting things like telekinesis</p> <p>If a Force user uses the drug it either grants the use of the power if they don't have it. If they do possess the power then the drug is treated as a trait. Using the drug at a higher dosage or potency can grant a bonus to using the power, but with the accompanying problems that come with it.</p> <p>One problem a Force user faces is that the use of a drug can push them toward the Dark Side.</p>
Addiction	<p>The continued use of a drug will eventually lead to an addiction to it. It often takes some time to develop an addiction, but happens through abuse of a drug. Standard use of a drug, especially medical ones, won't typically develop an addiction, players or NPC's will need to go out of their way to develop an addiction off this. Potent levels of drugs is where addictions can be found.</p> <p>This isn't about failing rolls, but is about useage and using a drug so often that you gain a Trait Penalty for Addiction. When not filling this addiction at least once per day, the person suffers a -2 penalty to all actions they take and become either paranoid, twitchy, aggressive/angry or something else. The longer you go with out giving into your addiction the more the penalty increases (-1 per day, up to a -10). After this a similar length of time is needed without giving into your addiction to reduce the penalty at a rate of 1 per day. Once the penalty is gone you are no longer addicted. Some medicines can also help with over coming the addiction.</p> <p>A Willpower roll is needed against a DS of 6 plus the current penalty in order to not give into your addiction. How often the roll takes place is up to the GM, but generally once or twice a day is needed. Failing a roll does mean that you give into your addiction, or at least the potential to do so is there if you fail the roll again. Kicking the addiction requires succeeding in every roll, or having assistance to reign you in when you do fail.</p>



INTERACTIONS

Interactions with NPC's have a sliding scale of sorts that represents a beings attitude toward the player characters.

When the players engage with with an NPC , that NPC will have some sort of attitude toward them.

Positive Attitude	
Name	Effect
Impartial	The nuetral state of most NPC's. They have no strong feelings or opinions toward the PCs. They will help or not depending on what you need from them.
Helpful	A state were the NPC is pleasent and inviting. They often will provide some help, but won't take risks. They also may be partial toward believing what you have to tell them (lower DS by 1).
Friendly	A friendly NPC will do some things for you, taking small risks that don't threaten their lives or lively hood. They are apt to beleiveing what you have to say (lower DS 2).
Compationate	At this stage the NPC is willing to take risks for you, and depending on what you ask of them they may be willing to take greater risks, even puting their lives on the line if they believe it worth it. They are typically easy to convince of things (lower DS 3).
Benevolent	The final stage of positive attitudes. Here the NPC takes risks for others, needing little convincing to lay their all on the line for a cause that they want to support. They are often very easy to convince of things (lowesr DS 4).

Rolls: A roll is called for when interacting with NPC's and trying to get them to do something, like give a discount. This roll is often vs. a target's Willpower Score. Although in some cases the roll may also be an opposed roll, rolling against either a Willpower roll or another appropreate roll (such as someone attempting to detect a lie).

Negative Attitude	
Name	Effect
Impartial	The nuetral state of most NPC's. They have no strong feelings or opinions toward the PCs. They will help or not depending on what you need from them.
Unhelpful	The NPC will turn away those that come to them for help. They will often be polite to some degree but won't tolorate being pressured. Convincing them of something is tougher (increase DS by 1).
Unfriendly	An NPC that is unfriendly will berate, harrass or actively avoid interacting with the PC, taking steps to avoid them if possible. They may not wish harm on the PCs but are not above having others do it for them, so long as no one dies. Convicing them of something is tougher (increase DS by 2).
Dislike	At this stage the NPC really does not care what the PC has to say or needs. They are not outrightly hostile toward them, but their dislike of the PCs is evident. They have no qualms with them being roughed up and if someone dies as a result of things then they have only themselves to blame. They are very hard to convince of something (increase the DS by 4).
Hostile	The NPC is likely to shoot the PC's on sight, issue death marks, and will actively attempt to end the lives of the PCs when the opportunity presents itself. They often cannot be convinced of anthing the PCs have to say (increase the DS by 8).

Lies, bluffes, and acts of intimidation last as long as they need to typically. In some cases it is more ongoing depending on the situation of a person.

Successful rolls shift attitude 1 step in the intended direction. A Superior Success gives 2 steps.

Failures do not always shift attitude, in some cases they simply mean you fail to shift a person's attitude. A Superior Failure, on the other hand, typically does shift attitude.

Rolling Against the Players: NPC's can occasionally roll against the players for for some effects. NPC's can roll to intimidate or tell a lie/bluff. These rolls are either against a player's Willpower score (such as trying to intimidate) or is a vs. roll when trying to detect a lie.

In contrast to what some players may think, what ever their characters can do for interacting with NPC's so to can they do to their characters (within reason).

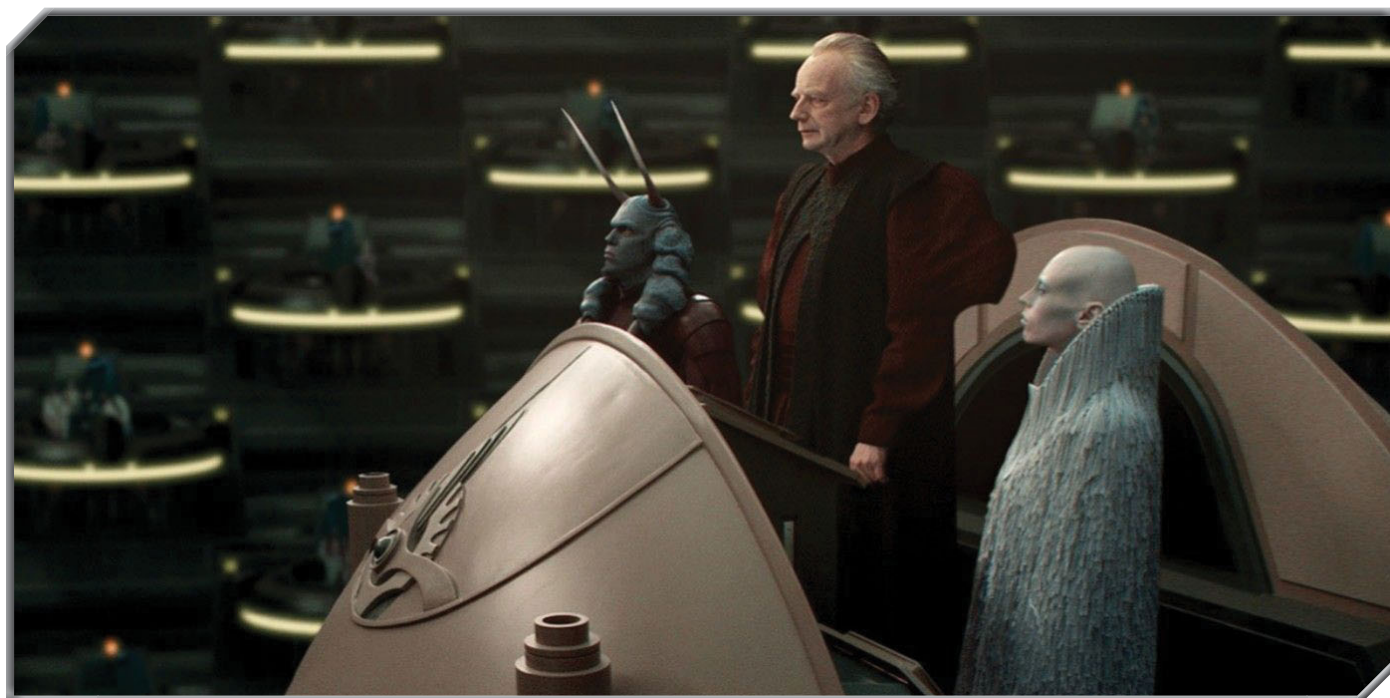
The only sticking point is a PC's attitude toward NPC's. An NPC cannot change the attitude of a PC. Instead a successful such roll on an NPC's part will allow the GM to tell the players if the NPC seems to be one thing or another.

Inspiring Others: One thing you can due is try to inspire a person or groups of people to take action, or to act bravely. Inspiring others requires a full-turn to perform, and essentially grants the benefits of Aid to all those who are inspired. The exception to a normal Aid is that when you inspire others it takes more than an action or full-turn to occur. This needs a

speech, something that takes several minutes for a character to get out. GM's shouldn't expect players to be elequent orators, but if a player wants to take a stab at it, give them a little time to think it over and then let them have a stab at it. (NOTE: If a player does this and it's something epic and awesome then up the resulting bonus for this.)

Demoralize Others: This is a task involving doing the exact opposite of inspiring. Demoralizing a foe means to break their will to fight. They may continue to fight, but will be frightened and prone to flee, or just might be distracted enough that they take a penalty to their actions.

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CLOCKS

The passage of time in a game is obviously important, but the use of clocks aren't meant to track that. In a game, Clocks are used as a countdown or a counter if you prefer to track certain things. As mentioned with Dying you will have a 4 count clock that is a part of your character.

A clock can be used as a countdown for an event to occur. The actual passage of time can cause the clock to move, but so can the actions of the Players or their foes.

For example, if a player fails to complete a task then the clock moves forwards with it's count down. But if they succeed then the clock may move backwards and give them more time to succeed at their end goal.

Clocks do not have to be known to the players either. Some clocks represent the build up to certain events that are outside of the player's control. An example may be the arrival of an army after a few days. But things can happen that could delay this like sudden supply issues, or unexpected bad weather. So each day the GM may roll to see if the clock advances or doesn't, or if it is applicable then it moves backwards.

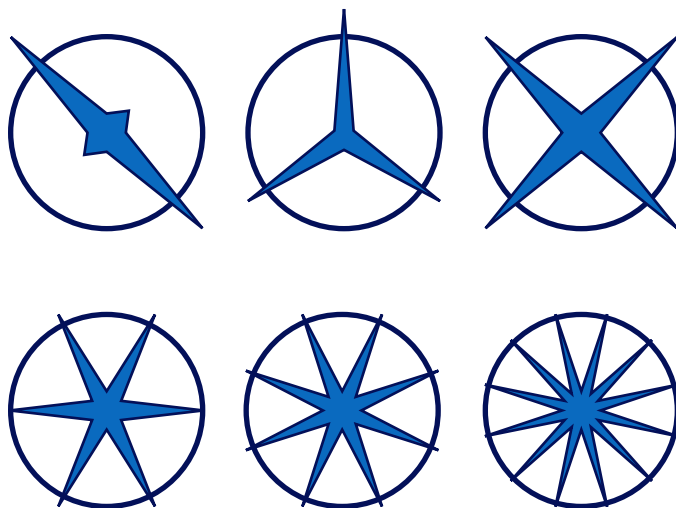
Another option is that clocks can also move when a milestone in the story is reached.

Something else is that one clock can lead to another clock ticking down, representing a complex clock that only moves when certain elements are completed.

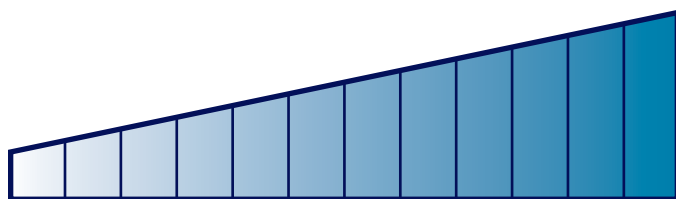
The clocks that are used come in 2, 3, 4, 6, 8, and 12 step clocks or more if you need it.

Keep in mind that you don't have to use a clock for everything, but they help with some things.

How you may wish to draw a clock is up to you. The traditional method is to make a circle and draw lines to create a pie.



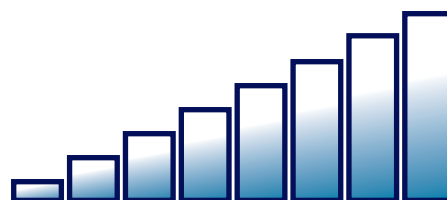
Above are Examples of **Wheel/Pie** type clocks (2, 3, 4, 6, 8, and 12 steps).



Above is an example of a Scale that can be used, specifically depicting a 12 step one.



Of course, simple circles that work just as well as anything else.



What ever you want to use as a Clock is ok, tokens dropped into a bowl works just as well as anthing else.

COVER

Players and their foes can make use of different types of cover as a means to make themselves harder to hit. Cover, for the purposes of game rules, is defined as an object or structure that obscures a portion or all of an individual from view making them more difficult to see or target.

Cover functions in 4 steps that represent the amount of cover between you and the opponent trying to attack you. Against mental attacks or more indirect attacks like telekinesis cover is not always helpful.

- **1/4th Cover:** Obstructs 1/4th of you from view. This provides a +1 to your Guard Score against ranged attacks, but is not applicable as a means of helping to hide. An example of 1/4th cover is a metal pole, or a 2x4 plank (or something that is roughly 4 to 6in wide).
- **1/2 Cover:** Obstructs 1/2 of you from view. This provides a +2 to your Guard Score/Reflex against ranged attacks and can grant a +2 bonus to rolls made to hide. An example of this is anything that obscures 1/2 of your body from view, like using three 2x4 planks (or something that is roughly 1ft wide).
- **3/4 Cover:** Obstructs most of you from view. This provides a +4 to your Guard Score/Reflex against ranged attacks and grants the same bonus to rolls made to hide. In some situations, if you use an action, you can use this cover in melee combat but gain only a +2 to your Guard Score when doing so.
- **Full Cover:** Full cover is not the same as total cover. Full cover is what you may get from using a tower shield, or you stand behind a door or a fence. You are completely obscured from view, but typically from only 1 direction. Get around

that and the cover, like others, is useless. Full cover starts when you have at least a 2ft wide obstruction between you and a foe. In some cases, like with a shield, you can attack around the cover and then pull back behind it to avoid attacks. But the point is that if you can still act around the cover then it is not total. Using Full Cover requires an action to move out of cover (becomes 3/4 cover), an action to attack, and another to pull back behind cover. Attacks on a target in full cover hits only the cover.

- **Total Cover:** Total cover blocks you from view from more than one direction or is cover that you cannot attack around. A fence, for example, obscures you from view from just one direction, but if you cannot attack around it then then it is total cover. Or if you are in a room that is missing a wall, so long as no one passes by that missing part you have total cover. Total Cover automatically causes attacks to miss you as they strike the cover instead.

Example Cover Planks



SKILL CHALLENGES

Now that clocks have been explained, it's time to explain skill challenges. These are events that require more than one roll to succeed at a task. Building items, slicing computers, and repairing ships are all take time. In some cases, one roll is needed to perform a task and time passes. But this changes if there is a risk involved for failing.

The risk can be setting off an alarm, a door closing that will keep you from retreating in a direction, or loosing precious time and giving opponents more time to get into place to attack you.

The first step to a skill challenge is to set a clock that will determine how many successes are needed to win the challenge.

The GM then decides what the clock will represent in this event, or if multiple clocks are needed. For example, a chase would involve not just the operator of a vehicle, but anyone with them.

MORE TIME, RESOURCES, OR HIGHER DS

Taking more time is not always an option, but can be under certain circumstances. Taking more time means using a larger clock. This can lower the DS for rolls made by 1 per clock type. However, there are limits to this, like not being applicable with Death Saves. If you fail a skill challenge you can try again if your time allows but with it taking more time.

Additionally it can be applicable to try a failed challenge with an increase in the cost of resources used (doubling the cost).

Or the DS for a new challenge can also be increased by 2 as it represents the increased difficulty of trying again right away.

Now the GM may decide that the chase involves 1 large clock and each player taking part will trying to win the chase would make a roll for something they will do to advance the clock to winning.

A win will advance a clock, whether it's for the foe's or the players (often you have 1 clock for each). Maxing a clock ends the event. Superior successes advance a clock 2 steps instead of 1. Like wise, a Superior Failure will not advance a clock and will take away one of your advances, setting you back.

The default clock for most skill challenges is a 4 step clock.

One other potential thing is a tie. If both a foe and the player tie in a roll the clock doesn't advance at all and naratively speaking you just move on to whom ever would act next.

In some cases, the stages of a Clock can be set by the players depending on if they want to rush through a task that would be a skill challenge, or if they want to take extra time.

Rushing a task will increase the Base DS of a task by and amount equal to how quickly you want to rush it. Essentially if you have a Clock of 4 and you want to complete a task in half the time then the Base DS for the roll increases by 2 steps. An average base DS of 6 would increase to that of tough task with a base DS of 10 instead.

It also can be appropriate for a task to finish early if a Superior Success is rolled. Like wise a Superior Failure may cause a task to take even longer, setting the clock back a step.

SIZE DIFFERENCES

As mention in Chapter 2, sizes for most beings have a noted size. The sizes for people are noted as Small, Common, and Tall. From here, other sizes can be applied to more uncommon beings or creatures. These sizes are not the same as what is used for ships/vehicles.

Most normal beings are Common and occupy a 1x2 meter area (this is read as width x height). Smaller beings only occupy a 1x1 meter area.

Mechanically speaking, size affects your Guard Score and Reflex roll/Score, Might rolls and Resilience Roll/Score and Durability.

Smaller beings will be harder to hit, but will have penaltys due to their stature. While taller beings are the opposite of this, easier to hit, but overall stronger/tougher than smaller beings. Keep in mind that Descriptions are a general guide, and some being may not fill these exact areas.



Size			
Type	Bonuses	Penalties	Description
Small	+1 to Guard Score, Reflex Roll, Reflex Score, Steath Rolls	-1 to Might Rolls, Resilience Rolls, Resilience Score, Durability Score	Subjects occupies a 1 meter wide by 1 Meter Tall area (or less).
Common	None	None	Subjects occupies a 1 meter wide by 2 Meter Tall area.
Big	-1 to Guard Score, Reflex Roll, Reflex Score, Steath Rolls	+1 to Might Rolls, Resilience Rolls, Resilience Score, Durability Score	Subjects occupies a 2 to 4 meter tall range, occupying a 1 to 2 meter wide area (or vise versa).
Large	-2 to Guard Score, Reflex Roll, Reflex Score, Steath Rolls	+2 to Might Rolls, Resilience Rolls, Resilience Score, Durability Score, Reach	Subjects occupies a 4 to 8 meter tall range, occupying a 2 to 4 meter wide area (or vise versa).
Huge	-3 to Guard Score, Reflex Roll, Reflex Score, Steath Rolls	+3 to Might Rolls, Resilience Rolls, Resilience Score, Durability Score, Reach	Subjects occupies a 8 to 16 meter tall range, occupying a 4 to 8 meter wide area (or vise versa).
Massive	-4 to Guard Score, Reflex Roll, Reflex Score, Steath Rolls	+4 to Might Rolls, Resilience Rolls, Resilience Score, Durability Score, Reach	Subjects occupies a 16 to 32 meter tall range, occupying a 8 to 16 meter wide area (or vise versa).
Gargantuan	-5 to Guard Score, Reflex Roll, Reflex Score, Steath Rolls	+5 to Might Rolls, Resilience Rolls, Resilience Score, Durability Score, Reach	Subjects occupies a 32 to 64 meter tall range, occupying a 16 to 32 meter wide area (or vise versa).

SIZE & MASS

Not clearly outlined is the mass of a being in relation to their size. This can be important for determining if you can lift/carry/throw a being. Mass of beings is based off the same mass rules for items. Vehicle mass is not the same.

Generally speaking a beings mass is 1 to 3 for Small sized beings. For Common sized beings its 4-6. Big sized beings will have a mass between 7 and 8, then for Large its generally 8-10. Huge sized beings have a mass between 11 and 15 while Massive sized beings will have a mass that can go up to 20.

LIFTING & THROWING

When lifting a being or an object often doesn't require a roll to perform so long as the target to be lifted is within your carry limits. This changes if you try to do anything while carrying excessive weights or things of an awkward size, like a person.

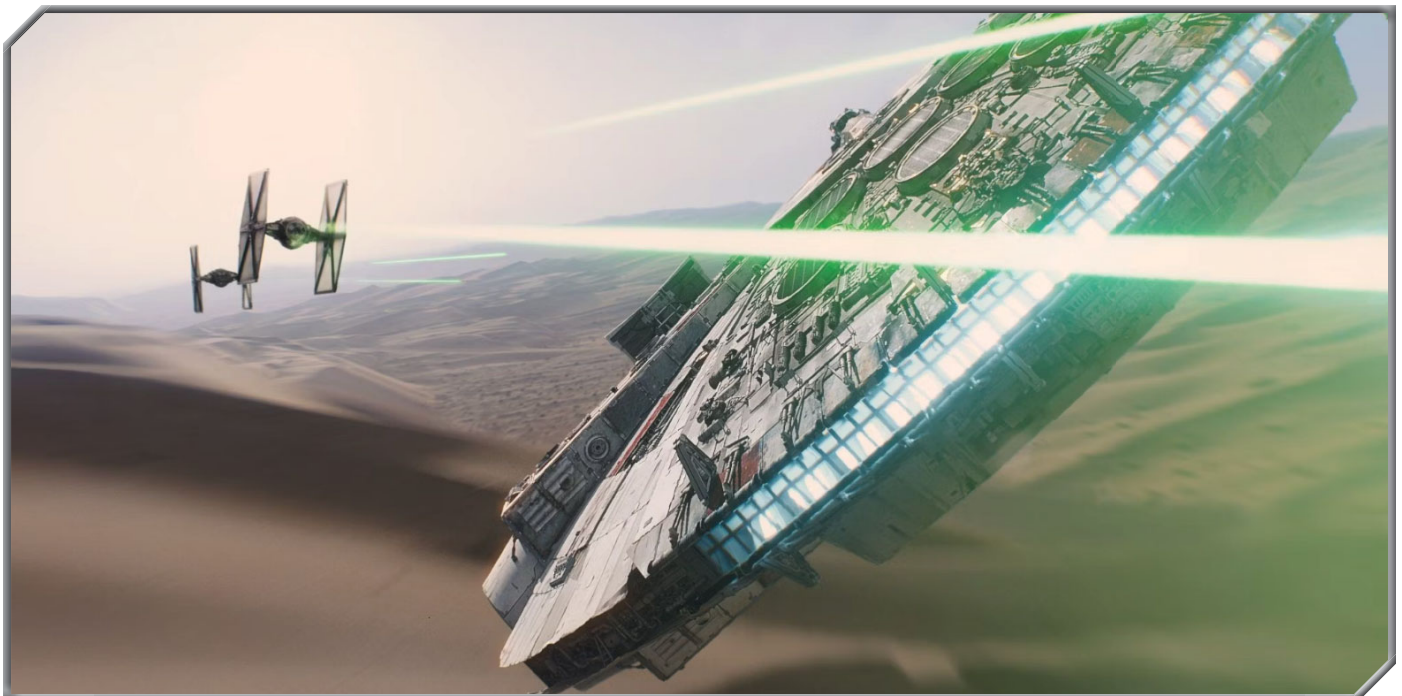
The GM should decide when rolls are necessary. Generally, boosting someone up shouldn't require a roll unless the person doing

the boost is physically weak. A roll may be needed to maintain the lift though.

Lift Difficulty Score: Lifting a person or object uses a might roll. This has a DS of 6 + the mass of what is being lifted.

- On success, you lift the target. You can move with the target so long as the Mass of the target is less than your Casual Carry Capacity. Weight above this requires a roll in order to move with it. This would be a move action per successful roll made. At your Max Weight or more you cannot move unless you succeed at another roll. On a success you move only at the Adjacent range band. A Superior Success, gives an additional action to move without rolling.
- Failing a roll means you cannot move as you may need to readjust, or get your footing. A Superior Failure has you drop what you are lifting.

Throwing: This is an option that is meant to apply only to objects, beings who can struggle & fight back are only thrown via the Grappling



action. Force Powers, on the other hand, make use of these rules when throwing such beings.

Throwing range is a short range typically with requires no roll to determine distance. Throwing further requires a roll to determine distance with range bands applying.

FORCE POWERS

The "Manipulate" Force power is used if you want to use the Force to lift & throw any target. With most objects this has a DS of 6 + the mass of the object. If an object has a size it would normally be a added as a penalty to the roll. But the Force bend the rules. If a you are not in combat and can use the Force calmly then the size penalty is halved. In combat it applies normally. Moving an object is at the same range band speed as your normal movement.

DAMAGE FOR THROWING WITH THE FORCE

Typically, moving an object is at the same range band capability as your normal movement. And throwing something with the Force is no different than throwing an object, though it's size is a factor in the roll made. What is different is the damage deal. A weapon that is meant to be thrown, or an improvised weapon like a rock makes use of the damage noted for it. Rules for damage is as follows:

- Normal thrown weapons/items deal the damage listed. Increasing the damage, throwing it harder, treats the mass of the weapon as being higher than what is noted. As such, each point of mass you increase the penalty by adds a +1 to the damage dealt.
- Size is the next factor. If an object's size goes above Small (and some objects of mass 5 and above do) then each step adds an additional die of damage to what is rolled.

- Starships, and structures, which have a density far different than living beings, as well as a differing size structure, and as such the size penalty is doubled, but damage done if you drop something that big on someone also means that the dice gained from the size is not only +2 dice instead of one, but each size step up from the previous step doubles the dice rolled. These things, for how big they are, cannot be thrown but are instead moved and dropped.
- Range band penalties for distance do not apply to Force power rolls, if you see it you can affect it.

FALLING

Whether you trip and fall over a ledge, or you are thrown off of it, or maybe you drop down much further than you anticipated. In some cases you are hurled with enough force horizontally that it's like falling.

Range bands factor into damage.

- Falling an adjacent range band is only 1d8 damage.
- Falling a close range band is 3d8 damage.
- Falling a short range band (equal to 3 close range bands) is 9d8 damage.

Armor bonuses to Durability cannot be applied to fall damage. Falling is automatic at the end of each turn in which your fall started in a round (which may not be on your turn), and max applicable distance for determining damage is 2 short range bands.

At the end of your second turn of falling you are at terminal velocity and ony death awaits if you at the 3rd turn. This means you and others don't have long to try and save someone.

MITIGATING FALLS

To mitigate a fall's damage you have the following options.

- **Reacting:** When you first fall you get to use your reaction to try and stop a fall, or if it happens while still on your turn you can expend each of your actions to try and stop your fall. (A GM may rule that a superior failure ends your attempts for that turn.)
- **Time:** You have essentially 2 turns to stop or slow your fall.
- **First Roll:** Players need to tell the GM how they intend to slow or stop a fall. If the GM thinks it's possible then an applicable roll is made, often starting with a Reflex roll to react in time to do so. This roll is vs a DS of 6 + 2 per turn you are falling. If you succeed you get your chance, failing means your not orientated right, or you just missed your chance that time. Likewise, a person trying to save you makes a similar roll if they have a means of saving you.
- **Second Roll:** A second roll is made once the first succeeds. A superior success from the first roll can aid here in some way. A roll is against the same DS. On success or superior success one of a few options can be applied:
 - ◇ Reduce distance of the fall's accumulated effect by 1 short range band.
 - ◇ Possible damage is halved due to helpful circumstance at the end of the fall.
 - ◇ The fall is ended and damage is halved due to a helpful circumstance.
 - ◇ The fall is slowed and under control, moving only short range band as if moving normally, but automatically. (Typical for the use of a Parachute.)

An additional roll may be needed on landing to avoid injuries.

- ◇ Fall is ended but a Resilience roll is needed against damage to avoid an injury.
- ◇ Note in most cases a stopped fall will leave a person hanging and will require the person to climb back up.

GRAVITY

High or low gravity places do exist in Star Wars, but for the most part, most of the species tend to not live on worlds with too high or too low of gravity.

Gravity is denoted as a "G" and most Earth-like planets are 1G worlds. Their gravity is well suited for habitation.

Some worlds have G's that go into the "point" range, being slightly higher or lower, but not overtly rough on the biology of too many beings. That said, unless the person is a native to the world and naturally acimated to it's G's they will have some problems living there for prolonged periods of time.

High Gravity Effects: The following are the effects of gravity on a person.

- **+0.1G:** Increases in gravity add a -1 penalty to any physical related rolls, per 0.1G increase. Your physical weight increases by a percentage each time. Each G increases the Mass you are carrying by 1. As you reach your carry capacity limits it will impact your ability to move. Not that this also includes your own weight/mass.
- **At +0.5G:** In addition to the penalty and effects on the character, at this stage the character(s) need to make Resilience rolls every 8hrs vs. a DS of 10 + the current G penalty (a minimum of 5 to start). On

a failure the character gains the Tired condition. And every 8 hours if the roll continues to fail you gain the Fatigued condition.

- **At 2G:** At this stage the only way to move about for most normal people is via specially made exoskeleton power armor that compensates for the high gravity. Being in this gravity imposes the Tired condition at all times. It cannot be removed until you leave the environment. At 2g you instead apply a x2 multiplier to all existing penalties (replacing any other Gravity penalties you would have for lower Gs, if no penalties then the base DS is multiplied). The mass of everything is obviously doubled, including yourself. If you cannot lift/carry your own weight you cannot move.
- **Above 2G:** As you get above 2Gs the same method of figuring things is still used. However, this time you need to make a Resilience roll vs. the current penalties (or DS) you are under. The roll is made once per hour, and if succeeded you can take actions. If failed you take an injury, or

multiple injuries if the G's are high.

- **Falling:** Each 0.1G adds a +1 to the damage taken. A full G (2G, 3G, ect.) will add a multiplier to the damage rolled instead of applying a bonus to damage.

Low Gravity Effects: Lighter gravity is less of a problem for players, but while Gravity can keep going up it has a limit on going down. Low gravity works in the opposite of high gravity. However, at 0G you are weightless and mass cannot impose penalties on your actions. On the other hand, inertia becomes a problem. If you move in a direction you cannot stop on your own in 0G. You must use some force to oppose your forward momentum.

The benefit is that you can use 0G to drift at your movement automatically at the start of your turn, faster if you possess some means to increase your movement. Stopping movement, or stopping a tumble in 0G is tricky and requires you to use some sort of opposing force (such as a blaster firing in the opposite direction you are moving and may require multiple attempts to fully counter your inertia).



Also, if an objects mass is lower or equal to your own you cannot push off from it. To push off from from something it's mass or size (usually both) must be higher than your own.

HAZARDOUS ENVIRONMENTS

While gravity is a one type of hazardous environment, one that needs it's own rules, there are others.

One thing to remember is that hazardous environments are that way because there is a potential for said environment to kill a person. Lava, extreme cold, a water world, all are hazardous but in different ways.



Hazardous Environments	
Name	Description
Desert	A desert is dangerous due to the heat and constant exposure. Water is important to maintaining one's health, and avoiding full skin exposure to the sun is important but it's also important not to dress too heavily. Each hour in this setting requires an appropriate amount of water to be drunk. In addition to this, skin exposure should be limited. After an hour, if one or all of these have not been done, a Resilience roll is made, DS 6 for the first hour +1 each additional hour of exposure. Failing the roll gives 1 level of Exhaustion, while a Superior Failure will cause you to pass out. Unprotected skin and not being in shade will inflict 1 END damage (that does not recover until out of the heat).
Extreme Heat	Different from a desert, extreme heat worlds are often volcanic worlds but they can also be worlds too close to a sun. In addition to the effect of a Desert, the world is so hot that the time interval is halved and damage from exposure remains the same or can be increased if the heat reaches higher temps in places. Typically, special shielding is used to make livable spaces on worlds with extreme heat.
Lava	Exposure to lava is dangerous. While in a semi liquid state it is still hard and falling on it would be like falling on the ground, after which you would start to sink slowly into it. Without specialized protective gear it is impossible for a being to walk through or over lava. Flammable materials ignite and start to melt immediately. In addition to the effect of Extreme Heat, each turn you are in contact with Lava you take 1d12 + 20 energy damage. Armor, unless it is specially adapted for extreme heat & lava, is useless as the lava will super heat the armor and render it useless. Body parts in direct contact with lava are treated as if the damage taken was to that specific limb (See Disabled Limb).
Winter	This is a cold environment that often has snow. Not often a dangerous right away, exposure to cold temperatures for too long will reduce a person's body temperature. Functioning like the opposite of a Desert in some ways. One big difference is that after a few hours in a snowy environment you can get snow blindness if you lack protective eye wear. This involves a Resilience roll as well with a failure resulting in the temporary loss of vision (requiring you to sleep to remove the impairment).
Extreme Cold	Again, functionally similar to Extreme Heat, but involving a winter or otherwise cold environment. One thing of note is that Space counts as an extreme cold environment. One notable difference is that if you fail a save you start to freeze, impairing your speed and unfortunately leaving you blind as your eyes too start to freeze. The save can be made more difficult in some circumstances, such as being in water, or the vacuum of space.



Hazardous Environments

Name

Description

Ionic

This is an environment fraught with electricity. This is particularly hazardous for a number of reasons and some nebulae are comprised of an ionized gas cloud. In this environment, organics can be harmed just as if struck by lightning. Vehicles often need shields up in order to safely traverse an ionized place. A bolt from a common ion storm rolls 1d20 to hit (Area of Effect - Adjacent range band), and does 30 energy damage for the result.

If this is a person, then they can make a Reflex roll vs. the to hit roll to reduce damage by half.

In low level ionic environments, damage is less detrimental to people, but is still hazardous to unprotected machines. A person struck will treat it as if hit by the Stun trait of a blaster. Droids and other machines, however treat it as if being hit by an ion blaster.

In high level ionic environments, often found in storms or space, you are essentially getting hit by lightning bolts. Rolls to hit follow the same mechanics, rolling 1d20 to hit (Area of Effect - close range band) and does +80 damage. Beings hit outside the protection of a ship or shields are often vaporized by these.

Poison

Often this is due to the air being of some sort of toxic gas that most normal beings cannot breathe, or breath for very long. If exposed, a character must make a Resilience roll, DS depending on the severity of the poison. Holding one's breath will put off the roll being made. Succeeding in the roll means that the character avoids being poisoned, but this roll is made each turn as long as the character has no protection against the poison. On failing the roll the character gains the Poisoned condition and retains it until they are out of the environment and/or the poison is purged.

Acidic

This environment causes harm to anything not adapted to it. The strength of the acid can vary, but it deals damage every minute of exposure, ranging from a single 1d8 to many more. Armor is damaged by these environments, but will provide some protection before it is eaten away. Starships must keep their shields up when in this environment otherwise they will take ongoing damage as well (their armor will be useless against acid). Air is also often unbreathable in acid environs, inflicting the Poisoned condition and you take ongoing damage until the acid is neutralized. (Damaged lungs from acid can be healed with bacta immersion, but often the damage is so bad that a person's lungs must be replaced.)

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ADVENTURE; EXCITEMENT...

BUILDING YOUR SESSION

Game Masters (GMs) who have long been creating their own campaigns don't really need this section, but new GM's may find it helpful.

NO PLAN SURVIVES

One of the most important lessons for new GM's to learn is that once you bring the players into the story you have devised, that they will do things that you have not planned for. As such when you sit down to figure out your game, do not write up your story like you would write a book. TTRPG's are not typically linear games where you move from Point A to Point B. They can be, but it's important that your players are aware of this.

COMMUNICATION

Before a game starts, the GM needs to communicate with the players what they

expect from them for the game. This is more than just details about the era of Star Wars that your players are going to run around in.

Communication also entails making sure that you are aware of things that the players may have a hard time with. While Star Wars can be light hearted at times, as well as full of danger, it can have other themes that some people are sensitive to.

Such things like human trafficking/slavery, and different forms of assault (without getting into details) are topics that some players - for various reasons - want no part of.

A rule to apply for this is that if such elements are to be part of the story you make it clear that they are in there and you need to be willing to remove that element or alter it if a player(s) are not comfortable with it.

Another rule is to ensure that such elements do not befall your players. Being captured is one thing, but being sold into forced servitude is



another and even if it's part of the narrative, it can cross lines for players.

Remember games are meant to be fun, not to bring up bad memories or hurt feelings. We are meant to be friends and that means you need to always leave open lines of communication with your players and put the game on pause if anyone just needs a break.

PLANING YOUR GAME

Games are often divided into one of a few groups:

One-Shot: This is a game that is short, and supposed to last only 1 or a handful of game sessions. It often will last a few hours. These games should be looked at as if they were TV episodes or movies. There is no downtime (which happens off screen), and scenes transition quickly from one scene to the next. These games are often referred to as "Railroad" games as the players are just there for the story, interacting when expected to and partly directing the story. But the pace is kept fast and moving.

Short Campaign: This may be looked at as a sort of "Novelization" of a story. More time can be given to downtime activities, and the overall story is stretched out. Here you can think of it as multiple TV episodes that run as a special with a single story arc running across multiple episodes but not making up the full season. The pace is more controlled and the players have more agency over what they want to do. Some "Railroad" is involved, but there are stops along the way. Short campaigns can also involve doing time skips at certain parts as you play a few sessions as a movie and then move to the next. Many prewritten campaigns fall into this area.

Long Campaign: Here we get into what is typical for most TTRPGs. This is a game that is

played over multiple sessions with the sessions typically running several hours (depending on available time). Pacing is loose and set by the players. These games can run for years depending on how often you get to play.

WRITING UP NOTES

New GMs often are not sure about what they need to do to make their game session. Some may want to write up vast details, essentially a script for what they want and expect, not taking into account player agency. While scripted moments aren't bad, these should be only for big moments.

When figuring out your game, keep notes relatively light.

Create a general outline for your overall story. This should involve a summary on what the plot is. But from here on let the players move the story. Come up with elements, hooks, that get the players involved. In some cases this can be things that involve their background.

For example, someone from a suburb of a world living a pretty normal life isn't going to have a lot of incentive to joining the Rebellion. Sure, maybe they want to go on adventures, but just don't have that ability available to them.

