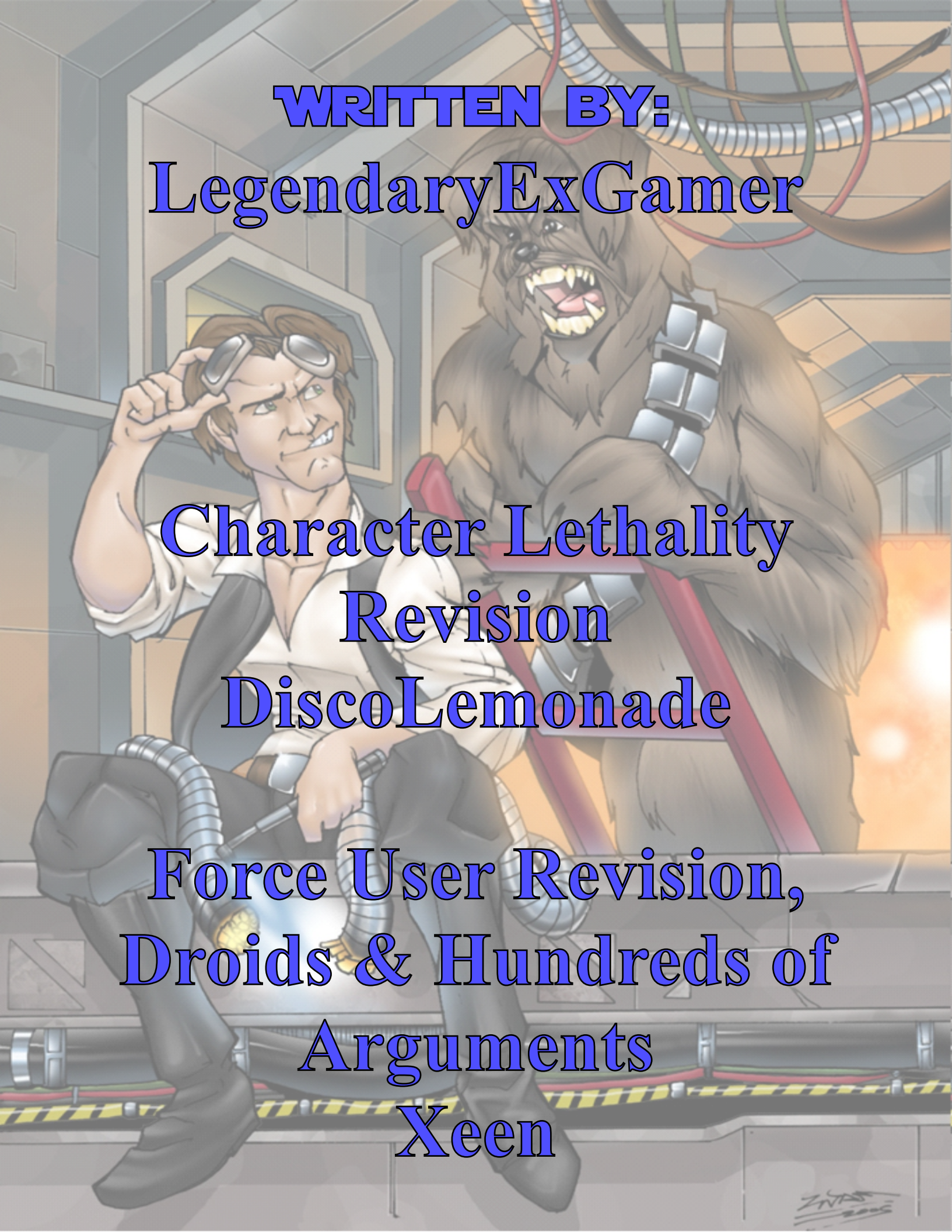
STAR WARS
ROLEPLAYING GAME
3RD EDITION
DRAWN HEAVILY FROM WEST END GAMES AND ALL OF THE OTHER NUMEROUS FLAVORS OF D6 GAMING



WRITTEN BY:

LegendaryExGamer

Character Lethality Revision

DiscoLemonade

Force User Revision, Droids & Hundreds of Arguments

Xeen

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STAR WARS

THE ROLE PLAYING GAME

3RD EDITION

REVISED AND EXPANDED

AND ENDLESSLY UPDATED

(23RD REVISION)

04/18/2018

This product should have been published by:

WEG
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OPEN D6

Special thanks to West End Games for developing the Expanded Universe and allowing me to dare to dream. Thanks to George Lucas, I have wasted over three decades of my life dreaming in his setting. This is for all fans of Star Wars and the WEG D6 system who demand more.

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Taking Chances

"Captain, sensor contact on the edge of the system. Looks like it just dropped out of hyperspace." The sensor operator called across the bridge. "What is she?" The Captain asked. This day just kept getting worse. First that run at their *soft target* of an Imperial supply depot. He should have known better than to count on intel from Rebel command. That fight cost them three Starfighters and left the depot in less than salvageable shape. *This was likely the Imperial response. "*It's an Acclamator, sir, my readings are a bit garbled at maximum sensor range but it looks like she just launched a formation of fighters that are fanning out." The Captain just shook his head "A carrier you mean, they sent an old carrier after us. Likely the one from the Bendahl system a jump over. That's not good. She carries two dozen TIEs, has a decent armament, point defenses, good shields and is relatively quick."

In a straight up fight, their ship could take the Acclamator… However, with two squadrons of fighters backing it… "Engineering" The Captain pressed the comm switch on his command chair "Yes, sir?" the response came. "Get the techs working overtime on the Z-95's we need those nine fighters fully operational and get those TIE parts we salvaged re-assembled into three working fighters, we're going to need a full squadron." The three pilots that had lost their Z-95's had survived, namely because of their armor. Thankfully they were carrying *modern* Z-95's.

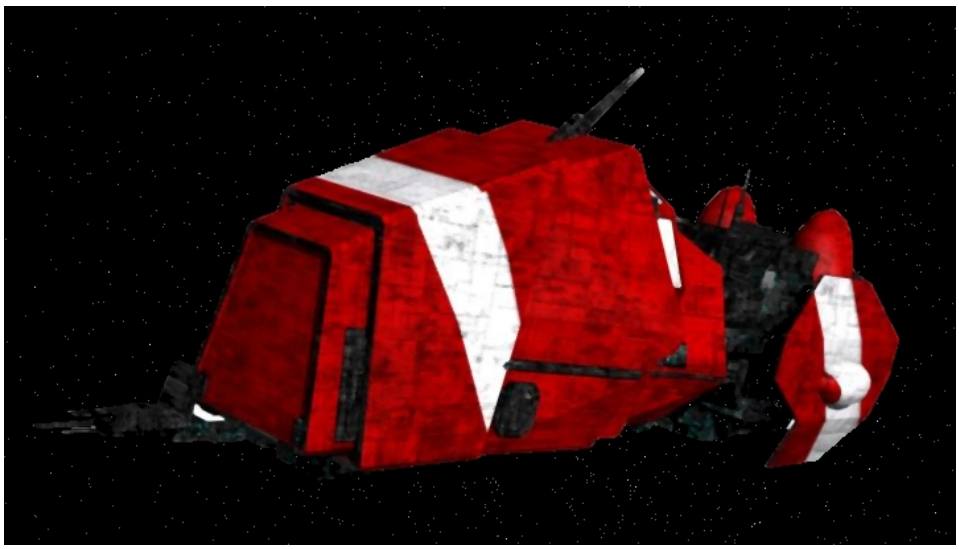
The thought that weighed heavily upon the Captain's mind was that those pilots would likely die when he sent them back out in the salvaged TIE fighters they had pulled from the squadron on squadron firefight they had just survived. At least they would have shields in those flying death traps…

"Aye sir, its going to be at least eight hours" the Captain fired back almost immediately "Make it four or we don't come out of this one alive." There was a grim silence on the other end of the line "Leader out" the Captain closed the comm. "Helm, bring us about, one quarter thrust and keep the planetoid between us and their formation. Once we clear the other side, all ahead full, dial the drives up all the way, we need to buy time."

They had one advantage that the Imperials likely didn't know about, Alderaanian War Frigates were fast, at least two points faster in sublight than that Acclamator. The TIEs were another story, he had to hope they didn't detect them until they were well on their way to… Wherever in the hell it was they were running to. "XO, I need a full work up of this sector of space, I need options, cover, anything. When those fighters catch us, we can expect that Acclamator to micro jump near our position. If we can place a gravity well in it's vicinity, we might able to control where it emerges and cut her apart, a lot of if's and a lot of luck is required here, too much luck…" the XO simply nodded and began pouring over the Astrological charts.

Two hours later the XO motioned his hand for the Captain to join him "Here" pointing at a planet on the far edge of the system "She has four moons, it's a Gas Giant" the Captain nodded and they began to furiously lay out battle plans. "Contact! Sir, they know where we are." the Sensor operator called out. "ETA on intercept?" the Capitan asked "Fifteen, twenty minutes top" … The Captain looked up and over, "Helm, what's out ETA to that planet?" there was a slight pause "Twenty three minutes, sir, running the engines as we have been, at maximum burn." Looking next to the Helm operator, "Navigation, what are our odds of a successful micro-jump?" the response was immediate "Not good sir… Clarification, damned deadly. We don't know the system, the gravitational pull can be estimated but we don't have enough data on this sector, it's fringe territory." He was worried about that, the problem was, the Imperials did have that kind of information since this sector had been identified as a resource rich domain and had been thoroughly scouted by the Imperial exploration corps. "Maintain course and heading, best possible speed" then he resumed planning, hoping that they would have the time to execute what they had developed.

Fate, it seemed, had been merciful. The TIEs pulled back after the Acclamator came into range with more sensible long range scanning. Their commander had executed a little known doctrine among the Imperials, caution. He had pulled the fighters back to refuel and possibly to refit load outs. The Captain figured it was to outfit them with concussion missile racks, one of the ever evolving strategies the Imperials continuously employed to counter Rebel threats. Especially, those threats with Capital ships they had likely never encountered before. The *Another Chance* had been found drifting in the wreckage of the Alderaan system, it was discovered in the debris field that the Death Star created. A throwback to the Clone Wars, when the Alderaanians fielded warships.



She was a boxy, armored ship with a massive engine array when they found her battered by planetary debris. A testament to how damn tough the ship actually was. The Rebels refit the "Another Chance", armed her with what they could and then Captain did the rest over the past five years hitting fringe outposts like the last one. The ship had been completely refit and was capable of taking on almost anything the Empire had to offer. The Captain had raided an Imperial Research and Design facility at some point in the latter part of the rebellion and stole much of the advanced weapons designs the ship now sports. He slagged the facility after stealing the weapons schematics so they could maintain the guns and keep them out of the hands of the Empire and anyone else for that matter. He really enjoys the lone gunship vs the Empire mentality and it tends to work for him.

The TIE fighters launched after the Acclamator was about half way to the gas giant and had come to a full stop. "Sir the Imperials have stopped" some thrill of joy resounded in the sensor operator's voice, which the Captain quashed "Yes, they have, they've stopped to properly calculate the hyperspace coordinates to drop right on top of our position. The sensor operator shrunk a bit. The Captain then said "But we're not going to let that happen, correct? Helm.." The Helm operator responded "Correct sir, as per the tactical briefing I am bringing us in between the pair of moons that have the closest point of mutual orbit just before they pass one another." the navigational officer chimed in "they will be forced to jump in front of the passing moon or past it, if they jump past it, they will be sitting ducks. If they wait, well…" The XO finished "It will be a matter of how fast our gunners and theirs fire. Activating his command chair comms "Flight officer? Are the Z-95's in place?" A slight pause "Yes, sir, and we have the TIEs on standby as additional point screening for any bombers that get through." That was wishful thinking but the Captain knew better, they would get through, there was no stopping it. They were just beginning to get telemetry reports as they entered the binary moon gravity wells, fully a dozen of the fighters were updated TIE Bombers.

The TIE fighters lead the spearhead, in an arrow formation, bombers following slightly behind in an identical flight grouping. They swept low near the surface of the gas giant so as to get a bead on the *Another Chance*, it was a standard tactical maneuver. They sighted their target and swept up toward it, fighters still in the lead. "Z Group, go" The Captain said on an encrypted comm channel. The Z-95's with their enhanced performance in atmospheric and gravity well flight, swept up and out of the interior of the gas giant and hit the bomber formation from behind, cutting apart half of the bomber squadron before the TIE fighters had realized their error and turned to engage, allowing the remaining six bombers to streak toward their intended target. "TIE group, launch" and the trio of salvaged TIE fighters punched out of the forward, lower, hangar of the Last Chance and burned toward the six approaching bombers. One of the Rebel's TIEs exploded about midway into it's interception flight. "Flight leader's gone!" came the exasperated cry over the comms.

The remaining two TIEs did little to slow the advance of the bombers, which had been refit with advanced shields and a pair of quad Gun turrets that resembled the weaponry found on Lancer frigates. Between the two of them, they managed to destroy a singular bomber, before being cut to pieces themselves. Below, the fur ball of a dogfight ensued with TIEs and a gradually diminishing number of Z-95s becoming ever more out numbered, yet not out maneuvered thanks to their enhanced performance in gravity wells. The TIEs were at a slight disadvantage by comparison. The Imperials, jumped, and emerged on the far side of both moons, angling for maximum fire arcs based upon their new sensor readings and those of the bombers. The sensor operator looked to the Captain "What do we do about the bombers?" after a moment of silence "We wait, pray if it consoles you" calling out "Helm, roll us to starboard, give them a nice juicy target to dump ordinance into. Just make damn sure it gives us optimum point defense targeting on them. We are going to put those burst fire point guns to use." The ship rolled presenting the port side of the ship "in position sir". They hadn't had the time to repair from the last three operations yet… And carried the scars of battle. The Captain hoped the Armor would hold out, just one more time...

As the TIE bombers came into range the point defense guns began spewing heavy fire at them, they used the main batteries to sort of control the flight patterns of the bomber half dozen by throwing heaving anti-warship fire around them. Not at all expecting to hit with the Mon Calamari's donated anti-warship turbolasers. The point guns cutting apart two bombers before they even launched their ordinance was fortuitous, the remaining three hammered the port shields with enough ordinance to penetrate them, several impacts blasting directly on the hull of the *Another Chance*. Lights flickered, some explosions resounded in the hold from at least one hull breach that had hit a main somewhere. *They had likely been hit by Heavy Space Bombs…* The bombers passed, losing one more of the number to the point defenses. With mere seconds before the bombers would align for another pass "Roll to Port, present them with the same target on the Starboard side. Lets hope we get them all this time." The ship rolled, and just as the Bombers reached weapons range one of them exploded, the remnants of the Z-95's, a pair of battered fighters, punched out from around one of the

moons, using it's gravity to slingshot them into weapons range so rapidly the bomber's gunners could not respond. The bomber threat, died in the chaos the fighters had caused. While the Z-95's blew past the last bomber, whomever was piloting couldn't hold it together and banked to run. They were cut to pieces by the point defense guns on the *Another Chance* before they could get to a safe distance. "Open a comm channel to the commander of the Imperial vessel" the Captain ordered he Communications officer. She complied *"I'm giving you one chance to surrender, before I cut that piece of garbage you call a carrier into pieces."* the Captain sent out, there was no response. "Why do they always have to do it the hard way?" which elicited a seriously deadly half smile from his XO. Victory was all but certain, but it didn't seem like a win considering the good people they had lost on this mission.

As the moons cleared one another the War Frigate lined up for an optimal firing position, just as the Imperials were doing. What the Imperial ship didn't realize is that the *Another Chance* was sporting the standard armament of an Acclaim Star frigate in addition to the pop guns provided by the Mon Calamari shipwrights.

"Shields double front, lets end this quickly and have some salvage left. Target aft ship, starboard side, lets cut their legs out and not destroy the ship, got it?" looking at the view screen to his gunners who all nodded. Gripping the arms of his command chair the Captain leaned forward, ***"Fire".***

The weapons exchange was nearly simultaneous, with the 752 meter Acclamator firing a full salvo of it's Forward, Port and Starboard guns at the much smaller 250 meter War Frigate, *the advantage of having a wedge shaped ship to be certain.* A lot of the Acclamator's weapons fire missed because the War frigate is a much smaller and more nimble craft. What did hit, however, was more than enough to breach doubled shields and blow a significant amount of armor off the Fore, Starboard and already damaged Port sides of the ship. Explosions resounded inside the hull of the *Another Chance*, indicating multiple hull breaches.

The Acclamator's fate was far worse, however, as the first shot from their quartet of *Ultra Heavy Quad Turbolasers* ravaged the Imperial ship. The first shot pierced shields, and hit the hull, the second cored the aft starboard side, the third ripped through the shields on the opposite side of the ship, while the fourth shot impacted very near the mid section of the ship, exploding, and all it's lights in that part of the craft flickered out.

"Fire Ion cannons now" a thin but deadly smile briefly touched the Captain's features. The *Another Chance* opened up with it's forward, heavy, Ion cannons and killed the rest of the lights on the stricken Acclamator. "Prepare boarding parties… Now let me see that damage report." The day was far from over, they still had to successfully take the ship in order to salvage it. Lets just hope that her crew compliment is nothing like it was at the height of the Clone Wars…

They say fortune favors the bold. Boarding a ship that was three times their size and almost four times their mass… The battle could have gone very badly. However with experienced Spec Ops squad leaders that were very accustomed to boarding operations, things went as smoothly as they could. A couple wounded, nothing more.

The Imperials were running a skeleton crew compliment with minimal naval trooper support and no Storm Troopers. They surrendered in short order after the Rebels fielded two stolen Zero-G Storm Trooper Suits against them.

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LegendaryExGamer

1

The Basics

Glossary of Terminology:

We've made some changes to have had to add some new terms to make the game function the way we want it to. This list is far from comprehensive, however, it will present some of the most common alterations.

Advanced: Typically associated with military ordinance: *Advanced Torpedoes & Advanced Missiles are examples.* Means these items are much more lethal and have greater capabilities.

Advantages: Special abilities that are only available at Character Creation that add some pretty big bonuses to certain areas of your Character. Some can be acquired later, however, they are watered down compared to the ones you sacrifice Skill Dice/Build Points Points for at character generation.

Alchemical Weapons: These are weapons wielded by Sub Class Jedi and Jedi that are effectively "Enchanted Weapons" that can do almost everything a Lightsaber can do.

AoE: Area of Effect. Some weapons and powers cause Area of Effect damage blanketing an area in meters with a flat damage code that cannot be easily dodged because it is a blast radius.

AP: Advanced Proficiency. One time purchase skill that adds some benefit to rolls or simply negates a 15 point unskilled penalty in an Advanced Proficiency.

AS: Advanced Skill. Higher levels of skill knowledge that either add directly to a standard skill or are rolled alone for complex skill tasks like Engineering or Medicine.

Asshat: Anyone who goes out of their way to derail the game and destroy the fun of the rest of the group either by means of foul (vile, disgusting, sexually explicit and deviant) role playing descriptions or just being a combative, selfish and unwashed turd.

Atmosphere (ATM): The relative speed that a vehicle will traverse in Atmosphere. Also determines the ranges associated with weaponry in a planetary Gravity well.

Build Points: Everything in Character generation breaks down into Build Points. 5 Build Points represent one D6 of Skills or Advantages. 30 Build Points represent one D6 of Attribute.

Burst Fire (BF): Weaponry that is capable of automatic fire. Typically firing bursts of 5+ rounds. These either deliver additional "to hit and damage" bonuses, allow suppression fire or targeting multiple individuals/vehicles simultaneously.

Chaos Knight: A Jedi Subclass that can only access the Alteration Advanced Skill under their Force Attribute. As such they are a powerful, focused, Alteration oriented Force User. They also have access to *Locked Spells* (Sorcery).

Comlink: The Star Wars version of a cell Phone and a Walki Talkie all in one.

CS: Complimentary Skill. Any skill, that makes sense, that can help another skill roll succeed.

D Code: Everything in this book generally is expressed in a "D Code". That's how many D6 you typically roll. It is expressed as "D".

Disrupter: A very dirty energy weapon that "vaporizes" it's targets. Any kill result means that the target and all their possessions is brutally ripped apart at a molecular level. The death screams from such a weapon are haunting. These weapons are illegal almost everywhere. Though Bonded Mercenaries can carry them.

Disadvantages: Just like they sound, Character flaws that award you Build Points/Skill Dice that allow you to buy more skills or advantages. Be wary, many of them impose severe penalties to your Character.

DR: This stands for Difficulty Rating

Elite Paths: Or *Elite Development Paths*. These are enhanced areas of training and understanding that yield benefits to your Character concept. You are not limited to only one, however, you must posses whatever the pre-requisite for that path is, at Character Generation, in order to eventually acquire it.

Epic Points: Like a Force Point of old in that it doubles all your Skill and Attribute rolls for one round, however, it also adds 40 to your roll. *There are different types of Epic Points: Epic Points for non-force users, Harmony Points for Light Side*

Jedi/Force Users, Hatred Points for Dark Side Jedi/Consumed Jedi.

Fizzy Glug: The Star Wars term for Soda Pop. comes in many types and varieties. *Amber Ale Fizzy Glug, from the Tapani Sector, is some of the most sought after Soda Pop in the Star Wars Universe (well at least my games anyway).*

Force Armor: An Advantage that becomes a Character's *Null Force Attribute*.

Force Attribute: A new Attribute value for Characters that defines how powerful your Force User is. *Force Sensitive* is a pre-requisite for obtaining D in Force Attribute.

Force Potential: Everyone has a limit on how powerful (at a base Attribute level, like a Racial Attribute Limitation) they can become. Just being Force Sensitive caps your total Force Potential pretty low. However, for each D you invest in Force Attribute your Force Potential increases. This can be further enhanced by Advantages & Walking a Pattern or Traversing a Chaos Node.

Force Sensitive: To be Force Sensitive you must invest 1D of Attribute dice. This gives you an additional free starting *Force Point* and allows you to build the Force Attribute. You also become susceptible to gaining Dark Side points for "evil" and selfish actions that end up harming others. (Not all selfish actions yield a Dark Side Point).

Free Action (FA): Simple issued commands, drawing a weapon, switching combat Forms, triggering a Martial Arts maneuver, using some Advantages, sustaining a Force Ability after the first round, flipping a light switch, Angling shields, insulting an enemy in combat, etc.

Grammaton Cleric: This is a rare Quixotic Jedi Order that focuses on dual wielding pistols & Martial Arts Prowess. They are incredibly lethal in combat and can give most Traditional Jedi a run for their money. *Grammaton Clerics are known to be capable of parrying Lightsabers and Alchemical Weapons with their pistols and bare hands.*

Heroic Points: The Force Points of old, these double all your skills and Attributes for one round. *There are different types of Heroic Points: Edge Points for non-Force Users, Force Points for Jedi/Force Users & Dark Side Points for Jedi/Force Users that will add to your likelihood to be consumed by the Dark Side of the Force (or are used exclusively by "Evil" Force Users).*

Hyperspace Telemetry Sensors: An ultra advanced sensor suite, typically carried on Capital Ships that allows for the detection of incoming hyperspace based ordinance, targeting the vessel. Also allows for the deployment of countermeasures to defend against such weaponry. Furthermore, these sensor suites also allow for the vessel to target enemy ships beyond their sensor ranges and (possibly) in another sector and return fire with similar weaponry.

Lethality: This refers to escalating damage based upon your success level or amount of points you exceed a difficulty roll by.

Lightsaber: An incredibly simple, deadly and elegant weapon common to Traditional Jedi. It's blade is one of "bent" light. It's a Plasma beam folded onto itself. There is, perhaps, no more deadly a weapon in the galaxy than one of these when wielded by a Traditional Jedi.

Limited Force User: These are individuals with very weak connections to the Force. They don't register as Jedi and their benefits are limited. However, they can pursue a bit of Jedi and Raw Jedi training, though they excel at neither.

Maximum Sensor range: The absolute maximum range your sensors can reach in Space Units that doesn't yield good sensor readings. Targets are often "fuzzy" if not completely indeterminable at those ranges. *Best example: the battle of the Enterprise vs the Reliant in the Mutara Nebula in the Wrath of Kahn*.

Missile: A unit of military ordinance that is more robust in size and abilities than a Torpedo. Missiles possess greater ranges and tracking ability than Torpedoes do. They are most commonly called Concussion Missiles, though other warheads are known to exist.

Munchkin: Every game group has one. This guy or girl is the bane of the GM's existence and has to be the best at everything. Or at least they try to be, generally to the dismay of the other players.

Typically they choose some sort of super alien race that has damn near every power in the galaxy.

I have done my best to neuter the gaming Munchkin. In my Species section there are ample examples of how I have balanced various races of the galaxy. It will give you a good idea how to do it for any Munchkin Alien species a player decides to choose.

Mundane: Someone who cannot use the Force or become Force Sensitive.

Nominal: Essentially represents delivering an average of 3 points per D6 of damage without rolling for it. Can also refer to *fast resolution* of Skill rolls above 10D.

Null Force: generally referring to an object or area that is either immune to the Force or blocks it. Ex: *Cortosis Weave*. Can still be destroyed by *Static Weapons* but is highly resilient and somewhat resistant to the Force.

Null Force Attribute: The opposite of a Force Attribute, representing the rough power level of a being or Character that can effectively combat Force Users without being a Jedi. Typically negates Force Powers and Force Attribute on a D for D basis. Sometimes this can empower specially trained Jedi hunters to buff their combat abilities with Null Force Weaponry and/or Alchemical Weaponry.

Pattern: A pattern is a Force Entity of Control (Law) that is brought into existence by a powerful Pattern Knight. It is the Source of higher attunement to the Force for them. It is willed into existence by a ritual that creates it. Failing any test in the creation of a Pattern instantly destroys the person attempting to create it.

Pattern Knight: A Jedi Subclass that can only Access the *Control Advanced Skill* under their Force Attribute. As such they are a powerful, focused, Control based Force User.

Proton Warhead: These are small explosive charges. A Snubfighter's Proton Torpedo Warhead is the size of a thick Sharpie Marker Pen. *I'm listing this here because I used this 9D Static Snubfighter Scale warhead, in a Fizzy Glug bottle, detonated with a Comlink, to kill two Royal Guardsmen once. It also brought down most of the structure I was in with them too…*

PTP Link: An archaic version of a Comlink. Allowing for communications in short range (1 KM) between units. Generally untraceable and un-intercept-able in eras with Comlinks. Requires cellular like towers for enhanced ranges.

Pulse Wave: An older energy based technology typically associated with archaic energy weapons. It's considered by some to be a "dirty" technology. There is no stun setting, and it is similar to disrupter technology, though more refined. Several subsequent shots by a Pulse wave weapon will disintegrate an adversary. The blasts unravel targets at a molecular level. Found on many older starships.

Quixotic Jedi: A Jedi Subclass that can only Access the *Sense Advanced Skill* under their Force Attribute. As such they are a powerful, focused, Sense oriented Jedi. These are oddball Jedi that follow some strange notions that tend to be incredibly effective.

Rail Weaponry: Also known as Mass Drivers and Gauss Weaponry, these less advanced but no less lethal weapons accelerate metal slugs with magnetic rails to near light speeds. They deliver incredible damage and are all *Burst Fire* capable.

Raw Jedi: A Jedi Subclass that only relies upon their Force Attribute to power their abilities. It is essentially a Jedi Spellcaster. They have access to *On the Fly & Locked Sorcery*. This is a Sith Alchemist or a Dathomirian Witch.

Rocket: A unit of military ordinance that is cheap to fabricate and field, that possesses no guidance system. It is a "dumb fire" weapon. They tend to carry large warheads and there is also a "heavy" variant with even more explosives crammed into the rocket.

Scale: Determines the relative toughness of a Character, Craft or Structure. Firing at scales above yours are easier to hit, whilst being much tougher to damage. Firing from a superior Scale at an inferior one is much harder to hit, but delivers more damage. Some larger scale weapons are AoE.

Shields: The term refers to an energy barrier that is capable of deflecting both Energy and Physical weaponry (unless otherwise noted). Typically found

on Starships. However, personal shields and those on other vehicles do exist.

Barrier Technology: Precursor to true shields. They protect vs one type of attack. They can be effectively layered on top of one another with multiple generators. Very commonly found on personal armors and archaic tech based ships.

Snubfighter: This term is something one of the pilots during the briefing for the Death Star Run (Episode IV) used to refer to Starfighters. The term stuck and we've essentially replaced all references of Starfighter with "Snubfighter".

Space: The relative speeds of a Craft in Space (Units) as well as the effective ranges of weaponry in Space.

Space Bomb: A unit of military ordinance that is completely unguided. They don't possess any type of propulsion system and use the momentum of the craft "dropping" them to reach their targets. They are actually ejected from the craft that is "dropping" them. These Incredibly deadly weapons carry huge explosive payloads and are dangerous to use. A snubfighter hugging a Capital Ship's hull whilst dropping them can be obliterated by their subsequent detonantions. They come in many varieties.

SP: Skill Specializations, focused, singular skill areas that increase at half cost.

Static: This term refers to "full" D6 value. Meaning that per D6 you get an automatic 6 points without rolling.

Torpedo: This term defines a unit of military ordinance that is generally small, yet carries a heavy explosive charge. Typically more powerful than Missiles with less range and either limited or no guidance. Most commonly known as Proton Torpedoes. Though other warheads do exist.

Traversing a Chaos Node: These exist in every system, there is at least one. Could be more than one, they are typically uninhabited, not always. This is an exercise in Insanity. Up is down, down is sideways, nothing is as it seems in this trial. Anyone failing any roll in their traversal of a Chaos Node is forever lost in that realm unless they are guided out by a benevolent being attuned to that reality. Mundane individuals can Traverse a Chaos Node and gain some benefit, Jedi also gain benefits similar to Walking a Pattern. Non Mundane, non Force Sensitive individuals will emerge Force Sensitive.

Ultra Heavy Weaponry: Incredibly expensive to manufacture, incredibly deadly. Typically found on some Capital Ships due to power requirements and size. They defy standard weapons ranges, often capable of firing out to maximum sensor range.

Void Based Technology: An advanced "black hole" like technology capable of generating small singularities that absorb everything fired at them. Commonly found on Yuuzhan Vong starships, the only means to overload them is to "spray" multiple "stutter" shots (better known as Burst Fire weaponry) at them that overload their ability to pick singular targets out of the "air". One full burst (splitting the fire control on an X-Wing's quad guns and making 4 single action shots) will disable a Void Generator (Dovin Bassal) for one Action. Allowing opposed fire to pass the device and strike it's intended target. Expert pilots would spray 4 single shots at an targeted Vong Snubfighter and then follow it up with a full Quad (Linked shot). Detonating Torpedoes or Missiles before they reach the Void generator with a Free Action will also overload the Generator for 1 Action. *The practice of defeating these devices was not discovered immediately. It required a lot of trial and error and cost a significant amount of lives against the Yuuzhan Vong.*

White Current: A rare Jedi principal that focuses on illusion. Their connection of the Force creates incredible illusions that typically don't effect the physical realm. However, powerful practitioners have been known to create realms that can exist in the physical realm as well as kill individuals trapped within. *They are an incredibly focused offshoot of the Raw Jedi.*

Walking A Pattern: This is an exercise in sheer willpower. You must locate a Pattern and then, literally, step onto it. Once you begin the trial, you cannot stop. If you do, the Pattern absorbs your essence and you cease to exist. If you successfully walk a pattern it has certain benefits to Force Users and anyone who is not *Mundane* becomes *Force Sensitive*. Anyone who is *Mundane*, will be obliterated instantly by a Pattern.