The hook here, is the opening of that door, the ability to go on an adventure via the premise of the story. Maybe that story involves a heist, and here's this poor guy who suddenly gets caught in the cross fire between security (or the Empire) and the other players or just some NPC thieves. Maybe it's this broad battle that forces a band of ordinary people together, stealing someone's ship to escape the fire fight and in turn suddenly being thrust into a whirlwind adventure where now they have to do something in order to get out of their new

situation.

Your notes for something like this may include letting the player to decide the course of things for a moment, like what are they doing right now, what chores do they need to do, do they have a job?

Its important that during character creation that you ask your players to have a goal or motivation for what their character wants, something that will drive them foreward. You, as the GM, should be sure to be clear on your expectations for the game (to say it again). For example, if its all a bunch of otherwise normal people and not Jedi or Force users then that needs to be made clear to the players.

Make notes about your players goals/motives and try and refer back to these to help with the over all story.

Other notes typically include encounters with opponents, traps, specific skill checks that may come up, and stats for any unique individuals whom the PCs may encounter and interact with.

It can help new GM's to speak with other GM's and get pointers from them on how to run games. Watching "Actual Play's" on Youtube can also help so long as you use these videos of TTRPG's being played as a source of learning.

In many of these videos you may see "professional" GM's, that is people who get paid to be a game master as part of their job. In other cases they may be not only this but a professional actor of some sort which allows them to up their presentation.

While these professionals are a great source of inspiration, you shouldn't try to be them. Everyone has to find their own way of doing things. And what works for one person won't

work for another. But when you are working with new players, ask them about why they got interested in TTRPG's and be sure to help temper their expectations, we can't all be "Matt Mercer," "Brennan Lee Mulligan," "Aabria Lyengar," or "Debra Ann Woll" to name just a few people.

PLAYER NOTES

It helps that the GM write down and handout or email their players not just their expectation but any house rules that they may be using and any additional limitations, or allowances.

First, House Rules are rules that change, remove, or add rules to the game. For example, if lightsabers need to be more deadly then the GM may house rule that they deal 2 additional dice of damage.

These notes also include information about the setting of where the PCs find themselves. Like when in the timeline your game will take place, will it be set more along the "Legends" timeline or will it follow the "Canon" timeline. Or will it just be it's own timeline that borrows a bit from each. Like if you disliked most of what the Star Wars films introduced, but liked certain parts, then you are free to pick and build your story based on these elements. But be clear with your players as to what is going on here, don't leave them to guess and figure things out on their own.

You also should encourage your players to take actual notes during the game, but be ready with your own notes because some people are just not good at making notes, and/or may write things down wrong. In some cases, writing is a slow process. So when the note taker is still trying to write an important thing down, you (the GM) have already moved onto other things.

EXPERIENCE POINTS/ ADVANCEMENT

How a GM wants to have their player's characters advance is up to them. Some will want to make use of the classic Experience Point (XP) system. Others prefer to use Milestones.

EXPERIENCE POINTS

Things are kept simple. To "level up" a character, players need to gain 100xp. Game sessions should typically award up to 10xp for a normal session, and 20xp for a session that reaches an important story point. GM's may even wish to reward more XP depending on how a game session goes (often by 5pt increments).

Individual XP rewards should be avoided. Some GM's like to reward good Role Playing with extra XP to a player. But this is unbalanced, favoring those who have a skill in acting while those who do not possess the same level of capability. This can be seen as unfair, showing favoritism to a specific person or persons.

MILESTONES

Some GM's prefer to have characters advance when the players reach a moment in a story. Reaching these moments called "Milestones" grant 1 level of advancement. These moments are often important story moments. Not at the start of such moments, but afterwards. For example, arriving at a massive space battle where your group has a mission to infiltrate a powerful capital ship to disable it, is not the point where you give an Advancement. However, once the mission is over and things are resolved you would give an advancement.

MIX AND MATCH

You can even mix things up, using both XP and Milestones as a method to advance characters

quickly, something for shorter campaigns and fast leveling where you reward XP not for the end of a game session, but you would reward between 5-10xp at the end of each encounter, but then at Milestone moments you reward a whole level of advancement, with the characters retaining their current XP total. In this way A level 5 character, reaching a milestone moment with 80xp, would advance to level 6 and still have that 80xp.

ADDITIONAL REWARDS

While XP and Levels are how a character gets better at what they do, there are other ways besides XP or giving a level that characters can be rewarded. Finding credits, weapons, armor, special gear, or even making their own gear are all rewards that can be given.

A character that spends time making their own heavy blaster should be rewarded with that weapon after a time.

Another option can include a free Advancement (but not a major Advancement). A character that exercises all the time would potentially see some sort of benefit beyond level based Advancement.

Getting credits could involve gambling, investments that a character who is or was rich may have. Or it can be a job of some sort that you work when you're not out galavanting across the galaxy fighting for your life.

- During downtime, have the player make a roll for their character's profession/hobby. DS is set based off of a few factors:
 - **Untrained:** Attempting the roll untrained has a base DS of 20. You halve the amount of credits you earn for doing a job as well.
 - **Trained:** Rolls here have a base DS of 15.

- **A Regular Job:** If you are working a regular job (busting tables, selling stuff, a normal 9-5 type of job), beating the DS will reward you with a number of credits equal to your Level + your roll in credits for a day. If you work for a full month the reward is your level x30. A superior success allows you to increase multiplier by 5. A failure may mean that you did something that impacts what you earn for the day, reducing the multiplier by 5. A superior failure can result in you losing the job.
- **By the Job:** Here you take on work like hauling cargo, passengers, or otherwise earn credits based on the job. These jobs require 2 rolls, a roll to negotiate pay (the customer will set the base pay amount (starting at 100 credits or more depending on the job), and then a roll for the job itself.
 - ♦ **Negotiation:** A vs. roll, if you succeed what you earn increases by 5%. If you fail what you can earn does not go up. A superior success awards you 10%.
 - ♦ **Job Roll:** Succeeding at a roll vs. the base DS allows you to complete the job without complications, earning your agreed upon amount. A superior success can earn you a bonus (like an additional 5%). A failure entails some sort of problem that occurs that reduces what you earn (-5%). While a superior failure may have you earn nothing for the job because you really messed up. (Like getting your ship boarded by the Empire and having your cargo taken.)
- **Making & Selling:** Making items takes time, but selling them is a way to make credits. Doing this allows you to recoup the cost of making the item,

plus some extra. The extra is based on the skill roll you make, vs. the base DS. On success, you earn back the cost to make the item and earn a % above this equal to your level x2. A superior success has the % increasing by your level x3 instead. Failing allows you to just recoup the cost to build the item. A superior failure results in either the item not selling, or it sells for half its cost to make. Keep in mind that this method implies hand making things, not mass production or selling loot.

SELLING LOOT

When you buy something it often doesn't sell back for the same amount that you paid for. Looted items from opponents never sell for the same value that they might be bought at. As a rule of thumb, most items sold are offered 1/3rd their value. This differs if the item has any modifications or is a custom item. In these cases the item, which is typically of a higher quality than others, sells for 1/2 it's value.

In some cases the value is higher due to the rarity of the item. A lightsaber, for example, may sell for 3x it's value just because each is unique, or in addition to this owning one is a crime and as such to have one is a taboo and can make it all the more worthwhile to sell.

Negotiation on price to sell at is possible and not any different from that of how it is used for a Job.

Selling items can potentially get their full value with good rolls, adding a % to the value. And again, the more rare something is the better odds are you can negotiate for a higher value.

INSTANT DEATH

There will often be occasions when a character cannot avoid dying. This isn't always due to damage from an attack but can involve massive damage from the environment, situation, or -yes- a big attack.

Starship weapons, for example, are not things that body armor is designed to take a hit from. A glancing blow from a starfighter laser cannon may just take your arm off. A direct hit is death.

Massive Damage occurs when a situation is present where the damage dealt not only is above a target's Durability score, but exceeds it by more than 3x. For example, A character with a Durability of 12 is hit a falling boulder.

Because the damage from such an object is not just above a 24 but well beyond it you would consider it massive damage.

If the damage is just under the 3x limit then it simply inflicts additional Endurance/Injuries on a target (1 Endurance per 5pts over base Durability), per normal rules.

But once you go well beyond the 3x limit then a successful hit is going to result in instant death. There is no avoiding this unless you can somehow come up with a way that you can spend Destiny to avoid your pending doom.



DESTINY

Destiny is an important aspect for heroic characters and they are the only ones that get this...aside from the GM. There are two sides to this, what the player's have and what the GM has. Destiny allows you to alter the narrative of the story, to bend the flow of things in such a way that it benefits you. But The GM can do this too.

Characters each have 3 Destiny points, these refresh at the start of a game session. Points can be recovered if you roll a Superior Success, or do something particularly heroic or cinematic/cool. Players can spend Destiny for other players/allies if they want.

Points can be spent to do one of the following:

1. **Stave off Death:** Rather than making rolls to keep from dying, you can spend a Destiny point and automatically stabilize. But in doing so your character will be unconscious. A final strike from foe cannot happen either as they consider you dead. The exception to this is if massive damage is inflicted.
2. **Twist of Fate:** You are able to add something into the scene of the game that may not have been there before. This can be an item of some sort, potentially a weapon if it makes sense (you cannot just find a lightsaber laying around in a jungle). It can also be something less tangible, like a person you are interacting with remembering that they may owe you a favor or perhaps they suddenly see some marketable potential in your group).
3. **Superior Success:** This allows you to treat any normal Success as a Superior Success instead. If you roll a Superior Success but want to spend a Destiny point then you treat the result for the roll as being

even better. This can also turn a Failure or Superior Failure into just a success.

4. **Just a Flesh Wound:** You can spend Destiny to convert all Injuries you take from a Superior Success Attack into Endurance damage. If at zero Endurance you reduce the injuries by half (or to just 1).

The reverse of this is what the GM can do with their Destiny points. First, GM's get 1 Destiny point per player at the table +2. They can be spent to do one of the following:

1. **Counter Destiny:** Only usable if a villain is present, countering Destiny happens when you wish to counter a player's Destiny point use.
2. **Great Escape:** Only usable on a villain or a high ranking NPC, the use of a point allows something to intervene in a scene that allows the villain to escape.
3. **Superior Success:** Just like what the players can do.

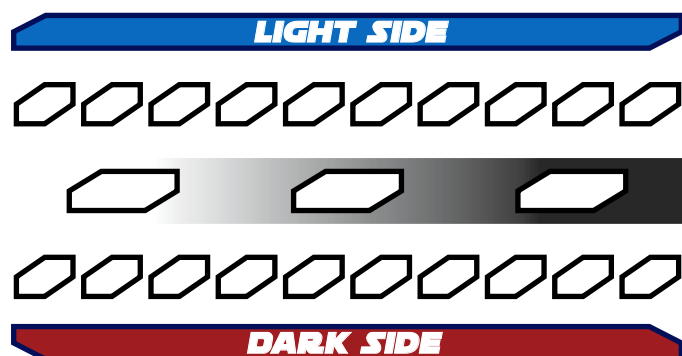
GM's are obviously more limited in what they can do. Villains are meant to meet their fate eventually, and while a GM should keep a villain and their high ranking cronies alive, it should always be for only a while. Players should feel a sense of accomplishment when they finally take down a difficult foe who has thwarted them or escaped their wrath.

More on what GM's can do with Destiny points is mentioned later in the NPC Section.

LIGHT AND DARKNESS

At some point players will need to deal with the Light Side and the Dark Side of the Force and how it influences not just Force user characters, but normal people as well. The Force is with in all living things and it affects people even if they lack the capability to use the Force.

Characters will have a Light/Darkness gauge. Think of this as a loose method of determining a character's alignment. This is represented with ten spots for the Light Side and ten for the Dark Side. But there is also a buffer between the two, your "Leaning" that helps act as a guideline for your actions moving forward.



Players can decide if they are in the grey, leaning toward the light (left), or the dark (right), or they may be more fully into one path or the other.

LEANING (GREY AREA)

The middle area represents in what direction you lean. In the middle means that your balanced in your decisions between Light and Darkness. Moving to the left or right shows your inherent choices toward doing good or bad.

There is no mechanical effect here and is meant to be a general guideline for how characters "lean" toward one side or the other.

LIGHT SIDE

Once a character moves into the Light Side they establish themselves as someone who does good. This isn't to say that you can't end up doing bad things. For a normal person, being in the light shows your pentiant for being a morally good person.

The gauge shows how likely your character is to doing bad things or morally questionable things. Essentially its a way to gauge how likely you are to break your word, set aside values/ morals that you live by for the sake of doing something that must be done.

For a Force user it also shows your strength in the Light side of the Force. Here the score give a bonus to Force rolls made to use Light Side powers, and a penalty to attempts to use Dark Side powers or Dark Side aspects of powers. Your score can also provide a bonus to rolls made to resist Dark Side powers.

DARK SIDE

Functionally the opposite of the Light Side, it shows your capacity to compormise your morals or the morals of society, or your capcity to do bad things. Your score here a also adds to your use of Dark Side powers but is a penalty when using Light Side powers. However, the score only adds to the harm you can do, it provides no bonus of Resilience to defend against Light Side powers.

BALANCE

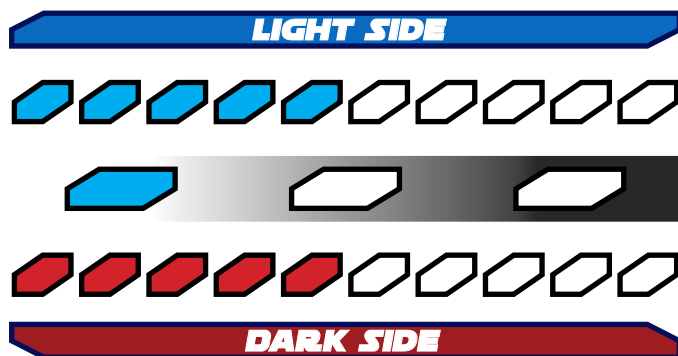
Actions by characters can result in gaining of Light Side or Dark Side points. One point does not equal one increase in the gauge. Instead it takes 5 points to increase the gauge in one direction or the other by 1 Level.

You can only have 5 Levels in both gauges. After this you must lower one gauge before you can increase the other. This is done by sacrificing

one level of a gauge to be able to increase the level of the other.

Here is what this looks like:

In the Example below our character leans toward the Light in their decisions (The grey area). Our progression of actions has not only resulted in increasing our Light Side Level, but also our Dark Side Level. At this stage we are maxed in balance.



Because we still lean toward the light still, even though we have done some bad things, our character has decided that they want to "Atone" for our actions.

Atonement involves coming to terms with the things you have done and wanting to do better. This takes time, where you reflect on your actions (often a day or so of downtime).

Here we remove 1 Light Side level to remove 1 Dark Side Level.

Now From here I can eventually improve my Light Side up to 6 Levels. But the second my Dark Side Level increases to 5 again, I immediately lose that 6th level in the Light. This is called "Corruption."

Now let's say I keep doing bad. The GM may force my Leaning to change to Neutral or even toward the Dark. But now things work a bit

differently as you can guess. Falling to the Dark Side is easy. Each Level of Dark Side you get beyond 5 automatically lowers your Light Side level. There's no sacrificing anything - it just happens.

HOWEVER - you can also choose to give into the Dark Side sacrificing any levels in the Light Side you have to increase your Dark Side levels by 1.

Lowering your Dark Side score once it is above 5 is difficult. Here you cannot simply atone through acceptance. Here you must atone through actions, fighting against your changed nature. The more significant your actions, the more Dark Side levels are removed.

These actions cannot be anything like just giving food to the poor. Some things may take time and some actions require you to sacrifice.

Darth Vader, for example, could only wipe out his Dark Side levels and shift back to the Light Side through self sacrifice - his life for that of his son, and more than that he confronts the evil that has manipulated everything and everyone. And after years of being his pawn, it is Anakin - not Vader - who puts an end to that evil.

One part of how this happens is through Luke's player holding onto a Destiny point to so that he can use it to alter the narrative of the story. It's only possible since he was also Anakin's player originally and had planned for the son to redeem the father. (If you put the film events into a game play format.)

DOWNTIME

Players will eventually find themselves with some free time in between adventures or when traveling between places. These spots of calm are what we call Downtime, and they are opportunities for characters to heal, making things or modify things.

The time it takes to do some tasks varies. Modifying a weapon or armor can often take an hour or two. Making something from nothing can take hours or days depending on the tools you have at your disposal and how complex it is.

Rolls are not always needed as long as you have the time and resources to do something. Repairing armor and maintaining your weapons is considered a part of your basic down time, taking at least an hour or so to do.

When rolls are called for the DS starts at a base of 6. Making a weapon or armor see's the DS increase based on the Damage score or the

Armor bonus for the armor. Taking more time (using a larger clock) can make this roll easier but comes with the need to make multiple rolls.

At a minimum, Downtime should be more than just 1 hour and should be several hours to a day or more depending on the context of the story. In some cases, like in the films/TV shows, travel time is glossed over with ships leaving at one point and then arriving elsewhere. Sometimes this shown with a transition from one scene to the next. In other cases you get a glimpse of what the crew of a ship may be doing while traveling.

As such, give players a the opportunity to have downtime activities and leave it up to them if they want to explore the activity or to gloss it over as you transition to the next big scene.

(Spending days making a custom blaster doesn't mean you have to make each attempt it's own scene.)

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CHAPTER 05



STARSHIPS AND VEHICLES

IT MAY NOT LOOK LIKE MUCH, BUT...

Starships & vehicles form the second layer of game play. A big part of Star Wars is getting from point A to B, and occasionally getting to shoot it out in space.

Star Ships, and some large vehicles, are more than just transportation and can become a mobile home for characters.

In this section we will cover the minimalized approach that comes with vehicles. In past games, a large stat block is often given to vehicles, but here a vehicle and it's operation is more about how it is described than what it has mechanically. There are still stats for the vehicle, but its kept far simpler than a normal character.

VEHICLES STATS

Vehicles come in a variety of different sizes with those sizes being defined differently from that of the sizes used for characters & NPCs. A vehicle's size gives it some basic stats that help to flesh out what it is. After this, traits help to further define the vehicle. And of course there are the weapons of the ship.

Part of the reason for this is that vehicles have more mass than a person and are additionally more durable. Most normal weapons cannot really damage vehicles, with a few exceptions.

VEHICLE STATS

In some ways, vehicles can be like characters, they have their own stats to some degree. The only thing about vehicles is that they do not operate on their own as the players will take up positions on the ship when an encounter ensues.

Aside from a few important stats for the ship, most of what makes up a ship is down to how it is described in addition to traits that help with describing how a vehicle functions.

ACQUIRING A VEHICLE

Players will not often start with a vehicle, they will typically gain one as the game progresses. This can be via buying one with well earned rewards, or getting one as a reward. However players should keep in mind that vehicles are rarely modded the way they want them to be when they first get them.

Making an escape with a crime lord's personal ship means that its modded how the crime lord wanted and it may take some time before the players can get the starship the way they want it.

If players are starting off as a group that has worked together in the past, having some history under their belts already (in other words, they are starting at a higher level) then it's safe to assume that they should already have a vehicle or two at their disposal.

As for vehicle value, the values of vehicles are kept vague like with other gear so it's up to the GM to give a decent rarity value to a vehicle using a few guidelines that will be present to help with this.

TYPE

Vehicles are all of a specific type. This trait forms the basis of what the vehicle does. A vehicle with the Type of “Bike” is typically a 1 or 2 person vehicle that provides no cover to the people riding it. But it’s also important that a vehicle’s type is clarified. Putting bike, or car down isn’t good enough.

A “Bike” would be better typed as Speeder Bike, or Wheeled Bike, or Kid’s Speeder Bike which could also be described as a Light Speeder Bike. The type of a vehicle should help with visualizing what function the vehicle serves.

Starships also need the same clear definements. A starfighter, for example, is more explainitory than starship. Likewise a freighter can be better defined as a light, medium or heavy freighter.

Below are various vehicle types and explanations on what the type entails.

Vehicle Types	
Type	Description
Bike	<p>A vehicle of this type is small and often carries only a single person, with the potential of one passenger. They are rarely covered allowing for a person to easily/quickly get on the bike.</p> <ul style="list-style-type: none">• Light: minimalistic bike, often having very simple mechanical peddles or very basic repulsors and engine. These are not often capable of going too fast.• Standard: Typical motor bike or repulsor style bike.• Sport: Like a typical version only known for it’s speed.• Heavy: A bike with some heft to it, often slower than others but capable to traveling longer and is over all more durable.• Speeder: A definition of how a vehicle travels, not using wheels but uses repulsors. It has an altitude of only a meter or so allowing it to ignore certain obstacles.• Water: The bike was built to function ontop of water (like a jetski), sitting on top of the water and not via repulsors.• Submersible: The bike was built to work underwater.
Car	<p>A vehicle of this type is larger than a bike and often holds at least two people. It is either open air or covered depending on the type of car.</p> <ul style="list-style-type: none">• Convertible: The car has a top that retracts. This means that a car can provide “Full Cover” or 3/4 Cover with the top down.• Open Air: The car has no top and is otherwise an open air vehicle providing only 3/4 cover to the driver/passengers.• Sports: The car is built for speed.• Heavy: The car is slow but durable or reliable depending on the car, often it can carry more people (like a limo).• Ground: A definition that implies that the car has wheels and is in contact with the ground.• Speeder: A speeder based car is not much different than a speeder bike, ignoring some obstacles and having an altitude of only a meter or so.• Air-Speeder: A speeder capable of flight aside from being able to act as a normal speeder.
Truck	<p>A bigger vehicle over that of a car, typically. Trucks come in a variety of sizes but their purpose is to haul large quantities of materials around...and people when needed.</p> <ul style="list-style-type: none">• Trucks make use of the same additional types as cars.
Transport	<p>A bit different from a truck, transports are vehicles that are typically used for mass transportation. Some versions are troop/ personel transports and are armed with weapons and often possess shields and can fly in space. But many lack hyperdrives. Some others do have hyperdrives, but are often more specialized in their use. Shuttles are one example of a transport. These can also have the same additional types as cars/trucks.</p>

Vehicle Types

Type	Description
Fighter	<p>One of the smaller types of spaceships (typically), Fighters are far more maneuverable and faster than larger ships. They often only carry one person but could have a few people in cramped quarters to do specific jobs.</p> <ul style="list-style-type: none"> • Atmospheric Only: These are not capable of achieving escape velocity from a planet or functioning in space. • Interceptor: A highspeed ship that lacks the same defensive/fighting capabilities as other fighters but makes up for it in pure speed. • Bomber: A type of ship used to drop high explosives over an area. Often used on planets or against capital ships. • Assault: This type of ship is often called an anti-capital. They pack larger weaponry than normal fighters, but lack the ability to engage in proper dog-fights with other fighters. • Heavy: A heavy type of fighter is one that often has a crew of more than one or two people. They are slower and less maneuverable but are far tougher and often have more weapons. Heavy cannot be combined with Interceptor. • Water: Most ships can land on water and float if you are clever enough to do the right things. Or modify the ship for this purpose, (Mon Calamari ships are capable of this). Ships built just for this only are more traditional boats and have the tag of "Only" at the end of the trait. • Submersable: A rare trait for a starship, (Mon Calamari ships are capable of this), the ship can function underwater as a submarine. Ships built just for this only are more traditional boats and have the tag of "Only" at the end of the trait.
Yacht/ Gunship	<p>A vehicle that is similar to transports. Yachts tend to be like small mobile homes. They aren't really good for transporting good and are more just a place to live and travel in. Gunships, on the other hand are not dissimilar in size, but tend to have less frills and boast weaponry to combat fighters and other ships.</p> <ul style="list-style-type: none"> • Atmospheric Only: These are not capable of achieving escape velocity from a planet or functioning in space. • Heavy: A heavy yacht is larger and less maneuverable than a normal yacht, often these yachts hold many passengers. With gunships the vehicle is often more heavily armored and might function as a mobile base of operations for a squad of soldiers. • Water: Most ships can land on water and float if you are clever enough to do the right things. Or modify the ship for this purpose, (Mon Calamari ships are capable of this). Ships built just for this only are more traditional boats and have the tag of "Only" at the end of the trait. • Submersable: A rare trait for a starship, (Mon Calamari ships are capable of this), the ship can function underwater as a submarine. Ships built just for this only are more traditional boats and have the tag of "Only" at the end of the trait.
Freighter	<p>A vehicle designed to haul cargo, often capable of handling more cargo than other ships of a similar type and having more space to be modified.</p> <ul style="list-style-type: none"> • Atmospheric Only: These are not capable of achieving escape velocity from a planet or functioning in space. • Light: A light freighter tends to be more of a casual freighter, one better used for living space with a thought to occasionally transporting goods. Or it's specialized in what it hauls, outfitted specially for only certain things. Or in some cases makes use of external cargo carrying capabilities (docking a cargo container to the vehicle). • Heavy: A heavy freighter is built to haul massive amounts of cargo, often hundreds of tons in one go. • Super Heavy: These are massive freighters that can haul thousands of tons of cargo, and are the type of freighter used for transporting large amounts of resources between planets. These ships boarder on being capital ships and often have holds that allow them to carry shuttles and other smaller ships. • Water: Most ships can land on water and float if you are clever enough to do the right things. Or modify the ship for this purpose, (Mon Calamari ships are capable of this). Ships built just for this only are more traditional boats and have the tag of "Only" at the end of the trait. • Submersable: A rare trait for a starship, (Mon Calamari ships are capable of this), the ship can function underwater as a submarine. Ships built just for this only are more traditional boats and have the tag of "Only" at the end of the trait.
Capital	<p>A vehicle that is large enough to have dozens or up to thousands of beings as crew fall into the broad type of capital ship. These are typically military ships, boasting extensive weapons, shielding to deflect the weapons fire of most lesser weapons, and are often slow moving or ponderous. Attacks on Capital ships are on sections rather than the ship as a whole.</p> <ul style="list-style-type: none"> • Atmospheric Only: These are not capable of achieving escape velocity from a planet or functioning in space. • Corvette: The smallest of capital ships, covettes are often fast and more maneuverable than other capital ships. • Light Frigate: The next step up, from a corvette, they are larger and boast more firepower and defensive measures, and are often used as scouting ships. • Frigate (Standard): Up from the light version, they often act as support to larger ships. • Heavy Frigate: Moving up from a standard frigate, heavy frigates are heavily armed and have powerful defenses.

Vehicle Types

Type	Description
Capital (Continued)	<p>A vehicle that is large enough to have dozens or up to thousands of beings as crew fall into the broad type of capital ship. These are typically military ships, boasting extensive weapons, shielding to deflect the weapons fire of most lesser weapons, and are often slow moving or ponderous. Attacks on Capital ships are on sections rather than the ship as a whole.</p> <ul style="list-style-type: none"> • Light Cruiser: A more heavily armed ship than a Light Frigate and are generally a bit larger. • Cruiser (Standard): Even larger, many Star Destroyers type of ships fall into this type. • Heavy Cruiser: Far larger than normal cruisers. Many of the iconic star Star Destroyers (The Imperial Class) fall into this type. Dreadnoughts are an additional type of heavy cruiser, though they are often better equipped for combat than standard heavy cruisers. • Super Cruiser: Going beyond the sizes of even heavy cruisers, super cruisers are essentially flying cities or very mobile space stations. Attacking and damaging a super cruiser is often akin to attacking a city.
Station	<p>Unlike any normal vehicle, stations are often not mobile, though some like the Death Star, or the Droid Control ships are mobile enough to be able to get from one system to the next as well as to get into orbit around a planet, but they are not maneuverable and damaging them is all but negligible. Destroying one of these often requires finding a weakness that would cause it to blow up.</p>

NAME

Some vehicles have names, often ones given by owners who are fond of the ship and want to call it something over than it's make/model. Most small personal vehicles are not given special names, while starships are as they are far more personal. Players should work with each other to create a ship's name that everyone likes.

MOVEMENT

Vehicles all have different speeds of movement, but in play things need to be more measured out. Movement for vehicles is kept in very simple terms and some vehicles have limits on their speed, a max speed. Speed also comes with some benefits and drawbacks, that is when you are moving fast you are hard to hit, but it's harder for you to hit anything in turn (unless moving in a straight line).

Ground vehicles tend to move slower than flying vehicles, having KPH (Kilometers Per Hour) in only the low hundreds. Flying vehicles obviously move faster, but they often have nothing on space capable vehicles that can achieve escape velocity, never mind going to Lightspeed and then jumping to Hyperspace.

IN COMBAT AT PERSONAL LEVEL

Normally, outside of a vehicle, beings move using Range bands. But in a vehicle this isn't always a good way to measure movement. For ground vehicles and certain flying vehicles that slow down to engage ground targets, movement is lowered to something manageable.

A move action with a vehicle at character level allows you to move between Adjacent to Mid Range. More actions then extend the range out by one step each.

But moving more or faster changes the encounter into a Chase.

CHASE

This is an event where vehicles chase after each other. One or more vehicles are the chasers and one or more vehicles are the one's being chased.

The goal of this event varies depending on what is wanted. In some cases this is a "Dog Fight" where the goal is to jockey for position to shoot down an opponent.

Movement in a chase is mercurial, always

changing depending on what the player driving wants to do. Players describe what they want to try and do to the GM who then has an opponent(s) make an opposing roll.

Succeeding allows the vehicle to be moved how the player wants, with the exception if the vehicle is not physically capable of moving in a certain way. Failing, of course, results in the opponent moving into an advantageous position or performs some other action to counter that of the players. Range bands are still used, but as a more abstract method of figuring distance.

Now, on a mat with miniatures, movement it's just as mercurial though it's best to pull back the scale a bit to better represent the space. Normally scales for mats is 1 square/hex/inch is 3 meters. Pulling back further can involve 1 square/hex/inch now being equal to a 6 meter area or even further to a 1 equals 9, and so forth.

But scale is only there for helping to draw a map out when you want to show where buildings and other obstacles lay.

With a map/mat your rolls let you move where you intend to, but in terms of distance this is not by massive leaps in distance typically, for that you need open space to use superior speed to evade a foe.

GM's should think of this as a few spaces (2 to 4), to several spaces (4 to 8).

Also, Chases often make use of "Clocks" as a method to determine when the Players manage to escape a foe. An exception is when a chase is more of a combat encounter like a dogfight where the purpose isn't to escape but to best your foes.

FORMS OF MOVEMENT

All vehicles have some forms of movement, some being well suited to certain situations. For example, the Juggernaut tank was an armored transport that had ten massive wheels on it. The benefit of the wheels was due to the size of the vehicle, in that it could crush foes it drove over as well as knocking down foliage to allow a path for ground troops. It was also far faster than the AT-TE's (All Terrain Tactical Enforcer) used during the Clone Wars.

- **Wheels:** Wheels grant stability to a vehicle, making them more resistant to being pushed or moved by other non wheeled or legged vehicles. Granting a +5 to rolls to resist being forcefully moved. However, wheels often make a vehicle more susceptible to adverse terrain.
- **Walker (Legs):** Some vehicles make use of legs to move about. Legged vehicles have a few benefits. First, they can traverse very difficult terrain and sometimes can even move vertically along a surface if it is specially equipped (AT-TE's could do this). They are difficult to knock over as the legs often can move to stabilize the vehicle from a fall (+5 to rolls where they are a benefit). However, they move slowly, often at the same speed as how people walk or run, and anything binding the legs will result in the vehicle falling over and often requiring assistance from another vehicle to get back up (AT-TEs could get up since they had more articulate legs than the later AT-ATs).
- **Floating:** Applicable to boats and submersibles that can move on water.
- **Submersible:** Applicable only if a ship moves underwater.
- **Repulsor:** Capable of hovering around a meter or two off the ground, being able to ignore some forms of terrain problems, but are at a draw back against being

forcefully moved (-5 to rolls).

- **Flight:** Standard for many vehicles, flight alone implies the vehicle can fly in an atmosphere. If a ship is capable of operating in space then flight will note “space” with it, meaning the ship can achieve escape velocity from a planet.
- **Lightspeed/Hyperspace:** These go hand in hand as you have to go to lightspeed before you can jump to hyperspace. Simply put, lightspeed alone will let you travel in system over the course of weeks. Hyperspace, however, makes traveling faster, with a multiplier that essentially determines your speed, reducing the days or weeks it takes for you to travel.

SIZE

A vehicle's size will impact everything it does. This includes how maneuverable the ship is. In some cases the size will offer a benefit, but in other cases it will offer a penalty.

Vehicle Size	
Size	Description
Small	<p>The vehicle is small, often limited to only 1 pilot and potentially 1 passenger. It can potentially occupy a 1 meter to 2 meter area.</p> <ul style="list-style-type: none">• Modifiers: +/-0.• Cargo Capacity: is a score of 0.5 to 1 (that is it can carry up to 226kg/500lbs or 1 metric ton/1.1 tons).
Average	<p>A vehicle of this size falls into a range of what some would call common sizes. They too also carry at a minimum of 1 pilot, but can have one or a few more passengers or are capable to handling more cargo. These vehicles tend to occupy between a 3 meter area up to a 10 meters.</p> <ul style="list-style-type: none">• Modifiers: +/-1.• Cargo Capacity: is a score of 1 to 10.

Vehicle Size	
Size	Description
Big	<p>A vehicle at this size will often carry the normal pilot and by now usually a copilot or at least two or more passengers. These vehicles tend to occupy between a 10 meter area up to a 20 meters.</p> <ul style="list-style-type: none">• Modifiers: +/-2.• Cargo Capacity: is a score of 5 to 50.
Large	<p>A vehicle at this size will often carry the normal pilot and a copilot or small crew with the capacity for more depending on internal space. These vehicles tend to occupy between a 20 meter area up to a 40 meters.</p> <ul style="list-style-type: none">• Modifiers: +/-3.• Cargo Capacity: is a score of 50 to 100.
Huge	<p>A vehicle at this size will often have a crew that at least consists of a pilot, copilot but usually has a crew in addition to potential passengers. These vehicles tend to occupy between a 40 meter area up to a 80 meters.</p> <ul style="list-style-type: none">• Modifiers: +/-4.• Cargo Capacity: is a score of 100 to 1000.
Massive	<p>A vehicle at this size will always have a crew, often broken up into sections of the ship (bridge crew, engineering, etc). These vehicles tend to occupy between a 80 meter area up to a 200 meters.</p> <ul style="list-style-type: none">• Modifiers: +/-8.• Cargo Capacity: is a score of 1000 to 3000.
Gargantuan	<p>A vehicle at this size will always have a crew, often broken up into sections of the ship (bridge crew, engineering, etc). These vehicles tend to occupy between a 200 meter area up to a 500 meters.</p> <ul style="list-style-type: none">• Modifiers: +/-12.• Cargo Capacity: is a score of 3000 to 6000.

Vehicle Size	
Size	Description
Colossal	<p>A vehicle at this size will always have a crew, often broken up into sections of the ship (bridge crew, engineering, etc). These vehicles tend to occupy between a 500 meter area up to a 2,000 meters.</p> <ul style="list-style-type: none">• Modifiers: +/-16.• Cargo Capacity: a score is no longer truly applicable as it can easily carry well over a 6,000 score.
Enormous	<p>A vehicle at this size will always have a crew, often broken up into sections of the ship (bridge crew, engineering, etc). These vehicles tend to occupy well over 2,000 meters. Some vehicles at this stage stop being vehicles and are more mobile towns or space stations.</p> <ul style="list-style-type: none">• Modifiers: +/-20.• Cargo Capacity: a score is no longer truly applicable as it can easily carry well over a 6,000 score.
Immense	<p>A vehicle at this size is not really a vehicle anymore and is more of a flying city. It's size is well beyond even 5,000 meters and encompasses what many call the "Super" class of vehicles or planetoid vehicles (the Executor & Death Star respectively).</p> <ul style="list-style-type: none">• Modifiers: +/-24.• Cargo Capacity: a score is no longer truly applicable as it can easily carry well over a 6,000 score.

MODIFIERS

The size of a vehicle has a modifier that impacts actions taken with it or against it.

When making an attack against another vehicle you compare the size difference. Smaller vehicles have an easier time hitting larger targets. As such the modifier of the defending vehicle subtracts the modifier of the attacker. So an Average ship (+/-1) makes an attack on a Huge ship (+/-4). This means that as it's size is a hinderance against a smaller ship, as it is

making the attack, 4-1=3. As there is a size difference in favor of the smaller ship it means that the bigger ship will have a penalty of some sort. This can apply as a -3 to it's Guard Score, or you could give the attacking ship a +3 instead of it's +1.

Now the other side of this coin is that larger vehicles can take more punishment from smaller targets. With our example still, when hit by the attack they get to increase the ship's Durability by 3.

Finally there is the reverse of this, when our larger ship attacks the smaller. Here our smaller ship is harder to hit, getting a +3 to it's Guard Score or the attacker has a -3 to their attack roll. However, if they still hit then the smaller ship has a -3 to their durability.

CARGO CAPACITY

This is an amount of metric tons that a vehicle can carry. The amount can be specific to the ship you want as you want to emulate a specific classic ship, or it can be fairly generalized. The rating implies the use of Metric Tons, though GM's may also prefer to use Tons and Pounds instead of Kilgrams/Metric Tons without needing to change the rating.

Eventually a vehicle's Cargo Capacity will be a negligible thing, as it's effective rating is so high that it's maximum is an unimportant factor to the ship as the ship itself is in the upper heights of size.

Ships cannot be typically overloaded. Once you go over a vehicles max capacity it will use more fuel, take a penalty to any rolls made to pilot it (-1 per 5% over (that is up to 5%)). Movement isn't overly impacted in space, but on a planet every 10% over reduces speed traveled by a similar percentage (or simply forces you to use 2 to 3 actions to perform 1 move action).