How to Play the Game:

I've never been the greatest person to explain how to introduce people into a new game system. I take for granted that people should know the WEG D6 system, However, since that game system hasn't been officially published in something like 20 years, perhaps, I need to take a step back and break all of you into the basics.

For those familiar with WEG's D6 Star Wars setting you can look at this manual as an overlay to all the Second Edition, Revised and Expanded's content. It provides an overhaul for that aging rule system. It also changes some of the rules, fundamentally. I would typically recommend that you at least familiarize yourself with how the old game worked, copies of these out of print gems can be found on D6Holochron on the web. Regardless, I will do my best to give you a crash course on how game play works.

A lot of the sections in this book will build off of one another and the rules presented here-in are quite advanced once you begin layering them on top of one another. Don't be intimidated by this, just do a thorough once over, and get a feel for what you're looking for. One of my friends even broke the book into tables, which I will endeavor to do for the main mechanics you're going to need to know to make interactions, skill tests and meaty aspects of things like vehicular combat, which is granular and involved, as opposed to how it used to be… so ultra basic it barely made sense at times. I will get to that later, and you will find all those tables at the end of the book.

A lot of people look at role-playing games like they are some sort of mysterious enigma they cannot understand. Realistically, I think the dice mechanic of many games confuses people and can break character immersion. It even happens here. So, let's start at the top and break it down for you.

You choose a character you would like to role-play, what exactly that entails is up to you. For some it's a piece of paper with statistics that grow over time and that role-playing of who they are portraying is in their minds. Outwardly, they don't really project their character. Totally acceptable. I just described your "stoic" gamer. They have no less love for the game than anyone else, but they're busy creating the game environment in their heads. For others, you have people that get more involved, some dress up, some vocalize in boisterous fashion, while others min max the shit out of their characters and turn the game into a competition to be the most powerful person in the group. All of it, is totally acceptable. That's what we do, as gamers, we accept everyone. It's about the game, how your imagination captures the story and what makes you happy.

You have a concept, does this lock you into that concept forever? No, this game system is ultimately mutable and you can go any direction you want with your concept and evolve it in any direction at any time.

So, you and a bunch of friends all have your character concepts. One of you is a game master(GM), this is your story teller, rules lawyer or not, that is going to set the stage for your adventure. That person is, essentially, the movie director and you are all the actors in that epic movie. Pretty basic thus far.

Dice: You will use 6 sided dice (D6) for this game. They will be used to determine success or failure in the myriad of skills you use to overcome obstacles in the game. Dice Pools represent rolling multiple 6 sided dice and adding the results together. The if the added number is equal to or higher than the difficulty of a task, you succeed. If it's less, you could fail or you could succeed to a certain degree. It's up to the GM to determine how things go.

Wild Dice: You don't have to use them, but I highly recommend you do. One of your D6 is wild if this is used. If you roll a 6 you roll it again and add the results together. If you roll a 6 again, you keep going, it's an open ended die roll, you only stop when you stop rolling 6's on that D. If you roll a 1, that's called a botch. Something unexpected happens, determined by your GM. It can be bad, it can be funny it can still be successful even if funny and bad. What if you don't want to botch, because your task is REALLY important? You don't have to take it. You can remove that roll of 1 from your pool, but there's a catch. You must remove one D6 of highest roll from you pool with it. This can cause you fail, even though you removed the botch. While if you keep it, something unexpected happens and you might very well succeed.

Time: We break the actions you take down into ***rounds***. Each round typically represents a couple seconds, I'm not putting a minimum on it. GM discretion. Some tasks will take hours/days/weeks/etc to complete, and while you only roll once that's not a round ;). That's just an extend period of time. If you're building a droid, lightsaber or a starship, it will take a while.

Skill Points: These are your experience points, they can be used to improve your character or they can be burnt to improve your rolls in the game. If burnt, you subtract the amount of points you use from your skill point total. Every skill point you use is a Wild Die with no chance of botch. If you roll a 1 on a skill point burnt to improve a roll, you simply add 1 to your total. If you roll a 6, however, it's open ended just like a Wild Die is and you add 6 + the additional roll(s) to your total.

Each Skill Point can only be added to a single roll, in that round. However, you can add skill points to as many different rolls as you want to in a given round if you have enough points and choose to burn them. This can get costly, and you're burning your advancement points FYI.

2 for combat actions, either to hit or to add damage to a roll

3 for non combat actions, including Dodge and Parry

5 to resist damage adding directly to your strength roll

Note: *You can spend more when someone is attempting to drop multiple shots on top of one another to perform* ***compound damage*** *to you (more on that later in the quick draw and compound damage section on page 162) we are keeping it basic here.*

Heroic Points: These used to be called Force Points in the old game. Everyone has a certain amount of them, and they are much harder to gain than skill points. When you use one, you double all the dice rolls you make for the entire round. You can only use one at a time.

Epic Points: Once you accrue enough Heroic Points you can cash them in for Epic Points. These double all your rolls in a round and then add 40 points to ALL your rolls totals on top of that.

Heroic Points Double all your Dice rolls in a round (including attribute dice).

Epic Points Double all your Dice rolls (as above) in a round and add 40 to the end result.

The stuff that confuses people, from what I've seen is how the Dice Pools work. I go through building character's in the later parts of this section. However, what you need to know is you have six primary attributes. Attributes are where your dice pools *come from.* These are essentially a reflection of your natural aptitudes. They are reflected in D6.

The Attributes:

Strength (STR)

Dexterity (DEX)

Knowledge (KNO)

Perception (PER)

Mechnical (MEC)

Technical (TEC)

There is a *seventh* attribute, that we keep separate from the above six. Not everyone has this. Force Attribute or Null Force Attribute.

Force Attribute is essentially how powerful your Jedi / Spell Caster / Force Attuned character is. If you can use the force to lift rocks or pull off a Jedi Mind trick, it starts with Force Attribute. It's represented in, you guessed it, six-sided dice.

Null Force Attribute is how a regular person kicks the crap out of a Jedi / Spell Caster / Force Attuned character. This is a reflection of a naturally occurring resistance to the Force / Magic / Psionics / you get where I'm going with this. Telekinetic powers (like throwing you with the force) might not work on you, and Jedi Mind tricks start getting really hard to use against you.

Skills: These are general tasks you can perform that are tied to your attributes. You roll the dice you have in that skill to perform a task. However, you must be

proficient in the skill in order to be able to perform it at professional levels. If you are not proficient you take a penalty to your rolls, when proficient there is no "unskilled" penalty. Any skills listed without an "AS" or "AP" next to them are considered ***linked*** to the attribute, meaning they start equaling the attribute and increase every time the attribute is increased.

*The D6 code you assign to your attributes is automatically assigned to all the skills that are **linked** to that attribute. So if you have a 3D Dexterity, your Gunplay, Unarmed Combat, Melee, Dodge, etc are all at 3D as well.*

Skill Specializations (SP): At character creation they cost 1 pip of one of your creation dice. After game play begins they cost the base D code of the skill you want a Specialization under, say Gunplay at 6D and you want a Specialization in Blaster Pistols (this includes Heavy Blaster Pistols). You spend 6 Character points to purchase the Specialization at 1D above the base skill. Thus, a character with a 6D Gunplay that specializes in Heavy blaster Pistol would look like this: Gunplay 6D: Heavy Blaster 7D

If you increase the base skill, the specialization also increases. However, if you just increase the Specialization it only costs you 1/2 the normal cost in character points to do so (rounding up). Raising the specialization for Heavy blaster would cost you 3.5 points, rounded up = 4. 4 points to get it to 7D+1, 4 points to get it to 7D+2 and four points to get it to 8D, then 4 more points to go to 8D+1, 4 more to hit 8D+2, 4 more to hit 9D, 5 to go to 9D+1, etc.

Advanced Proficiencies (AP): While listed under the skill sections under Attributes, these are stand alone levels of advanced understanding that confer certain bonuses to a skill that they are tied to. For example: Martial Arts is an advanced Proficiency of Unarmed Combat. You roll the Unarmed Combat dice + the bonus you get from Martial Arts to pass a test. Some are simply weapon proficiencies and they remove any "unskilled" penalty from your difficulty roll (Like Lightsaber Training). These cost 2D of skill dice (or 10 points) at character creation.

Advanced Skills (AS): These are discrete skills that are learned from advanced training. Like Engineering, Medicine, etc. They are typically tied to regular skills in some fashion and can be combined with regular skills on certain occasions. These cost 2D at character creation to purchase the first 1D and then additional dice can be assigned as normal, however, after the creation process is over and you enter game play these skills cost double the listed D value to increase.

Advanced Skills (AS) & Advanced Proficiencies (AP): The Unskilled penalty to use an Advanced Skill or Advanced Proficiency without possessing the AP or AS is 15 point base penalty.

Example: At character creation it costs you 2D to purchase 1D in Engineering, then you can place up to the amount of dice allowed by the power level your are playing with (Page ###). After Character Creation you purchase Engineering for 10 Character points, which gives you a 1D skill in it. You want to raise that skill? Well, it costs 2x the base D Code so 1D to 1D+1 costs 2 points, 2 more points to take it to 1D+2 and 2 more points to raise it to 2D, then 4 points to increase it to 2D+1, 4 more to get it to 2D+2 and 4 more to get it to 3D, then 6 points to get it to 3D+1, etc.

Note: *With Access to certain training materials like holochrons, instruction manuals, etc. Advanced skills can be raised at straight cost (1x) up to a certain level. (GM discretion)* Like for example, of you were a member of the jedi order during the clone wars you would likely get your Control, Sense and Alter Advanced skills for 5 points each (instead of 10). And be allowed to advanced them to a certain level at half cost due to access to a master or a holochron (even after the Jedi order was destroyed). The same can be said if you receive instruction in a classroom, from a detailed data archive, etc.

Complimentary Skills (CS): These can be almost any skill, where applicable and will either combine with Advanced skills or reduce the difficulty for making an Advanced Skill roll. Where applicable one skill may aid in another's roll. For example, you have a high Streetwise skill and you are negotiating a deal with local thugs, it's a persuasion roll that will likely be modified by the level of skill you have in streetwise. Thus, rather than rolling both skills, simply lower the difficulty by a certain amount for every full D code you have of it above attribute (GM discretion).

Base Difficulty: These are the target numbers you have to roll equal to or above to accomplish a task, assigned by your Game Master.

Base Difficulty Levels:
5 : Very Easy
10: Easy
15: Moderate
20: Difficult
25: Very Difficult
30: Extremely Difficult
40: Heroic
60: Legendary
90: Epic
120: Supreme
180: Impossible
240: Celestial
360: Godlike

You're not locked into those, exact, difficulties. For example, your GM might say "Your difficulty is 60" and you say, "I have a Complimentary Skill, my Starfighter Propulsion specialization under my Technology skill should help me perform repairs to those nearly destroyed engines". The GM can then look at your skill level and modify the base difficulty down by anything from 1-19 points.

Difficulty Rating (DR): You will see this in every chapter of the book. This is the target number you must roll above with your dice pool in order to succeed. We represent this by DR. Difficulty rating increases and decreases by +/- # DR. It looks like:

In order to navigate the Asteroid field you will need a Heroic roll of 40, however, you're being chased by TIE fighters and the field is highly unstable and comprised of explosive deposits of hyperbarides. So, Difficulty Rating = 40 + 2DR = 90. 1 DR for the explosive rocks and 1 for the added difficulty for evasion of TIE fighters firing at you.

If the target number for a task is, say, 40 (Heroic) and a +1DR is applied, the 40 becomes 60 (Legendary). If you have a -1DR to the task the 40 becomes 30 (Extremely Difficult). Always increasing or decreasing to the next or previous difficulty level.

In the above example I summarized the difficulty as I saw fit, however, it could be much more granular if we were using ***Opposed Rolls.***

That's pure skill of a player or NPC against another player or NPC. The total of the opponent's roll becomes your DR.

Lets do Opposed Rolls in the above situation. Drop one DR from the total. You're still dealing with "terrain modifiers" of 40 + the explosive rocks just to stay alive and avoid a collision or random explosion, so 40 + 1DR = 60. Your roll for evasion will suffice then for the TIE pilots that will be rolling 6D + Fire control of 3D to hit you. They roll 9 dice and add them together to hit you. Good chance they won't hit you if you're already beating a roll of 60…

Everything has a DR. It's how the task resolution works.

PIPS: You will often see D codes expressed like 3D+1, 6D+2, etc. PIPS represent partial levels of a full D6. For Example: 6D+1, then 6D+2, then 7D (6D+3 = 7D). It's how the game breaks down die codes and its all part of the advancement. So, want to raise a skill you have from 2D to 2D+1 = 2 Skill Points. Raise that skill from 2D+1 to 2D+2 = 2 Skill Points. Raise that same skill from 2D+2 to 3D costs 2 more skill points (6 total points to take a 2D skill to 3D). Just like they look, when rolling D6 with a + after the D resolves like this: 3D+2 = 3 Six sided dice rolled, add 2 to the result.

Skills raise much faster than Attributes do.

Multiple Actions: This isn't D&D, you don't have to be 5th or 6th level to make multiple attacks / actions. It's all based off your dice pool. First Action (or only one action taken in a round) you roll your full dice pool, Second Action, you subtract 1D6 from all your dice pools, Third Action, you subtract 2D6 from all your actions and so on and so forth.

1st action = No penalty
2nd Action = -1D to all skill rolls
3rd Action = -2D to all skill rolls
4th Action = -3D to all skill rolls
5th Action = -4D to all skill rolls
etc

Free Actions: All players start with 2. You can get more from ***Advantages*** you pick or choosing to be a certain type of character or even becoming an ***Elite*** trained individual. You can reload or draw a weapon, issue commands to troops in a combat situation, sustain a force power or spell, flip a light switch, hit enter on a keyboard, get a dodge bonus, etc. They can become rather complex, and you can possess many where you're using them to fluidly switch fighting styles to confuse opponents in hand to hand combat and melee combat, simultaneously.

A couple, in depth, examples: of you *maintaining/sustaining a skill* or skill bonus that is applied to either yourself or others. *You are in combat, you Roll Tactics to assess the situation and then you roll Command, 2 Actions: -1D to your skill rolls. You're leading the assault, so you need to issue your orders to your troops and that requires one of your Free Actions to perform (1FA). Every turn you continue to issue orders, or command your forces, you must expend 1 Free Action. If you decide that you must alter your tactics in the midst of battle, you simply re-roll that skill for 1 Free Action (we're assuming this is a fluid alteration of your already in effect tactics, thus no additional action penalty), in addition, you have to update your troops so you're also spending another free action to do so (as you have been doing). The effects of Tactics and Command are covered later in the Skills section, however, they allow you to apply competency bonuses to your troops.*

Much like the above example, if you are a Jedi, and you want to Affect Another's Mind, in the first round you're rolling Control, Sense & Alter: That's 3 Actions a -2D penalty to your rolls, if you succeed in beating the target numbers you're implanted a suggestion or a series of commands, in order to maintain this (if you're doing more than issuing a simple commands and continuing to implant suggestions), if merely requires 1 Free Action to sustain the effect. However, I would suggest that most GM's require the Jedi to re-roll their Alteration Skill vs the target's Willpower in such cases.

With a Raw Jedi, that casts "On the Fly Spells" that they want to sustain, it requires then to invest 1 Free Action per spell, per round to "keep them up".

Free Action Examples:
Maintain a persistent Skill Bonus
A command with the Command Skill
A Tactic with the Tactics Skill
(any Skill you continue to use after the initial roll)
Sustain a Force Power after the first round
Use a Martial Arts special maneuver
Use a Melee Combat special maneuver
Angle or Rotate shields
Draw a weapon for 1 free action
Reload a weapon for 1 free action

Static Dice Codes: what we mean is that the D Code represents ***6 points per D6 of flat value***. Take a Lightsaber for example: It is a 5D *Static* weapon, that means it does 30 points of damage without even rolling dice, because it's an ultra lethal weapon.

Example: *So if it fell off a shelf while Greedo was walking by and activated bouncing off the bottom shelf, Greedo would take 30 points of damage to his legs, Incapacitating him. This hapless victim would then likely fall upon the activated blade, taking another 30 points of damage to his torso, he would effectively cut himself in half at the waistline.*

Nominal Damage: You will see this a lot more in Starship combat, however, it applies to vehicular combat as well. It's a system to determine the damage of weaponry on a "faster" resolution kind of basis. Essentially, the assumption is that Weaponry is delivering at least 3 points per D6. So, if a snubfighter gun is 3D, then it's nominal damage is 9. This doesn't seem like much, however, it scales in lethality based upon how many cannons or *Barrels* are linked together in the final damage output. We put this in place to have a more granular combat effect, because certain abilities, skills and things like Fire-Linking and Gun Batteries will enhance the Nominal Damage output. *You can roll randomly for your damage, however, when your ship is rocking 60 to 120+ guns…* That's where Nominal Damage really shines, in big battles. It works in the smaller, more personal actions as well.

Scale: We've enhanced starship combat in to a numerical damage tracking system that properly reflects how starships/vehicles/battle stations eat weapons fire. I've included the chart here for you to see what I'm talking about. Fleet actions take some amount of prep time, but you're not limited to using those rules. They simply have a better reflection of durability. Once you understand the damage outputs of ships/weapons (*Nominal Damage*) and what you're likely to face you can run dynamic battles without generating all the numbers. In fact, you can now hand your players a ship that they will have to actually repair, beyond a simple D code. In the D6 system we express most things in D codes. Scale is no exception to this rule, per scale that you move up or down (*Scale Escalation/De-Escalation*) the scale changes by 2D

Scales above Character Scale are all considered to deliver ***Static Damage*** *(maximum)* to Character Scale. Anything beyond Character Scale applies the D Code *Scale De/Escalation* and uses ***Nominal Damage***.

with some exceptions. So at the character level we roll all the resistance dice (Strength + Armor + Character Points and/or Heroic & Epic Points). If you move up a scale position, the previous scale gains a bonus to hit it and a penalty to their damage against it. Things of the same scale resolve rolls and damage vs one another normally. However, the higher scale targeting a lower scale has a penalty to it it and a damage bonus vs it.

Examples: Character Scale firing at Speeder Scale: Jimmy's 5D Heavy blaster has a +2D bonus to hit the Speeder and a -2D penalty to damage against it. So Jimmy would roll 2 more dice to it the Speeder but his Heavy Blaster would only be doing 3D damage. Now, that same speeder has a 4D gun on it and it's firing back at Jimmy, that weapon has a -2D penalty to hit Jimmy and a +2D bonus to damage against Jimmy. So, Character to Speeder +2D to Hit, -2D to damage. Character to Walker +4D to hit, -4D to damage, Character to Starfighter +6D to hit, -6D to damage. You reverse the bonuses and penalties for vehicles and weapons of higher scale firing at those of lower scale.

There are some exceptions, for granularity we added Transport (like the Millennium Falcon) after Snubfighter, that only represents a 1D scale difference for the terms of the scales before it hitting it. For all intents and purposes, it's just a tougher Snubfighter.

Capital Ship Weapon Scale is always assumed to be Destroyer Scale for ease of resolution. It reflects the original core game level of Capital Ships and their guns.

Corvette is 1D above a transport, 2D above a Starfighter and it normally Mounts Destroyer Scale guns. Frigate is 2D above Corvette, Destroyer is 2D above Frigate. After that scales have more granular rules. It's more an maneuverability penalty than anything else, though we do have rules for increasing the scale of weaponry as well, though that is optional. Destroyer scale guns work just fine for everything.

Scale Chart:

Character = 1 Point per D
Armor = 1 Point per pip
(Character Scale Soak points only apply to objects like a door or a blaster)
Speeder = 2 Points per D
Armor = 4 Points per D, 1 per pip
Walker = 3 Points per D
Armor = 6 Points per D, 2 per pip
Snubfighter = 4 Points per D, 1 point per pip
Armor = 8 Points per D, 3 points per pip
Transport = 5 Points per D, 2 points per pip
Armor = 12 Points per D, 4 points per pip
Corvette = 50 points per D, 17 per pip
Armor = 75 points per D, 25 per pip
Frigate = 75 points per D, 25 per pip
Armor = 100 points per D, 34 points per pip
Destroyer = 100 per D, 34 per pip
Armor = 125 points per D, 44 points per pip
Cruiser = 125 per D, 44 per pip
Armor = 150 points per D, 50 points per pip
Battleship = 150 points per D, 50 points per pip
Armor = 300 points per D, 100 points per pip
Dreadnought = 300 points per D, 100 points per pip
Armor = 600 points per D, 200 per pip
Super Capital = 600 Points per D, 200 points per pip
Armor = 1200 points per D, 400 points per pip
Mega Capital = 1200 points per D, 400 points per pip
Armor = 2400 points per D, 800 points per pip
Battle Station = 1800 points per D, 600 points per pip
Armor = 3600 points per D, 1200 per pip
Death Star = 2400 points per D, 800 Points per pip
Armor = 4800 points per D, 1600 per pip

Full Action Defense:
This has never been clarified in any meaningful way in any edition of the game. REUP says thing like "A full dodge will yield a difficulty number vs ranged attacks but not melee…" That's absurd. You are throwing yourself out of danger completely. As I recall, the example was one where the character dodges all incoming ranged attacks and some attacker with a melee weapon closed at the end of the round and had an easy chance to hit the full dodging character with an axe…. If you're actively spending all your efforts on throwing yourself out of danger, this example is absurd.

If you take an entire action to dodge, your full roll + any range modifiers & the base difficulty of any attack add together to form your defensive roll. Thus if that axe wielder decides to attack you at the end of said round, their base difficulty to wield the axe is your bonus. Say it's a difficulty of 10, well then that 10 adds to your Full Dodge making you even harder to connect with. Add an additional 5 (+5) to your defensive roll if you are defending in a manner where there is no base difficulty for you, like a full dodge (a Lightsaber has a base difficulty of 15 which you would normally add to a full parry).

This gets a bit more hairy when you Full Parry, you're not dodging. That's why I rarely full parry. I typically park actions, like: 1 Action to dodge, 1 action to strike with my Lightsaber and one action to parry with it. 3 Actions is a -2D penalty, but I would rather have that if someone lobs a grenade or fires a blaster in my direction. I am always attempting to stay one step ahead of the danger. That's part of the beauty and complexity of D6 roleplaying.
Note: *Advantages like Fast Reactions afford you a free dodge at a cost of a free action. In this case you can still Full Parry and dodge.*

Full Action Defense = your full defensive roll + the base difficulty of the weapon used against you + any range modifiers +5 (if the mode of defense doesn't give you any bonus) = Full Action Defense. This even applies to starship combat.

A Full Dodge Example: 6D Dodge = 19 + any applicable range modifiers (Storm Troopers at medium range) 15 + 5 for the full dodge = 39 to hit you.

Full Action Parry = your full defensive roll + the difficulty to wield your own weapon + the difficulty of an opponent to use their weapon (if any) any applicable range modifiers.

A good example of this is: 6D Lightsaber Skill roll = 19 + 15 (difficulty for wielding the lightsaber, even though it's been negated by possessing the advanced skill, effective wielding of it is one hell of a thing to bypass) + your opponent using an axe 10 + range modifer 0 (in melee) = 44 to hit you. Pretty damn hard to pull off unless you're really skilled.

D6 roleplaying involves **lots** of target numbers. You will see things like Base Difficulty, Modifiers for Proximity, Relationship, Terrain, etc. *The Modifiers add to the **Base Difficulty** to accomplish a task.*

Lets take a look at what a combat scenario is like in our game

Example: *I'm the Cantina in Mos Eisley on Tatooine, because lets face it, if anything cool is going to happen, it starts on Tatooine or on a Tatooine like world (Jakku for instance). I get to the Cantina before Han Solo does and who do I see across the bar from me? This green Rodian dude that just doesn't stop staring at me… I'm kinda new to the galactic whole and I don't realize that he can't blink, lol. So, I'm feeling creeped out and insulted. That green alien needs a lesson, so I meander around the side of the bar to see if he will have a drink with me, because maybe I'm wrong, and what am I greeted with? This alien mumbo jumbo language that's worse than an Astromech Droid. Now, that I feel he's insulted my one legged mother, I go for my gun.*

First order of combat is to determine if that green devil is surprised. A better question is "How do I achieve surprise?"

A lot of this is up to the GM. However, if they don't have sixth sense, some special training or the Force, you can surprise your opponents (This can happen to you as well). I will typically let something like this fly if one of my players take the initiative and declare their action immediately. GM discretion, however, I would give the surprise to the player that springs to action. If the whole group does… You might just

allow the gang beating that this particularly obnoxious green alien would receive (Authorities will likely respond, of course).

If he is surprised, I draw and fire first.

Treat a surprise round like a singular action + 1 Free Action with no penalty to dice rolls. Free Action = player draw's gun + Singular Action = Player fires gun.

If he's not surprised, then it's an initiative round.
Lets say he's not surprised:
You both roll **Initiative,** which is your **Perception Attribute.** This is an opposed roll, highest roll wins, a roll resulting in a tie = simultaneous actions: both the players and NPC (Non Player Character) go at the same time.

*(Or you **Quick draw**, described on page 265)*

My Perception (PER) is 3D, his is 3D. So we both roll three Six Sided Dice and the person with the highest roll wins the initiative.

I roll an 11 he rolls a 10. He reaches for something inside his vest, and rather than drawing my pistol, because he's probably got something like a super virus in there meant to kill me… I simply twist my pistol in its holster upward and pull the trigger.

Now we roll to hit. It's point blank range, which is a very easy test. The Rodian is not dodging, so ***Very Easy*** is base difficulty of **5**. I have to roll above a 5 on how ever many D6 I have under the Gunplay Skill (in older versions of the game it was called the Blaster Skill).

I have 4D in gunplay, which means I roll 4D6, one of those four is a Wild Die. You need to roll a separate D6 for this. On 3D6 I get an 11, on the Wild Die I get a 3, so a total roll of 14. I beat the 5, and I hit him and he dies instantly, because I have a Vorpal Blaster of Greedo Slaying… lol. *I'm joking.*

When damage is resolved you roll Strength to resist it.

I have a Blastech DL-6H, which is a wonderful gun that makes Solo's look like a toy. Same damage, twice the range, possibly 15 more shots with an easy modification = happiness. It does 5D damage.

So Greedo is this frail looking alien with a 2D strength, he's not wearing armor. He rolls his 2D6 to resist my 5D6 of damage. I'm probably going to wound the guy at least once with a single shot. Greedo rolls 8, I roll 22.

Wound levels listed on page 166 show you how much damage you can take. 1 point above a strength roll = a Stun result which results in a -1D to all his skill rolls for this round of actions. A wound is determined by 1 point above a stun result or 2 Points above your strength roll, and applies a -1D to all his skill rolls until healed. So at a wound threshold of 10 He's wounded (twice), Here's the breakdown based upon his roll:

Stun: Strength +1 = Greedo 9: -1D for 1 round

Wound: Strength +2 = Greedo 10: -1D until healed

Second Wound: = Greedo 10 (more): -2D until healed

Third Wound (Incapacitated) = Greedo 10 (more): -3D
until healed

Fourth Wound (Mortally Wounded) = Greedo 10 (more): screwed; Death in D6 rounds, -4D to all skill rolls

Fifth Wound (Dead) = Greedo 10 (more): Dies Instantly

Stun and the first wound level go hand in hand, because a wound occurs merely one point above a stun result. So it's not really it's own damage tier. Otherwise, to insta-kill yourself a Greedo, *in this example,* you would need to deliver 50 points of damage to him. I simply wounded him Twice, which subtracts 2 Dice from all his skill rolls (-2D) until healed.

Optional Rule, *Lethality (p. 263-264)*: *Lethality* allowed in your games adds damage. ***Light Lethality:*** Per 5 points you exceed the DR by add 1 to the total Damage (Rounding down), ***Full Lethality:*** Per 1 point

you exceed the DR by add 1 to the damage. Example: I beat the difficulty to hit Greedo by 16 points. In a *Light Lethality* game that adds 3 points to the damage dealt, in a *Full Lethality* game it adds 16 points to the damage dealt.

You can always add Character points at any time before the round is over (your & your enemies initiatives). However, you cannot add Character points in the same round you used a Heroic or Epic point.

A note on how we define Game Sessions: As you get older, time is precious. We don't have the luxury of gaming all the time. Thus instead of calling one 12 hour session one game session, we normally break it up in the three 4 hour sessions (violate this rule as you wish) that award "x" amount of character points between 15 and 25 points for normal stuff and 25-50 for heroic high threat stuff.

A note on the amount of skills in our game:
If you review the other versions of the game from West End Games or REUP you will notice that we have condensed the skill list. Lets take for example, **Starship Piloting:** In the old rules this, singular skill, used to be Starship Piloting, Space transport Piloting, Capital Ship Piloting, Repulsor Lift Piloting & Swoop Piloting. *However, almost all references in the canon universe point to the piloting controls being so simple that almost anyone can jump into any sort of craft and pilot it. In fact, case in point, if Luke Skywalker can bulls eye Womp Rats in his T-16 (which is a Repulsor Lift / Airspeeder) and then jump into an X-Wing Snubfighter like he was a boss, then this is the* ***same skill.***

The big difference here is to reflect difficulties certain forms of piloting require an ***Advanced Proficiency.*** Swoop Piloting always levied some sort of crazy D Code penalty on someone who was unskilled, so now if you pickup the *Advanced Proficiency for Swoop piloting*, you simply default back to Starship Piloting to make the rolls. The same can be said with piloting a cumbersome Capital Ship, pickup the *Capital Ship Piloting Advanced Proficiency* and you can now default back to Starship Piloting to make your rolls.

We got rid of all the separated skills as well, they were… cumbersome and kind of redundant. For example, Melee and Melee Parry have been grouped into Melee Combat. Why have we done this? Well, because skills like *Lightsaber* have always been Melee & Melee Parry in one skill AND if you picked up a pry bar because your Ligthsaber was lost, broken or non-functional, your Lightsaber skill *(which is essentially the same as Melee)* was worthless and you had no skill in Melee combat with that pry bar… Thus we truncated the skills list and added some of our own.

If you notice some pretty crazy *Advanced Proficiencies* like *Mental Sponge or Slutduction*.