MANEUVERABILITY

Some vehicles are more maneuverable than others. This can be via better thrusters, more efficient means of routing power, highly responsive controls or other means. Here, players or the GM can add Capability traits to the ship that pertain to its maneuverability. Like with such traits for players, these can grant a +1 bonus to actions taken when maneuvering a vehicle in addition to defining how something happens.

Standard thrusters, for example, are all well and good, but if you had "Ion Thrusters" as one of your maneuverability Traits then you not only get that +1 but you help to define that your ship is just that little bit faster than others lacking similar thrusters.

STRUCTURE & INTEGRITY

Even vehicles need to be able to track the damage that they can take. This is via the vehicle's Structure. This functions much like a character's Endurance where damage reduces your vehicle's Structure. Once a vehicle's Structure is reduced to nothing, the ship will start to suffer various harmful effects that are treated as Injuries for the ship.

A vehicle's Structure is fairly simple to determine. The size of the vehicle determines its base Structure, starting with a 5 + 10 per step up in size.

Where the damage occurs with larger ships is up to the story telling. But as the ship takes damage to its Structure it also runs the risk of suffering damage to its Integrity.

In this way, ships are like characters. Integrity damage comes with Superior Successes as normal, but there are other ways to get them, including via Massive Damage, anti-capital ship

Integrity Damage

Below are some examples that can be used of damage that a vehicle can sustain. How they apply is often based on how they are described.

Item	Description
Hull Breach	Applicable if a vehicle has an interior. A hull breach impacts life support causing a vehicle to lose oxygen & heat to a section. This is less a problem in an atmosphere but a severe problem in space.
Sensor Damage	The vehicle's sensors are damaged, affecting how easily the vehicle will be able to detect things beyond the pilot's normal vision.
Power Loss	This impacts a lot of what a ship does. Damage is reduced, sensors are less effective, Shields lose strength, and this vehicle is less maneuverable.
Thruster Damage	The thrusters or propulsion system of the vehicle is damaged and imposes a penalty to actions taken with moving the vehicle, and will impact its overall speed out of combat.
Life Support	The ship's life support systems are reduced, imposing a penalty to actions taken by any living thing on board the vehicle. Eventually, a total loss of life support can result in unconsciousness and then death.
Controls	Damage to a vehicle's controls impacts its ability to maneuver and be controlled.
Weapon Damage	The vehicle's weapon or one of its weapons is damaged or destroyed, reducing the vehicle's offensive capabilities.

weapons, or AOE weapons (bombs or missiles that do extensive damage over an area rather than precise damage like with standard lasers and are a bit different in vehicle combat with larger vehicles).

The specifics of vehicle weapons are explained later.

DURABILITY

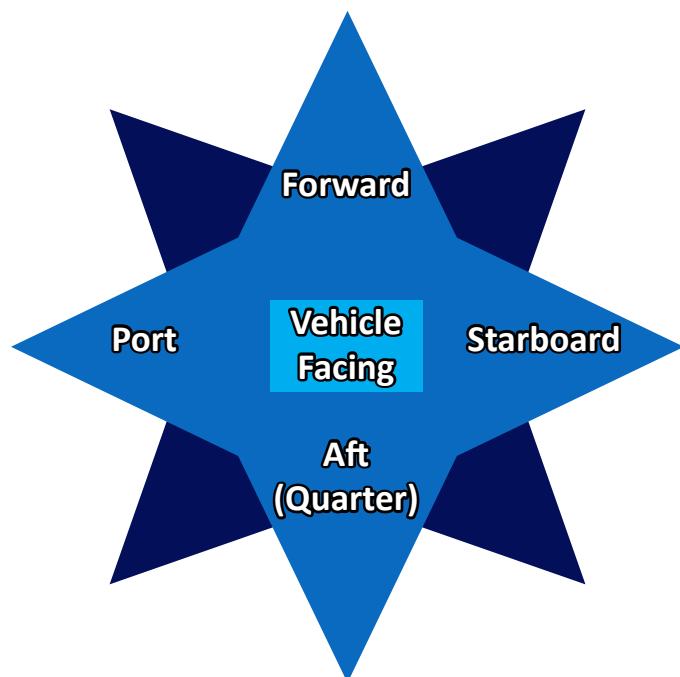
The other side of a vehicle's capacity to take damage is its ability to resist damage. And the bigger a vehicle is the more difficult it is to inflict any meaningful harm on it.

A vehicle's base Durability starts at 8 and for each step up in size that a vehicle is above the first, this increases by 8.

SHIELDS

Not all vehicles have shields. Most ground vehicles lack shields as shields not only require a lot of energy, but a certain amount of clearance around the ship that would keep it from moving while the shield is active. As such, most atmospheric vehicles that aren't airspeeders lack shields.

Vehicles with shields can often alter how they are projected. Standard use has the vehicle's shields being all around the ship. They can then "angle" the shields along one of four directions doubling its efficiency along that vector at the expense of the other side. So, if shields are angled forward, then the aft of a ship is left



vulnerable (unshielded).

Shields, unlike.

- **Shield Points:** A vehicle's shields are a pool of points that you deduct damage from. Unlike with normal damage where if it exceeds your durability you take a point of Endurance damage (or more). Instead the shields soak the actual result of weapon damage in a more classic form.

Vehicle shield points start with a base of 50 for the first 2 size groups. After this the amount increases to 100 for the next two size groups, then to 200 for the next two and then 300, 400 and so on. Traits that could augment shields, such as "Military Shields" grant an extra 50pts.

- **Durability:** Shields reduce the damage of an attack by 5pts x its size.
- **Angling Shields:** A trick with shields is that you can angle them along one of four directions of facing. This doubles the efficiency of the shields along that vector. This doubles the Durability of your shields along that facing, but you lose shields on the opposing facing. Thus if you put angle shields Forward, then the Aft of the vehicle will be vulnerable having no shields.
- **Recovery:** A vehicle will recover its shields over time. This is a number of points equal to its size x 5. This can be increased by routing power from other places, often losing in speed or weapon damage to recover shields faster. A ship's speed (its kph) is reduced by 10% or more to increase shield recovery by 5pts. With more abstract figures of speed, the 10% can instead be seen as a -1 to a pilot's rolls to maneuver the ship. With weapons, the weapon takes a -5 to damage to give a +5 to Recovery. Superior Success rolls from clever characters working as engineers for

the ship, could find other methods to rout power, allowing for improved Recovery. Traits geared toward shield recovery is also a method of improving your vehicle's recovering (a single trait improves the amount by 5pts). On their own, Shields recover at the start of your turn.

CREW & PASSENGERS

This can vary from vehicle to vehicle with most vehicles under the Massive size needing only a small crew or at a minimum a pilot to operate. While many known types of ships in the Star Wars universe have listed numbers of crew required to operate a vehicle, as well as passengers that it can transport, a basic guideline is needed for other vehicles that the players can have.

MINIMUM CREW

For vehicles that are 20 meters in size or less, they often need only a pilot to be operated properly. Additional crew stations can exist in a ship, and filling these positions helps if anyone is available. After this, the bigger the vehicle the more people are needed to ensure it operates properly.

As such, as long as a vehicle is under 50 meters in size then its minimum is around 2-4 people.

After 50 meters you should add 1 additional required minimum crew per 10 meters.

At 100 meters this changes to being roughly 10% of its size/length in people.

At 500 meters this increases to around 15% of its size/length in people.

At 1000 meters this increases to around 25% of its size/length in people.

In terms of what constitutes crew, this would be

anyone who is apart of the vehicle's function, and not additional personel like diplomats, guards/soldiers, or passengers. The optimal crew for such ships is often 15% higher than it's minimum.

PASSENGERS

This extends beyond the needed crew for a ship and includes not just actual passengers, but additional personel or Support Personel that are brought along. Support Personel often includes Diplomats, Soldiers, vehicle support crew and others as may be called for.

Exact numbers for Passengers and Support Personel can vary with this as well, but often is akin to 25% to 50% of the vehicles length, or even 100% or even more (we're talking up hundreds of thousands of people for some vehicles like a Super Star Destroyer) when vehicles have not just length, but have multiple decks along it's length to better house all those riding along.

Any exact number for passengers is primarily a description as additional passengers can fill cargo space of a vehicle (roughly 3 to 4 people per ton), though tonage does not equal space.

LIGHTSPEED & HYPERDRIVE

Lightspeed is something most star ships can jump to, and is necessary for a ship to be traveling at in order to enter hyperspace. It should be noted that only space faring vehicles can be capable of jumping to lightspeed and then entering hyperspace.

The hyperdrive for a vehicle comes with a "class" that denotes how fast the ship can be propelled through hyperspace. Most ships possess 2 hyperdrives, the primary and backup (which is smaller and often is a class 20 to class 10). The higher the drive class the slower it travels in Hyperspace. Basic starting scores are

a x4 for the primary, and x20 for the backup.

So a Class 2 hyperdrive multiplies the time it should take to get some place by 2. On the other hand, ships can be modified to go faster by lowering the Class below a 1. The Millennium Falcon has a Class 0.5 drive, meaning that the number of days it takes to reach a destination is multiplied by 0.5...which essentially reduces the time.

Travel time between planets is never really explained, and the process of doing so is typically considered “downtime” for the crew of ships. As a rule, the travel time for ships is all based off having a Class 1 hyperdrive.

Additionally, traveling time depends on if you are traveling to a new system within a sector of space, or if you are traveling to a new regions.

- **Deep Core:** Center of the galaxy, with a super black hole at it's center. It is full of stars, nebulae and other unusual things. It is a dangerous place and few beings explore it. Travel in region takes only 2 days of time. Travel to/from the Deep Core takes around 3 days.
- **Core Worlds:** The region encircling the Deep Core. It is home to many of the
- **Colonies:** The next region that encircles the Core Worlds. This region is also fairly wealthy due to high trade with the Core Worlds. Travel in region takes about 4 days of time. Travel out to the Inner Rim Territories takes about 5 days.
- **Inner Rim Territories:** Often referred to as just “the Rim,” this region is prosperous and still a source of colonization and growth. Travel in region takes about 5 days of time. Travel out to the Expansion takes about 6 days.
- **Expansion:** This region is full of many newer colonies. Travel in region takes about 6 days of time. Travel out to the Mid Rim takes about 7 days.
- **Mid Rim:** Far removed from the Core Worlds, the Mid Rim is what was considered to be the unofficial limit of the Republic & Empires political reach. Travel in region takes about 7 days of time. Travel out to the Outer Rim takes about 8 days.
- **Outer Rim Territories:** The largest region of the galaxy, the Outer Rim is considered



to be a mostly lawless region, with each system having it's own laws and governance in place, though in some cases this is via the control of criminal organizations. Travel in region takes about 8 days of time. Travel out to the Unknown Regions takes about 9 days.

- **Unknown Regions:** Mostly to the west of of the Galactic Map, when looked from above, it is a region full of hyperspace anomalies, storms, black holes and far more just in traversal hazards. As such, travel into the Unknown Regions is nearly impossible if you did not already posses some sort of map or hyperspace chart for traversing the place. The Jedi, for example, had a map to the planet Ilum where they had a templ and often took padawans to acquire their lightsaber crystals. Travel in region takes about 9 days of time. Travel out to the Wild Space takes about 10 days.
- **Wild Space:** Everything beyond the Outer Rim and the Unknown Regions is what's called Wild Space. There are planets that are inhabited, but Wild Space is not well charted let alone explored. Travel in region takes about 10 days of time. Travel back into the Unknown Regions takes about 10 days as well, though travel back to the Outer Rim takes 9 days.

Keep in mind that the travel time noted is that of going directly from one region to another on just one side of a map. Now lets say you want to travel to the other side of the map, but to the same region of space. This entails a series of hyperspace jumps across the map to the location.

The hyperdrive class then reduces or increases the time it takes to travel. Each class up from a Class 1 will increase the time by a multiplier equal to it's score. Thus a Class 10 backup drive will multiply the total trip by 10.

Going down in class works a bit differently. This works in 0.1 intervals up to 0.5, which is the fastest Class interval here, as was mentioned, essentially divides the time. So a 0.9 Class hyperdrive will take 10 days and cut it down to about 9. In essence you can say that each step down further reduces travel time by 1 day.

And all of this is meant to to be a bit abstract.

Plotting a course through hyperspace occurs by using a Navicomputer or Astromech. It typically takes these about 1 minute to calculate the course using known star charts and courses.

Or if you want to plot a faster course, you are looking at the process taking 10x longer, and requiring a Computer roll. The DS for this being a base 9 + the days for travel + the days of time you wish to shave off. Beating the DS allows you to shave off the time you wanted. Failing the roll means what you aimed for won't work, though you can try again and go for a lower DS.

Shared courses for faster routes are allowed and can be saved.

One rule though is that traveling always takes time, you cannot reduce time to nothing.

If the GM prefers more accurate time keeping for travel, break each day up into 24hrs as a galactic standard measurement of time. Then apply your Hyperdrive class against this instead.

So a 10 day trip from one region to another would be 240 hours. But a Class 0.5 hyperdrive will cut this time in half to 120 hours.

There is finally the issue of Lightspeed travel. Aside from it being used to getting to Hyperspace, if traveling only at Lightspeed, a ship can still take a long time to get to a planet within the system it is in. Figuring out the exact

numbers for this can be a pain. So here's a rule for the time it takes to travel by just Lightspeed. The time is calculated like if the x10 hyperdrive was used, except that instead of using the x10 you're going to apply a x20.

(The Millennium Falcon, with a broken hyperdrive, and a back-up not working either, took an unspecified length of time to get to Bespin. This time was glossed over, and it can be implied, via Luke's training, that weeks were spent in transit, which gave Luke time to train and improve his capabilities in the Force.)

VEHICLE DESCRIPTION

This entails more than just how your vehicle looks. For example, you may have an X-Wing, but is there anything else about it that identifies it as yours, like are there markings, does it have a different paintjob than what is standard? In some cases, that's all you need is to say what the ship is for describing how it looks.

But an important part of the process of describing a vehicle is also what is inside it. This would be the different sections of a vehicle. For some this isn't necessary, like with a speeder bike, or an airspeeder. But larger ships that act as mobile homes and such do require the distinctions.

Player's and the GM are encouraged to look up existing vehicles to get an idea on the sections that make up a vehicle. In some cases, damage to a vehicle can impact these sections, such as potentially being unusable due to a hull breach, or loss of power.

These sections should be places that are accessible to a person and not parts like wings, sensor dish, and so forth. Those are part of a vehicle's description.

VEHICLE WEAPONS

Many vehicles are not complete without a weapon or two. Many land based craft tend to have few weapons. Civilian craft often have none. Starships will typically have a minimum of one or two weapons depending on the basic set up. Of course, more weapons are often added later as the owner's of ships learn that the basic weapons of many vehicles aren't quite up to snuff.

Weapons for vehicles come in a few different types. Players can pick up traits for these weapon types if they want.

- **Light:** Light vehicle weapons are akin to the larger weapons that the players use (ones that often need to be mounted).
- **Standard (Combat):** These are the more typical weapons that built into a vehicle. This covers most laser cannons, ion cannons, and other weapons that are more common for dogfights than taking on capital ships.
- **Heavy:** Heavy weapons are often one of a few different varieties. They are either heavy ordinance like missiles, torpedos and bombs. Or they are larger emplaced weapons like turbo lasers.

MAGNITUDE

Vehicle weapons are not typically used on "soft targets" or people. This is often due to the fact that they are hard to hit, but direct hits or even indirect hits from some weapons are devastating to the point of completely disintegrating a person. Hits to soft targets with Standard and Heavy weapons are always treated as Massive Damage (see Instant Death). The only thing of note is when a vehicle fires down at a planet where it's gravity will work with the attack. An orbital bombardment generates magnitude, which applies AOE to attacks that can work at that range, or increases

the effective AOE of an existing attack by double. Most turbo lasers have an AOE effect of a Short range band on impact in space which is why they are so effective against other capital ships and devastating to smaller ones if they take a hit. But when fired into an atmosphere this jumps to Long range band.

This is why a single Star Destroyer can devastate a planet on it's own given enough time.

VEHICLE WEAPON TRAITS

Vehicle weapons also possess unique traits and will share traits with normal weapons as well.

AMMO SUPPLY

The weapon has a limited supply of ammunition. This is often around 6 shots per launcher. In some cases more can be held with the exact number differing based on the vehicle (bombers tend to hold more than just 6 bombs/missiles, often 12 to 40.)

Missiles are launched one at a time or two at a time if you have multiple launchers.

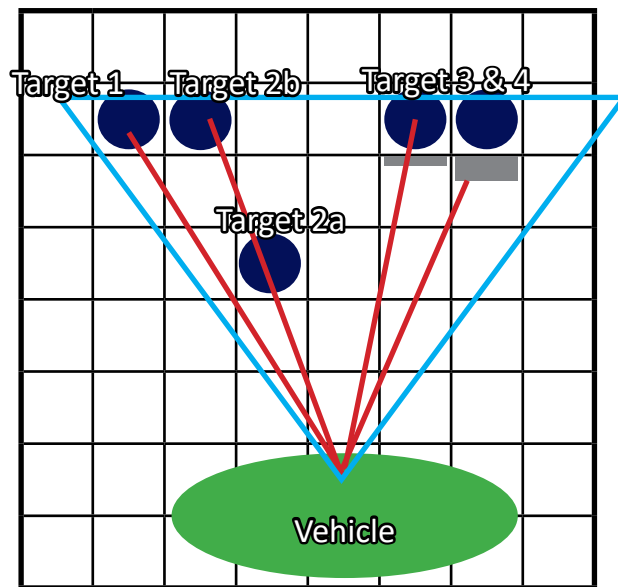
Bombs can be dropped in a controlled amount or all at once.

BEAM

A beam attack fires a laser affecting either a single target or multiple targets in it's path. Beams work as an AOE line, but that line can be interrupted by obstacles and other targets. The line can pass through targets so long as the damage is double the target's Durability.

Example Image: Lets say that the arc of fire for the beam is a cone from a semi fixed position. Target 1 is a single hit. Target 2a is hit & damage is 2x their durability so it passes through them to Target 2b. Target 3 has cover, but damage

is also 2x the durability of the cover. Target 4, however, also has cover but damage is not enough to exceed it or they have total cover.



BOMBARD

The attack blankets an area in damage. The user decides how many bombs are used. Each bomb has an AOE of long and when dropped they create an overlapping line of damage over an area that a single bomb cannot equal on its own, or a single massive area of damage when dropped in a single spot.

Flying and dropping bombs creating overlapping radius of explosions that form a line. Here damage is just doubled for one line over an area. Sometimes, if you are dropping two or more lines at the same time, which some bombers can, then that overlap multiplier increases further, by 1 per line created.

Now dropping all your bombs in one spot compounds the damage in one area, having the damage be that of the initial bomb with a multiplier put to it equal to the total number of bombs used.

ION

Ion attacks deal no physical damage to a ship, but a living being hit by an ion cannon is vaporized if they do not survive the damage. Damage rolled does not end with a reduction in Structure Points and the vehicle's normal Durability cannot apply against ion damage. Shields help, but their ability to reduce ion damage is halved unless a Trait is gained for protecting against ion damage. Likewise a vehicle can get a trait that also offers general resistance against ion damage (allowing this ship's Durability to apply normally).

When ion damage is taken, damage is compared to its Durability.

- If equal to it, then the crew of the vehicle takes a -5 to all actions with the vehicle.
- If the damage exceeds its Durability then it gains the temporary Integrity damage called "Ionized" which not only imposes a -10 to actions taken with the ship for its crew, the ship effectively is shut down. Purging the Ionized damage takes time. The larger the vehicle the more time it takes (1 turn per size of the vehicle). This is in addition to needing to make a roll against a DS of 6 + the current ion damage penalty (essentially 11 or 16, or more).
- Additional ion hits simply increase the penalty to rolls made to use the vehicle by 1. This should be noted down as Ionized 1 (for one hit), or Ionized 2 (for 2 hits) and so forth.

SLOW FIRING (Flaw)

While many vehicle weapons can fire rapidly, others do not. A slow firing weapon needs time to either charge up a shot, or it needs to be loaded in between shots, even if this process is automated, or in some cases there are a large number of steps that need to be taken before a shot is fired, due to safety limits or power requirements. (Such as with the super laser of

the Death Star.) Most slow firing weapons can only be fired one time per turn (noted as "1 per turn" typically). Others may need longer, taking a turn in between being fired (noted as "1 every other turn"). And after this the time increases to an additional turn (noted as "1 every 2 turns"), then it ups to a minute (noted as "1 per minute").

TARGET LOCK

The vehicle weapon can perform a special action called "Target Lock." Here, the user of the weapon spends a full-turn performing the target lock. This involves making 3 attack rolls for that turn without actually making an attack. This is different from Aiming. On the next turn, if the attack roll succeeds you treat the standard success as a Superior Success. If there is a Superior Success for the roll then the result is doubled.



WEAPON FIRING ARC

When a weapon is added to a ship (if it lacked them) the use of the weapon needs to be defined. Who is operating it, and how is it used? While weapons denote single or multiple operation this doesn't quite reflect how they are used. This comes with a notation of Gunner, Pilot, or Automated (implying the use of a droid or droid brain for its operation).

- **Forward:** A forward firing arc is typically operated by the pilot. Or their copilot if the pilot is too busy flying.

- **Full Turret:** A Full turret can move and fire in nearly any direction of the ship. The exception being that the turret cannot fire into the place it is mounted. This is a half sphere of movement in terms of visual representation.
- **Half Turret:** The turret is limited in it's range of fire in some way. This turret could have full 360 degree rotation, but it's upward/downward firing arc may be limited to that of a cone shape (like a tank turret).
- **Limited Fire Arc (Port/Starboard/Aft):** Some weapons have have an even more limited turret, firing along only a "cone" as it has limited motion and requires an opponent's ship/vehicle to be in that

arc of fire. (The Ghost, for example, is a starship with a small shuttle that is attached to the back of the ship. The shuttle has it's own cannons, but while apart of the Ghost those cannons can be fired behind the ship on a limited arc of fire.)

Some common sense applies to who operates a weapon when you decide how it is mounted to the ship. And most ships can lock their weapons into a firing position that allows the pilot, when no one else is available, to fire the weapons from their position. But any weapon on a turret or limited firing arc requires a gunner position to be present in order to use it for it's primary purpose.

Vehicle Weapons					
Weapon	Rarity Value	Type	Damage	Range	Traits
Anti-Personel Blaster Cannon	14	Light	+10	Far	Damage Type (Energy), Auto-Fire
Blaster Cannon	15	Light	+11	Far	Damage Type (Energy)
Anti-Personel Laser Beam	15	Light	+10	Far	Damage Type (Energy), Beam, Armor Piercing
Light Laser Cannon	17	Combat	+12	Far	Damage Type (Energy)
Dual Light Laser Cannon	24	Combat	+17	Far	Damage Type (Energy)
Quad Light Laser Cannon	31	Combat	+27	Far	Damage Type (Energy)
Laser Cannon	18	Combat	+18	Far	Damage Type (Energy)
Dual Laser Cannon	26	Combat	+23	Far	Damage Type (Energy)
Quad Laser Cannon	34	Combat	+33	Far	Damage Type (Energy)
Heavy Laser Cannon	19	Heavy	+25	Distant	Damage Type (Energy)
Dual Heavy Laser Cannon	28	Heavy	+30	Distant	Damage Type (Energy)
Quade Heavy Laser Cannon	37	Heavy	+40	Distant	Damage Type (Energy)
Light Turbo Laser	20	Heavy	+38	Vast	Damage Type (Energy)
Dual Light Turbo Laser	30	Heavy	+43	Vast	Damage Type (Energy)
Quad Light Turbo Laser	40	Heavy	+53	Vast	Damage Type (Energy)
Turbo Laser	31	Heavy	+47	Vast	Damage Type (Energy), Slow Firing (1 per turn)
Dual Turbo Laser	43	Heavy	+52	Vast	Damage Type (Energy), Slow Firing (1 per turn)
Quad Turbo Laser	54	Heavy	+62	Vast	Damage Type (Energy), Slow Firing (1 per turn)

Vehicle Weapons					
Weapon	Rarity Value	Type	Damage	Range	Traits
Heavy Turbo Laser	44	Heavy	+57	Vast	Damage Type (Energy), Slow Firing (1 every other turn)
Dual Heavy Turbo Laser	57	Heavy	+62	Vast	Damage Type (Energy), Slow Firing (1 every other turn)
Quad Heavy Turbo Laser	70	Heavy	+72	Vast	Damage Type (Energy), Slow Firing (1 every other turn)

Explosives					
Weapon	Rarity Value	Type	Damage	Range	Traits
Rocket Launcher	15 per shot	Heavy	+18	Far	Damage Type (Kinetic), Ammo Supply, AOE (Radius, Mid)
Missile Launcher	18 per shot	Heavy	+36	Distant	Damage Type (Kinetic), Ammo Supply, Target Lock, AOE (Radius, Mid)
Anti-Ship Missiles	23 per shot	Heavy	+54	Distant	Damage Type (Kinetic), Ammo Supply, Target Lock, AOE (Radius, Mid)
Heavy Anti-Ship Missiles	28 per shot	Heavy	+72	Vast	Damage Type (Kinetic), Ammo Supply, Target Lock, AOE (Radius, Mid)
Proton Torpedos	31 per shot	Heavy	+90	Distant	Damage Type (Kinetic), Ammo Supply, Target Lock, AOE (Radius, Long), Shield Bypass* *Special: Shield Bypass The weapon is capable of by passing shields, meaning that shields cannot stop damage from this weapon.
Bomb	15 per shot	Heavy	+70	Dropped	Damage Type (Kinetic), Ammo Supply, Bombard, AOE (Radius, Long)
Seismic Charge	25 per shot	Heavy	+70	Dropped	Damage Type (Energy), Ammo Supply, Bombard, AOE (Radius - axis only, Far), Shield Bypass*, Affects Crew* *Special: Affects Crew The weapon does damage to the ship as normal, but crew of the ship must make a Resistance roll vs. the damage of the weapon, minus the ships Durability and then their own. If they fail (which is very likely) then they take damage.

Ion					
Weapon	Rarity Value	Type	Damage	Range	Traits
Ion Cannon	28	Combat	+25	Far	Damage Type (Energy), Ion
Heavy Ion Cannon	34	Combat	+50	vast	Damage Type (Energy), Ion



MODIFYING VEHICLE WEAPONS

Vehicles rarely are sources of upgrades, this is due to the cost involved. The modifications that you can apply to normal weapons can also be applied to vehicle weapons as well. You cannot make use of the “Brand” modification, but you can make use of the Customization type.

Vehicle Weapon Modifications	
Mod. Name	Description
Power/Accuracy	<p>This modification increases the damage or Accuracy of the weapon by +1. You can have no more than a +3 to the damage/to hit of a weapon.</p> <p>Cost wise, these modifications have a Rarity score of 10 to be added for a +1, and increases by 5 for +2 and +3.</p>
Traits	<p>This adds a new trait from those previously listed or one that a player or GM has come up with, or one of the other unique traits noted later.</p> <p>Cost wise, these modifications have a Rarity score of 10 for the first additional trait, and increases by 5 for each additional trait added.</p>

MODIFYING VEHICLES

While vehicle weapons are rarely modified it is the vehicle itself that is often modified. This process can take some time depending on the modification. Vehicles can be modified in a number of ways, some of which can simply be cosmetic, allowing you to change the appearance or layout of a ship. Unlike personal weapons/gear, vehicles can often have several modifications, often with more useful/powerful modifications replacing a previous version. In a few cases this can also include things that the ship can do like allowing a small shuttle to dock with it, or having a docking clamp that allows the ship to lock onto the hull of a larger ship.

Ship Modifications	
Mod. Name	Description
Hyperdrive	<p>Civilian ships will often start with a x10 hyperdrive (though many often have a x5 to x3 drive), while most military ships will have a x2 or x1. Most ships have a x20 backup that is smaller/more compact than the normal x10.</p> <ul style="list-style-type: none">Each multiplier type down for x10 (the base) has a rarity cost of 10 + 2 per step down.Moving only a fraction, (2x to a 1.9) has a rarity cost of 6 + 1 per fraction down.At x1, moving down further down moves into fractions and has a rarity cost of 14 + 2 per step down.
Shields	<p>Shields can be improved in three ways.</p> <ul style="list-style-type: none">Shield Points can be increased by 10pts at a rarity cost equal to the current number of shield points plus the new amount divided by 10.Shield Durability and Recovery can be increased by 1pt at a rarity cost equal to the current Durability + 2 per 1pt of increase to Durability/Recovery to be had.
Traits	<p>Vehicles can gain traits that can add capabilities or enhance some other aspect of the vehicle (as may have been mentioned in other early parts of this. These traits should add only a +1 to a roll or otherwise grant a minimum increase or some sort. Rarity cost for such increases starts at a base of 10 +2 per trait the vehicle already has, and +2 for the new trait.</p>

WEAPON PLACEMENT

Vehicles cannot have just any weapon put on them. A starfighter is not going to have a turbo laser strapped to them. Each vehicle size has a limited number of placement points that are used for determining how many weapons the vehicle can have. But you can also give up cargo space for more weapons.

Small: Vehicles here can have only 1 Light weapon. You can give up 1/2 of your cargo capacity (0.5 to 0.25) to gain 1 more Light weapon.

Average: Vehicles here can have 2 light weapons or 1 Combat Weapon. You can give up 1 ton of cargo capacity to get 1 additional light weapon. If you exchange 2 combat weapon placements then you can add 1 heavy.

Big: Vehicles here can now have 3 Combat weapons, or 1 Heavy weapon and 1 Combat weapon. You can exchange 5 ton of cargo capacity to add 1 additional Combat weapon.

Large: Vehicles here can now have 5 Combat weapons, or 2 Heavy weapons and 1 Combat weapon. You can exchange 10 tons of cargo capacity to add 1 additional Combat weapon.

Huge: Vehicles here can now have 7 Combat weapons, or 3 Heavy weapons and 1 Combat weapon. You can exchange 10 tons of cargo capacity to add 1 additional Combat weapon.

Massive: Vehicles here can now have 9 Heavy weapons. You can exchange 20 tons of cargo capacity to add 1 additional Heavy weapon.

Gargantuan: Vehicles here can now have 13 Heavy weapons. You can exchange 40 tons of cargo capacity to add 1 additional Heavy weapon.

Colossal: Vehicles here can now have 17 Heavy weapons. You can exchange 60 tons of cargo capacity to add 1 additional Heavy weapon.

Enormous: Vehicles here can now have 21 Heavy weapons. You can exchange 100 tons



of cargo capacity to add 1 additional Heavy weapon.

Immense: Vehicles here can now have 25 Heavy weapons. You can exchange 200 tons of cargo capacity to add 1 additional Heavy weapon.

NOTE: The number of weapons that can be placed is mostly a suggestion or basic guideline. Many ships in Star Wars do go above and beyond these suggest.

WEAPON BANKS

At the Colossal size and bigger, these ships often don't have just the noted weapons but rather they have banks of weapons along different sections of the ship often with the total number of weapons easily being 3x to 12x the number of weapons suggested above.

Weapon banks are a collection of similar weapons that share a firing arc/orientation. For practice game terms, a minimum of 3 weapons (max of 10) on the same firing arc count as a bank.

Weapon banks create a hazardous environment for other vehicles, regardless of size. This environment extends out not just from one ship but can overlap with other ships to create something far more dangerous. When these vehicles attack, they are still limited on actions and an action must be used by the ship to establish the field of fire. This can be all around the ship or directed along a path.

A DS is set up with a base of 6 + 1 per bank of weapons present in the area a vehicle is moving. So if a vehicle has 30 weapons along one side of the vehicle are broken up into a 3 weapon banks. This means that while moving through an area of up to the weapon's range, the pilot of the vehicle must make a roll vs. a DS

of 9 in order to avoid taking a hit.

WEAPON FIRING ARCS

When a weapon is placed onto a vehicle you have to decide on a few things regarding it's function:

- **Turret:** A turret often has 360 degree rotation and can fire a horizontal and vertical plane (basically a semi-circle).
- **Half-Turret:** The turret here has limited motion, firing only along a certain plane. Here the range of motion is usually a quarter of a circular plane.
- **Limited-Turret:** This turret has a cone like range of fire. It is very limited, but often allows for some overlap of fire with other turrets, but only up to a point as they do have blind spots. A blaster through a small port/window would function like this.
- **Fixed:** A fixed weapon fires only in one direction. It's range of motion depends on the vehicle's orientation. They are often fired by those piloting the ship.
- **Lock/Free:** In some cases a turret on a vehicle can be set to be locked to the pilot. In this case, the turret locks into a Fixed position to allow it's use when crew for a ship is limited. And when set to free it allows a person to operate the turret normally.

VEHICLE SECTIONS

One thing of important note is when a smaller ship attacks a far larger one. The weapons of these smaller ships just cannot do damage to larger ships. Instead, smaller ships can do small section damage. This involves halving the Durability of the ship against an attack, and the damage being labeled as a "Section."

Section damage is essentially minor damage to larger ships. This damage will eventually add up

to count as Structure & Integrity damage. This requires a number of Section damage points equal to the vehicle's modifier to have it equal 1pt of Structure damage and Integrity damage.

Vehicle sections are applied only when the attacking vehicle is under Massive size.

TRACTOR BEAMS

Similar in cost to a heavy Turbo Laser, Tractor Beams only serve to capture ships. They are largely useless on vehicles that are of the same size or are larger. They are also not very effective against vehicles that are only a bit smaller than them too.

A tractor beam can only be used on a vehicle that is 2 sizes smaller than it. The vehicle makes a roll vs. the other ship's Guard Score. On success they are grabbed and held. Once held they vehicle can be towed in and multiple tractor beams can be used to grant an assist to the roll of the first. (Tractor beams cannot be used to create a weapon bank.)

Tractor beams can be thwarted by dumping something in the path of the beam, which fools the beam and causes it to latch onto it and pull it in. Fletchets or debris that form a cloud of material are often used by smugglers to destroy the emitter dishes of these.

This tactic uses the ships own roll against it, forcing the operator to make two rolls. First, a roll to pick up on the tactic (which does not use the ship's modifier, has a DS equal to the roll made by the person deploying the material). After this a second roll is made to essentially shut down the tractor beam before the materials hit (essentially a Reflex roll). Succeeding at this roll allows the operator to shut down the tractor beam before the materials hit. On the other hand if they fail either roll then the materials hit, disabling/

destroying the tractor beam emitter.

Shields do not protect a tractor beam from the material, unlike missiles which impact on a vehicle's shields, the material is pulled in past the shields. Technically, missiles could be used in the same way.

CREW SKILL

The crew of vehicles (who are Non-Player Characters, NPCs) are not treated exactly like NPC's. NPC's have some of the basic stats as the Player Characters, but we don't need all that extra fluff for the nameless crew that keep many ships operational.

Crew comes in 3 levels of capability:

- **Level 1 - Below Average:** This represents a crew of people who have a vague idea of what they are doing, or have no clue at all and are just hoping for the best. Rolls are made with just a 1d20.
- **Level 2 - Average:** This is your typical crew, knowing what they are doing most of the time. Rolls are made with a 1d20 and 1d4.
- **Level 3 - Above Average:** A well trained crew that knows what they are doing. Rolls are made with a 1d20 and a 1d6. Most imperial crews are in this area.
- **Level 4 - Experienced:** An experienced crew knows what they are doing and are ready for the unexpected. Rolls are made with a 1d20 and a 1d8.

Crew - cost credits - to keep on board a vehicle. Now, unless they are family/friends, crew will want to get paid for operating a vehicle every month/job. Crew level translates into what the Rarity Value for the crew is in terms of the cost needed to maintain your crew.

This value is equal to the Crew Level + 2.

Failing to not pay your crew has a few results on the situation:

- If this isn't something that happens often and may be due to bad luck or a crime lord suddenly wanting a bigger cut, then the crew may be understanding and as long as they got a home on the ship then they may let a payday pass.
- If a few paydays have been missed then the crew may start to take issues with the lack of pay. They may given an ultimatum, leaving as soon as they can, or if things have been pushed too far, with one broken promise after another, then they may just mutiny and take the ship for their own. Rolls are called for in order to keep up a crew's spirits and to avoid a mutiny.
- One modifier is crew loyalty. While other PCs are automaticly considered loyal to eachother, the extended crew of a ship may have varying levels of loyalty depending on how they may be interacted with by the PCs. The GM may choose to assign a gauge of loyalty to the command crew of a ship (the PCs/captain typically). This can start with a 0 showing they are

neutral and more about themselves and doing the job. At a 1, the crew likes those in command in a vague friendly way and may accept a few inconveniences and hardships. At a 2 the crew is moderately loyal and knows that the command crew is doing their best. At a 3 the crew is pretty loyal, they can tolerate a fair amount of hard times and are generally good and trustworthy. At a 4 we hit our max for a rating which represents a loyal crew that can put up with a lot of hard times but remember that even a loyal and patient crew has limits.

- Another modifier is if the crew have guaranteed pay, such as being soldiers in the military, working for a company, and so forth. This aspect slows the loss of crew loyalty.
- Improving this rating comes through the actions of the command crew/PCs that may or may not involve rolling to improve their loyalty.



VEHICLE RANGE BANDS

There's a big reason why Range bands are used only for ranged attacks with vehicles and not their movement, per say. And in space range is handled a bit differently. Below are a few notes on range that is important about ranges with vehicles.

Adjacent/Close: This is the distance at which vehicles begin to dock or are about to crash, or are simply traveling along a two lane road. The drawback for vehicle attacks at this range is "backsplash" where you are so close that the damage you deal will potentially affect you as well. In a sense of space on a mat the vehicles will often occupy the same space since we often increase the size of a space that a vehicle occupies since it is different from that of a person.

Short: A bit of a distance away. In our pull back of distance this is where two vehicles on a mat are right next to each other or have 1 inch/square/hex distance apart.