Well, these are **Advanced Proficiencies** to add flavor to your game. Like picking up *Advantages,* through role playing and practice, you should be able to continue to hone your character over time adding bonuses to core areas of focus (*like Punching Bag / Tank which allows you to soak more damage*). We have found they work out quite well and we have wildly varied player characters as a result.

A note on Willpower and Endurance skills:
In the past, skills like these had almost no value. We've changed that. They can now be used to *ignore Wound levels,* other status effects and in general, amp up your game play. There are an almost infinite amount of uses for either skill, technically willpower could even give you a bonus to sniping a target, reflected in your character's patience.

If you are going to apply one of these rolls to negate a D Code penalty you expend 1 *Free Action* to make the Willpower or Endurance roll. GM discretion is advised as to what a GM will allow them to be applied to, however, don't limit your players by saying "no" to everything.

Unless it's just crazy talk, like: *Player: If I roll a high enough willpower, I can Fly right? GM: Sure, jump off the cliff, after rolling willpower and see what happens. Player: I rolled a 20. GM: Good, now jump. Player: Jumps GM: You feel the air whipping past you and get the sense of flight, then you realize you cannot fly and your descent becomes erratic, you hit the ground and take 10D6 impact damage. Player: What? But I rolled high GM: Yeah, now roll Strength and feel free to add 5 Character points to not splatter all over the ground.*

Campaign Settings (Eras of Play):

I have included some pretty ancient eras for flavor here. The D6 system is so flexible that you can mold it to fit almost any type of game. With some of the expansion we've done on the Jedi sub types you can easily play as a spell caster, cleric, holy knight, spell sword, etc. You are only limited by your imagination and your ability to alter our rules to fit your game mastering style. The settings I describe here are those from the "Legends" of Star Wars, essentially all the stories and material that was part of the Star Wars Expanded Universe.

For the purposes of general game play, I based most of the rules off the assumption players would start in the in the Galactic Civil War Era. If you want to play previous Eras you may want to increase the prices of many of the ships and restrict item availability.

The Time of Xim the Despot

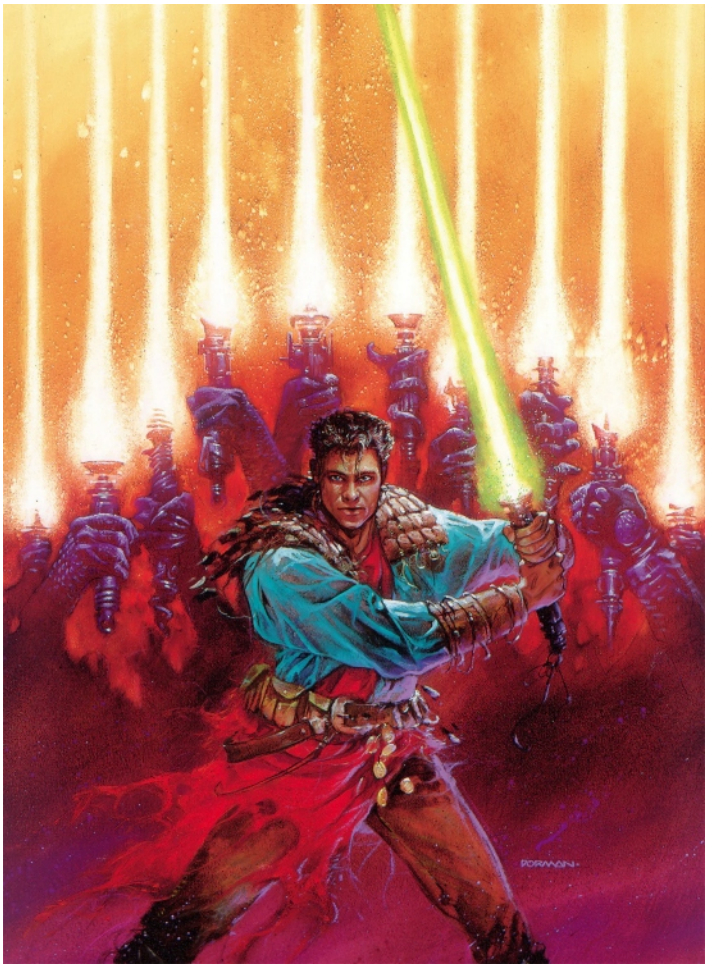
Roughly 25,000 years before the Battle of Yavin, Xim, also known as Daritha Xim or Xim the Despot, was a Human male from Argai and one of the most notorious pre-Galactic Republic tyrants. By the age of only twenty, he had benefited from the holdings of his father, the Pirate-King Xer VIII, and conquered a vast interstellar empire in the Tion Cluster. Although Xim's reign only lasted from about 25,130 BBY to 25,100 BBY, his legacy remained firm through the secret guild of the GenoHaradan and the legends of his lost treasure.

This is an interesting setting for a game. It's wide open for interpretation. I don't know of anyone who ever ran a game in it. You can easily incorporate remnant technologies from the Celestials and the Rakatan Empire. Simply by doing a bit of research on Wookipedia you can dig up all manner of information about the setting. It's what I would call a "fresh" setting, since it allows Game Masters to take whatever creative license with things they can imagine to develop stories for their games. It's a simpler time, space travel was slow, hyperdrive technology hadn't yet been formalized.

Travel in the galaxy could be accomplished by the use of Gree Hypergates and anything you decide to create. Weapons were basic, while there were energy weapons these were brutally effective at close ranges. Xim was famous for his War Droids. You would likely see a mixture of slugthrowers and energy weapons and a myriad of character types from Rogues, Pirates, Privateers, struggling independent systems and small empires to Mages to Mage hunters.

Digging through the timeline there are a lot of events, like the formation of the Galactic Republic twenty or so years after Xim's reign came to an end. Rakatan Hyperdrive technology is reverse engineered by a group of Corellian Scientists around this time and the

Core worlds begin to expand. There's even a period of 14,000 years called the Alsakan Conflicts where Alsakan and Coruscant battled to be the seat of power in the galaxy. Sky is the limit for your imagination here. I really think things start to get more interesting in the Knights of the Old republic Eras however.



Knights of the Old Republic:

4,000 years before the Battle of Yavin, the Republic verges on collapse. Darth Malak, last surviving apprentice of the Dark Lord Revan, has unleashed an invincible Sith armada upon an unsuspecting galaxy. Crushing all resistance, Malak's war of conquest has left the Jedi Order scattered and vulnerable as countless Knights fall in battle, and many more swear allegiance to the new Sith Master.

Another interesting setting for running a game. Starships are big and slow, but they're a lot faster than the ones from Xim's era. You've got a large, formalized Jedi Order and a massive Sith Empire fighting them. Once again, another great setting for any type of Jedi you want to play. Even better if you're playing a Mundane character that hunt's jedi for a living. It's a really cool setting with it's own interesting technologies like Pulse Wave Blasters, which were precursor blaster weapons with no stun setting that were basically disrupter pistols. You pour enough shots into someone they disintegrate. Always been a fan! Once again, starship battles are gritty, short range affairs and there's a lot of room for interpretation and GM creative license. Wether your setting it around the time of Ulic Quel Droma, or the Old Republic MMORPG, it's up to you. The players could be researching old technologies, traveling the galaxy as explorers, searching for lost Jedi knowledge or power, the head of a group of people fleeing the conflict and they could even be right in the thick of it. The players could just as easily be seeking to become

Sith. Infinite possibilities, only limited by imagination.

Buildup to the Clone Wars:

Roughly 32 years before the Battle of Yavin, was the Blockade of Naboo by the Trade Federation. There's a lot going on here behind the scenes. A lot of political maneuvering, a lot of positioning and the buildup to war. You can easily place the players in any manner of roles. Technology is pretty much standard Star Wars level. There are a lot of Jedi running around and you can easily argue that the Jedi Order might hire the players to hunt down and bring to justice rogue Jedi. However, as the conflict builds things get a bit more interesting with the galaxy formally entering into one of its first larger conflicts 22 years before the Battle of Yavin with the First Battle of Geonosis. The Clone War only spans about three years, however, 22 BBY to 19 BBY.

Some might argue that Episodes I, II & III weren't that good. However, George Lucas always did one thing right, he created new stuff. He was always great at introducing new ships, new troops and new dangers to face. Our gaming group loves to include old Trade Federation ships, droids, clone armor, the weapons and the Republic ships and tech in our games. This is a great, precursor setting to the Galactic Empire. You might even carry your gaming group through the entire story only to have them hunted and continue to fight their new adversary, the Republic turned Empire.

They could just as easily be the reason why people continued to fight the Empire or they become the founders of the Alliance to Restore the Republic.

Rise of the Empire:

From 19 years prior to the Battle of Yavin the Empire grows in power. Locking down the galaxy and bringing in a reign of terror the likes of which the galaxy has not seen in a very long time. It's a roughly twenty year period where, anyone not falling into line with Imperial doctrine is crushed.

If you're looking for a challenge, play an active Jedi in this era, everyone is hunting and trying to kill you!

Note: *Some sub class Jedi will be able to pass in this time period rather unnoticed. Quixotic Jedi, Pattern Knights, Lesser Force Users (always) are examples.*

Galactic Civil War:

Better known as the Rebellion Era from 0 BBY to 4 ABY (After Battle of Yavin). This is your classic Star Wars game setting. Seeing the dissolution of the Imperial Senate which gives Emperor Palpatine complete control. The destruction of Alderaan using the Death Star and it's destruction by a farm boy piloting an X-Wing snubfighter at the Battle of Yavin. You can play a Jedi in this era, it's been twenty years. They Jedi have returned to myth and legend. Most people in the galaxy don't even recognize a Lightsaber and they don't set off weapons detectors. Sure, the Imperials might have Force scanning equipment but it's difficult to use. Even if you are a Force user in the era, there's a good chance you will fly under the radar since there are few left in the galaxy. A good GM will find ways to challenge the budding Jedi in this era, sending Jedi hunters after them after they gain some notoriety or even a Dark Jedi Inquisitor.

Note: *Most sub class Jedi will fly under the radar of the Empire except the Raw Jedi & Chaos Knights.*

They're more likely than even a Traditional Jedi (Knight) to draw attention due to their more flamboyant use of the force.

The New Republic:

About 4 years after the Battle of Yavin, following the destruction of the Second Death Star and the death of Palpatine sees the formation of the New Republic. This time period lasts until about 24 ABY. This is a very rich time period with a lot of galactic turmoil as the Rebel Alliance transitions into the New Republic and begins a slow march to liberating the galaxy from Imperial tyranny. The Empire is thrown into disarray with many former Imperials carving out their own pocket empires, infighting against one another and a series of grand schemes to resurrect the Empire proper, like in 9 ABY with the return of Grand Admiral Thrawn. GM's should place no restrictions on players wishing to play a Jedi, however, they will (always) still be actively targeted as a priority to kill. In 11 ABY you see the Dark Empire comics contribute to bring the Emperor back, one last time and kill him again, permanently.

Other conflicts of note were the Black Fleet Crisis with the Yevetha, the X-Wing series novels, I Jedi which detailed the rise of Corran Horn as a Jedi Knight and later a Master, the tales of Kyle Katarn another Jedi should fall squarely in this time frame in addition to spin offs for Mara Jade. Stories concerning the Nightsisters of Dathomir (Raw Jedi) and the Imperial warlord Zinj. The Hapan fleet even makes an appearance and allies with the New Republic.

A smaller, less important but interesting conflict was with the Pentastar Alignment, consisting of the last Grand Admiral, Grant from the House Mecetti of the Tapani Sector and Grand Moff Ardus Kane of the Outer Rim Territories.

The setting is rich in plots, schemes, alliances and new and varied starships. Hapan Battle Dragons, E-Wing Snubfighters, A-9 Vigilance Interceptors, etc.

Let's not forget that Luke was searching the galaxy for knowledge on the Jedi and the basis for the formation of his Jedi Academy begins here, in this time line. It's a rich setting to go looking to found

your own Jedi Academy (or Jedi Hunter Academy)!

Note: *It's a great setting to play any kind of Jedi you want to, openly.*

New Jedi Order:

From 25-36 ABY this time period sees the rise and resurgence of the Jedi Order. It also sees the galaxy invaded by the Yuuzhan Vong, a species of humanoid *(near human, but ritually scar themselves as a rite of passage for their warriors)* beings that are all Force Resistant. Effectively, they're all Mundane with Force Armor and the advanced ones are even Jedi Hunters. They loathe technology and seek to wipe it from the galaxy. They possess living ships and grow their snubfighters. Their technology is largely based on biological manipulation at a cellular level, in addition to Void based technology, where they can absorb a certain amount of energy / swallow fired ordinance with no damage to their craft. The Yuuzhan Vong war lasts from 25 ABY to 29 ABY. This is a very dangerous setting for Jedi and the galaxy as a whole.

Note: *This was my least favorite Era of game play. Namely because I, absolutely, hated the way some of the books were written and creative license that was given allowed authors to start killing off major character's that had been established by other Authors that I did like. My dislike has nothing to do with the Force resistance they had or their hunting Jedi. In statistics they were represented poorly, as in providing almost no threat to anyone. Given the fact that I have created specific rules for Null Force users, they can be easily applied to this race. I will also endeavor to stat their ships appropriately in the ships section of the book, doing them actual justice. They were a joke in D6 conversions from D20 Star Wars.*

I will do my best to present them here as a viable threat and flesh out their statistics and technologies appropriately.

Thoughts from the Author:

The game settings are merely guidelines. You can find more detailed information about all of them by doing a little online searching or referring back to D6 Holochron or any number of other sources online. However, as game masters and players I encourage you to take full creative license and control of your games. Change whatever you want about the eras of game play, don't limit yourselves.

Allow your players to violate canon settings

What I mean by that is, the hero's from the books, comics and movies don't have to take the center stage. Let your players be the heroes in your games. Empower them, don't limit them. We have played games where all the original heroes from Episode IV, V and VI died and our characters replaced them. Other games we knew them, some games we saved them. In other games, Luke, Han, Leia & Chewie never existed.

I've even gone so far as to create an entire galaxy that was accessed via a Gree Jumpgate that was connected to the Star Wars universe but it had it's own technologies and none of the sustaining fuels to restock classic star wars ships and weapons. I did all of this to give the game a distinct, "new" feel. I wanted players to be engaged and to have that look of wonder we all had when we first started playing (before we all started memorizing ship, monster & enemy stats). Ran that setting for about a year. It's an ongoing hope to return to it. However, after suffering a hard disk crash I lost a lot of my scratch created content… One of these days, I will return to run it.

While my focus with the rules here has been to be used with Star Wars, these rules are equally usable for running any kind of Science Fiction setting you want to. You will be drawing up a lot of your own stats and spending a lot of time working on the "stuff" in your setting if it involves a lot of starships. If it doesn't then it's a pretty simple conversion. I ran into a lot of heavy development for my alternate Star Wars setting I mentioned above, it was worth all the countless hours I invested into it.

We've dabbled a bit with Fantasy using this system. A long time ago I took some of the core tenets of this game system and ran a fantasy game. It was a bit haphazard, however, then the rules were a Star Wars 3rd Edition pamphlet of no more than 7 pages. Now, with a full sourcebook, formalized magic/force rules, appropriate Scaling classifications and a massive amount of combat forms you should be able to run any kind fantasy game you want to.

The Pattern Knight and Chaos Knight alternate Jedi paths were derived from my reading of Roger Zelazny's Chronicles of Amber. If you know what the Amber setting from his books is like, these rules should be well suited for recreating a game in that setting. I had ported the Quixotic Jedi as a Jedi subclass, as a *Sense* only Jedi and it gave me the inspiration to make the other two, a *Control* focused Jedi and an *Alteration* focused one. It's up to you if you want to include them in your vision of Star Wars or remove them from it. I merely presented more variety for manifestations of the Force.