Mid: This is roughly the distance at which vehicles engage in dog fights. Distance wise on a mat this would potentially be 2 to 3 spaces away from each other.

Beyond Long Range Band: Eventually your going to have encounters beyond the Mid range and going further out. These aren't too different than normal. Remember that exact distances aren't really applicable with vehicles, especially in space, and it's better to keep these distances as abstract. For example, an orbital bombardment could be seen as a Distant or Vast distance depending on the GM's call.

The following table is simply the same as presented in Chapter 3 & 4 (here for quick reference).

Range Bands	
Distance	Description
No Range	This is where you and a target occupy the same space. This is essentially a 1 meter square area.
Adjacent	This is the space directly next to you, or 1 meter out from where you are.
Close	This range is a distance at which a being can move to with a single move action. The distance is roughly 3 meters.
Short	This is the distance that person can move by Dashing (expending 2 actions to move). This is roughly 6 meters out from the starting point of the character. Rolls made that are impacted by range suffer a -1 penalty.
Mid	This is what some would call the middle distance, not short but not long. A being who commits all their actions to Running will move to the mid range. This distance is around 9 meters of distance from a person's starting point. Rolls made that are impacted by range suffer a -2 penalty.
Long	At this distance increment increases above what has been noted so far. Distances beyond 9 meters and out to 50 meters is considered long range. Most normal beings can throw a ball this distance if they try hard. Rolls made that are impacted by range suffer a -4 penalty.
Far	This distance is meant to represent distances beyond Long range. On a mat using miniatures, this distance is what covers one side of a mat all the way to the other side. This is over 50 meters. Many range weapons are still viable at this range. Max distance that is considered Far range starts at the 50 meter mark and goes out to 100 meters. Rolls made that are impacted by range suffer a -6 penalty.
Distant	This represents the maximum effective distance that most weapons and often beings can see or function at. Starting at the 100 meter mark and extending out to around 100 meters. Rolls made that are impacted by range suffer a -8 penalty.
Vast	The vast range is used to explain any distance beyond the Distant range, often hundreds of meters to moving into kilometers. Rolls made that are impacted by range suffer a -10 penalty.
Extreme	Extreme range is anything well beyond Vast and covers not just thousands of meters but moves into the kilometers and is what you use to gauge distance between places, including in space. Rolls made at this distance are impossible under most normal circumstances and automatically fail. There are exceptions to this, and as such if a roll is allowed the penalty to the roll starts with a -20 but can be lowered depending on circumstances.

DOING DAMAGE

Ordinarily, when a person is hit by an attack the damage roll is compared to their Durability. If the result is higher than the Durability then the person's Endurance is reduced by 1 point, or more depending on just how high the damage roll was.

With ships the damage is handled in much the same way:

- On a successful hit, roll damage. This is often the attribute used for the attack roll, plus the weapon's damage. This is then compared to the vehicle's Durability.
- If equal to or higher than the vehicle's Durability, the vehicle takes 1pt of Structure damage and an additional 1pt of damage for every 5pts by which this is exceeded.
- A Superior Success automatically tacks on an additional point of damage in addition to dealing a point of Integrity damage. Like with normal damage, for every 5pts that the damage you exceed the vehicles Durability by you increase the Structure damage by 1, but with a Superior Success you also deal another Integrity damage.
- If damage is 2x the vehicles Durability or higher, then the damage far exceeds the capacity of what the vehicle can handle. Structure points are lost as normal, but Integrity damage is also applied and is equal to the structure points of damage taken.
- Damage to the crew/personel is taken also if Integrity damage is taken by the vehicle. When integrity damage is taken, the crew and anyone else on board will take a point of Endurance damage (or just an Injury). This does not happen if damage is applied to Shields.

VEHICLE AREA OF EFFECT

The AOE noted for vehicle weapons mainly pertains when it is used on soft targets. Most of these hits will distribute the force of the explosion across the hull of a vehicle. on vehicles, instead of dishing out damage over an area of the vehicle (which technically happens) the AOE attack the damage is simply increased.

Structure and Integrity damage, when dealt, is increased by 1 more than normal.

If the vehicle is of Massive size or larger then the damage is instead applied to a single section of the ship (if sections are used).

The other potential for AOE is catching more than one vehicle in the blast. This is more likely on the ground than in the air or in space where there is often alot of distance between one ship and another.



THIS IS WHERE THE FUN BEGINS...

Vehicle combat is a bit different from that of normal combat. As such, some rules must be established on how this all works.

COMBAT SCENES

As mentioned before, with vehicles a combat scene is often called a Chase. The goal is to either attack or evade. A Clock is sometimes used to see who succeeds in the scene. But what's important is the Guard Score of a vehicle since you don't want it to get hit.

Vehicle Guard Score

This is an opposed roll made when an attack roll is made by an opponent...typically. So when a foe attacks the vehicle, the pilot makes a roll to evade the attack.

From here the modifiers of the two vehicles are compared. Smaller vehicles are harder to hit by larger ones, as such the larger vehicle will subtract the smaller vehicle's modifier to determine its penalty to attack it.

On the other side of this, a smaller ship has an easier time hitting larger ships, here the same method is used to get a number but the resulting modifier is a positive to its attack roll.

Example: A Gargantuan ship (+/-12) is firing on a Large ship (+/-4). The Larger ship will attack with a penalty of -8. While the defending ship just makes a normal Piloting roll to set the ship's Guard score for that attack.

Now the reverse of this is that smaller ship now has a +8 to attack rolls it would make against the bigger ship.

Now the pilot, in addition to simply operating

the vehicle and reacting to attacks with one action, can use another action to perform only one of the following:

- **Evasive Action:** Evasive action involves using your turn to make the vehicle harder to hit. With larger ships this can be almost negligible since they are not agile things. This is not too different from the Defend action, granting a +4 since you are using your full turn to perform this.
- **Break:** Used to swap positions with a foe, typically to drop behind a foe's vehicle rather than being in front. A vs. roll like normal, but the result has you dropping behind your foe making it harder for them to attack you.
- **Pursuit:** An aggressive action, you are looking to attack a foe, engaging in a dog fight if in the air or are chasing after them. A vs. roll where you want to stay behind a foe making it hard for them to attack you.

Attacking

An attacking vehicle either needs the the pilot to be able to make an attack with one of their actions, or they must have crew available to make the attacks instead.

- **Pilot:** If a pilot is the one attacking, in the case of most Starfighters, then they must have at least one action available to do so. Most of the time they will or they may have two attacks if they don't perform one of the above actions.
- **Ramming:** This is a melee attack with the ship. Ramming involves rolling 1 die type for each size of the vehicle up to a d12, after which you gain additional d12's. The number rolled is dependent on your speed at the moment, involving +1 die per 10kph that the vehicle is moving at. Unfortunately, unless the vehicle is designed for ramming (few are) then it will take the same damage that

it is inflicting.

- **Gunner:** Anyone that operates a weapon that is not the pilot is a gunner. These people may use their normal allotment of actions to make their attacks and may take actions like “Aiming” if they want to.
- **Engineer:** Anyone who is working in engineering is responsible for the vehicle's shields, and will be the one to make rolls to restore shields. Most fighter pilots have an astromech for this otherwise they often are forced to rely on the ship's normal recovery.
- **Comms:** A person operating comms is handling communication between ships and is there to help coordinate actions.
- **Sensors:** Their job can be either to try and jam opponent sensors, halving any bonuses they may have to detecting things and limiting range (but they will know they are being jammed). Or they are attempting to detect things with the vehicle's sensors (essentially adding the vehicle's modifier to rolls made by the character to detect things).
- **Copilot:** A copilot will often do other actions that the pilot is too busy to deal with. In these vehicles, they will often handle shields, comms, sensors, and can run off to be an engineer if there's just two of people on the vehicle.

Limited Stations: Keep in mind that not every vehicle will have stations for available to be crewed. An airspeeder only has room for a pilot and passengers. A Y-Wing starfighter also has limited room, only for the pilot and a gunner.

REPAIR WORK & COSTS

Your vehicle will eventually take damage. How damage is taken is no different than when your character does. But vehicles don't heal on their own and need time to be fixed up. The size of the vehicle also plays a part in how it is fixed. Some vehicles need special repair bays filled with crew to be fixed up, like a Ship Yard. Others just need a hanger and person or two who know what they are doing, not to mention droids to automate some of the process.

The time it takes to repair a vehicle is equal to the amount of Structure and Integrity damage taken which comes out to 2 hours per point or damage trait on the vehicle. This is then multiplied by the vehicle's size modifier.

Rolls are not always called for unless you want to try and reduce the time it takes. Succeeding should reduce time by around 15%, or 25% for a superior success. A failure alters nothing but does extend the Clock for repair time by a few more hours/days.

Repairs: Costs for repairs starts with a base Rarity Value of 6 and increases by 1 per Structure/Integrity damage the vehicle has suffered, and then multiplied by half the size modifier of the vehicle.

Brand New: The cost to buy a vehicle is figured similarly to the cost to repair it. This is equal to the vehicle's Structure points multiplied by its size modifier. This is then added to a base starting at 6 and can increase depending on how easy or hard it is to purchase or custom build a vehicle.

Selling & Used Buying: Selling a vehicle is often for 3/5 its brand new value. Used vehicles that are bought are often sold for 4/5th of its brand new value. In some cases the buy/sell value may be less if the vehicle is damaged.

EXAMPLE VEHICLES

To follow will be a few examples of vehicles that can be used as the GM/Players see fit.

TANTIVE IV

Type	Capital (Corvette)
Size	Massive
Modifier	+/-8
Cargo	3000
Crew	46
Passengers	600
Movement	Flight
Speed	950kph
Lightspeed/ Hyperspace	Yes / Class 2
Structure Pts	55
Integrity	Up to 55
Durability	48
Shields	200
S. Durability	35
S. Recovery	35



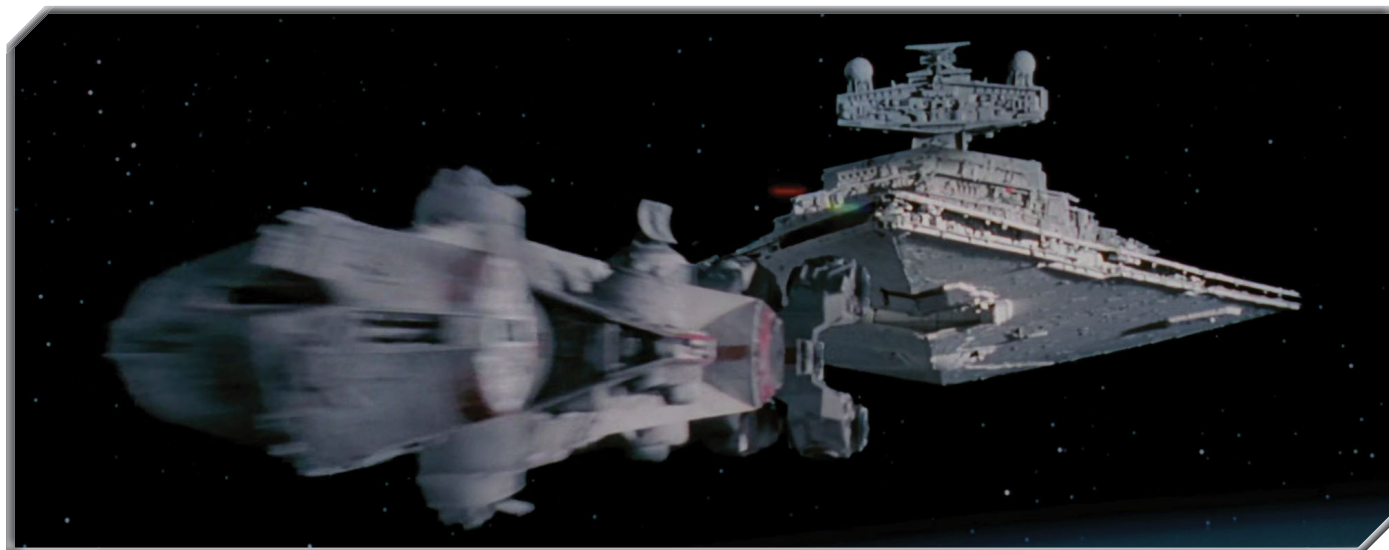
Description

A CR90 Corvette, 126 meters long, colored white & red. The ship has 4 decks in addition to a modifiable layout depending on the needs of the owner. The ship is large enough that it has a typical layout of rooms/suites/quarters that one will find on most capital ships.

Traits

Blockade Runner, Long Range Sensors

Weapon	# Of	Type	Damage	Range	Location/Firing Arc & Traits
Dual Turbo Laser	2	Heavy	+52	Vast	Top & Bottom Turrets Damage Type (Energy), Slow Firing (1 per turn)
Turbo Laser	4	Heavy	+47	Vast	Top Turrets Damage Type (Energy), Slow Firing (1 per turn)



X-34 SPEEDER

Type	Landspeeder
Size	Average
Modifier	+/-1
Cargo	1 to 10
Crew	1
Passengers	1
Movement	Repulsor
Speed	250kph
Lightspeed/ Hyperspace	No
Structure Pts	15
Integrity	Up to 15
Durability	16
Shields	---
S. Durability	---
S. Recovery	---



Description

A nondescript landspeeder with 3 thrusters. It is an older speeder, but kept in good working order. Not as popular as the newer XP-38. Has an open cockpit. Roughly 3.4 meters long.

Traits

Desert adapted

SANDCRAWLER

Type	Landspeeder
Size	Huge
Modifier	+/-4
Cargo	100 to 1000
Crew	50 (or 100 Jawas)
Passengers	30 (or 60 Jawas)
Movement	Tracks
Speed	30kph
Lightspeed/ Hyperspace	No
Structure Pts	45
Integrity	Up to 45
Durability	32
Shields	---
S. Durability	---
S. Recovery	---



Description

A huge treaded vehicle that can function as a mobile foundry, trading post, repair bay, or mobile home. Found mainly on Tatooine and in the possession of Jawas. Has around 5 decks/floors. Roughly 40 meters long.

Traits

Desert adapted, Salvage Loading Cranes, Magnetic Crane, Electrostatic Repellers (repels sand particles), Forward Sensors

THE DEVASTATOR

Type	Capital (Star Destroyer)
Size	Colossal
Modifier	+/-16
Cargo	Over 6000
Crew	2000 min (47000)
Passengers	9700
Movement	Flight
Speed	975kph
Lightspeed/ Hyperspace	Yes / Class 2
Structure Pts	75
Integrity	Up to 75
Durability	69
Shields	350
S. Durability	40
S. Recovery	40



Description

An Imperial I-Class Star Destroyer. It is around 1,600 meters long, has multiple decks. Has a compliment of Heavy Tractor Beams (10), and Pursuit Tractor beam Array (5). Has a massive complment of additional vehicles: 48 Tie Fighters, 12 Tie Bombers (or Defenders), 12 Tie Boarding craft (or Interceptors), 5 Gunboats, 15 Stormtooper Transports, 1 Shuttle, 2 Gozanti-class Cruisers, 8 Patrol Gunships, 8 Lambda Shuttles, 12 Sentinel-class landing craft, GAT-12 Skipray Blastboat, Stormtrooper dropships, Walker transport barge, Hyperdrive pods (with X3-13s), Prefabricated garrison bases, Imperial transports, 20 AT-AT walkers, 30 AT-ST or AT-DP walkers, 15 K79-S80 Imperial Troop Transports, 74-Z speeder bikes,

Traits

Destroyer-I Ion Engines, Long Range Sensors, Class 8 Backup Hypderdrive, Military Shields, High-frequency communications transmission station, HoloNet transceiver, Destroyer, Command Ship, Military Armor (+5 Durability)

Weapon	# Of	Type	Damage	Range	Location/Firing Arc & Traits
Dual Heavy Turbo Laser	6	Heavy	+62	Vast	Forward Top & Bottom Turrets Damage Type (Energy), Slow Firing (1 every other turn)
Dual Heavy Ion Cannon	2	Combat	+65	vast	Forward Top & Bottom Turrets Damage Type (Energy), Ion
Quad Heavy Turbo Laser	2	Heavy	+72	Vast	Port and Starboard lateral Turrets Damage Type (Energy), Slow Firing (1 every other turn)
Triple Turbo Laser	3	Heavy	+57	Vast	Top Turrets Damage Type (Energy), Slow Firing (1 per turn), 3 Barrel (+5 damage)
Turbo Laser	2	Heavy	+47	Vast	Bottom Forward Turrets Damage Type (Energy), Slow Firing (1 per turn)
Heavy Turbo Laser	60	Heavy	+57	Vast	Top and Bottom Turrets Damage Type (Energy), Slow Firing (1 every other turn)
Ion Cannon	60	Combat	+25	Far	Top and Bottom Turrets Damage Type (Energy), Ion
Laser Cannon	4	Combat	+18	Far	Aft and Bottom Turrets Damage Type (Energy)

THE MILLENNIUM FALCON

Type	Light Freighter
Size	Large
Modifier	+/-8
Cargo	100
Crew	1 (4 optimal)
Passengers	6

Movement	Flight
Speed	1050kph
Lightspeed/ Hyperspace	Yes / Class 0.5

Structure Pts	35
Integrity	Up to 35
Durability	37
Shields	150
S. Durability	20
S. Recovery	20



Description

A heavily modified YT-1300 that is the home of Han Solo & Chewbacca. It is a general saucer shape with an offset cockpit. It is around 34 meters long and has only 1 deck. Has 2 tractor beam emitters used in mandibles for aiding in moving cargo and docking.

Traits

Blockade Runner, Military Armor (+5 Durability), Military Shields, 3 integrated Droid Brains, Improved subspace radio, Flotation pontoons, Med Unit, Sensor Proof Smuggling Compartments, EM Counter Measure, Signal Jammer, Internal Comms Out (Flaw, only when EM Counter measure & Signal Jammer are used together - doubling the effect), Modified Power Plant, Docking Clamp, Hyperdrive Trouble (Flaw, some times the hyperdrive is not helpful when it's needed)

Weapon	# Of	Type	Damage	Range	Location/Firing Arc & Traits
Quad Laser Cannon	2	Combat	+33	Far	Top and Bottom Turrets Damage Type (Energy)
Missile Launcher	2	Heavy	+36	Distant	Forward Damage Type (Kinetic), Ammo Supply (8 shots), Target Lock, AOE (Radius, Mid)
Blaster Cannon	1	Light	+11	Far	Bottom Turret, automated via droid brains or manual firing by pilot Damage Type (Energy), Concealable (retracts into hull)

TIE-FIGHTERS

Type	Fighter
Size	Average
Modifier	+/-1
Cargo	0.5
Crew	1
Passengers	---

Movement	Flight
Speed	1200kph
Lightspeed/ Hyperspace	No

Structure Pts	13
Integrity	Up to 13
Durability	14
Shields	---
S. Durability	---
S. Recovery	---



Description

The signature fighter of the Empire's fleet, 7.3 meters long, it has two solar panels that function as wings, landing struts, and lacks Shields (having only particle shields) as well as life-support, forcing pilots to wear space suits with their own contained life-support systems. But the ship is very fast and maneuverable.

Traits

Twin Ion Engines, Highly Maneuverable, Very Fast, Responsive Controls, Second generator for weapons, Reduced Mass/Profile (add to rolls for flying, but also reduces Structure Points, Integrity & Durability), Solar Charging, Light on Armor (Durability further reduced), Not well suited for atmosphere flying (Flaw), No Life-Support system (Flaw)

Weapon	# Of	Type	Damage	Range	Location/Firing Arc & Traits
Dual Laser Cannon	1	Combat	+23	Far	Damage Type (Energy)



T-65 X-WING

Type	Fighter
Size	Big
Modifier	+/-2
Cargo	0.25
Crew	1 + 1 Astromech
Passengers	---

Movement	Flight
Speed	1050kph
Lightspeed/ Hyperspace	Yes, 1.0

Structure Pts	25
Integrity	Up to 25
Durability	24
Shields	100
S. Durability	15
S. Recovery	15



Description

The key fighter of the Rebel Alliance, it's s-foil deployment gives it it's unique X name. A heavily armed fighter it boasted good speed and maneuverability with hyper space capabilities when used with an astromech. The fighter is roughly 12.5 meters long, has four laser cannons, and two proton torpedo launchers.

Traits

Quad thrusters, Torpedo Targeting Computer, Astromech dock, Atmospheric Maneuvering, No Backup Hypderdrive (Flaw),

Weapon	# Of	Type	Damage	Range	Location/Firing Arc & Traits
Quad Laser Cannon	1	Combat	+33	Far	Damage Type (Energy)
Proton Torpedos	2 (4 shots each)	Heavy	+90	Distant	Damage Type (Kinetic), Ammo Supply, Target Lock, AOE (Radius, Long), Shield Bypass* * Special: Shield Bypass) The weapon is capable of by passing shields, meaning that shields cannot stop damage from this weapon.

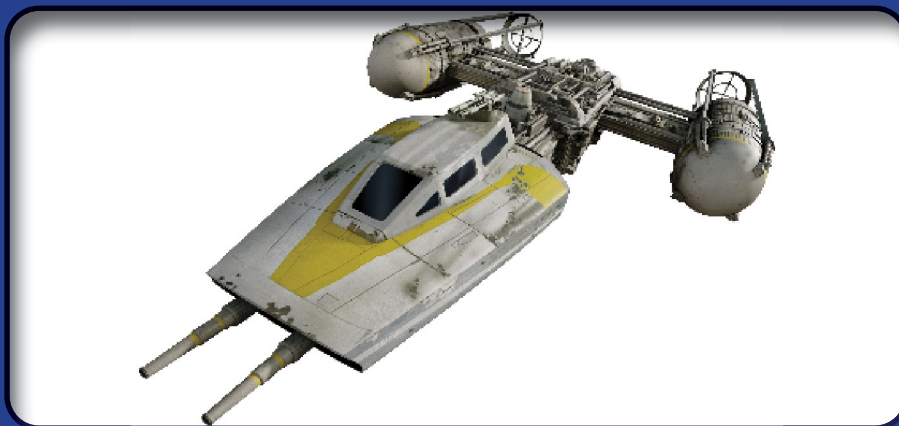


BTL-A4 Y-WING

Type	Fighter/Bomber
Size	Big
Modifier	+/-2
Cargo	---
Crew	1 + 1 Astromech
Passengers	---

Movement	Flight
Speed	1000kph
Lightspeed/ Hyperspace	Yes, 1.0

Structure Pts	25
Integrity	Up to 25
Durability	24
Shields	100
S. Durability	15
S. Recovery	15



Description

A dual use starfighter, the Y-Wing was used as both bomber and fighter. Some versions of this have a gunner for it's Ion Cannon turret, other wise the astromech can operate this for the pilot. As a dual purpose fighter/bomber it has been the backbone of the Rebel Alliance for many missions.

Traits

Torpedo Targeting Computer, Astromech dock, No Backup Hypderdrive (Flaw), Multi-purpose Launcher tubes (Can handle different types of payloads)

Weapon	# Of	Type	Damage	Range	Location/Firing Arc & Traits
Dual Laser Cannon	1	Combat	+23	Far	Damage Type (Energy)
Dual Ion Cannon	1	Combat	+25	Far	Damage Type (Energy), Ion
Proton Torpedos	1 (8 shots)	Heavy	+90	Distant	Damage Type (Kinetic), Ammo Supply (8 shots), Target Lock, AOE (Radius, Long), Shield Bypass* *Special: Shield Bypass) The weapon is capable of by passing shields, meaning that shields cannot stop damage from this weapon.

Note that the Proton Torpedos listed for the Y-Wing are there as part of the operation to destroy the Death Star. Y-Wings can be outfitted with different types of missiles or bombs, but are limited in their payload capacity, which is typically 8 of any type of ordinance.

The vehicles presented here are simply examples, and are one way of veiwing them. Players and GM's are free to reinterpret how vehicle traits work as well as how many there are.

The traits noted are simply additions based off of what is known about the vehicles or things that stand out. Flaws, as presented, reduce

applicable stats by only 1 point. As for traits themselves, unless noted otherwise, a trait still only gives a +1 to something. Shields get a +50 for the "Military Grade" trait (as mentioned before), while better durability would add a +1, and damage weapons, such as a Dual Ion Cannon, or Triple Laser Cannon (3 laser cannons +1 above dual) sees a +5 increase in damage.

TIE-ADVANCED

Type	Fighter
Size	Average
Modifier	+/-1
Cargo	0.5
Crew	1
Passengers	---

Movement	Flight
Speed	1200kph
Lightspeed/ Hyperspace	Yes, x4

Structure Pts	13
Integrity	Up to 13
Durability	14
Shields	100
S. Durability	10
S. Recovery	10



Description

The signature fighter of the Empire's fleet, 7.3 meters long, it has two solar panels that function as wings, landing struts, and lacks Shields (having only particle shields) as well as life-support, forcing pilots to wear space suits with their own contained life-support systems. But the ship is very fast and maneuverable.

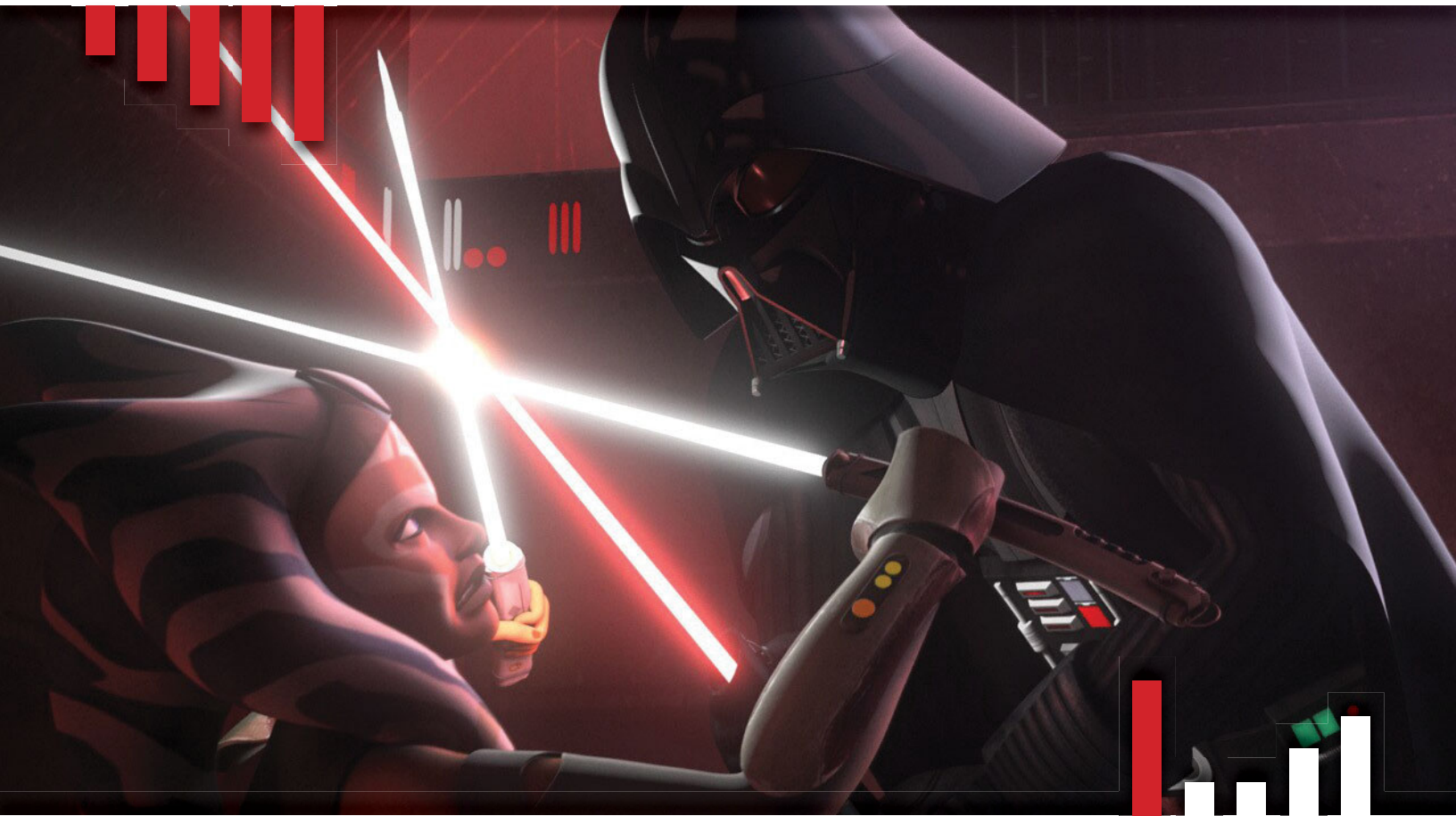
Traits

Twin Ion Engines, Highly Maneuverable, Very Fast, Responsive Controls, Second generator for weapons, Reduced Mass/Profile (add to rolls for flying, but also reduces Structure Points, Integrity & Durability), Solar Charging, Light on Armor (Durability further reduced), Not well suited for atmosphere flying (Flaw), Link to Vader's Armor, Experimental Shields

Weapon	# Of	Type	Damage	Range	Location/Firing Arc & Traits
Dual Laser Cannon	1	Combat	+23	Far	Damage Type (Energy)
Missiles	1 (6 shots)	Heavy	+36	Distant	Damage Type (Kinetic), Ammo Supply, Target Lock, AOE (Radius, Mid)



CHAPTER 06



NON-PLAYER CHARACTERS

A RETCHED HIVE OF SCUM AND VILLIANY...

While vehicles are an important part of getting from one place to another, so to are the foes that the players will face. While player cahracters are complex, the Non-Player Characters or NPC's are not always so complex. In this section you will find the rules for building NPC's with varying levels of capability. The level of the Player characters will impact the strength of the foes they face to some degree.

NPC ATTRIBUTES & STATS

Unlike Player Characters (PCs), NPC's have fewer Attributes and Stats to worry about.

Players have 6 Attributes, but NPC's have only 3 that set the basis of what they can and cannot do.

BODY

This is a physical representation of the individuals over all capacity for physical activity.

MIND

This represents the mental capacity of the NPC, which includes their awareness and strength of character.

FORCE

The one hold-over of what the normal PCs have. Like there, most normal beings will not have a Force score, but those that do are automatically above that of any common civilian.

Unlike PC's, NPC's have just a Die assigned to an attribute. The die type varies depending on if they are a Civilian, Ally or Foe.

STATISTICS

NPC's have a the same stats as players, but they are figured differently since NPC's cannot have roles. You can apply a species to an NPC along with it's features, but roles are for the PC's only and represent their heroic qualities that put them just above everyone else.

ENDURANCE

This stat is not typically used for most NPCs. It can be applied to unquie NPC's who are meant to be reoccurring characters who have a knack for surviving that is like that of the PCs. For the most part, NPCs don't have Endurance, but if they do it is equal to the Injuries they can take.

INJURIES

NPC's do take injuries, but it is less than that of the PCs most of the time. Typical NPC's can only take 5 Injuries, and injuries are taken instead of Endurance damage.

GUARD SCORE

The Guard Score for an NPC is equal to the value of their Body Die. This can be higher depending on the NPC.

DURABILITY SCORE

The Durability Score for an NPC is half that of their Body Die type (d6 would be 3) plus any armor that is worn. Like with the Guard Score this too can be higher than normal depending on the NPC.

RESISTANCES

Here the rolls are either Body or Mind. If a score is required then these are equal to the value of the die.

NPC TYPES

The NPC's that players can encounter in a game will fall into one of a handful of specific types. Each type of NPC has an effect on what the PCs will face.

CIVILIAN

This is your basic run of the mill NPC. They are just people trying to get by in life. They are nothing fantastical but can be quite capable on an individual basis. There are no changes to their Stats other than what Attributes provide.

- **Attributes:** You have 4pts to distribute amongst the NPC's 3 Attributes. 1pt gives a d4, 2pts gives a d6, and so forth.
- **Stats:** Civilians do not get increases to their stats as they are just normal beings who haven't received special training or gone on adventures.
- **Upgrading a Civilian:** A civilian NPC can potentially find themselves drawn into an unwanted adventure that changes their life. While they are still an NPC, when a Civilian gains experience through their journeys they instead upgrade to the next type of NPC - the Specialist.

SPECIALIST

A step up from civilians, Specialists are individuals who have some experience in doing things that most normal people don't. These are often soldiers, smugglers, criminals, as well as many allies that the PC's will meet. Here, you will see some additional enhancements to stats that civilians don't have. Many of the Empire's Stormtroopers are specialists as the Empire is more on quantity than quality.

- **Attributes:** You have 6pts to distribute amongst the NPC's 3 Attributes. 1pt gives a d4, 2pts gives a d6, and so forth.
- **Stats:** You will have 6pts to be distributed amongst the stats of the character with each point spent giving a +1.
- **Upgrading a Specialist:** As time goes on a Specialist will eventually move up to the Veteran state where they have considerably more experience and are over all more competent beings.



VETERAN

These are individuals who are highly skilled and capable. They often can hold their own against the PCs and are viable threats. Clone troopers with their unique training, accelerated upbringing are considered to be as skilled as any soldier with years of combat experience.

- **Attributes:** You have 8pts to distribute amongst the NPC's 3 Attributes. 1pt gives a d4, 2pts gives a d6, and so forth.
- **Stats:** You will have 12pts to be distributed amongst the stats of the character with each point spent giving a +1. They have Endurance equal to the number of Injuries they can take.
- **Upgrading a Veteran:** As time goes on a Veteran will eventually move up to the Master state where they are considerable threats who may even have Endurance by this point (which is still optional for NPCs).

MASTER

Master NPC's are highly skilled and dangerous opponents that are often ment to be reoccurring foes, or at least very dangerous threats that pose a serious threat to the players.

- **Attributes:** You have 10pts to distribute amongst the NPC's 3 Attributes. 1pt gives a d4, 2pts gives a d6, and so forth.
- **Stats:** You will have 18pts to be distributed amongst the stats of the character with each point spent giving a +1. They have Endurance, but the Endurance & Injuries they can take is equal to their Body die type.
- **Upgrading a Master:** There isn't a stage after master that an NPC can get to. At this stage the NPC is at their best, and only through tweeks and level adjustments will the NPC be made more dangerous.

NPC TRAITS

NPCs can have traits just like the Player Characters. The exact number of traits that an NPC can have depends on a few things. Are they meant to be on a similar level as the PCs, or are they meant to be stronger than them, or are they weaker?

Civilians will typically have one or two traits to mostly round out what they know and can do based off what they may do for a living.

Specialists, Veterans, and Masters are different, often having more traits than others, often potentially having as many as the players or more if they represent a significant threat.

A base number for what they may start with is based on the level of the player characters.

NPC LEVELS

NPCs have a level that is comparable to that of the players in some regards, only NPC levels go to 10 and not 20.

Levels are general guidelines on what NPC's are with in range of the Players's levels (1 NPC level for 2 player levels).

NPC levels help to determine not just traits, but also any additional points added to their Stats. Their attributes do not increase.

Reoccurring NPC's only gain levels if it is logical for them to. But the guy you buy your blasters from isn't necessarily going to be heading up in level as the players do. Now a Stormtrooper who has survived the players and maybe some of their own trials and tribulations might get a level up the next time the players run into them.

The numbers shown on the following table

denote how many extra Stat points they have at that level, and how many traits they should have, it is not what they gain at each level. So if a Civilian is level 7 then that means that they should have 2 extra Stat points applied to them. and that they should have 4 traits.

Adding additional Stat Points or Traits beyond what is suggested in the table is permitted, but

should never be more than a few at a time. One exception to all of this is when we are dealing with Villians. Villians are an entirely different breed of NPC and will be explained shortly.

NPC Levels, Stat Improvements, & Traits								
Level	Civilian		Specialist		Veteran		Master	
	Stats	Traits	Stats	Traits	Stats	Traits	Stats	Traits
1	---	1	---	2	---	3	---	4
2	---	1	---	2	---	3	1	4
3	---	2	---	3	1	4	2	5
4	---	2	1	3	2	4	3	5
5	1	2	1	4	2	5	4	6
6	1	3	2	4	3	5	4	6
7	2	3	2	5	4	6	5	7
8	2	3	3	5	4	6	6	7
9	3	4	3	6	5	7	7	8
10	3	4	4	6	6	7	8	8



VILLIANS

To say that Villians are built differently is an understatement. Unlike other NPC's, villians always have Endurance, and their Attributes are the only ones that make use of a d20.

For their three Attributes, Villians have a d20 and a d12. If they are Force users, they do not split a die, and instead automatically get the addition of a d10 into the mix.

Aside from this, Villians have Endurance equal to what their Injuries would be. All of their Stats are +2 higher than others. And can have a the benefits of a "Role" that the player's get to make use of.

Progression is as a "Masters for the sake of determining extra Stat points and Traits.

Villians always are 1 NPC level higher than what is recommended for the players to face. So if the group are all level 2, then the villian should be level 2 instead of level 1.

POWERFUL ALLIES

Typical allies to the players fall back into the normal NPC area. But occasionally you may want someone impressively powerful, someone who should be a villian except that they are one of the good-guys. Here you instead make the potential ally as you would a villian, with the one change being that their NPC level is the same as that of the players or as that of the Villian if they aren't meant to be a constant presence.

An exiled Jedi Knight or a Jedi Master will often fall into this area, potentially acting as a mentor or guide to the players.

SPECIES

NPCs can be of any species that the players can. In some cases a species is uniquely powerful, something that isn't available to the players.

Yoda - for example - is of an unknown species that is extremely rare and innately strong in the Force. Their species isn't available for players and often falls into the NPC area.

Another example are the Gen'Dai. Standing in at over two meters in height with broad powerful builds, the Gen'Dai are unique, rare, and very powerful.