Be creative, don't be afraid to change things. It's your game, own it. Work with your players to build lasting memories and as much fun and dynamic game play as possible.

2

Character Design

Character Creation:

NPC characters are typically 12D in attributes, usually with no attribute less than 2D. Alien templates allow for exceptions be made. *The masses of nameless enemies you will fight have 12D attributes (like Storm troopers, 2D in all attributes).*

Heroes are typically 18D in attributes. Unless of course their attributes for their race state they begin with more than 12D (for NPC) thus 13D means your hero starts with 19D and so on. I am basing that off the way the old WEG books worked. As a general rule, Heroes should not start with more than 18D of attributes unless you purchase Advantages or are running the game at a higher power level. Likewise, alternate racial templates that award additional attribute dice can be disregarded (GM discretion). Races are flavor, and some award additional skill benefits and bonuses to certain skills. In the Aliens section of the book (pagerXXX) I have endeavored to balance some of the Attribute gains, normalizing races like the Noghri.

Now let's talk Dice and arrange those attribute pools I mentioned above in groups up to 4D per individual attribute. Some races allow you to have different minimums and maximums. However, the 18D of attributes do not change *(unless you are playing a Mid or High Powered game)* for Heroes regardless of the listing from older sources for that race, unless your GM approves it.

Example: Thus even a Twi-Lek hero (listed at 11D base Attributes) starts with 18D rather than 17D. Humans, normally, cap out at 4D per attribute, while Force Attribute will max out at 7D+2 Potential (5D Actual) at character Creation.

The Attributes: Dexterity (DEX), Knowledge (KNO), Mechanical (MEC), Perception (PER), Strength (STR), Technical (TEC) and Force Attribute (has a cap of 7D+2 starting regardless of race, possibly modified by Advantages). **Null Force Attribute** is a *special case* and is gained from selecting Mundane and Force Armor as Disadvantage & Advantage.

Any non-Jedi only needs to worry about the above listed minus Force Attribute. The Force Attribute represents your ability and overall power level for Jedi or Jedi like abilities. Dice can be broken down in to what are called pips. The two of which represent 2/3 of the way to a full "D". Thus 2D+2 is just shy of 3D. 3 pips equal 1D, thus your dice can be broken down in to pips you can throw here and there to show granular differences between Attribute dice.

Character Points & Heroic (Edge/Force) Points: All starting characters begin with 5 Character points & 1 Edge Point. However, Force Users don't get Edge Points they begin with 2 Force and/or Dark Side Points. Non Force Users no longer have a 5 Force Point cap, there's no reason to cripple players just because they're not playing a Jedi.

*Any **Advanced Skills or Advanced Proficiencies** purchased at character creation cost 2D (10 points) for proficiency or 2 skill slots. You must satisfy the base requirements to have an advanced skill. Base skill must be **3D higher** than the Advanced Skill at all times. Advanced Proficiencies do not have that restriction.*

Racial Generation Rules: No matter what race you are, in opposition of the old rules all races are 12D attribute base for NPC statistics. Any chosen, playable race, begins with equal footing. Some races will have extra Attribute dice (GM Discretion) and ones with a LOT of extra Attribute Dice will be classified as (generally) unplayable.

No player should feel less effective just because another player chose a race that confers better starting bonuses. If your Race gives no bonuses and other players are getting them, you get the *"Resourceful" Advantage* for free (p.20).

Lets take the Nogri for example. That race starts play with 4 additional Attribute dice. You might allow this to fly in an advanced game, however, I strongly suggest that you normalize all races (even people wishing to play a Star Dragon or something similar) to the base starting Attribute D code that follows the power level you are playing at.

Leave racial Minimum & Maximums alone. Natural Weapons and armor will remain free at GM discretion, like a Wookie's claws even though they may confer fringe bonuses to climbing because it's part of the racial norm, just as water breathing is the norm for Mon Calamari.

Power Level Based Character Generation:

Bare Bones, WEG standard game:
135 Build Points (18 Skills 90, 7D Skill Dice = 35: 135).

Starting Bonuses: Start with 5 Character Points and either 1 Heroic Point or 2 if Force Sensitive. *(Game Start, not counted in character build, all characters get this at game start)*
Starting Funds: 750 Credits

No more than 2D per skill. You cannot place a skill D in an unskilled area. Advanced skills can be purchased at the cost of 2 skills or 2D. Choose up to 7D in disadvantages and can have no more than 7D of Advantages. Heroes Have 18D Attributes (665 total points)

Note: *Any starting bonuses are not counted toward total package build points. These are the boons, and random experience you have acquired at each particular building block level. GM discretion advised for players spending these additional points prior to game-play.*

Standard, building block game:
160 Build Points (20 Skills 100, 10D Skill Dice = 50: 150, +2D Advantages 10 = 160).

Starting Bonuses: Start with 10 Character Points and either 1 Heroic Point or 2 if Force Sensitive. *(Game Start, not counted in character build, all characters get this at game start)*
Starting Funds: 1,250 Credits

No more than 2D per skill. You cannot place a skill D in an unskilled area. Advanced skills can be purchased at the cost of 2 skills or 2D. Choose 2D of Advantages and can elect to choose up to 8D in Disadvantages; may have no more than 6D in additional Advantages (beyond the free 2D). Heroes Have 18D Attributes (700 total points)

Mid Power Level, Starting point game:
215 Build Points. (25 Skills 125, 15D skill Dice = 75, +3D Advantages 15 = 215).

Starting Bonuses: Start with 10 Character Points and either 2 Heroic Points or 3 if Force Sensitive, Pick one attribute and raise it's cap by 1D (not it's actual value).
Starting Funds: 2,500 Credits

No more than 3D per skill. You cannot place a skill D in an unskilled area. Advanced skills can be purchased at the cost of 2 skills or 2D. Choose 3D of Advantages and can elect to choose up to 12D in Disadvantages; may have no more than 9D in additional Advantages (beyond the free 3D). Heroes Have 19D Attributes (785 total points)

High Power Level, Starting point game:
270 Build Points, (30 Skills 150, 20D skill Dice = 100, +4D Advantages 20 = 270).

Starting Bonuses: Start with 15 Character Points and either 3 Heroic Points or 4 if Force Sensitive, pick 2 Attributes and raise their cap by 1D.
Starting Funds: 5,000 Credits

No more than 4D per skill. You cannot place a skill D in an unskilled area. Advanced skills can be purchased at the cost of 2 skills or 2D. Choose 4D of Advantages and can elect to choose up to 17D in Disadvantages; may have no more than 13D in additional Advantages (beyond the free 4D). Heroes Have 20D Attributes (870 total points)

Epic Power Gaming, Starting point game:
325 Build Points, (34 Skills 170, 26D skill Dice = 130, +5D Advantages 25 = 325).

Starting Bonuses: Start with 20 Character Points and either 4 Heroic Points or 5 if Force Sensitive, pick 3 Attributes and raise their cap by 1D.
Starting funds: 10,000 Credits

No more than 5D per skill. You cannot place a skill D in an unskilled area. Choose 5D of Advantages and can elect to choose 20D in Disadvantages; may have 15D in additional Advantages (beyond the free 5D). Heroes Have 21D Attributes (955 total points)

Additional Notes:

Unskilled Penalties: Any skill you don't have proficiency in is considered to have a 5 point difficulty added to its target numbers to reflect that you just don't have skill there.

Any dedicated skill that requires an advanced skill to operate it properly, and if used without the advanced skill, suffers a 15 point penalty to its operation (Lightsabers vary in difficulty per type, and having the skill only removes the base 15 point penalty).

Character Advancement: is the same. You spend the amount of character points that the die code of your skill is currently at and it increases by 1 pip. Only skills that are used during a game may be increased unless the GM specifies otherwise.

Attributes cost 10 times their D code to increase by 1 pip. There may be a racial maximum (Human 4D), however, Advantages can allow you to defy these attribute caps.

Advanced Skills/Proficiencies cost 10 points (or 2D Skill/2 Skill Slots at character creation) to buy at 1D/Negate base difficulty; they cost double their die code to increase per pip.

Note: *GM discretion, having had a Master or Advanced Training with a good back story at character creation can cut this cost in half, allowing for these advanced skills to be purchased as if they were regular skill dice. It makes sense if you're playing a Jedi with training (Failed Jedi, Clone Wars Padawan/Student, ex-Imperial Engineeering Corps, ex-Assassin, etc).*

Standard Skills, that you don't have, cost 5 points to purchase the skill slot. *When purchasing a new skill slot you award a +1 pip of skill to that slot.* Thus showing some level of initial competence and progression.

Note: *GM Discretion on if you will allow starting builds to begin with +1 pip per skill slot selected at character creation. If you don't play a lot, it's not a bad idea.*

Free Actions:
Unless otherwise noted Heroes begin play with two Free Actions. This total can be modified by Advantages and certain instances/racial abilities.

Note: *Important NPC characters typically only possess a single free action at most, while general NPC's possess none. Heroic NPC characters possess the same amount of free actions that a Heroic Player character can.*

Heroic Points:

These are the Force Points of the WEG universe, they double all your rolls. You gain more for using them performing heroic deeds and sometimes you just get awarded them for performing above and beyond the call.

Several new mechanisms have been introduced that change this:Edge Points/Legend Points,Force Points/Harmony Points and Dark Side Points/Hatred Points.

Edge Points & Legend Points:
Any Non-Force User will receive Edge Points, they are functionally the same as force points. Every 7 Edge Points you earn, you have the option to cash them in for one Legend Point & 1 Edge Point (the starting point being the 1 Edge point).These can be awarded for exceptional deeds of bravery and self-sacrifice. Legend points do the same thing as Edge points doubling all your skills in addition to adding a base Heroic result (40) that adds to your roll. Legend Points are rarely lost, they regenerate after each session.

Force Points & Harmony Points:
As before Force Points Double all rolls, when you reach 7 Force points they can be cashed in for one Harmony Point & two Force Points (initial starting point for Jedi + the Harmony Point).In rare circumstances they can be awarded. Harmony points add a base heroic result (40) to your doubled roll(s).They also confer a +2 bonus to all force skills in the case of a standard Jedi and reduce the difficulty for Raw Jedi by 2 per point for spell casting.

Harmony Points are rarely lost, they regenerate after every session. Harmony Points are negated on a 1 to 1 basis for every ***Hatred Point*** you Posses, immediately destroying one another.

Dark Side Points & Hatred Points:

The easy way to earn Force points is to call upon the Dark Side. Dark Side Points are functionally no different from Force Points, with the exception being that if you burn one, you get it back and another along with it (1 for 2)… Until the Jedi is consumed by the Dark Side (below).

Every 7 Dark Side Points a Force User earns IMMEDIATELY generates ONE HATRED POINT. Hatred Points confer no bonus until the Jedi is consumed by the Dark Side. The seven Dark Side Points zero out upon Hatred Point Generation. Meaning the Jedi must call upon the Dark Side or commit heinous acts to gain another one.

Atonement only, Dark Side Points:

The Force User must perform an act of selflessness and can remove 1 Dark Side Point per Session in this fashion.

&/or

The Force User does not initiate any aggressive combative action, **however**, you cannot allow harm to come to others without intervening and cannot stand by idly whilst others commit heinous acts. *Thus, defensive combat actions can be utilized to protect the innocent and others.* Aggressive combative actions taken will disrupt this atonement. One point per session will be atoned.
(A Total of up to 2 per session)

Redemption:

*Hatred Points can be removed by performing **incredibly** selfless acts and exhibiting Heroism of the highest order which results in the saving of many lives. The first Atonement example **can** apply, only if not consumed. Allowing the player to remove 1 hatred point after performing 7 selfless acts.*

*The second **example of Atonement applies with the stipulation** that NO Defensive Combative Action can be taken other than Dodge, with the added complication that you cannot allow harm to come to innocents without intervening & you cannot willingly allow others to perform heinous acts.*

***Note:** Force Users can attempt to help a fallen Force User redeem. This is considered a selfless act on the part of the contributing parties. For every 2 Force Points someone (or multiple Force Users contribute) else gives a Force User wishing to redeem, reduce their Dark Side Point total by 1. For every 2 Harmony Points contributed in the above fashion, reduce Hatred Point totals by 1.*

The points contributed are automatically restored at the end of the session for the contributing parties. When Force Points are returned, they receive an extra character point. When Legend Points are returned, an additional Force Point is awarded to the selfless parties.

Once the Jedi reaches 7 Hatred Points they are Consumed. Consumed characters become Game Master Property in most circumstances.

An Optional Rule, I strongly suggest to use:
For every Hatred Point a character possesses the GM *may* take control of or just tell a player something else happens, ONCE PER GAME SESSION. *Players can resist this temptation by sheer force of will, with a base target of 15 + 1 Per Dark Side Point they have (hatred points add +7 to the difficulty).* The character resisting temptation can take NO additional action in that round, except defense.

Once ***Consumed***, Hatred Points confer the same benefit that Harmony Points confer to Light Side Force Users. *Consumed Force Users could gain more Force Points but this is highly unlikely,* **they typically must call upon the dark side for each and every force point they use.**

It becomes incredibly difficult to willingly perform selfless or Heroic actions. *(Base Willpower Roll vs Target 40+2 per Hatred Point)*

After being consumed, every 10 Dark Side points they gain, generates a Hatred Point. If the Force User ever reaches 15 Hatred Points they can no longer be redeemed.

Calling Upon the Dark Side: (Perception roll; 1FA)

Calling Upon the Dark Side awards a Dark Side Point if successful that is immediately usable in the same round, (it expends if you don't use it) you are awarded a semi-permanent Dark Side point at the end of the session to carry forward. For this act (unless your are Mundane or Not Force Sensitive).

Mundane Characters can call upon the Dark Side, they immediately lose 5 Character points (regardless of whether or not the outcome is successful). If they don't have 5 Character points they suffer a "Stun" effect for 5 rounds.
If successful they gain the effects of a Force Point for that round immediately.
Base Difficulty is: 25
Mundane Characters ***with the Force Armor Advantage cannot call upon the Dark Side.***

Mundane and Non Force Sensitive Characters will never build a pool of Dark Side Points. Any points called for are removed at the end of the round.

Any character that is not a Force User (and not Mundane), that calls upon the Dark Side, immediately loses 3 Character points (regardless of whether or not the outcome is successful).
If successful they gain the effects of a Force Point for that round immediately.
If they don't have 3 character points they suffer a "Stun" effect for 3 rounds.
Base Difficulty is: 20

Any **Force Sensitive** that Calls Upon the Dark Side, gains a Dark Side Point at the end of the game session (regardless of whether or not they are successful).
If successful they gain the effects of a Force Point for that round immediately.
They always suffer a "Stun" effect for 2 rounds after their action.
Base difficulty is: 15

Any **Force User with Attribute of at least 1D** that Calls upon the Dark Side, gains a Dark Side Point the end of the session (regardless of whether or not they are successful).
If successful they gain the effects of a Force Point for that round immediately.
They suffer a "Stun" effect for 1 round after their action.
Base Difficulty is: 10

Any **Force User with at least 2D of Attribute** that Calls upon the Dark Side, gains a Dark Side Pointat the end of the game session (regardless of whether or not they are successful).
If successful they gain the effects of a Force Point for that round immediately.
Base Difficulty is: 5
Any **Force User with at least 3D of Attribute** that Calls upon the Dark Side, gains a Dark Side Point at the end of the session (regardless of whether or not they are successful).

If successful they gain the effects of a Force Point for that round immediately.