First, Gen'Dai are physically made up of a mass of regenerating tentacles with their heads being the only true weakpoint on their bodies. As such, they can withstand injuries that would be lethal to any other being. A severed limb is only an inconvenience to them as they will just grow a new mass of tentacles a moment later. They could also survive in the vacuum of space for a time. Severing the head from the body is the only way to kill a Gen'Dai short of complete disintegration which may not work as it should against a body that is capable of nearly instantly healing any harm done to it.

But to have a form that can easily manipulate things they need armor built to contain their forms. And they tend to keep to themselves, preferring solitude to working with others. The few remaining Gen'Dai of the galaxy often work as bounty hunters where their noble and honorable nature can sometimes be strained.

As you can see, Gen'Dai can make for a frightening foe or a powerful ally for the players to come across.

SIZE

It has been mentioned that beings can be of differing sizes. Most being in the galaxy tend to be of the Small or Common size varieties. But there are some species who are either smaller or even bigger.

A beings size works as both a Trait and Trait flaw depending on how many steps up or down the scale of size a being is from the "Common" size type (which, for practice purposes is roughly between 3ft/1meter to about 7.5ft/2.5meters in height).

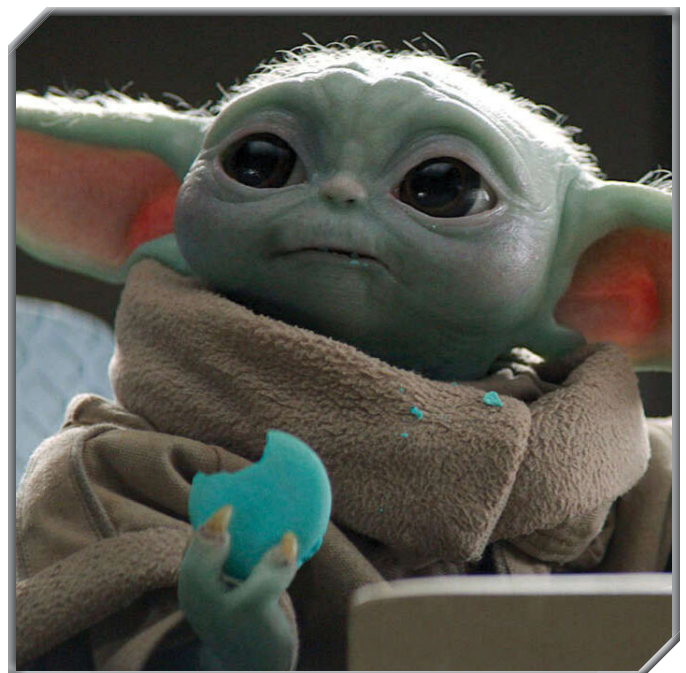
Size working in a positive way will essentially grant a +1 to actions taken where your size is of a benefits. On the other hand, as a flaw it will impose a -1 to actions taken where your size is a detriment. This can also impact the Stats of the being.

A Small sized being is harder to hit, but not as strong as taller beings. Thus for stats, their Guard Score and Reflex score/rolls would be at a +1. However, their Endurance (if they have it), Injuries and Durability would be at a -1.

The table to follow will expand on the basic of size, and go into sizes that are more common to vehicles than living beings - with some exceptions.

Before we get into sizes, remember that the sizes for beings is a bit different than that of vehicles. A small vehicle is akin to a Common sized being. But it should be said that some creatures will make a jump into sizes that vehicles use.

Vehicle Size	
Item	Description
Very Small	These are beings who are around 1.5ft/0.5meters in height or are smaller. Few beings out side of babies are this height, but there are a few. The "Anzellan" are one such species (about 0.9inch tall).
Small	Beings who are small sized are under 3ft/1meter in height, but are taller than 1.5ft/0.5meters in height.
Common (Small Vehicle)	The typical size of most being in the galaxy. Most beings stand between 3ft/1meter to around 7.5ft/2.5meters in height.
Tall	Some beings are even taller than what is common, or are possibly longer than what is common placed. Heights start at around 7.5ft/2.5meters and go up to 12ft/4meters. Beings will potentially occupy a 2 meter area.
Big	This enters into the region of vehicle sizes, with beings being as tall as vehicles are long. This starts at around 10meters in height but extends up to 20meters like that of the vehicle size. A tall being can move into this area should the space they occupy be more than just two meters.
Larger Sizes	After this, sizes continue on with the use of vehicle sizes for creatures/beings who are far larger than what is commonly encountered.



CREATURES

Players are eventually going to encounter one of the various creatures that exist in the Star Wars universe. Some of these creatures are benign and docile. Some are surprisingly intelligent and may even be capable of using the Force to some degree. Others are predators with a notable rare few that are apex predators that not just dangerous but are powerful and often larger than the people.

For the most part, creatures are built no differently than other NPCs. There are a few notable changes.

- A Non-Sentient creature as their Mind Attribute as a D4.
- A Sentient creature on the other hand is just like any other NPC, only it may have a body that one would typically associate with animals. It may even be able to speak like other species, but may also be limited to it's own language like the Wookiees. Those that are more animal like will have trait flaws as part of their species that would limit what they can physically do, so as not having thumbs but paws.
- A creature will often have their own way of defending themselves, possibly via kicking with hooves, having claws, or possibly even spikes, or a powerful bite.
- Creatures can have Endurance under some circumstances such as with Apex Predators who are meant to be a significant threat.
- Some creatures can even survive in the vacuum of space, defying what many beings would know to be possible. In some rare cases they can even travel through hyperspace.

SPECIES TRAITS

These are traits like the ones that Player characters get from their chosen species. Like before, normal traits or positive traits grant the ability to do something and/or give a +1 to a roll where the trait is applicable. A Trait Flaw is just the opposite, imposing something that hinders the NPC in some way.

Natural Weapons like claws, horns/spikes, bites, or even venom, webbing, or just brutal animalistic strength are all unique capability traits for a species, though most of these are only seen with animals or sapient beings of an animal-like physicality.

BITES

Most animals can bite, even sapient beings like humans. While human-like beings tend to not have powerful bites, animals are different. Bites do a +5 kinetic damage, with an additional +5 per size step above Common an animal is. For each size step down the damage decreases by 2.

CLAWS

Some species have claws that are a natural part of their anatomy. For some these are more a function, allowing them to climb or dig. A dog has claws but their only real function most of the time is to help them dig or gain purchase when walking or biting onto something. For those that aid in climbing they allow the function of climbing on proper surfaces as if you had the proper gear, not to mention giving a bonus to the rolls you would make. But as a weapon, climbing claws are not very good and would only give a +1 to damage of rolls made when using them for this purpose.

More lethal claws start at dealing +2 damage, say for something like a cat that is about the size of a typical dog. Larger claws scale up in +1 increments reflecting not just length but the

number of pointy bits that can be brought to bear to rend with. Remember a +1 to damage is akin to a knife cut from a small knife. So a mountain lion like creature would be doing around +3 or +4 damage (their claws are around 1.5 to 3 inches long and they have 4 per paw). A tiger like creature would potentially do around +4 to +5 damage with a single claw swipe to start, with that damage increasing above this starting point by +2 when you apply a size adjustment to them (per step up in size).

Keep in mind that claw swipes from creatures are often not as dangerous as their bites.

In a few cases a claw may be particularly more dangerous, more so than a bite. In this event the claw damage can be swapped with that of the bite attack instead to reflect a creature with particularly powerful claws (like some sort of giant crab).

HORNS & SPIKES/SPINES

Some creatures may instead have horns or spikes (or as they may be more appropriately called, spines) that are used to fight with.

In the case of Horns, they are used when a being wishes to charge with them or possibly headbut with. The skull of a being with horns is often reinforced so that they can make use of the horns when needed. Small horns often deal only a +1 to a +2 to damage, like a knife or dagger. Longer horns are like Blade type weapons. Spikes/Spines are more passive, dealing similar damage as horns but only when the being is attacked. As such they are reactionary dealing damage to those who are not careful when engaging in melee combat. More creative means can allow the spikes to be used more aggressively in a fight.

HOOVES

Some animals will have hooves and while they are not for combat, but as an ordinary means

of traversing terrain without injury (a hoof can step on rocks and the foot won't be sore, but a person and their soft feet will find walking on rocks to be unpleasant). Some animals can perform kicks with their legs and having hooves adds a bit to the damage. This is akin to knuckledusters and will add a +1 or +2 to damage dealt.

SUPERIOR STRENGTH

Most beings are not in possession of what one may call super-human strength, or animalistic strength. Wookiees have an "Exceptional Physique" which makes them stronger than most beings. The Gen'Dai are another species in possession of what one would call superior strength, though they wouldn't actually possess this specific trait.

Animals don't always possess superior strength, but most do. Animals tend to have more lean or denser muscle tissue that can make them stronger than one may anticipate or outrightly vastly stronger. An orangutan, for example, is roughly 5x to 7x stronger than a person. A gorilla on the other hand can be 4x to 10x stronger. Even though their size is still in the "Common" range, their physical power is quite impressive.

For creatures with Super Strength, the GM needs to consider just how much stronger a creature is compared to a normal being. Each step up adds a +2 to rolls made regarding their strength, including damage. So a Gorilla like animal with a D12 to it's Body and is 10x stronger than a human would do a 1d12+20 damage with it's hits.

FLIGHT

The being has wings and gainst a flying speed akin to normal ground movement. Some creatures can fly even faster (via the Fast Movement Trait that follows).

FAST MOVEMENT

Some creatures are capable of moving quickly when needed. When “Dashing” the animal gainst 1 free increament of movement more than normal.

TOUGH HIDE

Whether it’s because of thick skin, scales or some other feature of their anatomy, the creature is resistant to harm. Durability increases differ based on just how tough a creatures hide is.

- **Hide/Scales:** Dense skin or light scales like a snake offers a +2 to Durability.
- **Scales/Bone/Shell:** A more dense form of natural protection will offer a +4 to Durability.
- **Size:** Each increment in size up from common will increase the benefits of this trait by +2 per step.

ENVIRONMENTAL ADAPTATION

Some creatures are adapted to live in certain environments that most other beings cannot. A fish, as an example, is adapted to live in water but cannot out of water. Creatures with

this trait are often adapted to a particular environment and outside of that either need additional applications of this trait or they start to die.

UNCANNY RESISTANCES

Some creatures may possess unquie forms of resistance, such as an immunity to certain poisons/toxins or they may even have a particular resistance to a type of damage. Some powerful and extremely rare predators are resistant to Energy damage, including that from a Lightsaber. Essentially, a creature with an uncanny resistance doubles their Score against effects that they are resistant to, or if a roll is called for they double the result of their rolls.

HEIGHTENED SENSES

Animals typically possess senses that are stronger than that of normal beings. You can choose to focus the heightened sense on giving a unique sense as well, such as the ability to sense vibrations, or to see into the ultra violet light spectrum. This can be taken multiple times to apply to different senses. If taken for the same sense it implies a particularly strong sense.



TENTACLES/EXTRA LIMBS

The creature possesses one or more tentacles or extra limbs. Tentacles often possess limited manipulation capabilities, but are well suited for grappling or just holding things. Having multiple tentacles does not grant additional actions, but each tentacle can grant a bonus to grappling targets that are of the same size or smaller than them, but only up to 2 sizes smaller. Some creatures that are exceptionally big will find that their tentacles are not well suited for grabbing really small targets.

Creatures with just extra limbs can grant additional mobility or ability to hold/manipulate things. They are good for grappling as well, but do not grant additional actions, they can simply explain how actions occur.

TOXIN/POISON

The creature is capable of delivering a toxin or poison to a target via some means. This is often as part of a bite, claw, or spine attack that acts as the means of getting the toxin/poison into a being's body. Others may have it as a secretion on their skin, often appearing as sweat or slime and requires skin exposure in order to work on a being (appropriate body armor that is non-porous in nature protects against this).

FORCE SENSITIVE

Some rare animals are able to use the Force. While they often only use it instinctively, their capacity to use the Force makes these animals not only unusually empathetic and intelligent. While these animals are not sapient, they are close to it. Force Sensitive animals are allowed to have mind stats at a d6.

MAKING ROLLS

In contrast to PC's, NPC's do not build up a Skill die using traits. Instead their traits add only a bonus to rolls. Instead here NPC's have a rating for their skill side addition to rolls. These ratings are:

- **Below Average:** This is a D4 and represents a general lack of skill.
- **Average:** This is a D6 and represents the normal level of capability that NPC's have.
- **Above Average:** This is a D8 and represents a level of capability that someone at a journeyman's level of capability (several years of experience).
- **Exceptional:** This is a D10 and represents a level of capability that someone who is possibly a genius or has really applied themselves to what they know.
- **Masterful:** Finally we hit at a D12 and is the level of capability that a master of something would or should have.

Each NPC type has three levels of these skills. The GM must decide where to put the dice they will use. One is for Combat, the second is for Tasks, and the last is for Knowledge. Combat is self explanatory for its use. Tasks involves actions that are not combat based typically such as working at a job, their perceptions. Knowledge involves what the NPC knows and includes the use of Force Powers.

Civilian: Apply a D4 and two D6s.

Specialists: Apply two D6s and a D8.

Veterans: Apply a D6, a D8, and a D10.

Masters: Apply a D8, a D10, and a D12.

Villians/Powerful Allies: The same as the Master, only you can increase one of the dice up one step, except the d12 which is maxed.

[illegible]

1

Force

(Choose any that would be appropriate for the NPC)

6

3

--

[illegible]

d6

d6

Score

d6

(If Any)

d6

Tas

Knowledge

Human (Civilian): Common Size, +3 Free Traits
(Create a total of 4 traits for the NPC)

VEIU I'7MO IEUCUW

1

Force

Blaster Pistol: Long R., +6 E.dmg, Multi-Function
(Standard/Stun), One-Handed, Power Supply
Crew Uniform, Blastvest, & Helmet: +3 Armor
Bonus, Concealed, Layers

9

7

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d8

d8

Score

d8

(If Any)

d8

Tas

Knowledge

**Human (Specialist): Common Size, +3 Free Traits
Ship Crew Training, Basic Combat Training, Blaster Proficiency,
Couragous, Resist Interrogation**

Stormtroopers (Human)
↓KΛ↓1YΛ 1Y 17M□
1E0CKΛ1

Level
3

ATTRIBUTES

Body	✓	✓	✓	✓	✓	✓
Mind	✓	✓	✓	✓	✓	✓
Force	✓	✓	✓	✓	✓	✓

Gear

Blaster Rifle: Far R., +7 E.dmg, Multi-Function (Standard/Stun/Burst-Fire), Two-Handed, Power Supply

Stormtrooper Armor: +6 Armor Bonus, -3 Guard, Life Support (Filtered Breathing, Temperature Protection), Obstructive, Powered (48hrs), Sensors (Lowlight Vision), Obscured Vision*

Utility Belt: Grappling hook with liquid rope, blaster ammo packs, medkit, binders

Guard Score 5
Durability Score 10

INJURIES

RESISTANCES

↓MΛ1Λ↓KΛ11Λ1Λ

Reflex 6 d8

Resilience 6 d8

Willpower 6 d8
Score Die

ENDURANCE

(If Any)

SKILLS

d8
Combat

d6
Task

d6
Knowledge

Traits

Human (Specialist): Common Size, +3 Free Traits
Stormtrooper Training, Speeder Operation, Blaster Proficiency, Imperial Regulations, Casual Cruelty, Unsympathetic

The Civilian noted is an example of a person who is likely young, someone who is likely in their late teens or early 20's. They are capable, but lack experience. Adding levels to a civilian steps them up that ladder of normality. While levels are not indicative of age, they can be for a person who has lived a fairly normal life for a long time. You can think that age starts at around 18yrs and every 5 years of age should give +1 level.

The Ship Crew is an example on the other side of things. They represent people who may have undergone specialized training to be functional crew members of a starship. As specialists instead of civilians, they are just a bit better than civilians for their training. The example here is based off the Tantive IV crew that died fighting off Stormtroopers, and much earlier those who would face Darth Vader in a corridor. Note that the actual crew at that time would

have actually been around level 5.

The Stormtroopers presented represent a trooper who has not only gotten through basic training, but has been active for a bit of time, but does not often see action since the Empire is more keen on overwhelming force than experience and on going training. Troopers that want to train are just sent to a rifle range to improve their shooting. However, they weren't allowed to modify their armor to adapt to the vision obscuring problems that the armor's helmet imposed on users.

Darth Vader (Human) ↓KΛ↓YM Y I7MO IEUOKW		Level 10
ATTRIBUTES X↓VCTE↓VΛ		
Body	✓ ✓ ✓ ✓ ✓ ▲ ■ ◆ ◆ ● ◆	
Mind	✓ ✓ ✓ ✓ ▲ ■ ◆ ◆ ● ◆	
Force	✓ ✓ ✓ ✓ ✓ ✓ ▲ ■ ◆ ◆ ● ◆	
Gear VΛK7		
Lightsaber: +6 E.dmg, Deflecting*, Force Attuned, One-Handed, Shed Light (Dim), Sundering, Thrown Vader's Armor: +6 Armor Bonus, -3 Guard, Life Support (Rebreather, Filtered Oxygen Cycler, Temperature Protection, Vacuum, Underwater, Unique Life Sustaining System*), Obstructive, Powered (1 month), Sensors (Lowlight Vision), Energy Resistant (+2 Durability vs. Energy damage, unless Sundering) *Vader's life is sustained by the suit, helping him to breath. And it has a redundant system as well in the event of massive damage taken by Vader. Cybernetics: Cybernetic arms, legs and internal organs.		
Guard Score 9 Durability Score 12		
RESISTANCES CTΛVΛ↓XΛNΛVΛ		
Reflex 6 d12	INJURIES <div></div>	
Resilience 8 d12	ENDURANCE (If Any) 12	
Willpower 8 d10 Score Die		
SKILLS VCTNΛN		
d12 Combat	d10 Task	d8 Knowledge
Traits VCTMΛ1MΛN ↓7K1ΛN		
Human (Specialist): Common Size, +3 Free Traits Force Sensative, Instictive Piloting, Good with Machines, Jedi Padawan, Jedi Knight, Sith Apprentice, Sith Lord, Lightsaber Form V (Djem So), Anger Problems (Flaw), Quadriplegic (Flaw), Susceptible to Force Lightning (Flaw), Loyalty to the Emperor (Flaw), Chosen One, Strong in the Force, Ace Pilot Force Powers: Absorb Energy, Damage, Deflect, Hold, Influence, Move, Transport, Vision Dark Side Score: 9 Light Side Score: 1		

Darth Vader is a villian who is a significant threat to the players. He has been padded out with extra traits to add to the years of fighting and being under the thumb of the Emperor. While not a conclusive version, Vader's traits add a significant number of bonuses to his rolls. Additionally some of these traits can be added to Scores when applicable.

He also has a number of flaws that apply under certain circumstances. Acting against the Emperor, for example is one such flaw. He can choose to, but doing so is an effort for him, and he knows that if he is caught that there is a price to be paid for his disobediance.

One important element to Vader is his Dark

Side Score of 9. Vader, in contrast to how he often acts, has a small spark of Light in him, the last vestage of Anakin Skywalker. As such while Vader is ruthless he is also rebelious to a degree and has been known to show compassion even if it is with a purpose.

He also hates himself for being manipulated, for killing his wife, and for all of the fear and pain he has personally spread at the command of the Emperor. This all helps to explain why there is still a Light Side score of 1 to Vader.

NPC'S CHANGING THEIR TYPES

It was mentioned that an NPC can change their type. This comes from training and ever seeking to improve yourself. Changing their type is a direct swap over. A Civilian that becomes a Specialist swaps their current level of Civilian for that of the Specialist. Like wise they swap over all Attributes and Stats. The only things that don't change are their traits. Instead, if the switch would give you additional traits then you gain only the extra traits.

Switching to Veteran requires that the NPC first be a Specialist, and a Veteran then becomes a Master.

Each type can just stay as they are up to level 10. Once there, they can only swap over to other types to improve themselves.

IMPROVING TO VILLIAN OR POWERFUL ALLY

Occasionally, an NPC may start as someone normal but then take action to become someone of significant importance. Here the upgrade is not meant to be immediate.

Levels do not move straight across, instead you look at the Master type on the NPC Level table and compare the Stat Bonus. If you are a Civilian at a +2 for a Stat bonus then on the Master side that is where you start. After this you apply the benefits of being a Villian/ Powerful Ally. In some cases, the upgrade can come with a level increase too.

IMPROVING NPC'S

NPC's, aside from giving them a level, can also be given additional traits as the GM sees fit to. This shouldn't be anything too outlandish like Force Powers, those of which should be from normal trait applications. Extra traits should be used to simply round out an NPC, give them

what they need to help the players or to pose an applicable threat to them.

GM DESTINY

Players are not the only ones who get to make use of Destiny points. As mentioned before, the GM gets 1 Destiny point for each player at the table +2.

The use of these points is towards:

1. **Counter Destiny:** Only usable if a villain is present, countering Destiny happens when you wish to counter a player's Destiny point use.
2. **Great Escape:** Only usable on a villain or a high ranking NPC, the use of a point allows something to intervene in a scene that allows the villain to escape.
3. **Superior Success:** Just like what the players can do.

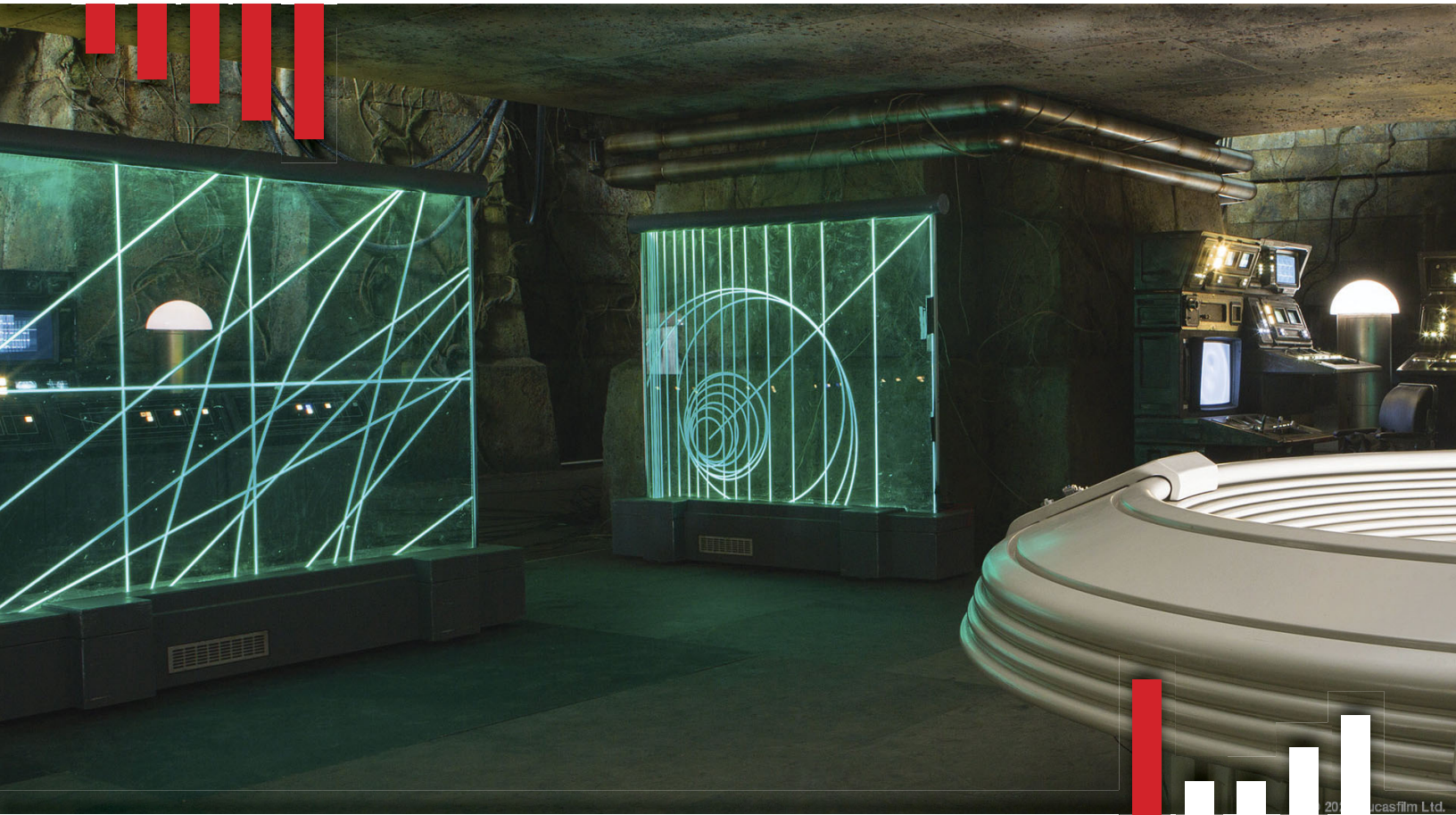
For some GM's this may not be enough.

If necessary, the GM should think that anything that the players can spend a Destiny point to do they can do as well.

One option for a GM is to use a Destiny point to allow a Villian to act out of turn, or act twice or more during the round.

GM's can recover Destiny points under a few conditions. First, at the start of a new game session, just like the players. But the second way is when ever a player spends a Destiny Point, which can be spent immediately if desired.

CHAPTER 07



SHEETS & REFERENCE MATERIALS

CHARACTER NAME חַיִּימָה לֵוִי

APPEARANCE חֲסִידָה אֶתְיוֹמִית

PERSONA לִמְדָה וְנֶאֱמָר

☐ Moral Leaning

☐ Who Are You? / Lines in the Sand...

LIGHT SIDE

DARK SIDE

SPECIES & TRAITS אֲנִי חֲסִידָה וְאֶתְיוֹמִית

ROLE חֲסִידָה

Level

ROLE FEATURES חֲסִידָה אֶתְיוֹמִית

ATTRIBUTES חֲסִידָה לֵוִי

☐ AGILITY

☐ AWARENESS

☐ EGO

☐ INTELLECT

☐ MIGHT

☐ FORCE

Score

Die

TRAITS חֲסִידָה לֵוִי

☐ SKILL TRAITS

☐ COMBAT TRAITS

☐ CAPABILITY TRAITS

HEALTH 𐄇𐄃𐄀𐄃𐄃𐄃

ENDURANCE

Score

Current

INJURIES

■ Second Wind

DEFENSE 𐄇𐄃𐄃𐄃𐄃𐄃𐄃

■ Guard Score

■ Durability Score

Base
Score

Armor
Mod.

Traits /
Others

TOTAL

RESISTANCES 𐄇𐄃𐄃𐄃𐄃𐄃𐄃𐄃𐄃𐄃𐄃𐄃

■ Reflex

■ Resilience

■ Willpower

Base
Score

Traits /
Others

Roll
Bonus

COMBAT 𐄃𐄃𐄃𐄃𐄃𐄃

Movement: 1 Close Range Band (3 meters) per action.

Armor	Total Mass	Total Defense Penalty	Total Armor Bonus	Traits (Armor is typically listed together, but if armor has different traits from one type of armor to the next then note this seperately.)

Weapon	Type	Mass	Range	Damage	Traits

GEAR 𐄃𐄃𐄃𐄃𐄃

■ Wealth

DESTINY 𐄇𐄃𐄃𐄃𐄃𐄃𐄃

■ Points

Uses:

1. **Stave off Death:** Avoid dying, automatically stabilize, foe thinks you dead.
2. **Twist of Fate:** Add something to a scene not there.
3. **Superior Success:** Turn a success into a Superior Success, or failure into a success.
4. **Just a Fleshwound:** Convert Injuries from one attack into Endurance damage.

FORCE POWERS 力の力 力の力

Power Acquired	Power Name	Description
<input type="checkbox"/>	Absorb	<p>Base Difficulty Score (DS) for the Force Roll is equal to the damage of the weapon, and only requires a roll when hit by an attack as a reaction (requiring a Reflex roll vs. the attack roll). On a successful roll, roll your Force die plus any applicable traits as a bonus to the roll. A Superior Success lets you roll your Force Die twice.</p> <ul style="list-style-type: none"> • Concentration: Make 1 roll & use that roll from turn to turn, instead of reactionary. A new roll replaces an old roll. Can only use 1 concentration power at a time. Action only to activate. • Chanel (Dark Side): Increase DS by 1. On success, +1 to any single chosen roll on your next turn. A superior success gives a +2. Using this gives a Dark side point. • Boost Second Wind: Increase DS by 2. On success, +1 to your Second Wind when used. A superior success gives a +2. The bonus lasts only until a Second Wind is taken.
<input type="checkbox"/>	Assist	<p>Base Difficulty Score (DS) for the Force Roll is 6. On success, roll Force die. For every 1-3 points in that roll grants a cumulative +1 to a roll you would make (1 to 3 = +1, 4 to 7 = +2, etc.). An action to use.</p> <ul style="list-style-type: none"> • Concentration: Make 1 roll & use that roll from turn to turn, instead of reactionary. A new roll replaces an old roll. Can only use 1 concentration power at a time. Action only to activate. • Lingering: The effect lasts 1 additional turn beyond it's use. Increase the DS by 2. • Ranged: Applying Range Bands will impose a penalty to the roll. • Targets: If used on multiple targets the DS increases by 2 per target.
<input type="checkbox"/>	Damage	<p>Using an action, make a Force roll as an attack roll. Damage is the Force die plus traits (superior success is Force Die rolled twice), ignores armor but not natural durability.</p> <ul style="list-style-type: none"> • Non-Lethal: Normal use, no injuries inflicted. • Lethal: Damage can give Injuries like other normal attacks. Roll to hit is at a -1. If used on living targets the attack gives you a Dark Side point (droids & machines do not count). • Ranged: Applying Range Bands will impose a penalty to the roll. • AOE: You can generate a Cone/Line/Radius effect with the power for the range band it affects (including penalty to the roll). • Visible: The power is made visible in some way. Attack roll at -1 to hit, but +1 to damage. • Repel: Target is forced back 1 range band of movement (see movement) per -1 to the roll. • On Going: Using the power in an on going basis. This makes it "Concentration" but also requires an action to maintain. Instead of an attack roll, a roll is made vs. the target's Resilience score/ opposed roll. • Lightning: A Dark Side use of the power, it is visible and involves hurling lightning at a foe. Targets hit are "Dazed" until their next turn. This can also affect vehicles, acting like Ion damage. Durability is completely ignored. • Counter: As a reaction, counter a damage power. Used as a reaction with a -2 to the roll.
<input type="checkbox"/>	Deflect	<p>Use a held action or reaction to make a Force Roll that acts as your Guard Score until the start of your next turn.</p> <ul style="list-style-type: none"> • Held Action/Reaction: Considered the default option for the powers use. • Multiple Sources: A single source of an attack imposes no penalties. However, each additional source of damage you want to deflect lowers your roll result by 1. • Barehanded: You can channel the Force so that you can use your bare hands to deflect an attack. This lowers your roll result by just 2pts. • Deflect Action: With an action, roll just your Force die & add applicable traits. Divide result by 3, apply that number as a bonus to your Guard Score (no less than +1). • Reflect: If a ranged attack fails to hit you while using Deflect, you can attempt to reflect it. This is made as part of it's normal use. Make a Force roll against the target as an attack roll, and if you succeed they take the damage from their own weapon.

FORCE POWERS 土△7・M U△OM7N

Power Acquired	Power Name	Description
<input type="checkbox"/>	Empower	<p>Used to enhance yourself, others, or infuse an object with the Force. Make a roll vs. base DS of 6. Its use is an action and requires Concentration to be maintained there after. The exact effect can vary based on what you want to do.</p> <ul style="list-style-type: none"> • Ranged: Applying Range Bands will impose a penalty to the roll. This is applied when you wish to use the power on another being. • Attribute Boost: A successful roll is made for 1 chosen attribute increasing the die type by 1 step (d4 to d6). A superior success increases the die type by 2 steps (d4 to d8). • Stat Boost: Any single chosen stat can be boosted. A success will increase the chosen stat by +1. A superior success increases the boost to a +2. • Movement (Running): On a success, when you take a move action you move 1 additional range band of movement (a single Close range band). On a superior success this increases to 2 range bands. • Infused Attack: You can infuse a melee weapon or unarmed attack. A success gives a +2 to damage (a +4 for a Superior Success). Can be used with the Deflect Power, only for held/worn objects (not unarmed like a shield or even an armored glove). An infused object retains empowerment until the start of your next turn.
<input type="checkbox"/>	Hold	<p>The power is used to hold a being in place. This power is often combined with the use of the "Damage" power by Dark Side users to levitate a person off the ground (holding them in place) while strangling them. A Force roll is made in contest against a Might roll of a target. If used for only that moment, the hold lasts until the start of your next turn. This is treated as a grapple without the need of making physical contact with a target.</p> <ul style="list-style-type: none"> • Ranged: Applying Range Bands will impose a penalty to the roll. • Levitate: You lift the target off the ground by a meter. This imposes a penalty of -1 to your roll, and allows you to move the target up to 1 Close Range band in distance from their original starting point instead of just holding them in place. • Concentration: Using the power from turn to turn requires you to concentrate. This means a roll is needed at the start of each turn to maintain the power. If damage is taken a roll is also needed to maintain the power vs. a DS equal to the damage result. While concentrating you can use another power so long as you are not concentrating on that power.
<input type="checkbox"/>	Influence	<p>Used to influence others in some way, such as manipulating senses (creating illusions) or influencing their minds to act in a certain way. The use of this requires a Force roll against either a target's passive Willpower score, or vs. their Willpower Roll. On a Success, the target(s) are influence to act in a certain way or sense something that isn't there. For actions, a target will carry out the action they are influenced to until it is done - thinking it's their own idea at the time, ("Subtle" ensures this).</p> <ul style="list-style-type: none"> • Willpower Score: Used when target is unaware of your actions or other wise not actively aware of what you are doing, or influence is other wise subtle. • Willpower Roll: Used when target is hostile or alert to your actions (possibly from past experience), but otherwise has their guard up, or the act is obvious. <p>Modifiers to rolls are:</p> <ul style="list-style-type: none"> • Ranged: Applying Range Bands will impose a penalty to the roll. • Subtle: A subtle use of the power increases the DS by 1, but the target(s) are unaware that a power has been used on them. <ul style="list-style-type: none"> ◊ Target(s) can make an Intellect roll after an hour to realize that they may have been influenced in an unusual way (or sooner if something happens to contradict what they believe). Subtle denies this from the target. • Dominate: A powerful influence that over rides the target's sense of self, forcing them to do a task even if they are morally opposed to it. This gives the user a Dark Side point, an increases the DS by 2 (or -2 to the roll). • Targets: If used on multiple targets the DS increases by 1 per target beyond the first.

FORCE POWERS 土△7:M U△OM7N

Power Acquired	Power Name	Description
<input type="checkbox"/>	Move	<p>Used to move or manipulate objects/people by moving them. This allows button pushing, flipping switches, or picking up & moving a being. A Force roll is used in the place of your Might for lifting objects. A roll is not always called for if an object is mass 1 or less.</p> <p>Base Difficulty Score (DS) for the roll is 6 if target's Mass is 1. A target's mass or Size applies a modifier to your rolls (explained below).</p> <ul style="list-style-type: none"> • Range: Range modifiers do not apply, as long as you can see a target you can move it. • Mass/Size: The mass or size of a target can affect your roll. Mass applies increases the DS by 1 for every 2 mass over mass 1 a target is (mass 2 to 3 = +1 to the DS, 4 to 5 = +2, etc.). Size works like mass, but each size step increases the DS by 1. Vehicles are a bit different with each size step for a vehicle increasing the DS by 3 per step, including the first step. • Living Being: A living being who is unwilling to be moved, can resist the power. This turns the power into a Grapple roll, with your Force roll being used. However, the target is not really grappled, held aloft and unable to move, but they can otherwise take actions, including attacking you without penalty. • Concentration: Make 1 roll & use that roll from turn to turn, instead of reactionary. A new roll replaces an old roll. Can only use 1 concentration power at a time. Action only to activate. • AOE: You can generate a Cone/Line/Radius effect with the power for the range band it affects (including penalty to the roll). • Hurl: You throw something like a weapon. Thrown objects from this have a maximum range you can throw them. This is equal to your Ego + Force scores, minus the object's mass score or size. If this reduces the max range to zero then it cannot be thrown, only dropped into an adjacent space to you.
<input type="checkbox"/>	Restoration	<p>Used to heal injuries, undo temporary conditions, and even help heal psychological damage. Cannot undo permanent disabilities. You must make physical contact with a target in order to use this power, you cannot use it at a range. The power's prolonged useage is a form of concentration.</p> <ul style="list-style-type: none"> • Injuries: Takes one minute per injury in time needed to heal it. The roll involves a DS of 6 + 1 per injury after the first. A successful roll heals one injury. A superior success heals two injuries. • Conditions: Removing a temporary condition involves a roll much like that of healing an injury. Succeeding in a roll removes a single condition that a target is suffering from. Note that conditions that are permanent cannot be undone (such as being blinded due to missing eyes and not because dust was tossed into them). Unlike injuries, you use a <u>Full-Turn action</u> to use the power. • Psychological: This is a different form of condition. Here the condition is mental, and takes more time to treat. The treatment for a psychological condition takes 1 hour. However, combating or ending an induced effect from a power uses a Full-Turn action, (such as being influenced to do something, or being intimidated to be afraid).
<input type="checkbox"/>	Transform	<p>The power is an exclusively magical power, requiring one to possess a Force Magic trait. Transform involves the alteration of one thing into another. This can involve the classical transmutation of one substance into another, or it can involve altering a living being via mutations. A roll starts against a DS of 6.</p> <ul style="list-style-type: none"> • Material: Transmuting a material into another takes time & materials. The value of the transmuted material desired requires +5 to the rarity of the equipment and materials. The desired result will further augment the DS (with a penalty). There are limits on what can be transmuted. <ul style="list-style-type: none"> ◇ Reinforced Material: This increases an items natural durability by +1 up to a +3. (DS 6 for +1, but increase by 2 for each increase.) Each mass point is 1 day of work, if size also becomes a factor then it doubles the time and cost. ◇ Reinforced Material (Continued): The roll DS increases by 1 for each 1 increase in the objects durability & structure (it's Endurance/Injuries). With an object that is armor, improving on it's durability grants a +1 durability to if the armors inherent durability is increased by 1 to 2 points, then +2 if by 3 to 4 points. Objects cannot exceed a 4pt increase in their durbaility.

Power Acquired	Power Name	Description
<input type="checkbox"/>	Transform (Continued)	<p>◇ Potion Craft: Potions often require the person who created them to be the one to use them, or at least another practitioner of Force Magic. But for an ordinary person to use it, the DS to make the potion is increased by 1.</p> <p>Crafting involves choosing a Force power. Then choosing the number of “doses” that you will create. Each dose adds 1 day of time needed to make it. The Difficulty Score for your roll is determined by the number of doses it will have + the potency.</p> <p>Normal Potency: This has equal to the DS for a normal use of a power. Superior Potency: This is equal to the DS needed in order to generate a Superior Success.</p> <p>The Rarity value of making the potion in terms of materials has a base DS equal to the DS to make the potion (+5 as mentioned before).</p> <ul style="list-style-type: none"> • Biology: Altering a being's biology can be done to some degree. It can take an hour to perform a ritual for this. Base DS for your roll is 6 and modified based on what you do. The changes are permanent unless altered again. ◇ Attribute Shuffle: You can rearrange the attributes points of a target. Each point shuffled increases the DS of the roll by 1. ◇ Remake Trait: You can alter a trait (or traits) of a target from one thing into another. This must be a capability trait. DS for the roll is +2. ◇ Alter Appearance: This is a simple alteration in appearance, but it cannot alter a being's species. A person can become taller, have their skin tone changed, any natural markings altered and so forth. This can be made to be temporary and lowers the DS by 1, having the effect end after a week. The DS to do this is the base roll.
<input type="checkbox"/>	Transport	<p>Use is as part of a move action (typically) and against a base DS of 6.</p> <ul style="list-style-type: none"> • Propelled Movement: This affects your normal movement as well as leaps you make. Succeeding adds 1 range band of movement to what movement you are using that turn. A superior success adds an additional range band of movement to your movement (+2 range bands of movement). • Slow Fall: Used to abate inertia of a fall. Used as a reaction or concentration as part of a propelled leap that puts you into a fall. A successful roll has you treat the fall like using a parachute, allowing you some control over your fall as well but may need a roll to land safely. A superior success completely cancels out the effects of the fall. • Combined: As long as you concentrate on the power's use you automatically move the power's use to Slow Fall if you used Propelled movement or otherwise fall. • Levitate/Flight: A successful roll to Levitate has you lift yourself a meter off the ground and/or move yourself an Adjacent Range band per move action. A superior success swaps this to a normal close range band for movement. Flight uses Force Magic and an action. A successful roll allows the user (or another) to temporarily fly at their normal movement. A superior success has movement improve to the Mid range band instead. Flight lasts only 1 minute. • Teleport: Used as a move action and requires Force Magic to use. The range bands in distance affect the final roll of the power, and you must see where you are going. Succeeding has you vanish from one spot to appear at another. A superior success allows you to go to a place you have been to before but cannot see.
<input type="checkbox"/>	Vision	<p>You can sense what has happened in the past, what is happening now, and the potential of the future. It takes 10 minutes to actively use the power and are unable to do anything else due to your focus.</p> <ul style="list-style-type: none"> • Past Sight: A DS of 6 lets you look back as far as 1 year, +1 to the DS per additional year you look back. • Present Sight: A DS of 6 lets you look at anywhere within a mile of you. Add +1 to look anywhere in the world, +2 for off world but within same system, +4 for a different system, +6 for within the same quadrant, +8 for outside your quadrant. • Far Sight: A DS of 8 lets you look only at the immediate future, about an hour. Add a +2 for within a day, +4 for within a week, +6 for a month, +8 for a year, +10 for beyond a year. Results are mercurial, and rarely definitive.

Power Acquired	Power Name	Description										
<div></div>	Vision (Continued)	<ul style="list-style-type: none">• Taking Time: Lower the DS by 1 for doubling the time you take.• Dreams: A roll is made when the user is asleep at the GM’s discretion and is used to help provide motivation or plot advancement.• Psychometry: Need to touch an object, and sense events surrounding the object. Reduce DS by 2, but are limited to only see the past of an object. <table><tr><th>Roll Result</th><th>GM Vision Insight</th></tr><tr><td>Success</td><td>Player should get a glimpse of what they are aiming for, gaining some information or some understanding without giving away too much info. A percentile die may be rolled to determine how accurate a Far Sight vision is.</td></tr><tr><td>Superior Success</td><td>The player learns what they are seeking to learn. There is still some vagueness to what is seen but they are able to sort through the “what ifs” to see what is likely to happen or has certainly happened.</td></tr><tr><td>Failure</td><td>Everything is muddled and unclear. The player may catch glimpses of multiple possibilities/events and are left confused on what they have seen.</td></tr><tr><td>Superior Failure</td><td>This most likely means that the player cannot see anything, or they instead see something at the opposite end of what they are wanting to see/learn about giving them misleading information that they believe to be correct.</td></tr></table>	Roll Result	GM Vision Insight	Success	Player should get a glimpse of what they are aiming for, gaining some information or some understanding without giving away too much info. A percentile die may be rolled to determine how accurate a Far Sight vision is.	Superior Success	The player learns what they are seeking to learn. There is still some vagueness to what is seen but they are able to sort through the “what ifs” to see what is likely to happen or has certainly happened.	Failure	Everything is muddled and unclear. The player may catch glimpses of multiple possibilities/events and are left confused on what they have seen.	Superior Failure	This most likely means that the player cannot see anything, or they instead see something at the opposite end of what they are wanting to see/learn about giving them misleading information that they believe to be correct.
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DICE ROLLS

Rolling a die

TRAINING

Trained: Roll 2 dice, First die is Attribute die. The Second is a "skill die" that starts at a D4. Skill Traits increase the die type by 1 for each that can apply. After a D12, traits give a +1 to the roll.

Untrained: Cannot apply skill traits to a roll, keeping the die as a D4.

Capability traits do not increase the die type. They grant a +1 bonus to the roll.

Versus Roll: A roll vs. an opposing roll from a foe. Higher roll succeeds.

Difficulty Score: A DS is used when a static number to roll against is needed to represent the difficulty of a task. Base DS rolls are against a 6 typically.

Difficulty Score	Task Difficulty
4	Very Easy , the task requires almost no effort to complete, but can be tough for a sickly & unskilled person.
5	Easy , the task is not difficult and can typically be completed by most people.
6	Average , the base difficulty for most tasks.
8	Above Average , the task is tougher to complete, with normal NPC's often having to work hard to best this.
10	Tough , the task is at the limits for what most normal NPC's can strive to succeed at
12	Very Tough , the task is a strain PC's, especially starting PC's but not impossible.
14	Rough , the task is not one that requires training and capabilities to properly overcome.
16	Daunting , the task is quite difficult, but succeeding is often only possible for those with high natural ability and skill.
18+	Unlikely , the task is difficult enough that you are unlikely to succeed unless you have exceptional capabilities.

- **Untrained Power Use:** Use a power not gained, roll is at a -5.

SCENES

A scene is any even in which the players or their foes interact with each other or others.

- **Encounters:** When a scene shifts to one of danger it becomes an encounter.
- **Rounds:** These are the intervals of time in which all player characters and foes take their turns. Eight rounds typically makes up 1 minute of time.
- **Turns:** This is the interval of time in which a player's character or a foe acts in.
- **Actions:** What you do on your turn. You can take 3 actions. There are multiple different actions a character can take

SUCCESSSES

Superior Success: Max result for your die roll.

- **Lethality:** Damage is not just Endurance but inflicts an injury.
- **Condition:** Inflict a condition appropriate for the attack/action.
- **Advantage:** If an ally attacks after you, they can reroll one die if result is a 1 or 2.
- **Destiny Point:** You regain/gain a Destiny point in addition to the above options.
- **Advance the Clock:** A clock moves in one direction or another.

FAILURES

Superior Failure: When a roll results is double 1's.

- **Roll Attempt Stop:** Cannot make any more rolls for a task.
- **Weapon/Item Drop:** A held item is dropped.

- **Move a Clock:** A clock moves in one direction or another.
- **Shot in the Foot:** Hurt yourself, take weapon's damage.

MODIFIERS

Each modifier increases/decreases the DS by a step (or increases by 2 per step).

- **Minor:** Move up/down one step (+/-2).
- **Heavy:** Move the DS up/down two steps (+/-4).
- **Major:** Move the DS up/down by 3 steps (+/-6).
- **Severe:** Move the DS up/down by 4 steps (+/-8).

FORCE USE

Must have both a Capability Trait & Skill Trait to use powers. Powers are traits as well.

- **Base Use:** Perform an Aid action with the Force. Untrained: Self Only. Trained: Self & Others.

DAMAGE

Attribute Die + weapon bonus + half your level + any traits that add to damage.

- Damage < Durability = no harm. Damage = Durability = 1 Endurance damage.
- Every Damage 5pts over Durability = 2 Endurance damage.
- A Superior Success does 1 injury per hit in addition to Endurance damage.
- At zero Endurance, damage is Injuries.
- Can choose to do "non lethal" damage with blunt attacks.

Massive Damage: Damage that is 3x your Durability = Zero Endurance, only Injuries taken.

DAMAGING ARMOR/ WEAPONS/ITEMS

Not done unless a "Called Shot" is used. Item's Endurance/Durability will vary.

ACTIONS TAKEN

Action	Description
Aid/Hinder	The aiding/hindering person makes a roll against the same DS as the person they are aiding. Success gives a + or - 2 to their roll. A Superior Success up this to a 4. The number of PC's that can participate is dependent on the GM, with each additional person only adding a +1 to the roll after the first.
Aim	+1 to attack roll up to a +3 per action used. Spending additional turns aiming only maintains this bonus.
All-Out Movement	Use a full-turn action (using all 3 actions) to move out to the Mid range band. Maintaining "All-Out Movement" requires a Resistance roll each turn after a number of turns equal to your Might score has passed. Failing ends the movement.
Attack/Use	Make a single attack, or manipulating an device/object. Range modifiers apply. Rolls are often made against a target's Guard Score. Area of Effect (AOE) attacks will target a foe's Reflex score/Roll.
Auto-Fire	The weapon must have the Auto-Fire trait. An Auto-Fire attacks used 10 shots. If a weapon lacks the full 10 shots left then you expend whatever is left, reducing the over all effect as a result of this. <ul style="list-style-type: none"> • Focus Fire: An attack roll is made for each shot, at a cumulative -2 per shot. Damage is based off the first shot, each additional shot that hits adds only the weapon's damage bonus to the result. • Sweeping Fire: The attack is a wide cone. A single attack roll is made for the area of fire and comparing it to the Reflex score or roll of all targets in the area. Damage is based off one shot and applied to all targets inside of the cone.
Burst-Fire	This is a toned down version of Auto-Fire where you fire only 3 shots. Functionally the same as the "Focused Fire" use of Auto-Fire, only with limited ammo lost. You cannot use the "Sweeping Fire" option.
Called Shot: Disable/Disarm/Killshot/ Knockout	An attack made against a specific part of a person or an object. Four uses for how this is used. Shot is at a -5 to hit. <ul style="list-style-type: none"> • Disable: A successful use results in an injury to the targeted area, rendering it unusable (a limb is often the target). Medical treatment can undo the injury. • Disarm: A successful, non-harmful, use knocks the weapon from the target's grasp, often landing adjacent to them. The harmful version severs a person's hand/arm, inflicting an injury on the target. • Kill Shot: A successful kill shot deals 2x the attack's damage to the target for determining if they are instantly killed. After damage is applied, must make a Resistance roll vs. the damage. If they succeed they are left dying. • Knockout: Like the kill shot but non-lethal. Damage is still inflicted, but the hit to the head is not a lethal blow.
Crawl	Crawling has you as prone and moving only at the Adjacent range band for each move action used.
Defend	Spend one or all of your actions to defend. Using one action to add a +1 to your Guard Score & Reflex score/rolls, but take a -1 to attack rolls made with other actions. Two actions are a +2, with a -2 penalty. Three actions give a +4, but you cannot do anything else.
Delayed Action	You can choose to delay or hold a single action, and not your full turn of actions. You act in a chosen way when a specific condition occurs or after. You do loose any un-used actions if you choose to delay.
Distract	A roll is made to gain the attention of a target(s) that you wish to distract and is often against a roll to pick up on the ruse. A success gives target(s) take a -2 to next roll(s) made. A Superior Success gives a -4. Or target is otherwise made to act in a distracted way.
Force Powers	Force powers use an action to be used, or are used as part of an action. Some can be used as a reaction as well.
Grapple	Grappling uses a Single Action to initiate with a foe but afterward it may take more actions depending on what you do. Targets bigger than you cannot be pinned or thrown, or suffer no movement penalty if moving while holding/being held. <ul style="list-style-type: none"> • Hold: Foe must be your size or smaller, they cannot move away from you without taking you with them (movement is Adjacent). Use 1 action to maintain a hold (vs. roll to maintain), and requires an attack roll to initiate. Both can still make attacks. • Pin: The target treated as "Prone." Target cannot attack & neither can you. Full-turn to effect a Pin, but once a target is pinned you need to use 2 actions to keep them pinned. • Reverse: Attempt to change who is in charge of the grapple. An oppsed roll is made, but at a -5 to your attempt. • Break Free: Just as it implies, you break free of a grapple. Again, this is an opposed roll, and if you succeed you break free of the grapple. • Throw: Requiring 2 actions to perform. On succeess, target must make a Might roll vs. the taret's Reflex Score. On a success, render the target prone in an adjacent space. A Superior Success puts them a Close range band away. • Strangle: First making a hold or a pin and initiates a Roll Contest. Your remaining actions must be applied to this action. The target must make a Resistance roll vs. your Might roll. Each turn both actors make a roll. A success to resist means you continue to stay awake. A failure means you are a step closer to loosing consciousness, 2-3 failures results in unconsciousness. Once a target is knocked out, continuing to strangle them will result in the target's death. At this point the target is helpless and cannot resist this.

ACTIONS TAKEN

Action	Description
Holding Breath	A free reaction you can take at any time outside of your turn or during your turn. You can hold your breath for a number of turns equal to your Resilience score divided by 2. To hold your breath in time to not breath in something harmful you need to make a Reflex roll vs. a DS either set by an attack (if it is an attack) or vs. a DS determined by how easy or hard it is to detect that you need to hold your breath.
Jump	<p>A person can typically only jump at the Adjacent range band (just a few feet).</p> <ul style="list-style-type: none"> Standing High Jump: Leaping straight up has a base DS of 6 to add an additional Adjacent range band. Standing Long Jump: Leaping forward instead of up has a base DS of 6. Succeeding has you move an additional Adjacent range band. Running High Jump & Running Long Jump: Each move action taken before engaging in a jump grants a +1 to the roll (up to a +6 max). Success, leap to Close range band for 1 move action, & Short for 2 move actions or more. A Force power is needed to leap further.
Move/Dash	Moving using 1 action and allows a character to move the character to move up to the "Close" range band. Using 2 actions has you move another Close range band, and using all 3 actions to move has you move to the Short range band. Moving beyond a single move action is called "Dashing."
Push	<p>Requires an attack roll to be made first. On a success, make a Might or an Agility roll opposed by the target's roll. Success has you push the target away by an Adjacent range band. On a superior success the target also falls prone.</p> <ul style="list-style-type: none"> Pushing Objects: Objects are a bit more complex to push. The DS to push an object an Adjacent range band is based off the object's mass and/or size.
Reaction	<p>Using a reaction does take away from the actions you will take on your following turn (no more than 2 reactions are allowed).</p> <ul style="list-style-type: none"> Attack of Opportunity: You use a reaction to make an attack at foe moving out of melee combat. However, if the foe uses an action to Defend while moving they negate the attack of opportunity. Last Second: Used to act in the last second. This involves a Reflex roll with the DS determined by the GM.
Swimming	Moving in water has you swim at the Adjacent range band. Swimming faster involves a roll to increase your swim movement to that of your normal movement for the action. Swimming faster, is no different than All-Out Movement.

INITIATIVE

Initiative is determined by a group Initiative roll vs. the roll of the foes. Or can be one-on-one.

Each player rolls an Agility, Intellect or Force die (only 1), adding all results together. One-on-one is the same.

Opponents, regardless of their number, roll a 1d20. One-on-one is a 1d10.

- Surprise Round:** Occurs if opponents are unaware of the attack. Each unsurprised being takes 1 turn of actions.
- The Force:** An applicable Force power can be used in addition to using an Attribute die.
- Planning:** Grants a d4 to someone's roll for Initiative. But requires you plan out how to act.

COMBAT MODIFIERS

TWO-WEAPON FIGHTING

Attacking with both weapons, you attack with both as part of a single attack action, but the first attack suffers a -2 Penalty. The second attack takes a -4 Penalty. A trait that shows you are trained in two weapon fighting will reduce the penalty by 1.

IMPROVISED WEAPON

When using an improvised weapon you take a -2 Penalty to your attack rolls.

RANGE BANDS

Affects rolls that involve distance.

Range Bands	
Distance	Description
No Range	Area you occupy, 1 meter
Adjacent	Area next to you, 1 meter
Close	Single move action, 3 meters
Short	Full move action (3 actions to move), 9 meters, -1 range penalty to rolls
Mid	All-out movement action. 12 meters, -2 range penalty to rolls
Long	9 meters to 50 meters, -4 range penalty to rolls
Far	50 meters to 100 meters, -6 range penalty to rolls
Distant	100 meters to 300 meters, -8 range penalty to rolls
Vast	Hundreds of meters to kilometers, -10 range penalty to rolls
Extreme	Hundreds to thousands of kilometers, -20 range penalty to rolls

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- **Second Wind:** A full-turn action, recover your Second Wind score in Endurance. This is only usable once per encounter.
- **Short Rest:** Recover Endurance equal to Second Wind.
- **Stim:** Use an action to use a stim item.
- **Long Rest:** Take 4 to 8 hrs of rest, fully recover Endurance. 8 hrs needed to recover from Exhaustion.

When you take an Injury you write down what that injury is. In general, Injuries impose a -1 trait penalty to your rolls, and in some cases an injury can also affect your character in other ways (like with a broken arm). Some injuries, while a single injury, can count as multiple injuries representing their severity (using a x2 or more after it to show it is applied more than once).

1. Out of Endurance.
2. Take a Superior Hit.

A character can only take a number of injuries equal to their Might or Ego score (whichever is better). At the maximum number of injuries they are left in a dying state. A character may still be conscious with a Willpower roll vs. a DS of $6 + 1$ per Injury you have. This roll is made at the start of each turn, and if failed you fall unconscious.

To not die you need to make a Resilience roll vs. DS 6 +1 per Injury. Use two 3-Step Clocks, succeeding moves the clock for living, while failing moves the death clock.

Finishing Strike: This is a Full-Turn action that is made once a target is in the Dying condition or is either Helpless or completely off-guard.

- **Dying:** If hit by an attack while “Dying,” immediately move them 2 steps on the clock. Once more failure will result in the character dying.

- **Unconscious/Helpless:** When a target is left unconscious or in a helpless state the ability to deliver a finishing strike is almost assured. This is not much different from how a character from being in a dying state.
- **Off-Guard:** Target must be unaware of the attack & not a Player Character or Villian (a successful hit is treated as a Superior Hit for them).

Medical Assistance: Stabilizing a dying person involves a roll vs. DS 6 +1 per Injury target has. Succeeding, stabilizes the person, and they don't have to make rolls to stop from dying. Force Healing can work for this too.

- **Natural Healing:** Each Injury takes 2 weeks to heal naturally. The time adds together for an over all time frame to heal all injuries.
- **Medical Help:** Roll against a DS of 6 +1 per injury. Time needed is 1 hour per injury. Success reduces recovery time by 2 weeks (a Superior Success makes this 4 weeks).
- **Bacta Patches/Injections:** Heals a specific Injury over the course of 2 hours.
- **Bacta Immersion:** Injuries heal at a rate of 1 per hour.

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When the players engage with with an NPC , that NPC will have some sort of attitude toward them.

Rolls: A roll is called for when interacting with NPC to change their disposition/attitude. Roll is vs. Willpower Score or opposed roll.

Successful rolls shift attitude 1 step in the intended direction. A Superior Success gives 2 steps.

Failures do not always shift attitudes,
but Superior Failures always do.

NPC's can roll against PC's to lie, manipulate, intimidate, but they cannot shift attitude of a Player.

Inspiring/Disparaging Others: An Aid action affecting multiple beings, or a reverse that gives a penalty.

Name	Effect
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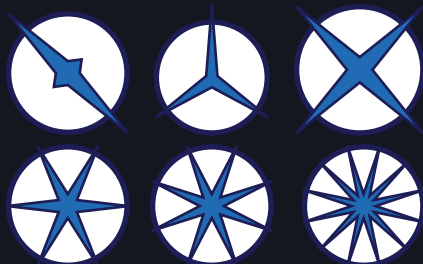
Impartial	The neutral state of most NPC's.
Helpful	A state where the NPC is pleasant and inviting, (lower DS by 1).
Friendly	A friendly NPC will do some things for you, taking small risks that don't threaten their lives or lively hood, (lower DS 2).
Compassionate	The NPC is willing to take some risks for you, (lower DS 3).
Benevolent	The NPC takes risks including putting their lives on the line, (lower DS 4).

Name	Effect
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Impartial	The neutral state of most NPC's.
Unhelpful	The NPC will turn away those that come to them for help, (increase DS by 1).
Unfriendly	An NPC that is unfriendly will berate, harass or actively avoid interacting with the PC, (increase DS by 2).
Dislike	The NPC really does not care what the PC has to say or needs, (increase the DS by 4).
Hostile	The NPC is likely to shoot the PC's on sight, issue death marks, and will actively attempt to end the lives of the PCs, (increase the DS by 8).

CLOCKS ⚙️⚙️⚙️

Used to keep track of countdowns or the passage of time or as a count for certain things. Death rolls are made using two clocks, one for successes and one for failures. Clocks can be represented by any number of methods like pie's, dots, or tokens.



COVER 🛡️🛡️🛡️

There are 4 types of cover:

- **1/4th Cover:** Provides a +1 to your Defense against ranged attacks, but is not applicable as a means of helping to hide.
- **1/2 Cover:** Provides a +2 to your Defense/Reflex against ranged attacks, and to rolls to hide.
- **3/4 Cover:** Provides a +4 to your Defense/Reflex against ranged attacks, and to rolls to hide. +2 vs. melee attacks.
- **Full Cover:** Obstructed from view in at least one direction, must move out of cover to attack (an action to move out & back in) or use available means to attack.
- **Total Cover:** Completely obstructed from view from multiple angles. Attacks against beings in total cover are not possible (typically).

LIFTING & THROWING 🏗️🏗️🏗️

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Lifting a person or object uses a might roll. This has a DS of 6 + the mass of what is being lifted.

- On success, you lift the target. Target can be moved if their mass is less than their Casual Carry Capacity. Mass above this

SIZE 🏠🏠🏠

Size			
Type	Bonuses	Penalties	Description
Small	+1 to Guard Score, Reflex Roll, Reflex Score, Steath Rolls	-1 to Might Rolls, Resilience Rolls, Resilience Score, Durability Score	Subjects occupies a 1 meter wide by 1 Meter Tall area (or less).
Common	None	None	Subjects occupies a 1 meter wide by 2 Meter Tall area.
Big	-1 to Guard Score, Reflex Roll, Reflex Score, Steath Rolls	+1 to Might Rolls, Resilience Rolls, Resilience Score, Durability Score	Subjects occupies a 2 to 4 meter tall range, occupying a 1 to 2 meter wide area (or vise versa).
Large	-2 to Guard Score, Reflex Roll, Reflex Score, Steath Rolls	+2 to Might Rolls, Resilience Rolls, Resilience Score, Durability Score, Reach	Subjects occupies a 4 to 8 meter tall range, occupying a 2 to 4 meter wide area (or vise versa).
Huge	-3 to Guard Score, Reflex Roll, Reflex Score, Steath Rolls	+3 to Might Rolls, Resilience Rolls, Resilience Score, Durability Score, Reach	Subjects occupies a 8 to 16 meter tall range, occupying a 4 to 8 meter wide area (or vise versa).
Massive	-4 to Guard Score, Reflex Roll, Reflex Score, Steath Rolls	+4 to Might Rolls, Resilience Rolls, Resilience Score, Durability Score, Reach	Subjects occupies a 16 to 32 meter tall range, occupying a 8 to 16 meter wide area (or vise versa).
Gargantuan	-5 to Guard Score, Reflex Roll, Reflex Score, Steath Rolls	+5 to Might Rolls, Resilience Rolls, Resilience Score, Durability Score, Reach	Subjects occupies a 32 to 64 meter tall range, occupying a 16 to 32 meter wide area (or vise versa).

requires a roll to be moved. At Max Weight you cannot move unless you make a roll, moving only at Adjacent range. A superior success gives an additional movement without needing to roll.

- Failing a roll has you not moving. A superior failure has you drop what you are lifting.

Throwing applies to objects, while throwing people falls into Grappling rules. Throwing is to the Short Range band normally, requires a roll to try and throw further with range bands applied.

FALLING 🏠🏠🏠

Involves not just falling off things, but being thrown into things if enough force is applied.

- Falling an adjacent range band is only 1d8 damage.
- Falling a close range band is 3d8 damage.
- Falling a short range band (equal to 3 close range bands) is 9d8 damage.

Armor bonus cannot be applied to Durability for Fall Damage. Falling is automatic at the end of each turn in which you started your fall. Can only fall for 2 turns, after which Terminal Velocity is achieved (instant death).

MITTIGATING FALLS

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Information on this:

- **Reacting:** Use a reaction when you first fall to try and mitigate.
- **Time:** 2 turns to stop/slow a fall.
- **First Roll:** Reflex roll vs. DS 6 + 2 per turn you fall. Success gives a chance to stop/slow a fall.
- **Second Roll:** Made when the first roll succeeds. DS is the same as the first. Succeeding offers one of these options (including a superior success):
 - ◇ Reduce accumulated fall distance by 1 range band.
 - ◇ Halve damage at end of fall.
 - ◇ Fall is ended, damage halved.
 - ◇ Fall is slowed, under control, moving only a short range band as if moving normally, but automatically (like with a parachute). (Rolls may be needed to land.)
 - ◇ Fall is ended, Resilience roll needed to avoid an injury.
 - ◇ NOTE: A stopped fall can leave a person hanging and needing to climb.

DESTINY POINTS

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Players start with 3pts. Recovered with a Superior Success or heroic/cool/cinematic act.

1. **Stave off Death:** Avoid dying, automatically stabilize, foe thinks you dead.
2. **Twist of Fate:** Add something to a scene not there.
3. **Superior Success:** Turn a success into a Superior Success, or failure into a success.
4. **Just a Fleshwound:** Convert Injuries from one attack into Endurance damage.

GM's get 1pt for each Player +2. GM's can spend pts to counter a Destiny point, or allow a foe to escape, or give a Superior Success as well.

HAZARDOUS ENVIRONMENTS

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Hazardous Environments

Name	Description
Desert	Each hour requires an appropriate amount of water to be drunk. Skin exposure should be limited. After an hour, if one or all of these have not been done, a Resilience roll vs DS 6 for the first hour +1 each additional hour of exposure. Failing the roll gives 1 level of Exhaustion, while a Superior Failure will cause you to pass out. Unprotected skin will inflict 1 END damage (that does not recover until out of the heat).
Extreme Heat	Different from a desert, extreme heat worlds are often volcanic worlds but they can also be worlds too close to a sun. In addition to the effect of a Desert, the time interval is halved and damage from exposure remains the same or can be increased if the heat reaches higher temps in places. Typically, special shielding is used to make livable spaces on worlds with extreme heat.
Lava	Flammable materials ignite and start to melt immediately. In addition to the effect of Extreme Heat, each turn you are in contact with Lava you take 1d12 + 20 energy damage. Armor, unless it is specially adapted for extreme heat & lava, is useless as the lava will super heat the armor and render it useless.
Winter	This is a cold environment that often has snow. Functioning like the opposite of a Desert in some ways. After a few hours in a snowy environment you can get snow blindness if you lack protective eye wear. This involves a Resilience roll with a failure resulting in the temporary loss of vision (requiring you to sleep to remove the impairment).
Extreme Cold	Again, functionally similar to Extreme Heat, but involving a winter or otherwise cold environment. Space counts as an extreme cold environment. If you fail a save you start to freeze, impairing your speed and unfortunately leaving you blind as your eyes too start to freeze. The save can be made more difficult in some circumstances.
Ionic	<p>This is an environment fraught with electricity. Vehicles often need shields up in order to safely traverse an ionize place. A bolt from a common ion storm rolls 1d20 to hit (Area of Effect - Adjacent range band), and does 30 energy damage for the result.</p> <p>If this is a person, then they can make a Reflex roll vs. the to hit roll to reduce damage by half.</p> <p>In low level ionic environments, a person struck will treat is as if hit by the Stun trait of a blaster. Droids and other machines treat it as if being hit by an ion blaster.</p> <p>In high level ionic environments, rolling 1d20 to hit (Area of Effect - close range band) and does +80 damage. Beings hit outside the protection of a ship or shields are often vaporized by these.</p>
Poison	Often this is due to the air being of some sort of toxic gas. If exposed, make a Resilience roll, DS depending on the severity of the poison. Holding one's breath will put off the roll being made. Succeeding, allows character avoid being poisoned, but this roll is made each turn as long as the character has no protection against the poison. On failing the roll the character gains the Poisoned condition and retains it until they are out of the environment and/or the poison is purged.
Acidic	This environment causes harm to anything not adapted to it. The strength of the acid can vary, but it deals damage every minute of exposure, ranging from a single 1d8 to many more. Armor is damaged by these environments, but will provide some protection before it is eaten away. Starships must keep their shields up when in this environment otherwise they will take ongoing damage as well (their armor will be useless against acid). Air is also often unbreathable in acid environs, inflicting the Poisoned condition and you take ongoing damage until the acid is neutralized. (Damaged lungs from acid can be healed with bacta immersion, but often the damage is so bad that a person's lungs must be replaced.)

CONDITIONS

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Condition

Name	Description
Dazed	<p>The character is out of sorts, often aware of what is going on, but are left dizzy and off balance, and unable to concentrate on a task.</p> <ul style="list-style-type: none"> Concentration powers cannot be used or maintained. -2 penalty to rolls made. Medical Treatment: The condition ends if you make a Resilience roll vs. a DS of 6 + the number of Conditions & Injuries you have, making the roll each turn, or it ends at the start of your third turn.
Bleeding	<p>Each turn that they have the bleeding condition, they must make a Resistance rolls vs. a DS of 6 + the number of turns they are bleeding. Success skips the bleeding build up for that turn.</p> <ul style="list-style-type: none"> Medical Treatment: Bleeding stops with DS 6 + number of Injuries that are had. Success ends bleeding source. (Bacta does the same.)
Drugged (Overdose)	<p>A state when one cannot metabolize a potentially lethal drug dose. The specifics on how this affects a person is based on the drug.</p> <ul style="list-style-type: none"> Medical Treatment: The use of appropriate chems can help flush the drug from one's system as well as a medical help to keep from dying. The being is left exhausted afterward.
Drunk	<p>A complex condition with an effect that varies based on what is drunk and how much. A Resilience roll is needed to withstand the effects.</p> <ul style="list-style-type: none"> Watered Down: DS 4 Normal: DS 6 Strong: DS 6 to 10 Moonshine: DS 10 to 14 <p>Failing a roll has one state of Drunkeness, a superior failure moves you two steps:</p> <ul style="list-style-type: none"> Buzzed: -1 to all actions, +1 Durability Tipsy: -2 to all actions, +2 Durability Sloshed: -4 to all actions, +4 Durability Messed-Up: -6 to all actions, +6 Durability, immune to fear <ul style="list-style-type: none"> Hangovers: The character has the Exhausted condition and the Dazed Condition until you can rehydrate and rest for 24hrs. Coma/Dying: Make a Resilience roll vs. a DS of 6 + 1 per drink your character has had. Each step of Drunkeness counts as 2 drinks (essentially). Failing this roll puts the character into a coma (requiring a Resilience check each day to try and wake up). A superior failure puts the character into the dying condition instead. Medical Treatment: Drinking water & eating inbetween alcoholic drinks gives a +2 to +3 bonus to Resilience rolls. Effects fade after 6 hours or 24 if "Messed-Up" or a chem can be used to end the condition sooner.
Dying	<p>Characters make 3 to 5 rolls, either rolling Resilience or Willpower, whichever is better. This is vs. a DS of 6 +1 per injury the character has. A character dies only if they fail 3 rolls. They stabilize if they succeed in 3 rolls. A character can also still be conscious while dying.</p> <p>Optional: A person can automatically succeed if they willingly take a permanent injury (like losing a limb).</p> <ul style="list-style-type: none"> Medical Treatment: A roll can be made by another to immediately stabilize the person. This is vs. the same DS but requires the use of a medkit or medpack. Succeeding immediately stabilizes the person, & a superior success resets the roll count as if a short rest was taken.
Enraged	<p>Primarily affects Force Users, or people feeling intense anger. Enraged beings attack the source of their rage with a +2 to actions taken to do so, but at a -2 to your overall Defense.</p> <p>Enraged ends if knocked out or killed, or if something occurs that would shock you out of a rage, have a minute of not attacking something.</p> <p>Enraged can be forced with a Willpower roll vs. a DS set by the GM. Giving into a rage gives a Dark Side point (fighting against it will not incur this even if you fail).</p>

Condition

Name	Description
Exhausted	<p>Take a -5 to all actions taken, number of actions available to take reduced by 1. Extreme Exhaustion can be endured, doubling the effects. Sleeping removes the condition.</p> <p>Staying awake for too long also incurs this. After 3 applications the user must make Resilience or Willpower rolls to stay awake, DS is 6 +1 per hour you stay awake (roll caps at 20). Staying awake for too many days will cause a psychotic episode or put the person into the dying condition.</p>
Fear	<p>Imposed by acts of Intimidation or use of a Force power. Roll is made vs. target's Willpower roll. If Successful, target will follow orders given out of fear, or will flee from the person as quickly as possible. A Willpower roll is made once per turn or if 10 minutes pass if the source of fear is not present.</p>
Fatigued	<p>Gained through rigorous physical activity over the course of a day. GM determines what this entails (or a number of activities equal to the person's Might score). Imposes a -2 to all physical actions taken until you can sleep or take a long rest. Taking short rests inbetween physical activities helps avoid this condition.</p>
Helpless	<p>A character that is sleeping, knocked unconscious, tied up and unable to move then they are Helpless. An attack roll is automatically successful but made anyway to see if a Superior Success is rolled. A Success is treated as a Superior Success, and a Superior Success doubles that result. A Called Shot to the head is instantly fatal.</p>
Charmed/ Dominated	<p>A charmed being will act in a way they normally would be inclined to, with exceptions to acts that put their life (or others) in danger. Not aware of the charm, unless a contradiction occurs. Hostile beings cannot be charmed.</p> <p>A dominated being is essentially mind controlled and will do things that they may be opposed to. A dominated being is aware that they are being manipulated.</p> <p>A Force power is used to effect the condition. A roll is made against the Willpower score of the Target(s), (the DS increases by 1 per additional target affected). The target can make a Willpower roll to throw off the condition if they are forced to do something that they are opposed to.</p> <ul style="list-style-type: none"> • Medical Treatment: Completing the task given ends the effect, or use of a Force power can end it as well.
Disabled Sense	<p>This involves the reduction or loss of a sense, (Sight, Hearing, Taste, Touch, Smell). An Action is used to make a roll with another sense. DS is 10 or a vs. Roll, done before any other actions.</p> <p>The Resilience score is what is rolled against from a successful attack to disable a sense.</p> <ul style="list-style-type: none"> • Medical Treatment: Treating a disabled sense can vary depending on what is disabled. An action is used to act, and can involve doing something specific to end the effect, waiting a turn/encounter/etc. for the effect to end on it's own, or making a Resilience roll vs. the roll result that inflicted it.
Drugged	<p>The character is affected by a chemical (drug) that can affect them in varying ways. Rolls to affect a target are vs. their Resilience score/opposed roll.</p> <ul style="list-style-type: none"> • Medical Treatment: Other chems or time are used to end the effect. After being drugged a person is left in the Exhausted condition.
Impaired	<p>A catch-all condition that can be assigned to a character who is impaired in some way not otherwise specifically noted. Generally, treat an Impairment as imposing between a -2 or -5 penalty depending on how severe of a penalty is appropriate for the impairment.</p> <ul style="list-style-type: none"> • Medical Treatment: Treating an impairment can vary depending on the impairment, as well as the DS to treat it (base 6 typically). Some treatments can be as simple as time passing, or requiring surgery for something more complex.
Knocked Out	<p>This is a state of forced unconsciousness. It does not count as sleeping. Being knocked out leaves you "Helpless." A Called Shot to the head with the intention of knocking someone out is possible, following the rules for a Called Shot. Damage is still dealt, but the roll is also compared to the target's Resilience score. If the roll beats it, the target is potentially knocked out. A superior success does knock them out. On the next turn of the target, they make a Resilience roll vs. the same result. Failing has results in them being knocked out. If this roll fails they are knocked out. If they succeed then they are only Dazed. A knock out attack must be non-lethal.</p> <ul style="list-style-type: none"> • Medical Treatment: The use of a stim on a knocked out target will awaken them. Otherwise a knocked out target will often awaken after 10 minutes. A roll vs. the target's Resilience score can also be made to wake them up if no stims are available.