Base Difficulty is: 0

Any Force User Calling Upon the Dark Side while **Consumed by the Dark Side**: (Perception Roll):
If successful they gain the effects of a Force Point for that round immediately.

Base Difficulty is: 25 -1 per Hatred Point

Every 6 Force Points conferred in this fashion confer a "Stun" level that does not go away for one session.

Note: They do not gain another Dark Side Point at the end of the session. However they have earned 50% of an additional Dark Side Point. Gaining one additional Dark Side Point at the end of a session per two times they call upon the Dark Side.
Please keep track, as this rolls over from session to session.

Master Skills List

Advanced Proficiencies (AP):
These are Advanced Skills that require purchasing before utilizing properly. Typically combat skills, some are actually enhancements or refinements of situational abilities applying only to certain encounters.

Advanced Skills (AS):
Exactly as they sound, these skills are like the above costing 10 points to acquire. However, they start at 1D and are tied directly to the Skill they base off of (ex Medicine is Tied to First Aid). These dice add directly to anything they compliment, however, must be rolled individually for complex operations.

Complementary Skills (CS):
These skills allow you to receive bonuses to certain other tasks. For example, you Appraise your adversary, viewing him with Macro Binoculars from a distance and determine possible strengths and weaknesses, Then you roll Tactics / Strategy and receive a bonus (or penalty) based upon your findings. Bonuses usually either increase or decrease the difficulty by one level. However, depending upon the success level of your Appraisal it can be more. Limit the bonus / penalty to two levels.

Specializations (S):
At character creation you can set aside one of your starting 7D of skills to create 3 Specializations. Each pip allocated to one of three skills will allow that skill to have a specialization 1D above base skill. ***After character creation****, you pay five (5) Character Points and receive specialization 1D above the base skill. Specializations increase at ½ point cost rounding up. Specializations increase either by adding points to them or by increasing the base skill.*

For example, at character creation, Durgo the Thug has a DEX of 4D, he places 2D into Gunplay making the skill 6D, he wants a Heavy Pistols specialization. Thus he places 1 pip in Gunplay and creates the Heavy Pistols Specialization (7D). Now, after his first encounter with the Empire, Durgo realizes that he needs a better Tactics ability to counter Imperial Patrols. His Knowledge is 2D, his Tactics skill is 3D, he pays 3 points to create Tactics: Small Units (4D).

Dexterity:

(A) Acrobatics
Advanced Skill based off of the Strength skill Climbing/Jumping. Dice in Acrobatics stack with **Climbing/Jumping** where appropriate. It also reduces falling damage by 1 DR per success level.

Dodge
Evasion of ranged attacks primarily, it's an essential skill everyone should have. Dodge will also mitigate Explosive effects to a certain degree. If caught in a blast (from heavy vehicle weaponry, explosives, etc.), for every 5 points on your roll you mitigate 1 point of explosive damage. Furthermore, if used to evade melee attacks the skill allows you to sidestep melee attacks with grace. If you throw yourself out of melee range, meaning you disengage as a full action dodge, add +1 DR to the Dodge level (15 becomes 20).

Gunplay
Blasters, Firearms, Pulse Wave Weapons, Sonic Pistols, Ion Pistols, Demp Guns, etc.

Bowcaster
Defaults to Gunplay, however, for anyone under a 4D Strength it counts as an additional action to reload after each shot.

Unarmed Combat
Basic Hand to Hand skills, boxing, brawling, etc. Per full D above attribute you can choose one special move associated with the "Brawling" Martial art, since it's really not a martial form.

(AP) Lightsaber
Advanced skill based off Melee Combat that eliminates the base difficulty of effectively wielding a Lightsaber (15 point penalty).

(AP) Martial Arts
Advanced skill based off of Unarmed Combat which reflects a refinement of hand to hand combat. Skill packages can then be purchased to further enhance and define this skill set. It adds a +1D to Unarmed Combat rolls (strike, parry and evasion only; evasion roll *aka Dodge* is the Unarmed combat skill not dodge in this instance, must be utilized to throw oneself out of close combat, then *Dodge* takes over once out of

Unarmed/Melee range).

Melee Combat
Attacking people with hand held weapons like swords, knives, clubs, bar stools, etc.

Missile Weapons
Bows, Crossbows, Hand Held rockets, Rail guns, Archaic Artillery, etc.

Pick Pocket / Palm Item / Steal Item
Catch All for basic hand related theft

Thrown Weapons
Grenades, knives, rocks, books, beer bottles, whatever

Knowledge:

Appraisal (CS)
This is not just appraising the monetary value of a gem stone. It is appraising an enemy, thinking critically upon their strengths and weaknesses. Understanding the difference between Starfighters and capital ships. Can be applied directly to Tactics / Strategy and other skills as a complementary skill.

Business / Bureaucracy (CS)
This is the ability to effectively navigate the political landscape. To mingle with politicians and knowing how to interact with them appropriately. It's essentially knowledge of Galactic social etiquette. It is effective in dealing with politicians, military officers, or any political body including radicals and terrorists. It is a complimentary skill and its success can apply up to 2 levels of negative/positive difficulty to any applicable persuasion, command, con, teaching or forgery rolls.

(AP) Cultural Savant
An advanced proficiency that applies to the original "Cultures" skill of the Star Wars universe. It typically adds a flat +1D bonus to skill rolls when dealing with any culture other than your own. In some instances the bonus above and a –1DR will apply. This can also apply as a complimentary skill to many other rolls involving Art, Business, Bureaucracy, Persuasion, etc.

(AP) Entrepreneur
An advanced proficiency which typically applies to business dealings. Think Land Calrissian and you pretty much have this advanced ability nailed. This typically applies a flat +1D bonus to all Business dealings. However, as with Cultural Savant, it can also apply an additional –1DR to many other rolls like Bureaucracy, Art, Streetwise, Gambling, Persuasion, etc.

Intimidation
Self explanatory, however, many skills may compliment this. Even your character's physique can compliment it, or your personal attractiveness, etc.

Languages
Again, self explanatory. Per 2 full D in Knowledge you possess one Language. However, per pip in the skill, above attribute = how many additional languages you can speak (choose them). You must still roll for reading and writing checks and this skill alone does not confer fluency in the nuances of a culture.

Scholar (CS)
This is a catch all area of educational knowledge covering items like Alien Species, Legal Practices, Planetary Systems, etc. Many of these areas can be complementary to other skills. Apply or penalize as necessary.

Streetwise (CS)
It's like the bureaucracy of the underworld. This skill can aid in dealing with criminals of all kinds as well as aid in many shady activities, like knowing when is the best time to break into a building adding to both Tactics and Security Skills. It can be applied to Con, Forgery, Pick Pocket, Persuasion, hide, sneak, teaching, gambling, etc. Only where appropriate. It is not a skill that will give bonuses to everything, use your discretion on this GMs.

Survival (CS)
Pretty self explanatory, but can aid in endurance, climbing/jumping, Appraisal, Willpower, Technology, Sensors, Hide, Sneak, Scholar, etc. As applicable.

Tactics / Strategy
The ability to effectively out maneuver / out think an opponent. It's benefits will save lives and minimize casualties while simultaneously maximizing your effectiveness in combat. Combine with Command for

maximum effect in leading others to victory.

Teaching (AS)
Per success level add 1 free character point to those your are teaching to be directly applied to the skill or skills you are instructing. These points are also rewarded to the teacher for advancement of the teaching skill (only).

Technology / Science (CS)
Aptitude with various technological topics in Starwars, as well as scientific pursuits like a knowledge of Chemistry or Aeronautics / Physics. Can be applied to a multitude of skills as applicable.

Willpower (CS)
This is a much underrated skill that has awesome potential and abilities. Resistance to fear, resistance to negative mental jedi attacks/abilities, resistance to pain, the ability to keep oneself alive after being mortally wounded, push yourself to resist the effects of exhaustion, etc. Success in this could allow someone to ignore up to two wound levels, operate while they should be incapacitated or to deliver some final actions after being mortally wounded / killed. It is always, generally, the last skill people place dice into because its never been described as having any real game effect.

Mechanical:

Astrogation / Navigation
Allows you to plot hyperspace jumps, navigate by the stars on land, etc. You can shave time off of jumps at the difficulty of + one point of difficulty per hour you shave off your hyperspace jump. Land navigation shaving time should be adjusted based upon the mode of travel (on foot, ground car, speeder, etc)

Beast Riding
Anything from a Horse, Taun-Taun or dune lizard up to a Dathomirian Rancor... Or flying creature Eh... Used like piloting a starship, just with crappier controls ;).

(AP) Blaster Artillery (Starship Gunnery / Vehicle Blasters)
Firing any indirect sort of blaster/energy/turbolaser/whatever kind of high tech weapon to shell the snot out of your adversaries. Pay the 10 points and ignore the penalty.

(AP) Capital Ship Gunnery
Pay the cost for competency with capital weaponry. Then use starship gunnery as your skill pool.

(AP) Capital Ship Piloting
Pay the cost for competency with piloting capital ships. Then use Starship Piloting as your skill pool.

(AP) Capital Ship Shields
Pay the cost for competency with angling heavy capital grade shielding. Then use Starship shields as your skill pool.

Communications (CS)
Everything from holo communications, Subspace, PTP, Comlinks, etc. Compliments you abilities to hack a comm channel, Jam communications (Security), ECM, etc.

Ground / Water Vehicle Operation
Piloting a Boat and driving a car aren't so different. Honestly, I have driven both in many modes of each type of vessel. I debate whether or not to simply place all piloting skills under “piloting”... This is more for flavor.

Jet/Rocket Pack Operation
Self explanatory, allows you to use jet and rocket packs. Not their alternate modes (repulsors), which will be dependent on other skills.

Power Suit Operation
Allows the user to utilize all aspects of power suits, exo skeletons, battle armor. However, if its got a rocket / jet pack / repulsors, use the appropriate skill. Armor mounted weaponry still fall under Gunplay or Missile Weapons, though the suit may offer targeting assistance bonuses. Some massive suits may mount larger weaponry which may fall to Starship Gunnery or even Blaster Artillery being needed to operate effectively.

Sensors
Operating any kind of scanners, long range sensor gear, portable tech scanners, etc.

Starship Piloting / Repulsorlift Operations / Hover Vehicle Operations
Since flying a T-16 is no different from flying a snubfighter, essentially, damned near everyone in the

StarWars galaxy knows how to fly stuff. It's just in there blood, some people are better than others and that is reflected in the skill dice.

Starship Gunnery / Vehicle Blasters
Using any type of ship based weapon, speeder guns, walker guns, etc.

Starship Shields
Allows you to angle shields for maximum effect, angle them to intercept the most damage, steal power from engines or guns or even life support to bring them back up or even double them.

(AP) Swoop Operation
Pay the cost and become proficient with swoops, essentially like riding an ion engine from a small starfighter attached to controls and maneuvering vanes. Based off of Repulsorlift Operations

Walker Operation
Allows you to effectively pilot anything that walks that is larger than battle armor or a power suit. Imperial Walkers, AT-PT, AT-ST, Battlemechs, Veritech Fighter in Battloid mode (other modes use the applicable skills) etc.

(AP) Zero-G Operations
Allows you to effectively move in Zero Gravity. You know how to dodge appropriately and its used in the place of Dodge in a Zero-G environment. This even applies to power suits and their operators. Without it you're screwed in space. Rather than being a separate skill, I reflect it here as an advanced skill purchase. Without it you suffer a 15 point penalty to all actions in Zero-G / Low Gravity situations. *Anyone starting with a ship, at character creation, automatically gains this proficiency.*

Perception:

Command / Leadership
The ability to lead people into battle, rally protests, force people through their own fear and get them moving. It is an invaluable skill that benefits everyone in damned near any situation dealing with others. It is essential for combat operations and is usually paired with Tactics / Strategy. Not to be confused as a Complementary Skill, it is a skill all its own that will work in conjunction with Tactical / Strategic abilities.

Con
The Ability to lie effectively, maintain a poker face, bluff someone into believing you have something you don't or you can kill them in a second even if you can't. Use at your own discretion, sometimes even the best con artists cannot lie their way out of things when the odds and evidence are stacked against them.

(AP) Concealment Mastery
Another advanced proficiency that applies a flat +1D to most Stealth and Hide rolls. However, it goes beyond this in that it allows you to find the best natural cover, the best types of materials that dampen technological scanning, emissions, etc. It can apply an additional –1DR to certain situations where appropriate. Can also be utilized as counter concealment, as in, it may aid in Search rolls as well as in instruction of how to hide or sneak.

(AP) Convincing Liar
As with all Advanced Proficiencies, it confers the flat +1D bonus to any lies you tell. However, it steps beyond this to a myriad of possibilities occasionally applying a –1DR as well to things like bluffing at cards by posture and expression alone, can be used in interrogations to read when someone is lying, to pierce falsehoods in conversation and will typically apply to most sales operations and even some Forgery events.

Forgery (CS)
The ability to forge documents, fake ID cards, access badges, altering shipping manifests, doctoring a stolen ships registry to show you as the Captain / Owner. While there are many skills that compliment Forgery, Forgery itself also compliments your ability to enter data into databases and networks, aiding in the effectiveness of a computer hack. Hacking BOSS would be a feat in and of itself, but with a high forgery skill... you might be able to leave a convincing false background.

Gambling
The ability to gamble effectively and even cheat without getting caught

Hide (CS)
This applies more so to items than to yourself, however, it applies to you when you are motionless. It applies to concealing a gun on your person, hiding a lightsaber in your sleeve, camo netting your starfighter on the ground so it's not spotted, etc. You can even apply a high proficiency in this to spotting hidden weapons or emplacements with *Sensors* rolls.
Investigation

All the methods and abilities to make you an effective Private Eye or CSI specialist. The best Detectives have high Investigation skills. Certain skills will compliment this ability, use other skills where applicable.

(AS) Mental Sponge (Learning)
The ability to absorb knowledge faster. Typically used in the classroom environment, however, can be used in a tactic briefing, or when someone is showing you the ropes of a skill or a trick you never thought to try, like "Let me show you how to look for shield interleaving on a capital ship with your sensors, and then find the gap and fly THROUGH them without killing yourself and flying into them"

This is not merely an advanced proficiency, this is a true advanced skill. Your direct rolls with this skill will either garner you a flat Character Point boost or will be applied directly to the skill which you are training in (Much like Engineering or Medicine can be applied to another technical skill).

Each success level awards you an extra skill point to be applied to the appropriate skills for advancement. Success levels are typically 1 CP earned per 5 points of success.

Persuasion / Bargain / Negotiation
Self explanatory, however, many skills may compliment this. Even your character's physique can compliment it, or your personal attractiveness, etc.

Search
The ability to notice things, little details, spot traps, ambushes, find hidden doors and vaults. Locating secret compartments in a starship. Find hiding civilians so you can kill them if you are a Storm trooper... Too bad Storm troopers don't have search!

(AP) Situational Awareness
For most instances this is a +1D bonus to resist the effects of surprise encounters. You, unlike most of your blind and deaf counterparts, actually get a roll to spot, hear, smell, feel, etc the surprise before you walk into it (even works while sleeping). Applying directly to your base Perception. I can also apply to noticing details that others do not, linking documentation in one investigation to another, etc. Again, apply a –1DR on occasion to certain situations, I think it goes without saying that the –1DR is at GM discretion.

(AP) Slutduction
This is an advanced knowledge of seduction and yes, it applies a flat +1D to most persuasion rolls to get in someone's pants. However, it goes beyond this as the others do with a –1DR to certain situations on top of the flat bonus. It is a proficiency which means you are attuned to all forms of Sexual interaction… Whether that be merely in innuendo or between the sheets is another matter entirely. It also allows you to pierce false advances, or even perceive turmoil in existing relationships that you can exploit possibly. Knowledge is power, however, this is both knowledge and sensuality. It applies the bonus to both sexes for your character.