Condition

Name	Description
Off-Guard	A character that is off-guard is one who has their defenses down. They are not expecting anything to happen. Unless a character has a trait that would imply someone who is always on their guard or is keenly aware of their surroundings. When your guard is lowered your Guard Score is reduced by your Agility score.
Paralyzed	<p>A Paralyzed person is someone who is unable to take any physical actions. They are still awake and aware, but are essentially "Helpless" against attacks. A roll is made against the target's Resilience score to affect them. The Paralysis often comes to an end at the end of the target's next turn (though some toxins/drugs can induce longer paralysis in a person). In some martial arts a person can inflict paralysis on a target through the use of pressure points (or using the Force if then can).</p> <ul style="list-style-type: none"> Medical Treatment: There are some chems & anti-toxins that will counter act temporary paralysis. A roll can be made vs. an existing DS (or one set by the GM) to perform some sort of medical action to end the paralysis (nessessary for more permanent versions of this, like from a broken spine).
Poisoned	<p>Different poisons or poisonous substances exist that can affect the character (see poisons). The initial application of a poison is against the target's Resilience score (after a successful attack roll). After that, each turn, the character is allowed a Resilience roll against the initial score. Additional applications of Poison simply put more into a person's system. This extends how long it lasts and increases the DS set for the poison to resist it's effects by +1. A person who succeeds in their Resilience roll (or the initial roll fails) then the effect stops affecting you for that turn (or for the initial effect it just doesn't affect you). Poison effects either end after a time or if an anti-toxin is administered.</p> <ul style="list-style-type: none"> Medical Treatment: This involves either letting the poison play out it's effects or administering an anti-venom/toxin to the person that counteracts the the effects. It often takes a turn before any medicine can take effect.
Restrained	A restrained being has their mobility impaired in some way depending on the nature of the restraintment. This is often something physical like handcuffs, being tied up, or more than one person holding a target via being grappled. Being restrained can limit what actions you can take, and in some cases you may not be capable of escaping by ordinary means. In some cases, a trait is neccessary in order to pick a lock or escape a type restraintment device.
Stunned	A Stunned target is a target that has been temporarily rendered unconscious via a weapon with the Stun trait. The trait has the damage of the attack compared to the target's Resilience score. If successful, the target is temporarily knocked out, lasting 10 minutes. It can end sooner if the target makes a successful Resilience roll each minute.

POISONS 𐄂𐄂𐄂𐄂𐄂𐄂

An attack roll is needed to administer the poison/toxin, unless injested or breathed in. Each Poison Severity has a Dice roll made against the target's Resilience score, and sets the DS for further rolls by the target to resist.

- Succeeding temporarily allows you to ignore the effects of the poison, at least for the duration of an encounter, or until a new check is called for.
- A superior success has the poison not affect you at all and you remove the condition.
- Failing only means that the poison fully effects you. A superior failure has you treat the poison as 1 step up in severity for the duration of it's effect.
- Poisons often remain in the body for several hours until they are purged naturally (per the severity).

Poisons

Severity	Effect
Irritant	The poison is a minor irritant that can be annoying, but is non-lethal. This imposes a -1 to a -2 on rolls that would involve concentration or focus on an activity. The effect can last ten minutes to six hours. Roll to affect is 2d6.
Minor	A more potent poison that weakens the target, often making them sick but is not typically lethal. This imposes the Fatigued condition, but the roll penalty applies to all rolls and not just physical ones. The effect can last one hour to eight hours. Roll to affect is 1d6 + 1d8.
Moderate	A more potent poison, one that often doesn't just weaken but debilitates them as well. Once again, the Fatigued condition is imposed, and the target's Endurance drops by 1pt every ten minutes. At zero Endurance the target has to make rolls to stay conscious. Endurance cannot recover above your Might score (when it would normally could). The effect can last one hour to twenty four hours. Roll to affect is 2d8.
Severe	The poison is more of a detriment to one's health. The effects of a moderate poison are applied here with a few additions. First, Endurance drops by 2pts, and once at zero Endurance you then take 1 Injury per time increment. The effect can last one hour to fourty eight hours. Roll to affect is 1d8 + 1d10.

Poisons

Severity	Effect
Fatal	The effect is like that of Severe, but is typically far more dangerous. Once again you carry over what was set by the moderate poison and the severe poison. The change here is that Endurance drops by 3pts, and 2 Injuries are applied. The effect can last one hour to fourty eight hours. Roll to affect is 2d10.
Potency	The potency of poisons can differ in some ways. Some may be more harmful or are harder to resist because of their potency. This treats the roll made for the severity as if it were 1 step in severity higher.
Unique	Some poisons have a different effect than those noted. GM's should feel free to change up the poisons that characters can be inflicted with by creating new ways that they can affect a person beyond what is outlined above.

DRUGS 6707N

These can be both harmful and helpful depending on how they are used. Stims are one drug that is not harmful.

Drugs

Name	Effect
Medicinal Painkiller	<p>Different from a stim, pain killers reduce the pain you feel for a time, and often encompasses different types of painkiller medicines.</p> <ul style="list-style-type: none"> • Standard Painkiller: Reduce penalties from being in pain by 1. • Potent Painkiller: Often used for surgery, a higher dose will leave a person unable to feel any pain. This can entail a temporary ignoring of penalties to physical actions from injuries, but does not restore mobility. • Abused Use: Abusing painkillers will leave a target fatigued and in something of a euphoric state due to not feeling pain; hallucinations are possible as well. A 2d8 roll vs. the target's Resilience score is made. If successful, the rolls move to Overdose. If failed, you don't OD on the drug. • Overdose: This occurs when a higher dose is not used in a controlled maner. This can result in the person falling unconscious and potentially into a coma. Death can occur as well. Once an OD has occured, the target must make Resilience rolls every 10 minutes. Succeding allows the OD to be ignored for the time. On a failure they end up in a coma and rolls are made every hour. If this roll fails then the character is put into a dying state.
Medicinal Stimulant	<p>This drug is used to wake a person up who is knocked out, or greatly enhance a person's alertness generally. These are sometimes known as "Uppers."</p> <ul style="list-style-type: none"> • Standard Stim: This is the standard use of a Stim item. • Potent Stim: A potent stim gives you a boost in energy, something short of a shot of adrialin but close. The potent stim will not only do the job of a normal stim but for 10 minutes after it's used you have a +1 to actions you take. However, after 10 minutes you become Fatigued until you take a short/long rest. • Abused Use: Using Stims in an abusive manner typically involves potent stims. When abused the person cannot rest, they cannot sleep. They typically cannot sit still, needing to move about and will often halucinate due to an over stimulation. A 2d8 roll vs. the target's Resilience score is made. If successful, the rolls move to Overdose. If failed, you don't OD on the drug. • Overdose: This occurs when a higher dose is not used in a controlled maner. This can result in almost immeidate death. Once an OD has occured, the target must make Resilience rolls every 10 minutes. Succeding allows the OD to be ignored for the time. On a failure the person becomes paranoid, very aggressive, and potentially homicidal. Another failure will has them go into siezures, losing 1 Endurance every minute then 1 Injury every minute. If another roll fails they move into a dying state.
Spice	<p>This is a substance that is often used in other medicines, often with painkillers. But outside of this it has other effects as a recreational substance. There were multiple different types of spice, each with their own effects such as giving a euphoric high and temporary telepathic abilities, or being a halucinogenic. Spice is something of a "catch-all" for many illicite substances in Star Wars.</p> <ul style="list-style-type: none"> • Standard Spice/Abused Use: The basic effect is a euphoric high which leaves a person in a pleasent state of inactivity as they experience this effect. Other spices may offer other effects. The effect often only lasts for around an hour. A 2d8 roll vs. the target's Resilience score is made. If successful, the rolls move to Overdose. If failed, you don't OD on the drug.

Drugs

Name	Effect
Spice (Continued)	<ul style="list-style-type: none"> • Potent Spice/Abused Use: Spice on it's own is already potent, but is refined. Unrefined spice is dangerously potent. It's use is harmful, often inflicting an injury when used, but when used the effect is twice the potency of what it should be. The effects last around an hour. A 2d10 roll vs. the target's Resilience score is made. If successful, the rolls move to Overdose. If failed, you don't OD on the drug. • Overdose: Spice Overdosing is not any different from that of the Medicinal Stimulants or Hallucinogens (below). Abusing standard spice is the least bothersome, but when potent spice is abused you take 1 additional Endurance damage & Injury based on how badly it's abused.
Hallucinogen	<p>This is a substance that alters how a person senses, or also affects the mood and thoughts of a person. This can alter aspects of what a person may be experiencing normally at the moment, cause flashbacks, or they experience vivid illusions.</p> <ul style="list-style-type: none"> • Standard Hallucinogens: A 2d8 roll vs. the target's Resilience score is made. If successful, the hallucination is not a good one. If failed, the hallucination is pleasant. Hallucinations last around an hour. • Potent Hallucinogens: Hallucinogens are potent drugs on their own, going more potent sees the hallucination become real to the user. The effects still last around an hour. A 2d10 roll vs the target's Resilience score is made. If successful, the rolls move to Overdose. If failed, you don't OD on the drug. • Overdose: Aside from having a bad hallucination, the effect of an overdose has you make a Resilience roll every 10 minutes. If successful, you manage to endure the episode and repeat the roll until the effect ends. If a failure is rolled you are struck with a sense of fear, depression, anxiety, and/or paranoia that is tied to the hallucination. At the end of the effect you gain a trait penalty pertaining to fear, depression, anxiety or paranoia. This trait penalty is semi-permanent, lasting days, weeks or even years. The GM will decide the severity based on how badly you may have failed your Resilience rolls.
Downers	<p>This is a substance that is a depressant or sedative that saps a person of energy, makes them sluggish, and can leave them unable to concentrate.</p> <ul style="list-style-type: none"> • Standard Downer: The exact nature of this can vary but often includes relaxing someone, countering anxiety, helping someone to fall asleep. This can grant a +2 or +4 bonus for some rolls where the drug is helpful in aiding the person. A 2d8 is rolled vs. the target's Resilience score is made. The effects of downers last around an hour. (A sleep aid may end, but it does not cause a person to wake up. • Potent Downer: If administered properly, potent downers have a powerful effect. They can render a person unconscious almost immediately, or other wise impair them in some way. Effects often persist in the body for an hour or longer. • Abused Use: Abusing a downer can give something of a mellow high, but also comes with the risk of not just putting you to sleep but a coma. A 2d10 roll vs. the target's Resilience score is made (this can go up by more than one die if the dosage goes up too). If successful, the rolls move to Overdose. If failed, you don't OD on the drug. • Overdose: When this occurs the character falls unconscious. Additional Resilience rolls are made every 10 minutes (for an hour). Each roll is a cumulative effect if failed or succeeded. If after an hour the failures outweigh the successes the person falls into a coma, but successes means they don't.
Drugs & The Force	<p>It is possible that some variations of drugs can, when used successfully, allow a person to access some Force powers, often a single type of power. There is a form of spice that will grant a person temporarily the ability to read the surface thoughts of others, essentially granting a Force power. There are limits to this, as the drugs should be ones that are more mentally based and not granting things like telekinesis</p> <p>If a Force user uses the drug it either grants the use of the power if they don't have it. If they do possess the power then the drug is treated as a trait. Using the drug at a higher dosage or potency can grant a bonus to using the power, but with the accompanying problems that come with it.</p> <p>One problem a Force user faces is that the use of a drug can push them toward the Dark Side.</p>
Addiction	<p>The continued use of a drug will eventually lead to an addiction to it. This isn't about failing rolls, but is about useage and using a drug so often that you gain a Trait Penalty for Addiction. A roll is needed at least once per day in which the addiction is not sated, the person suffers a -2 penalty to all actions they take and become either paranoid, twitchy, aggressive/angry or something else. The longer you go with out giving into your addiction the more the penalty increases (-1 per day, up to a -10). After this a similar length of time is needed without giving into your addiction to reduce the penalty at a rate of 1 per day. Once the penalty is gone you are no longer addicted. Some medicines can also help with over coming the addiction.</p> <p>A Willpower roll is needed against a DS of 6 plus the current penalty to not give into your addiction. How often the roll takes place is up to the GM, but generally once or twice a day is needed. Failing a roll has you give into your addiction. Kicking the addiction requires succeeding in every roll, or having assistance to reign you in when you do fail.</p>

GM REFERENCE SHEETS EXPLAINED

A typical GM screen or reference sheets are often only a few pages, typically 2-4 depending on the complexity of the game system. What I have here is an array of the important information most likely to be referenced down here. They are presented in as best a way as I can to allow a GM to have the most pertinent info handy up to when Conditions are presented. Here, since conditions are rather important in how they are defined, a GM needn't print these but can easily find the necessary info without having to flip through a bunch of pages.

PRINTER FRIENDLY

The pages that came before are all meant for PDF viewing. While they can be printed they will use a lot of color/ink. As such the following pages present are not just the same pages again, but are in a more printer friendly form with no background to take up so much ink.



CHARACTER NAME

APPEARANCE

PERSONA

Moral Leaning

Who Are You? / Lines in the Sand...

LIGHT SIDE

DARK SIDE

SPECIES & TRAITS

ROLE

Level

ROLE FEATURES

ATTRIBUTES

AGILITY

AWARENESS

EGO

INTELLECT

MIGHT

FORCE

Score

Die

TRAITS

SKILL TRAITS

COMBAT TRAITS

CAPABILITY TRAITS

HEALTH

ENDURANCE

Score

Current

INJURIES

Second Wind

DEFENSE

Guard Score

Durability Score

Base Score

Armor Mod.

Traits / Others

TOTAL

RESISTANCES

Reflex

Resilience

Willpower

Base Score

Traits / Others

Roll Bonus

COMBAT

Movement: 1 Close Range Band (3 meters) per action.

Armor	Total Mass	Total Defense Penalty	Total Armor Bonus	Traits (Armor is typically listed together, but if armor has different traits from one type of armor to the next then note this seperately.)

Weapon	Type	Mass	Range	Damage	Traits

GEAR

Wealth

DESTINY

Points

Uses:

1. Stave off Death: Avoid dying, automatically stabilize, foe thinks you dead.

2. Twist of Fate: Add something to a scene not there.

3. Superior Success: Turn a success into a Superior Success, or failure into a success.

4. Just a Fleshwound: Convert Injuries from one attack into Endurance damage.

FORCE POWERS ๕๐7๙M U๒0V7๙

Power Acquired	Power Name	Description
<input type="checkbox"/>	Absorb	<p>Base Difficulty Score (DS) for the Force Roll is equal to the damage of the weapon, and only requires a roll when hit by an attack as a reaction (requiring a Reflex roll vs. the attack roll). On a successful roll, roll your Force die plus any applicable traits as a bonus to the roll. A Superior Success lets you roll your Force Die twice.</p> <ul style="list-style-type: none"> • Concentration: Make 1 roll & use that roll from turn to turn, instead of reactionary. A new roll replaces an old roll. Can only use 1 concentration power at a time. Action only to activate. • Chanel (Dark Side): Increase DS by 1. On success, +1 to any single chosen roll on your next turn. A superior success gives a +2. Using this gives a Dark side point. • Boost Second Wind: Increase DS by 2. On success, +1 to your Second Wind when used. A superior success gives a +2. The bonus lasts only until a Second Wind is taken.
<input type="checkbox"/>	Assist	<p>Base Difficulty Score (DS) for the Force Roll is 6. On success, roll Force die. For every 1-3 points in that roll grants a cumulative +1 to a roll you would make (1 to 3 = +1, 4 to 7 = +2, etc.). An action to use.</p> <ul style="list-style-type: none"> • Concentration: Make 1 roll & use that roll from turn to turn, instead of reactionary. A new roll replaces an old roll. Can only use 1 concentration power at a time. Action only to activate. • Lingering: The effect lasts 1 additional turn beyond it's use. Increase the DS by 2. • Ranged: Applying Range Bands will impose a penalty to the roll. • Targets: If used on multiple targets the DS increases by 2 per target.
<input type="checkbox"/>	Damage	<p>Using an action, make a Force roll as an attack roll. Damage is the Force die plus traits (superior success is Force Die rolled twice), ignores armor but not natural durability.</p> <ul style="list-style-type: none"> • Non-Lethal: Normal use, no injuries inflicted. • Lethal: Damage can give Injuries like other normal attacks. Roll to hit is at a -1. If used on living targets the attack gives you a Dark Side point (droids & machines do not count). • Ranged: Applying Range Bands will impose a penalty to the roll. • AOE: You can generate a Cone/Line/Radius effect with the power for the range band it affects (including penalty to the roll). • Visible: The power is made visible in some way. Attack roll at -1 to hit, but +1 to damage. • Repel: Target is forced back 1 range band of movement (see movement) per -1 to the roll. • On Going: Using the power in an on going basis. This makes it "Concentration" but also requires an action to maintain. Instead of an attack roll, a roll is made vs. the target's Resilience score/ opposed roll. • Lightning: A Dark Side use of the power, it is visible and involves hurling lightning at a foe. Targets hit are "Dazed" until their next turn. This can also affect vehicles, acting like Ion damage. Durability is completely ignored. • Counter: As a reaction, counter a damage power. Used as a reaction with a -2 to the roll.
<input type="checkbox"/>	Deflect	<p>Use a held action or reaction to make a Force Roll that acts as your Guard Score until the start of your next turn.</p> <ul style="list-style-type: none"> • Held Action/Reaction: Considered the default option for the powers use. • Multiple Sources: A single source of an attack imposes no penalties. However, each additional source of damage you want to deflect lowers your roll result by 1. • Barehanded: You can channel the Force so that you can use your bare hands to deflect an attack. This lowers your roll result by just 2pts. • Deflect Action: With an action, roll just your Force die & add applicable traits. Divide result by 3, apply that number as a bonus to your Guard Score (no less than +1). • Reflect: If a ranged attack fails to hit you while using Deflect, you can attempt to reflect it. This is made as part of it's normal use. Make a Force roll against the target as an attack roll, and if you succeed they take the damage from their own weapon.

FORCE POWERS 土Δ74M UΔOM7Δ

Power Acquired	Power Name	Description
<input type="checkbox"/>	Empower	<p>Used to enhance yourself, others, or infuse an object with the Force. Make a roll vs. base DS of 6. Its use is an action and requires Concentration to be maintained there after. The exact effect can vary based on what you want to do.</p> <ul style="list-style-type: none"> • Ranged: Applying Range Bands will impose a penalty to the roll. This is applied when you wish to use the power on another being. • Attribute Boost: A successful roll is made for 1 chosen attribute increasing the die type by 1 step (d4 to d6). A superior success increases the die type by 2 steps (d4 to d8). • Stat Boost: Any single chosen stat can be boosted. A success will increase the chosen stat by +1. A superior success increases the boost to a +2. • Movement (Running): On a success, when you take a move action you move 1 additional range band of movement (a single Close range band). On a superior success this increases to 2 range bands. • Infused Attack: You can infuse a melee weapon or unarmed attack. A success gives a +2 to damage (a +4 for a Superior Success). Can be used with the Deflect Power, only for held/worn objects (not unarmed like a shield or even an armored glove). An infused object retains empowerment until the start of your next turn.
<input type="checkbox"/>	Hold	<p>The power is used to hold a being in place. This power is often combined with the use of the "Damage" power by Dark Side users to levitate a person off the ground (holding them in place) while strangling them. A Force roll is made in contest against a Might roll of a target. If used for only that moment, the hold lasts until the start of your next turn. This is treated as a grapple without the need of making physical contact with a target.</p> <ul style="list-style-type: none"> • Ranged: Applying Range Bands will impose a penalty to the roll. • Levitate: You lift the target off the ground by a meter. This imposes a penalty of -1 to your roll, and allows you to move the target up to 1 Close Range band in distance from their original starting point instead of just holding them in place. • Concentration: Using the power from turn to turn requires you to concentrate. This means a roll is needed at the start of each turn to maintain the power. If damage is taken a roll is also needed to maintain the power vs. a DS equal to the damage result. While concentrating you can use another power so long as you are not concentrating on that power.
<input type="checkbox"/>	Influence	<p>Used to influence others in some way, such as manipulating senses (creating illusions) or influencing their minds to act in a certain way. The use of this requires a Force roll against either a target's passive Willpower score, or vs. their Willpower Roll. On a Success, the target(s) are influence to act in a certain way or sense something that isn't there. For actions, a target will carry out the action they are influenced to until it is done - thinking it's their own idea at the time, ("Subtle" ensures this).</p> <ul style="list-style-type: none"> • Willpower Score: Used when target is unaware of your actions or other wise not actively aware of what you are doing, or influence is other wise subtle. • Willpower Roll: Used when target is hostile or alert to your actions (possibly from past experience), but otherwise has their guard up, or the act is obvious. <p>Modifiers to rolls are:</p> <ul style="list-style-type: none"> • Ranged: Applying Range Bands will impose a penalty to the roll. • Subtle: A subtle use of the power increases the DS by 1, but the target(s) are unaware that a power has been used on them. <ul style="list-style-type: none"> ◊ Target(s) can make an Intellect roll after an hour to realize that they may have been influenced in an unusual way (or sooner if something happens to contradict what they believe). Subtle denies this from the target. • Dominate: A powerful influence that over rides the target's sense of self, forcing them to do a task even if they are morally opposed to it. This gives the user a Dark Side point, an increases the DS by 2 (or -2 to the roll). • Targets: If used on multiple targets the DS increases by 1 per target beyond the first.

FORCE POWERS 5Δ74M UΔC0M7Δ

Power Acquired	Power Name	Description
<input type="checkbox"/>	Move	<p>Used to move or manipulate objects/people by moving them. This allows button pushing, flipping switches, or picking up & moving a being. A Force roll is used in the place of your Might for lifting objects. A roll is not always called for if an object is mass 1 or less.</p> <p>Base Difficulty Score (DS) for the roll is 6 if target's Mass is 1. A target's mass or Size applies a modifier to your rolls (explained below).</p> <ul style="list-style-type: none"> • Range: Range modifiers do not apply, as long as you can see a target you can move it. • Mass/Size: The mass or size of a target can affect your roll. Mass applies increases the DS by 1 for every 2 mass over mass 1 a target is (mass 2 to 3 = +1 to the DS, 4 to 5 = +2, etc.). Size works like mass, but each size step increases the DS by 1. Vehicles are a bit different with each size step for a vehicle increasing the DS by 3 per step, including the first step. • Living Being: A living being who is unwilling to be moved, can resist the power. This turns the power into a Grapple roll, with your Force roll being used. However, the target is not really grappled, held aloft and unable to move, but they can otherwise take actions, including attacking you without penalty. • Concentration: Make 1 roll & use that roll from turn to turn, instead of reactionary. A new roll replaces an old roll. Can only use 1 concentration power at a time. Action only to activate. • AOE: You can generate a Cone/Line/Radius effect with the power for the range band it affects (including penalty to the roll). • Hurl: You throw something like a weapon. Thrown objects from this have a maximum range you can throw them. This is equal to your Ego + Force scores, minus the object's mass score or size. If this reduces the max range to zero then it cannot be thrown, only dropped into an adjacent space to you.
<input type="checkbox"/>	Restoration	<p>Used to heal injuries, undo temporary conditions, and even help heal psychological damage. Cannot undo permanent disabilities. You must make physical contact with a target in order to use this power, you cannot use it at a range. The power's prolonged useage is a form of concentration.</p> <ul style="list-style-type: none"> • Injuries: Takes one minute per injury in time needed to heal it. The roll involves a DS of 6 + 1 per injury after the first. A successful roll heals one injury. A superior success heals two injuries. • Conditions: Removing a temporary condition involves a roll much like that of healing an injury. Succeeding in a roll removes a single condition that a target is suffering from. Note that conditions that are permanent cannot be undone (such as being blinded due to missing eyes and not because dust was tossed into them). Unlike injuries, you use a <u>Full-Turn action</u> to use the power. • Psychological: This is a different form of condition. Here the condition is mental, and takes more time to treat. The treatment for a psychological condition takes 1 hour. However, combating or ending an induced effect from a power uses a Full-Turn action, (such as being influenced to do something, or being intimidated to be afraid).
<input type="checkbox"/>	Transform	<p>The power is an exclusively magical power, requiring one to possess a Force Magic trait. Transform involves the alteration of one thing into another. This can involve the classical transmutation of one substance into another, or it can involve altering a living being via mutations. A roll starts against a DS of 6.</p> <ul style="list-style-type: none"> • Material: Transmuting a material into another takes time & materials. The value of the transmuted material desired requires +5 to the rarity of the equipment and materials. The desired result will further augment the DS (with a penalty). There are limits on what can be transmuted. <ul style="list-style-type: none"> ◊ Reinforced Material: This increases an items natural durability by +1 up to a +3. (DS 6 for +1, but increase by 2 for each increase.) Each mass point is 1 day of work, if size also becomes a factor then it doubles the time and cost. ◊ Reinforced Material (Continued): The roll DS increases by 1 for each 1 increase in the objects durability & structure (it's Endurance/Injuries). With an object that is armor, improving on it's durability grants a +1 durability to if the armors inherent durability is increased by 1 to 2 points, then +2 if by 3 to 4 points. Objects cannot exceed a 4pt increase in their durbaility.

FORCE POWERS 力の魔法の力

Power Acquired	Power Name	Description
<input type="checkbox"/>	Transform (Continued)	<p>◇ Potion Craft: Potions often require the person who created them to be the one to use them, or at least another practitioner of Force Magic. But for an ordinary person to use it, the DS to make the potion is increased by 1.</p> <p>Crafting involves choosing a Force power. Then choosing the number of “doses” that you will create. Each dose adds 1 day of time needed to make it. The Difficulty Score for your roll is determined by the number of doses it will have + the potency.</p> <p>Normal Potency: This has equal to the DS for a normal use of a power. Superior Potency: This is equal to the DS needed in order to generate a Superior Success.</p> <p>The Rarity value of making the potion in terms of materials has a base DS equal to the DS to make the potion (+5 as mentioned before).</p> <ul style="list-style-type: none"> • Biology: Altering a being's biology can be done to some degree. It can take an hour to perform a ritual for this. Base DS for your roll is 6 and modified based on what you do. The changes are permanent unless altered again. ◇ Attribute Shuffle: You can rearrange the attributes points of a target. Each point shuffled increases the DS of the roll by 1. ◇ Remake Trait: You can alter a trait (or traits) of a target from one thing into another. This must be a capability trait. DS for the roll is +2. ◇ Alter Appearance: This is a simple alteration in appearance, but it cannot alter a being's species. A person can become taller, have their skin tone changed, any natural markings altered and so forth. This can be made to be temporary and lowers the DS by 1, having the effect end after a week. The DS to do this is the base roll.
<input type="checkbox"/>	Transport	<p>Use is as part of a move action (typically) and against a base DS of 6.</p> <ul style="list-style-type: none"> • Propelled Movement: This affects your normal movement as well as leaps you make. Succeeding adds 1 range band of movement to what movement you are using that turn. A superior success adds an additional range band of movement to your movement (+2 range bands of movement). • Slow Fall: Used to abate inertia of a fall. Used as a reaction or concentration as part of a propelled leap that puts you into a fall. A successful roll has you treat the fall like using a parachute, allowing you some control over your fall as well but may need a roll to land safely. A superior success completely cancels out the effects of the fall. • Combined: As long as you concentrate on the power's use you automatically move the power's use to Slow Fall if you used Propelled movement or otherwise fall. • Levitate/Flight: A successful roll to Levitate has you lift yourself a meter off the ground and/or move yourself an Adjacent Range band per move action. A superior success swaps this to a normal close range band for movement. Flight uses Force Magic and an action. A successful roll allows the user (or another) to temporarily fly at their normal movement. A superior success has movement improve to the Mid range band instead. Flight lasts only 1 minute. • Teleport: Used as a move action and requires Force Magic to use. The range bands in distance affect the final roll of the power, and you must see where you are going. Succeeding has you vanish from one spot to appear at another. A superior success allows you to go to a place you have been to before but cannot see.
<input type="checkbox"/>	Vision	<p>You can sense what has happened in the past, what is happening now, and the potential of the future. It takes 10 minutes to actively use the power and are unable to do anything else due to your focus.</p> <ul style="list-style-type: none"> • Past Sight: A DS of 6 lets you look back as far as 1 year, +1 to the DS per additional year you look back. • Present Sight: A DS of 6 lets you look at anywhere within a mile of you. Add +1 to look anywhere in the world, +2 for off world but within same system, +4 for a different system, +6 for within the same quadrant, +8 for outside your quadrant. • Far Sight: A DS of 8 lets you look only at the immediate future, about an hour. Add a +2 for within a day, +4 for within a week, +6 for a month, +8 for a year, +10 for beyond a year. Results are mercurial, and rarely definitive.

FORCE POWERS

Power Acquired	Power Name	Description
<div><div></div></div>	Vision (Continued)	<div><div><div><div><div></div></div><div><div></div></div></div><div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div><div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div><div><div><div></div></div><div><div></div></div></div></div><div><div><div></div></div><div><div></div></div></div></div> <div><div><div></div></div><div><div></div></div></div> <div><div><div></div></div><div><div></div></div></div> <div><div><div></div></div><div><div></div></div></div> <div><div><div></div></div><div><div></div></div></div> <div><div><div></div></div><div><div></div></div></div> <div><div><div></div></div><div><div></div></div></div> <div><div><div></div></div><div><div></div></div></div> <div><div><div></div></div><div><div></div></div></div> <div><div><div></div></div><div><div></div></div></div> 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DICE ROLLS

TRAINING

Trained: Roll 2 dice, First die is Attribute die. The Second is a "skill die" that starts at a D4. Skill Traits increase the die type by 1 for each that can apply. After a D12, traits give a +1 to th

Untrained: Cannot apply skill traits to a roll, keeping the die as a D4.

Capability traits do not increase the die type. They grant a +1 bonus to the roll.

Versus Roll: A roll vs. an opposing roll from a foe. Higher roll succeeds.

Difficulty Score: A DS is used when a static number to roll against is needed to represent the difficulty of a task. Base DS rolls are against a 6 typically.

Difficulty Score	Task Difficulty
4	Very Easy , the task requires almost no effort to complete, but can be tough for a sickly & unskilled person.
5	Easy , the task is not difficult and can typically be completed by most people.
6	Average , the base difficulty for most tasks.
8	Above Average , the task is tougher to complete, with normal NPC's often having to work hard to best this.
10	Tough , the task is at the limits for what most normal NPC's can strive to succeed at
12	Very Tough , the task is a strain PC's, especially starting PC's but not impossible.
14	Rough , the task is not one that requires training and capabilities to properly overcome.
16	Daunting , the task is quite difficult, but succeeding is often only possible for those with high natural ability and skill.
18+	Unlikely , the task is difficult enough that you are unlikely to succeed unless you have exceptional capabilities.

- **Untrained Power Use:** Use a power not gained, roll is at a -5.

SCENES

A scene is any even in which the players or their foes interact with each other or others.

- **Encounters:** When a scene shifts to one of danger it becomes an encounter.
- **Rounds:** These are the intervals of time in which all player characters and foes take their turns. Eight rounds typically makes up 1 minute of time.
- **Turns:** This is the interval of time in which a player's character or a foe acts in.
- **Actions:** What you do on your turn. You can take 3 actions. There are multiple different actions a character can take.

SUCCESSSES

Superior Success: Max result for your die roll.

- **Lethality:** Damage is not just Endurance but inflicts an injury.
- **Condition:** Inflict a condition appropriate for the attack/action.
- **Advantage:** If an ally attacks after you, they can reroll one die if result is a 1 or 2.
- **Destiny Point:** You regain/gain a Destiny point in addition to the above options.
- **Advance the Clock:** A clock moves in one direction or another.

FAILURES

Superior Failure: When a roll results is double 1's.

- **Roll Attempt Stop:** Cannot make any more rolls for a task.
- **Weapon/Item Drop:** A held item is dropped.

- **Move a Clock:** A clock moves in one direction or another.
- **Shot in the Foot:** Hurt yourself, take weapon's damage.

MODIFIERS

Each modifier increases/decreases the DS by a step (or increases by 2 per step).

- **Minor:** Move up/down one step (+/-2).
- **Heavy:** Move the DS up/down two steps (+/-4).
- **Major:** Move the DS up/down by 3 steps (+/-6).
- **Severe:** Move the DS up/down by 4 steps (+/-8).

FORCE USE

Must have both a Capability Trait & Skill Trait to use powers. Powers are traits as well.

- **Base Use:** Perform an Aid action with the Force. Untrained: Self Only. Trained: Self & Others.

DAMAGE

Attribute Die + weapon bonus + half your level + any traits that add to damage.

- Damage < Durability = no harm. Damage = Durability = 1 Endurance damage.
- Every Damage 5pts over Durability = 2 Endurance damage.
- A Superior Success does 1 injury per hit in addition to Endurance damage.
- At zero Endurance, damage is Injuries.
- Can choose to do "non lethal" damage with blunt attacks.

Massive Damage: Damage that is 3x your Durability = Zero Endurance, only Injuries taken.

DAMAGING ARMOR/ WEAPONS/ITEMS

Not done unless a "Called Shot" is used. Item's Endurance/Durability will vary.

ACTIONS TAKEN

Action	Description
Aid/Hinder	The aiding/hindering person makes a roll against the same DS as the person they are aiding. Success gives a + or - 2 to their roll. A Superior Success up this to a 4. The number of PC's that can participate is dependent on the GM, with each additional person only adding a +1 to the roll after the first.
Aim	+1 to attack roll up to a +3 per action used. Spending additional turns aiming only maintains this bonus.
All-Out Movement	Use a full-turn action (using all 3 actions) to move out to the Mid range band. Maintaining "All-Out Movement" requires a Resistance roll each turn after a number of turns equal to your Might score has passed. Failing ends the movement.
Attack/Use	Make a single attack, or manipulating an device/object. Range modifiers apply. Rolls are often made against a target's Guard Score. Area of Effect (AOE) attacks will target a foe's Reflex score/Roll.
Auto-Fire	The weapon must have the Auto-Fire trait. An Auto-Fire attacks used 10 shots. If a weapon lacks the full 10 shots left then you expend whatever is left, reducing the over all effect as a result of this. <ul style="list-style-type: none"> • Focus Fire: An attack roll is made for each shot, at a cumulative -2 per shot. Damage is based off the first shot, each additional shot that hits adds only the weapon's damage bonus to the result. • Sweeping Fire: The attack is a wide cone. A single attack roll is made for the area of fire and comparing it to the Reflex score or roll of all targets in the area. Damage is based off one shot and applied to all targets inside of the cone.
Burst-Fire	This is a toned down version of Auto-Fire where you fire only 3 shots. Functionally the same as the "Focused Fire" use of Auto-Fire, only with limited ammo lost. You cannot use the "Sweeping Fire" option.
Called Shot: Disable/Disarm/Killshot/ Knockout	An attack made against a specific part of a person or an object. Four uses for how this is used. Shot is at a -5 to hit. <ul style="list-style-type: none"> • Disable: A successful use results in an injury to the targeted area, rendering it unusable (a limb is often the target). Medical treatment can undo the injury. • Disarm: A successful, non-harmful, use knocks the weapon from the target's grasp, often landing adjacent to them. The harmful version severs a person's hand/arm, inflicting an injury on the target. • Kill Shot: A successful kill shot deals 2x the attack's damage to the target for determining if they are instantly killed. After damage is applied, must make a Resistance roll vs. the damage. If they succeed they are left dying. • Knockout: Like the kill shot but non-lethal. Damage is still inflicted, but the hit to the head is not a lethal blow.
Crawl	Crawling has you as prone and moving only at the Adjacent range band for each move action used.
Defend	Spend one or all of your actions to defend. Using one action to add a +1 to your Guard Score & Reflex score/rolls, but take a -1 to attack rolls made with other actions. Two actions are a +2, with a -2 penalty. Three actions give a +4, but you cannot do anything else.
Delayed Action	You can choose to delay or hold a single action, and not your full turn of actions. You act in a chosen way when a specific condition occurs or after. You do loose any un-used actions if you choose to delay.
Distract	A roll is made to gain the attention of a target(s) that you wish to distract and is often against a roll to pick up on the ruse. A success gives target(s) take a -2 to next roll(s) made. A Superior Success gives a -4. Or target is otherwise made to act in a distracted way.
Force Powers	Force powers use an action to be used, or are used as part of an action. Some can be used as a reaction as well.
Grapple	Grappling uses a Single Action to initiate with a foe but afterward it may take more actions depending on what you do. Targets bigger than you cannot be pinned or thrown, or suffer no movement penalty if moving while holding/being held. <ul style="list-style-type: none"> • Hold: Foe must be your size or smaller, they cannot move away from you without taking you with them (movement is Adjacent). Use 1 action to maintain a hold (vs. roll to maintain), and requires an attack roll to initiate. Both can still make attacks. • Pin: The target treated as "Prone." Target cannot attack & neither can you. Full-turn to effect a Pin, but once a target is pinned you need to use 2 actions to keep them pinned. • Reverse: Attempt to change who is in charge of the grapple. An oppsed roll is made, but at a -5 to your attempt. • Break Free: Just as it implies, you break free of a grapple. Again, this is an opposed roll, and if you succeed you break free of the grapple. • Throw: Requiring 2 actions to perform. On succeess, target must make a Might roll vs. the taret's Reflex Score. On a success, render the target prone in an adjacent space. A Superior Success puts them a Close range band away. • Strangle: First making a hold or a pin and initiates a Roll Contest. Your remaining actions must be applied to this action. The target must make a Resistance roll vs. your Might roll. Each turn both actors make a roll. A success to resist means you continue to stay awake. A failure means you are a step closer to loosing consciousness, 2-3 failures results in unconsciousness. Once a target is knocked out, continuing to strangle them will result in the target's death. At this point the target is helpless and cannot resist this.

ACTIONS TAKEN

Action	Description
Holding Breath	A free reaction you can take at any time outside of your turn or during your turn. You can hold your breath for a number of turns equal to your Resilience score divided by 2. To hold your breath in time to not breath in something harmful you need to make a Reflex roll vs. a DS either set by an attack (if it is an attack) or vs. a DS determined by how easy or hard it is to detect that you need to hold your breath.
Jump	<p>A person can typically only jump at the Adjacent range band (just a few feet).</p> <ul style="list-style-type: none"> Standing High Jump: Leaping straight up has a base DS of 6 to add an additional Adjacent range band. Standing Long Jump: Leaping forward instead of up has a base DS of 6. Succeeding has you move an additional Adjacent range band. Running High Jump & Running Long Jump: Each move action taken before engaging in a jump grants a +1 to the roll (up to a +6 max). Success, leap to Close range band for 1 move action, & Short for 2 move actions or more. A Force power is needed to leap further.
Move/Dash	Moving using 1 action and allows a character to move the character to move up to the "Close" range band. Using 2 actions has you move another Close range band, and using all 3 actions to move has you move to the Short range band. Moving beyond a single move action is called "Dashing."
Push	<p>Requires an attack roll to be made first. On a success, make a Might or an Agility roll opposed by the target's roll. Success has you push the target away by an Adjacent range band. On a superior success the target also falls prone.</p> <ul style="list-style-type: none"> Pushing Objects: Objects are a bit more complex to push. The DS to push an object an Adjacent range band is based off the object's mass and/or size.
Reaction	<p>Using a reaction does take away from the actions you will take on your following turn (no more than 2 reactions are allowed).</p> <ul style="list-style-type: none"> Attack of Opportunity: You use a reaction to make an attack at foe moving out of melee combat. However, if the foe uses an action to Defend while moving they negate the attack of opportunity. Last Second: Used to act in the last second. This involves a Reflex roll with the DS determined by the GM.
Swimming	Moving in water has you swim at the Adjacent range band. Swimming faster involves a roll to increase your swim movement to that of your normal movement for the action. Swimming faster, is no different than All-Out Movement.

INITIATIVE

Initiative is determined by a group Initiative roll vs. the roll of the foes. Or can be one-on-one.

Each player rolls an Agility, Intellect or Force die (only 1), adding all results together. One-on-one is the same.

Opponents, regardless of their number, roll a 1d20. One-on-one is a 1d10.

- Surprise Round:** Occurs if opponents are unaware of the attack. Each unsurprised being takes 1 turn of actions.
- The Force:** An applicable Force power can be used in addition to using an Attribute die.
- Planning:** Grants a d4 to someone's roll for Initiative. But requires you plan out how to act.

COMBAT MODIFIERS

TWO-WEAPON FIGHTING

Attacking with both weapons, you attack with both as part of a single attack action, but the first attack suffers a -2 Penalty. The second attack takes a -4 Penalty. A trait that shows you are trained in two weapon fighting will reduce the penalty by 1.

IMPROVISED WEAPON

When using an improvised weapon you take a -2 Penalty to your attack rolls.

RANGE BANDS

Affects rolls that involve distance.

Range Bands	
Distance	Description
No Range	Area you occupy, 1 meter
Adjacent	Area next to you, 1 meter
Close	Single move action, 3 meters
Short	Full move action (3 actions to move), 9 meters, -1 range penalty to rolls
Mid	All-out movement action. 12 meters, -2 range penalty to rolls
Long	9 meters to 50 meters, -4 range penalty to rolls
Far	50 meters to 100 meters, -6 range penalty to rolls
Distant	100 meters to 300 meters, -8 range penalty to rolls
Vast	Hundreds of meters to kilometers, -10 range penalty to rolls
Extreme	Hundreds to thousands of kilometers, -20 range penalty to rolls

HEALING & IMPAIRMENTS

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RECOVERING ENDURANCE

- **Second Wind:** A full-turn action, recover your Second Wind score in Endurance. This is only usable once per encounter.
- **Short Rest:** Recover Endurance equal to Second Wind.
- **Stim:** Use an action to use a stim item.
- **Long Rest:** Take 4 to 8 hrs of rest, fully recover Endurance. 8 hrs needed to recover from Exhaustion.

INJURIES

When you take an Injury you write down what that injury is. In general, Injuries impose a -1 trait penalty to your rolls, and in some cases an injury can also affect your character in other ways (like with a broken arm). Some injuries, while a single injury, can count as multiple injuries representing their severity (using a x2 or more after it to show it is applied more than once).

An Injury is only taken if you are:

1. Out of Endurance.
2. Take a Superior Hit.

DEATH & DYING

A character can only take a number of injuries equal to their Might or Ego score (whichever is better). At the maximum number of injuries they are left in a dying state. A character may still be conscious with a Willpower roll vs. a DS of 6 + 1 per Injury you have. This roll is made at the start of each turn, and if failed you fall unconscious.

To not die you need to make a Resilience roll vs. DS 6 +1 per Injury. Use two 3-Step Clocks, succeeding moves the clock for living, while failing moves the death clock.

Finishing Strike: This is a Full-Turn action that is made once a target is in the Dying condition or is either Helpless or completely off-guard.

- **Dying:** If hit by an attack while "Dying," immediately move them 2 steps on the clock. Once more failure will result in the character dying.

- **Unconscious/Helpless:** When a target is left unconscious or in a helpless state the ability to deliver a finishing strike is almost assured. This is not much different from how a character from being in a dying state.
- **Off-Guard:** Target must be unaware of the attack & not a Player Character or Villian (a successful hit is treated as a Superior Hit for them).

Medical Assistance: Stabilizing a dying person involves a roll vs. DS 6 +1 per Injury target has. Succeeding, stabilizes the person, and they don't have to make rolls to stop from dying. Force Healing can work for this too.

HEALING

- **Natural Healing:** Each Injury takes 2 weeks to heal naturally. The time adds together for an over all time frame to heal all injuries.
- **Medical Help:** Roll against a DS of 6 +1 per injury. Time needed is 1 hour per injury. Success reduces recovery time by 2 weeks (a Superior Success makes this 4 weeks).
- **Bacta Patches/Injections:** Heals a specific Injury over the course of 2 hours.
- **Bacta Immersion:** Injuries heal at a rate of 1 per hour.

INTERACTIONS

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When the players engage with with an NPC, that NPC will have some sort of attitude toward them.

Rolls: A roll is called for when interacting with NPC to change their disposition/attitude. Roll is vs. Willpower Score or opposed roll.

Successful rolls shift attitude 1 step in the intended direction. A Superior Success gives 2 steps.

Failures do not always shift attitudes, but Superior Failures always do.

NPC's can roll against PC's to lie, manipulate, intimidate, but they cannot shift attitude of a Player.

Inspiring/Disparaging Others: An Aid action affecting multiple beings, or a reverse that gives a penalty.

Positive Attitude

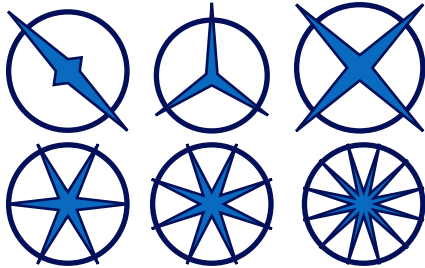
Name	Effect
Impartial	The neutral state of most NPC's.
Helpful	A state were the NPC is pleasant and inviting, (lower DS by 1).
Friendly	A friendly NPC will do some things for you, taking small risks that don't threaten their lives or lively hood, (lower DS 2).
Companionate	The NPC is willing to take some risks for you, (lower DS 3).
Benevolent	The NPC takes risks including putting their lives on the line, (lower DS 4).

Negative Attitude

Name	Effect
Impartial	The neutral state of most NPC's.
Unhelpful	The NPC will turn away those that come to them for help, (increase DS by 1).
Unfriendly	An NPC that is unfriendly will berate, harrass or actively avoid interacting with the PC, (increase DS by 2).
Dislike	The NPC really does not care what the PC has to say or needs, (increase the DS by 4).
Hostile	The NPC is likely to shoot the PC's on sight, issue death marks, and will actively attempt to end the lives of the PCs, (increase the DS by 8).

CLOCKS 𐤀𐤊𐤁𐤏𐤍

Used to keep track of countdowns or the passage of time or as a count for certain things. Death rolls are made using two clocks, one for successes and one for failures. Clocks can be represented by any number of methods like pie's, dots, or tokens.



COVER 𐤀𐤃𐤕𐤕𐤕

There are 4 types of cover:

- **1/4th Cover:** Provides a +1 to your Defense against ranged attacks, but is not applicable as a means of helping to hide.
- **1/2 Cover:** Provides a +2 to your Defense/Reflex against ranged attacks, and to rolls to hide.
- **3/4 Cover:** Provides a +4 to your Defense/Reflex against ranged attacks, and to rolls to hide. +2 vs. melee attacks.
- **Full Cover:** Obstructed from view in at least one direction, must move out of cover to attack (an action to move out & back in) or use available means to attack.
- **Total Cover:** Completely obstructed from view from multiple angles. Attacks against beings in total cover are not possible (typically).

LIFTING & THROWING 𐤀𐤊𐤁𐤏𐤍 𐤕𐤕𐤕𐤕𐤕𐤕

Lifting a person or object uses a might roll. This has a DS of 6 + the mass of what is being lifted.

- On success, you lift the target. Target can be moved if their mass is less than their Casual Carry Capacity. Mass above this

SIZE 𐤀𐤊𐤁𐤏𐤍

Size			
Type	Bonuses	Penalties	Description
Small	+1 to Guard Score, Reflex Roll, Reflex Score, Steath Rolls	-1 to Might Rolls, Resilience Rolls, Resilience Score, Durability Score	Subjects occupies a 1 meter wide by 1 Meter Tall area (or less).
Common	None	None	Subjects occupies a 1 meter wide by 2 Meter Tall area.
Big	-1 to Guard Score, Reflex Roll, Reflex Score, Steath Rolls	+1 to Might Rolls, Resilience Rolls, Resilience Score, Durability Score	Subjects occupies a 2 to 4 meter tall range, occupying a 1 to 2 meter wide area (or vise versa).
Large	-2 to Guard Score, Reflex Roll, Reflex Score, Steath Rolls	+2 to Might Rolls, Resilience Rolls, Resilience Score, Durability Score, Reach	Subjects occupies a 4 to 8 meter tall range, occupying a 2 to 4 meter wide area (or vise versa).
Huge	-3 to Guard Score, Reflex Roll, Reflex Score, Steath Rolls	+3 to Might Rolls, Resilience Rolls, Resilience Score, Durability Score, Reach	Subjects occupies a 8 to 16 meter tall range, occupying a 4 to 8 meter wide area (or vise versa).
Massive	-4 to Guard Score, Reflex Roll, Reflex Score, Steath Rolls	+4 to Might Rolls, Resilience Rolls, Resilience Score, Durability Score, Reach	Subjects occupies a 16 to 32 meter tall range, occupying a 8 to 16 meter wide area (or vise versa).
Gargantuan	-5 to Guard Score, Reflex Roll, Reflex Score, Steath Rolls	+5 to Might Rolls, Resilience Rolls, Resilience Score, Durability Score, Reach	Subjects occupies a 32 to 64 meter tall range, occupying a 16 to 32 meter wide area (or vise versa).

requires a roll to be moved. At Max Weight you cannot move unless you make a roll, moving only at Adjacent range. A superior success gives an additional movement without needing to roll.

- Failing a roll has you not moving. A superior failure has you drop what you are lifting.

Throwing applies to objects, while throwing people falls into Grappling rules. Throwing is to the Short Range band normally, requires a roll to try and throw further with range bands applied.

FALLING 𐤀𐤊𐤁𐤏𐤍

Involves not just falling off things, but being thrown into things if enough force is applied.

- Falling an adjacent range band is only 1d8 damage.
- Falling a close range band is 3d8 damage.
- Falling a short range band (equal to 3 close range bands) is 9d8 damage.

Armor bonus cannot be applied to Durability for Fall Damage. Falling is automatic at the end of each turn in which you started your fall. Can only fall for 2 turns, after which Terminal Velocity is achieved (instant death).

MITTIGATING FALLS

Information on this:

- **Reacting:** Use a reaction when you first fall to try and mitigate.
- **Time:** 2 turns to stop/slow a fall.
- **First Roll:** Reflex roll vs. DS 6 + 2 per turn you fall. Success gives a chance to stop/slow a fall.
- **Second Roll:** Made when the first roll succeeds. DS is the same as the first. Succeeding offers one of these options (including a superior success):
 - ◇ Reduce accumulated fall distance by 1 range band.
 - ◇ Halve damage at end of fall.
 - ◇ Fall is ended, damage halved.
 - ◇ Fall is slowed, under control, moving only a short range band as if moving normally, but automatically (like with a parachute). (Rolls may be needed to land.)
 - ◇ Fall is ended, Resilience roll needed to avoid an injury.
 - ◇ NOTE: A stopped fall can leave a person hanging and needing to climb.

DESTINY POINTS

Players start with 3pts. Recovered with a Superior Success or heroic/cool/cinematic act.

1. **Stave off Death:** Avoid dying, automatically stabilize, foe thinks you dead.
2. **Twist of Fate:** Add something to a scene not there.
3. **Superior Success:** Turn a success into a Superior Success, or failure into a success.
4. **Just a Fleshwound:** Convert Injuries from one attack into Endurance damage.

GM's get 1pt for each Player +2. GM's can spend pts to counter a Destiny point, or allow a foe to escape, or give a Superior Success as well.

HAZARDOUS ENVIRONMENTS

Information on this:

Hazardous Environments	
Name	Description
Desert	Each hour requires an appropriate amount of water to be drunk. Skin exposure should be limited. After an hour, if one or all of these have not been done, a Resilience roll vs DS 6 for the first hour +1 each additional hour of exposure. Failing the roll gives 1 level of Exhaustion, while a Superior Failure will cause you to pass out. Unprotected skin will inflict 1 END damage (that does not recover until out of the heat).
Extreme Heat	Different from a desert, extreme heat worlds are often volcanic worlds but they can also be worlds too close to a sun. In addition to the effect of a Desert, the time interval is halved and damage from exposure remains the same or can be increased if the heat reaches higher temps in places. Typically, special shielding is used to make livable spaces on worlds with extreme heat.
Lava	Flammable materials ignite and start to melt immediately. In addition to the effect of Extreme Heat, each turn you are in contact with Lava you take 1d12 + 20 energy damage. Armor, unless it is specially adapted for extreme heat & lava, is useless as the lava will super heat the armor and render it useless.
Winter	This is a cold environment that often has snow. Functioning like the opposite of a Desert in some ways. After a few hours in a snowy environment you can get snow blindness if you lack protective eye wear. This involves a Resilience roll with a failure resulting in the temporary loss of vision (requiring you to sleep to remove the impairment).
Extreme Cold	Again, functionally similar to Extreme Heat, but involving a winter or otherwise cold environment. Space counts as an extreme cold environment. If you fail a save you start to freeze, impairing your speed and unfortunately leaving you blind as your eyes too start to freeze. The save can be made more difficult in some circumstances.
Ionic	<p>This is an environment fraught with electricity. Vehicles often need shields up in order to safely traverse an ionize place. A bolt from a common ion storm rolls 1d20 to hit (Area of Effect - Adjacent range band), and does 30 energy damage for the result.</p> <p>If this is a person, then they can make a Reflex roll vs. the to hit roll to reduce damage by half.</p> <p>In low level ionic environments, a person struck will treat is as if hit by the Stun trait of a blaster. Droids and other machines treat it as if being hit by a ion blaster.</p> <p>In high level ionic environments, rolling 1d20 to hit (Area of Effect - close range band) and does +80 damage. Beings hit outside the protection of a ship or shields are often vaporized by these.</p>
Poison	Often this is due to the air being of some sort of toxic gas. If exposed, make a Resilience roll, DS depending on the severity of the poison. Holding one's breath will put off the roll being made. Succeeding, allows character avoid being poisoned, but this roll is made each turn as long as the character has no protection against the poison. On failing the roll the character gains the Poisoned condition and retains it until they are out of the environment and/or the poison is purged.
Acidic	This environment causes harm to anything not adapted to it. The strength of the acid can vary, but it deals damage every minute of exposure, ranging from a single 1d8 to many more. Armor is damaged by these environments, but will provide some protection before it is eaten away. Starships must keep their shields up when in this environment otherwise they will take ongoing damage as well (their armor will be useless against acid). Air is also often unbreathable in acid environs, inflicting the Poisoned condition and you take ongoing damage until the acid is neutralized. (Damaged lungs from acid can be healed with bacta immersion, but often the damage is so bad that a person's lungs must be replaced.)

Condition	
Name	Description
Dazed	<p>The character is out of sorts, often aware of what is going on, but are left dizzy and off balance, and unable to concentrate on a task.</p> <ul style="list-style-type: none"> Concentration powers cannot be used or maintained. -2 penalty to rolls made. Medical Treatment: The condition ends if you make a Resilience roll vs. a DS of 6 + the number of Conditions & Injuries you have, making the roll each turn, or it ends at the start of your third turn.
Bleeding	<p>Each turn that they have the bleeding condition, they must make a Resistance rolls vs. a DS of 6 + the number of turns they are bleeding. Success skips the bleeding build up for that turn.</p> <ul style="list-style-type: none"> Medical Treatment: Bleeding stops with DS 6 + number of Injuries that are had. Success ends bleeding source. (Bacta does the same.)
Drugged (Overdose)	<p>A state when one cannot metabolize a potentially lethal drug dose. The specifics on how this affects a person is based on the drug.</p> <ul style="list-style-type: none"> Medical Treatment: The use of appropriate chems can help flush the drug from one's system as well as a medical help to keep from dying. The being is left exhausted afterward.
Drunk	<p>A complex condition with an effect that varies based on what is drunk and how much. A Resilience roll is needed to withstand the effects.</p> <ul style="list-style-type: none"> Watered Down: DS 4 Normal: DS 6 Strong: DS 6 to 10 Moonshine: DS 10 to 14 <p>Failing a roll has one state of Drunkeness, a superior failure moves you two steps:</p> <ul style="list-style-type: none"> Buzzed: -1 to all actions, +1 Durability Tipsy: -2 to all actions, +2 Durability Sloshed: -4 to all actions, +4 Durability Messed-Up: -6 to all actions, +6 Durability, immune to fear <ul style="list-style-type: none"> Hangovers: The character has the Exhausted condition and the Dazed Condition until you can rehydrate and rest for 24hrs. Coma/Dying: Make a Resilience roll vs. a DS of 6 + 1 per drink your character has had. Each step of Drunkeness counts as 2 drinks (essentially). Failing this roll puts the character into a coma (requiring a Resilience check each day to try and wake up). A superior failure puts the character into the dying condition instead. Medical Treatment: Drinking water & eating inbetween alcoholic drinks gives a +2 to +3 bonus to Resilience rolls. Effects fade after 6 hours or 24 if "Messed-Up" or a chem can be used to end the condition sooner.
Dying	<p>Characters make 3 to 5 rolls, either rolling Resilience or Willpower, whichever is better. This is vs. a DS of 6 +1 per injury the character has. A character dies only if they fail 3 rolls. They stabilize if they succeed in 3 rolls. A character can also still be conscious while dying.</p> <p>Optional: A person can automatically succeed if they willingly take a permanent injury (like losing a limb).</p> <ul style="list-style-type: none"> Medical Treatment: A roll can be made by another to immediately stabilize the person. This is vs. the same DS but requires the use of a medkit or medpack. Succeeding immediately stabilizes the person, & a superior success resets the roll count as if a short rest was taken.
Enraged	<p>Primarily affects Force Users, or people feeling intense anger. Enraged beings attack the source of their rage with a +2 to actions taken to do so, but at a -2 to your overall Defense.</p> <p>Enraged ends if knocked out or killed, or if something occurs that would shock you out of a rage, have a minute of not attacking something.</p> <p>Enraged can be forced with a Willpower roll vs. a DS set by the GM. Giving into a rage gives a Dark Side point (fighting against it will not incur this even if you fail).</p>

Condition

Name	Description
Exhausted	<p>Take a -5 to all actions taken, number of actions available to take reduced by 1. Extreme Exhaustion can be endured, doubling the effects. Sleeping removes the condition.</p> <p>Staying awake for too long also incurs this. After 3 applications the user must make Resilience or Willpower rolls to stay awake, DS is 6 +1 per hour you stay awake (roll caps at 20). Staying awake for too many days will cause a psychotic episode or put the person into the dying condition.</p>
Fear	<p>Imposed by acts of Intimidation or use of a Force power. Roll is made vs. target's Willpower roll. If Successful, target will follow orders given out of fear, or will flee from the person as quickly as possible. A Willpower roll is made once per turn or if 10 minutes pass if the source of fear is not present.</p>
Fatigued	<p>Gained through rigorous physical activity over the course of a day. GM determines what this entails (or a number of activities equal to the person's Might score). Imposes a -2 to all physical actions taken until you can sleep or take a long rest. Taking short rests inbetween physical activities helps avoid this condition.</p>
Helpless	<p>A character that is sleeping, knocked unconscious, tied up and unable to move then they are Helpless. An attack roll is automatically successful but made anyway to see if a Superior Success is rolled. A Success is treated as a Superior Success, and a Superior Success doubles that result. A Called Shot to the head is instantly fatal.</p>
Charmed/ Dominated	<p>A charmed being will act in a way they normally would be inclined to, with exceptions to acts that put their life (or others) in danger. Not aware of the charm, unless a contradiction occurs. Hostile beings cannot be charmed.</p> <p>A dominated being is essentially mind controlled and will do things that they may be opposed to. A dominated being is aware that they are being manipulated.</p> <p>A Force power is used to effect the condition. A roll is made against the Willpower score of the Target(s), (the DS increases by 1 per additional target affected). The target can make a Willpower roll to throw off the condition if they are forced to do something that they are opposed to.</p> <ul style="list-style-type: none"> • Medical Treatment: Completing the task given ends the effect, or use of a Force power can end it as well.
Disabled Sense	<p>This involves the reduction or loss of a sense, (Sight, Hearing, Taste, Touch, Smell). An Action is used to make a roll with another sense. DS is 10 or a vs. Roll, done before any other actions.</p> <p>The Resilience score is what is rolled against from a successful attack to disable a sense.</p> <ul style="list-style-type: none"> • Medical Treatment: Treating a disabled sense can vary depending on what is disabled. An action is used to act, and can involve doing something specific to end the effect, waiting a turn/encounter/etc. for the effect to end on it's own, or making a Resilience roll vs. the roll result that inflicted it.
Drugged	<p>The character is affected by a chemical (drug) that can affect them in varying ways. Rolls to affect a target are vs. their Resilience score/opposed roll.</p> <ul style="list-style-type: none"> • Medical Treatment: Other chems or time are used to end the effect. After being drugged a person is left in the Exhausted condition.
Impaired	<p>A catch-all condition that can be assigned to a character who is impaired in some way not otherwise specifically noted. Generally, treat an Impairment as imposing between a -2 or -5 penalty depending on how severe of a penalty is appropriate for the impairment.</p> <ul style="list-style-type: none"> • Medical Treatment: Treating an impairment can vary depending on the impairment, as well as the DS to treat it (base 6 typically). Some treatments can be as simple as time passing, or requiring surgery for something more complex.
Knocked Out	<p>This is a state of forced unconsciousness. It does not count as sleeping. Being knocked out leaves you "Helpless." A Called Shot to the head with the intention of knocking someone out is possible, following the rules for a Called Shot. Damage is still dealt, but the roll is also compared to the target's Resilience score. If the roll beats it, the target is potentially knocked out. A superior success does knock them out. On the next turn of the target, they make a Resilience roll vs. the same result. Failing has results in them being knocked out. If this roll fails they are knocked out. If they succeed then they are only Dazed. A knock out attack must be non-lethal.</p> <ul style="list-style-type: none"> • Medical Treatment: The use of a stim on a knocked out target will awaken them. Otherwise a knocked out target will often awaken after 10 minutes. A roll vs. the target's Resilience score can also be made to wake them up if no stims are available.

Condition	
Name	Description
Off-Guard	A character that is off-guard is one who has their defenses down. They are not expecting anything to happen. Unless a character has a trait that would imply someone who is always on their guard or is keenly aware of their surroundings. When your guard is lowered your Guard Score is reduced by your Agility score.
Paralyzed	<p>A Paralyzed person is someone who is unable to take any physical actions. They are still awake and aware, but are essentially "Helpless" against attacks. A roll is made against the target's Resilience score to affect them. The Paralysis often comes to an end at the end of the target's next turn (though some toxins/drugs can induce longer paralysis in a person). In some martial arts a person can inflict paralysis on a target through the use of pressure points (or using the Force if then can).</p> <ul style="list-style-type: none"> Medical Treatment: There are some chems & anti-toxins that will counter act temporary paralysis. A roll can be made vs. an existing DS (or one set by the GM) to perform some sort of medical action to end the paralysis (nessessary for more permanent versions of this, like from a broken spine).
Poisoned	<p>Different poisons or poisonous substances exist that can affect the character (see poisons). The initial application of a poison is against the target's Resilience score (after a successful attack roll). After that, each turn, the character is allowed a Resilience roll against the initial score. Additional applications of Poison simply put more into a person's system. This extends how long it lasts and increases the DS set for the poison to resist it's effects by +1. A person who succeeds in their Resilience roll (or the initial roll fails) then the effect stops affecting you for that turn (or for the initial effect it just doesn't affect you). Poison effects either end after a time or if an anti-toxin is administered.</p> <ul style="list-style-type: none"> Medical Treatment: This involves either letting the poison play out it's effects or administering an anti-venom/toxin to the person that counteracts the the effects. It often takes a turn before any medicine can take effect.
Restrained	A restrained being has their mobility impaired in some way depending on the nature of the restraintment. This is often something physical like handcuffs, being tied up, or more than one person holding a target via being grappled. Being restrained can limit what actions you can take, and in some cases you may not be capable of escaping by ordinary means. In some cases, a trait is neccessary in order to pick a lock or escape a type restraintment device.
Stunned	A Stunned target is a target that has been temporarily rendered unconscious via a weapon with the Stun trait. The trait has the damage of the attack compared to the target's Resilience score. If successful, the target is temporarily knocked out, lasting 10 minutes. It can end sooner if the target makes a successful Resilience roll each minute.

POISONS 𐄂𐄂𐄂𐄂𐄂

An attack roll is needed to administer the poison/toxin, unless injected or breathed in. Each Poison Severity has a Dice roll made against the target's Resilience score, and sets the DS for further rolls by the target to resist.

- Succeeding temporarily allows you to ignore the effects of the poison, at least for the duration of an encounter, or until a new check is called for.
- A superior success has the poison not affect you at all and you remove the condition.
- Failing only means that the poison fully effects you. A superior failure has you treat the poison as 1 step up in severity for the duration of it's effect.
- Poisons often remain in the body for several hours until they are purged naturally (per the severity).

Poisons	
Severity	Effect
Irritant	The poison is a minor irritant that can be annoying, but is non-lethal. This imposes a -1 to a -2 on rolls that would involve concentration or focus on an activity. The effect can last ten minutes to six hours. Roll to affect is 2d6.
Minor	A more potent poison that weakens the target, often making them sick but is not typically lethal. This imposes the Fatigued condition, but the roll penalty applies to all rolls and not just physical ones. The effect can last one hour to eight hours. Roll to affect is 1d6 + 1d8.
Moderate	A more potent poison, one that often doesn't just weaken but debilitates them as well. Once again, the Fatigued condition is imposed, and the target's Endurance drops by 1pt every ten minutes. At zero Endurance the target has to make rolls to stay conscious. Endurance cannot recover above your Might score (when it would normally could). The effect can last one hour to twenty four hours. Roll to affect is 2d8.
Severe	The poison is more of a detriment to one's health. The effects of a moderate poison are applied here with a few additions. First, Endurance drops by 2pts, and once at zero Endurance you then take 1 Injury per time increment. The effect can last one hour to fourty eight hours. Roll to affect is 1d8 + 1d10.

Poisons

Severity	Effect
Fatal	The effect is like that of Severe, but is typically far more dangerous. Once again you carry over what was set by the moderate poison and the severe poison. The change here is that Endurance drops by 3pts, and 2 Injuries are applied. The effect can last one hour to fourty eight hours. Roll to affect is 2d10.
Potency	The potency of poisons can differ in some ways. Some may be more harmful or are harder to resist because of their potency. This treats the roll made for the severity as if it were 1 step in severity higher.
Unique	Some poisons have a different effect than those noted. GM's should feel free to change up the poisons that characters can be inflicted with by creating new ways that they can affect a person beyond what is outlined above.

DRUGS 707N

Drugs

Name	Effect
Medicinal Painkiller	<p>Different from a stim, pain killers reduce the pain you feel for a time, and often encompasses different types of painkiller medicines.</p> <ul style="list-style-type: none"> • Standard Painkiller: Reduce penalties from being in pain by 1. • Potent Painkiller: Often used for surgery, a higher dose will leave a person unable to feel any pain. This can entail a temporary ignoring of penalties to physical actions from injuries, but does not restore mobility. • Abused Use: Abusing painkillers will leave a target fatigued and in something of a euphoric state due to not feeling pain; hallucinations are possible as well. A 2d8 roll vs. the target's Resilience score is made. If successful, the rolls move to Overdose. If failed, you don't OD on the drug. • Overdose: This occurs when a higher dose is not used in a controlled maner. This can result in the person falling unconscious and potentially into a coma. Death can occur as well. Once an OD has occured, the target must make Resilience rolls every 10 minutes. Succeding allows the OD to be ignored for the time. On a failure they end up in a coma and rolls are made every hour. If this roll fails then the character is put into a dying state.
Medicinal Stimulant	<p>This drug is used to wake a person up who is knocked out, or greatly enhance a person's alertness generally. These are sometimes known as "Uppers."</p> <ul style="list-style-type: none"> • Standard Stim: This is the standard use of a Stim item. • Potent Stim: A potent stim gives you a boost in energy, something short of a shot of adralin but close. The potent stim will not only do the job of a normal stim but for 10 minutes after it's used you have a +1 to actions you take. However, after 10 minutes you become Fatigued until you take a short/long rest. • Abused Use: Using Stims in an abusive manner typically involves potent stims. When abused the person cannot rest, they cannot sleep. They typically cannot sit still, needing to move about and will often halucinate due to an over stimulation. A 2d8 roll vs. the target's Resilience score is made. If successful, the rolls move to Overdose. If failed, you don't OD on the drug. • Overdose: This occurs when a higher dose is not used in a controlled maner. This can result in almost immeidate death. Once an OD has occured, the target must make Resilience rolls every 10 minutes. Succeding allows the OD to be ignored for the time. On a failure the person becomes paranoid, very aggressive, and potentially homicidal. Another failure will has them go into siezures, losing 1 Endurance every minute then 1 Injury every minute. If another roll fails they move into a dying state.
Spice	<p>This is a substance that is often used in other medicines, often with painkillers. But outside of this it has other effects as a recreational substance. There were multiple different types of spice, each with their own effects such as giving a euphoric high and temporary telepathic abilities, or being a halucinogenic. Spice is something of a "catch-all" for many illicite substances in Star Wars.</p> <ul style="list-style-type: none"> • Standard Spice/Abused Use: The basic effect is a euphoric high which leaves a person in a pleasent state of inactivity as they experience this effect. Other spices may offer other effects. The effect often only lasts for around an hour. A 2d8 roll vs. the target's Resilience score is made. If successful, the rolls move to Overdose. If failed, you don't OD on the drug.

Drugs

Name Effect

Spice (Continued)

- **Potent Spice/Abused Use:** Spice on it's own is already potent, but is refined. Unrefined spice is dangerously potent. It's use is harmful, often inflicting an injury when used, but when used the effect is twice the potency of what it should be. The effects last around an hour. A 2d10 roll vs. the target's Resilience score is made. If successful, the rolls move to Overdose. If failed, you don't OD on the drug.
- **Overdose:** Spice Overdosing is not any different from that of the Medicinal Stimulants or Hallucinogens (below). Abusing standard spice is the least bothersome, but when potent spice is abused you take 1 additional Endurance damage & Injury based on how badly it's abused.

Hallucinogen

This is a substance that alters how a person senses, or also affects the mood and thoughts of a person. This can alter aspects of what a person may be experiencing normally at the moment, cause flashbacks, or they experience vivid illusions.

- **Standard Hallucinogens:** A 2d8 roll vs. the target's Resilience score is made. If successful, the hallucination is not a good one. If failed, the hallucination is pleasant. Hallucinations last around an hour.
- **Potent Hallucinogens:** Hallucinogens are potent drugs on their own, going more potent sees the hallucination become real to the user. The effects still last around an hour. A 2d10 roll vs the target's Resilience score is made. If successful, the rolls move to Overdose. If failed, you don't OD on the drug.
- **Overdose:** Aside from having a bad hallucination, the effect of an overdose has you make a Resilience roll every 10 minutes. If successful, you manage to endure the episode and repeat the roll until the effect ends. If a failure is rolled you are struck with a sense of fear, depression, anxiety, and/or paranoia that is tied to the hallucination. At the end of the effect you gain a trait penalty pertaining to fear, depression, anxiety or paranoia. This trait penalty is semi-permanent, lasting days, weeks or even years. The GM will decide the severity based on how badly you may have failed your Resilience rolls.

Downers

This is a substance that is a depressant or sedative that saps a person of energy, makes them sluggish, and can leave them unable to concentrate.

- **Standard Downer:** The exact nature of this can vary but often includes relaxing someone, countering anxiety, helping someone to fall asleep. This can grant a +2 or +4 bonus for some rolls where the drug is helpful in aiding the person. A 2d8 is rolled vs. the target's Resilience score is made. The effects of downers last around an hour. (A sleep aid may end, but it does not cause a person to wake up.
- **Potent Downer:** If administered properly, potent downers have a powerful effect. They can render a person unconscious almost immediately, or otherwise impair them in some way. Effects often persist in the body for an hour or longer.
- **Abused Use:** Abusing a downer can give something of a mellow high, but also comes with the risk of not just putting you to sleep but a coma. A 2d10 roll vs. the target's Resilience score is made (this can go up by more than one die if the dosage goes up too). If successful, the rolls move to Overdose. If failed, you don't OD on the drug.
- **Overdose:** When this occurs the character falls unconscious. Additional Resilience rolls are made every 10 minutes (for an hour). Each roll is a cumulative effect if failed or succeeded. If after an hour the failures outweigh the successes the person falls into a coma, but successes means they don't.

Drugs & The Force

It is possible that some variations of drugs can, when used successfully, allow a person to access some Force powers, often a single type of power. There is a form of spice that will grant a person temporarily the ability to read the surface thoughts of others, essentially granting a Force power. There are limits to this, as the drugs should be ones that are more mentally based and not granting things like telekinesis

If a Force user uses the drug it either grants the use of the power if they don't have it. If they do possess the power then the drug is treated as a trait. Using the drug at a higher dosage or potency can grant a bonus to using the power, but with the accompanying problems that come with it.

One problem a Force user faces is that the use of a drug can push them toward the Dark Side.

Addiction

The continued use of a drug will eventually lead to an addiction to it. This isn't about failing rolls, but is about useage and using a drug so often that you gain a Trait Penalty for Addiction. A roll is needed at least once per day in which the addiction is not sated, the person suffers a -2 penalty to all actions they take and become either paranoid, twitchy, aggressive/angry or something else. The longer you go with out giving into your addiction the more the penalty increases (-1 per day, up to a -10). After this a similar length of time is needed without giving into your addiction to reduce the penalty at a rate of 1 per day. Once the penalty is gone you are no longer addicted. Some medicines can also help with over coming the addiction.

A Willpower roll is needed against a DS of 6 plus the current penalty to not give into your addiction. How often the roll takes place is up to the GM, but generally once or twice a day is needed. Failing a roll has you give into your addiction. Kicking the addiction requires succeeding in every roll, or having assistance to reign you in when you do fail.

A dynamic Star Wars space battle scene serves as the background. In the foreground, a Rebel X-wing is seen from a low angle, firing blue laser blasts. In the background, a large Imperial Star Destroyer is visible, along with several smaller fighters engaged in combat. The scene is set against a backdrop of a planet's surface with swirling orange and red clouds, suggesting a volcanic or desert environment. The overall color palette is dominated by oranges, reds, and blues.

An UNOFFICIAL Star Wars TTRPG

While there have been many different Star Wars RPG's over the years, there hasn't been a new one since Fantasy Flight games lost the license (which is now with EDGE Studio. But that game system left many folks not liking it as it meant needing to buy special dice that used symbols instead of traditional rolls.

I decided that I'd try my hand at creating my own Star Wars game system, and it is FREE.

The idea here was to create a flexible character creation system that will hopefully allow players to play what ever character they may have in mind, with in the limits of the system of course.

Please be mindful that this ruleset isn't meant to replace any existing rules you want to use but to give an option for some folks who don't like the Fantasy Flight system and cannot find the older Saga Edition or WEG d6 rules (which there are PDF's of those game books floating around on the net).

Please enjoy what I have attempted to make and keep in mind that this book is FREE, and should you find anyone attempting to sell it, let me know and let any service know that this is not ok.