Sneak
The ability to move without being noticed. Knowing how to move from object to object to obscure your approach and the ability to move quietly, unlike Han Solo who botched when he stepped on the branch on Endor while sneaking up on the Scout Trooper.

Strength:

Athletics: Fitness / Run / Swim
Self Explanatory

Climbing / Jumping
Pretty Self Explanatory, this will even allow you to flip around like Luke Skywalker did on the Death Star in Return of the Jedi (he didn't have acrobatics), granted he was enhancing his attribute or using force jump to do so.

Endurance / Stamina (CS)
Ability to push yourself physically beyond your limits, you can combine with Willpower to really keep going. Can be used in the place of Willpower for pain resistance, exhaustion resistance, etc. Directly compliments Willpower in many

Lifting / Carrying
Self Explanatory

(AP) Pack Mule
Pretty self explanatory, you can carry more shit than most people your size. Adding a +1D to strength rolls. It can also apply the same bonus to damage in certain situations, especially damage over time (like strangulation). It will typically grant a –1DR to your rolls to carry stuff as well. This can be used to gain a better estimation on the weight of an object, knowing how to pack effectively and carry more items in the same weight profile as well as how to skirt certain things like weight allowances that would typically set off alarms or violate certain ordinances. This is, inadvertently, one of the best skills to have when you

step on a Land Mine. Applying both bonuses to aid in your "evasion" of the detonation of it.

(AP) Punching Bag (Tank)
You're used to being dealt punishment on a regular basis. You gain an additional +1D to resist damage in general. It can also be applied to forms of torture, and other events like holding onto something way the hell too heavy for you for too long so your friend isn't crushed by it. The –1DR in rare circumstances will apply to this as well.

(AS) Personal Trainer
This is how to teach people physical stuff, from diets to workout. It will also allow you to know your limits, which could save your life by choosing differently based upon that knowledge. You can also use it like Situational Awareness to gauge the general build of an individual (applying to Perception instead of Strength). The Advanced skill is typically applied to the physical activity people are involved in (includes Zero-G)

Each success level awards you an extra skill point to be applied to the appropriate skills for advancement. Success levels are determined by the GM.

(AP) Professional Athlete
Just as it sounds, this applies a +1D bonus to Athletics, Acrobatics, and other physical (competitive even if under fire) activities. You know your own limits but this allows you to breach them and continue onward. Applying the additional –1DR to situations where you are studying plans, workouts or even gleaning the base physique of someone.

Technical:

(AP) Alchemical Weapon Construction/Repair
Allows for the creation/repair of Alchemical Weapons at a basic level. It will allow you to infuse archaic weaponry with Cortosis by weaving it into the item in question. This is a *Null Force* material that will deflect Lightsabers and other ***Static*** Alchemical Weapons (Lightsaber Equivalents). Can be applied to Armor. Cortosis applies a ***2D Static*** Null Force bonus to anything it is woven into. ***Note:*** It is not indestructible, and can be destroyed by any Jedi type capable of channeling twice it's rating +1 in Control D into their attacks (5D), the attack must be directed at the ***ITEM itself***. Difficulty to weave Cortosis is 20 and Cortosis cost is 900 (1D) Credits/unit infused.

(AP) Capital Ship Repair
Pay the points and gain competency with repairing Capital Ships. Based off of Starship Repair

(AP) Capital Ship Weapon Repair
Pay the points and gain competency in repairing capital ship weapons. Individual weapons repair defaults to the skill most appropriate (blasters, starship weapon repair, etc)

Computer Programming / Repair (CS)
Rather Self Explanatory, although Hacking is now a specialization of this rather than an Advanced skill. Many skills may compliment this (and vice versa), allow as necessary / where applicable. Also allows you to modify them.

Demolition (CS)
Skill with placement of explosives, building explosive devices, etc. Many skills may compliment this. For example, someone with high repulsorlift repair will know exactly where to place a bomb that can destroy a speeder in the most lethal fashion or cripple repulsors on a ship to make it fall out of the sky. Many other skills like appropriate technology and science abilities can compliment this skill, further enhancing blast radius, force of the explosion and even the yields of individual payloads.

A high knowledge in demolitions will allow you to modify or even refine the direct yields of weapons that carry an explosive payload. It's essentially *Engineering* for bombs/warheads.

Droid Programming / Repair
Self explanatory, Droid Hacking is now a specialization as well. Many skills may compliment this, allow as necessary / where applicable. Also allows you to modify them.

(AS) Engineering
An Advanced Skill that combines with various skills where appropriate (Computer Programming, Droid Programming, Starship Repair, etc). The ability to reverse engineer tech and the ability to design new tech from the ground up. Many skills may compliment this, allow as necessary / where applicable. This skill only applies it's bonus to other normal technical skills if they are at an appropriate level to gain said bonus (3D skill dice above Engineering D code)

First Aid
Self Explanatory, Many skills may compliment this, allow as necessary / where applicable.

General Maintenance / Repair
A catch all skill for numerous tasks that do not include specific devices. You can use it to make a bastardized version of almost anything, a LightFoil is a great example of this, though failure rates apply at that point. This skill will cover lightsabers (with the appropriate skill or the Lightfoil without), impromptu weapons, traps, etc. (can combine with demolitions in the later cases. Many skills may compliment this, allow as necessary / where applicable.

This skill now incorporates repairs that are made to Armor and Weapons. I eliminated Armor Repair and Blaster Repair and placed them under this singular skill. Ground Vehicle and Water Vehicle Repair are now encompassed into this skill as well.

(AS) Medicine
An advanced skill covering Surgery, Cybernetic installation, Biotechnology, Bacta / Kolto Tank usage, etc. Many skills may compliment this, allow as necessary / where applicable. Stacks with First aid for general tasks. This skill only applies it's bonus to other medical/biological skills if they are at an appropriate level to gain said bonus (3D skill dice above Medicine D code)

Repulsorlift Repair (CS)
The know how to repair anti gravity engines, modify speeders, etc. Many skills may compliment this, allow as necessary / where applicable. This skill also compliments many other skills, like Capital Ship repair. It is one of the few skills that does not require a technician to have any working knowledge of a Capital Ship. The technology is relatively uniform across all platforms, though much larger in operational units as the scale climbs.

Scientific Application (AS)
The ability to directly apply scientific knowledge (scholar, technology) in a physical form. While complimentary to things like Engineering or Starship repair or Demolitions (Chemistry), Many skills may compliment this, allow as necessary / where applicable. Furthermore as an Advanced Skill, the dice can apply to certain rolls directly. Used much like Engineering is, many rolls will have to be made with just the Scientific Application dice. Simply having this skill will lower the difficulties of many rolls in the game.

Security Systems / Repair (CS)
Not to be confused with Hacking. This is the circumvention of locks, security cameras, shielded doors, etc. Hacking can compliment this skill as it can be used in tandem to breach computers systems. Many skills may compliment this, allow as necessary / where applicable. Can be used to modify as well. This also includes mechanical locks and mechanisms that act as security devices. The skill further defines one's ability to create technological traps, like laser trip mines, trip wires, pressure sensitive panels, heat sensors, homing mines, etc. You still require demolitions to actually attach the warhead to any improvised device you create. However, many demolitions devices are prepackaged, thus you do not require this skill to place them. However, placing them inside a security panel or console allows this to be used as a complimentary skill.

Starship repair
Self Explanatory, Many skills may compliment this, allow as necessary / where applicable. Can be used to modify. This skill is any kind of starship, most aerodynes, transports, even capital ship, however, familiarity with Capital Ship systems is incredibly essential or you suffer a +3DR penalty to all rolls.

Starship Weapon repair
Self explanatory, Many skills may compliment this, allow as necessary / where applicable. Can be used to modify. This skill is any kind of starship weapon, most aerodynes (likely many are speeders), transports, even capital ship, however, familiarity with Capital Ship systems is incredibly essential or you suffer a +3DR penalty to all rolls.

Walker Repair
Self Explanatory, Many skills may compliment this, allow as necessary / where applicable. Can be used to modify

(AP) Lightsaber Repair/Construction (General Maintenance)
Pay the points and you know how to properly construct a lightsaber, doesn't mean you're any good at it ;), you just don't have a +3DR to your rolls to construct them anymore. Any Botch here means you've just constructed a Tapani Esque Lightfoil, that fails dramatically in combat!

More on Engineering:

It is an **advanced skill** that must have a base skill 3D higher than it is at all times. Engineering stacks with a base skill to provide a higher level of understanding and ability. Stack Engineering with any repair skill to yield a combined total for any repair task (not modification or jury rig). *Any skill it is applied to must remain 3D above the engineering skill to gain this bonus.*

Reverse Engineering: Is a pure Engineering roll though skills like Technology and Scientific Application complement it as well as does any skill sets that the engineering roll applies to. Sufficient Skills in these areas (3D above Engineering skill) reduce all targets by one level per applicable skill.

Thus an engineer with 3D engineering that wants to reverse engineer the maneuvering thrusters on a TIE Defender who has 6D in starship repair, 6D in scientific Application (or a specialization under it in propulsion), and 6D in technology (or a specialization under it in starfighters) ends up reducing his or her roll by 15 points (granted its an astronomical feat regardless)

This roll produces a <u>Design</u> which can then be produced.

Pure engineering out of nothing, applies the above competency difficult reductions. It's actual difficulty is determined by the GM. Multiply any time taken in addition to the roll by 100 if extra time is taken.

Pure engineering produces a <u>Prototype</u> that must then be tested. - New or copied tech must be <u>Prototyped twice</u> yielding the reduction in costs of 10% & the removal of one Flaw for the second Prototype and then 5% cost reduction & the removal of one Flaw for the final production run respectively.

Scaling a weapon up or down requires a straight engineering roll modified by competency difficulty reduction modifiers as above. Scaling a weapon down is much easier than scaling one up. Scale Down: 15; Up: 25

Scaling a shield generator down is easier than scaling one up. Down: Difficulty 20 ; Up: Difficulty 30.

You can only scale a non weapon system up or down by one level.

Re-Scaling is ship's hull is a complete refit and tear-down. It requires time and manpower as well as competent engineers on hand. Difficulty is 30 & time is 15 days per 100m – 1 day per person assigned to the task over the base requirement. Minimums are the base days times 100m/2.

Re-Scaling anything to super capital is Epic and requires a base roll of 90

Re-Scaling anything to Death Star Scale requires Supreme skill and requires a base roll of 120

Capital Ship Weaponry is standard on any capital ship, regardless of scale. Advanced capital ship weaponry requires High levels of re-engineering. Scaling a weapon up = difficulty 35 (technically a weapon is limited to 1 scale up or down). Scaling down is difficulty 25 if capital, 35 if Higher than Capital (Dreadnought+) and 45 if Ultra Heavy

Mass Increase: Scaling up = GM Discretion
Power Increase: Scaling up = GM Discretion

Cannot scale a Death Star Weapon down or higher.

20 Points: Shakedown Cruise: *(Can be purchased by anyone with at least 4D in Engineering)* Applies to ALL Modifications, Jury Rigs and Engineering (items, vehicles, whatever). You have the experience and the innate "feel" for how things should operate under, within and outside of nominal parameters. You can just feel your way through anything you have touched personally and you can correct certain margins of error and re-calibrate inconsistencies or simply get a leg up on the next prototype toward a final production model. (Required

to create a production model)

Shakedown Cruise: Can be performed once per Prototype Phase and once at the initial production phase (3 total). Is 2 days per scale of the items operation or being onboard looking for issues. **Immediately remove 1 Flaw** after the appropriate time period of operation is exceeded. The new design allows for field refits of the item / craft at no cost.

Modification & Jury Rigging Shakedown Cruises: Will remove 1 Jury Rig D (Maximum) of penalty. Will turn one pip of Modification into a formalized Engineering enhancement. (Increasing the ability to modify that area by an additional +1)

Addition Flaw Detection: -2DR Search +1pip per D in associated skill (add Advantage bonuses and Complimentary Skills where appropriate to this) to sense inconsistencies in the modification. Successful detection of flaw(s) allows for Flaw removal.

Target Numbers: Starting at 20 at Character Scale +5 per scale afterward. *Can be performed once.*

Additional Engineering Notes:

Good Engineering rolls on the part of a player will reduce the cost of the design by 5% for the first success level above base +1% per success level thereafter, which is applied to the first prototype immediately.

Second Production runs can incorporate a complete Re-Engineer of the design. ***Flaws carry over, subtract one for the re-engineer.*** If no flaws exist, add a bonus to the ship.

Second production runs reduce the overall cost of the design's production by an additional 5%.
Here, good Engineering rolls will reduce costs further by 1% for every success level above the target. Maximum - 5%

Second productions can only be initiated after you ***retool your production facility:*** You build no less than 10 minus 1 per success level in Engineering above the target number of the item in question (GM discretion); setting up a second line is always the cheaper option.

Second production line + Quantity savings = After you have a second line going and have produced "x" amount of units (GM discretion) you can re-tool on the fly for an additional 5% Cost Savings.

More about Medicine: An **advanced skill** that must have *First Aid* skill 3D higher than it is at all times. Medicine stacks with the *First Aid* skill to provide a higher level of understanding and ability for standard healing rolls. ***Note:*** Traditional *Surgery* will stack Medicine & First Aid and will be aided by Complimentary Skills in the appropriate category for knowledge of Anatomy.

Cybernetic Installation: Medicine is required and is the only skill you roll for installation of Cybernetic attachments (other than Droid components which can be installed with First Aid).

Neutralize Toxin: Medicine is rolled alone, complimentary skills can aid in this task (like specialized areas of the Scholar skill).

Preserve/Re-Attach Limbs: This is a pure Medicine skill. Thought Medicine and First Aid will stack to aid in recovery (healing) rolls.

Create Med Pack(s): Pure Medicine Roll; Difficulty: 15. Allows you to create a Med Pack at ¼ list price.

Create Stim(s): Pure Medicine Roll; Difficulty: 10, creates a mild stimulant that will allow you to remain awake for 12 additional hours or remove the penalty from a wound level or stun effect (as well as immediately rouse a stunned/unconscious out individual). Cost: 5 Credits per stimulant.

Create Beneficial, Medical, Drug(s): Pure Medicine aided by complimentary skills in Technology and Scholar (Specializations of each like Biology and Chemistry). These will have a wide range of effects from antibiotics, immunizations, sex enhancer's, blood thinners, etc. GM Discretion on difficulty.

Create Recreational Drug(s): Pure Medicine aided by complimentary skills in Technology and Scholar (Specializations of each like Biology and Chemistry). This is generally illegal, immoral and quite profitable. GM Discretion on difficulty.

Create Medical Backpack(s): Pure Medicine; Difficulty: 20. Creates a Medical backpack at ¼ the list price.

Fabricate Medical Tool(s): Pure Medicine, GM discretion on difficulty. Cost: ½ list price.

Adapt random object(s) for immediate medical benefit(s): This is using whatever is handy around you, in a pinch, to save someone's life. They perform the function of an actual, advanced tool at a primitive level. Pure Medicine; Difficulty: 15; Cost: None

Modification of Items, Ships & Weapons:

This is the quick and dirty method of improving your equipment. Similar to Engineering in that you can increase the speeds and D codes of almost anything you can imagine. *This is modifying your Blaster from 4D to 5D+2 or your Snubfighter's maneuverability from 2D to 3D.*

How do you do this?: This is performed by using the associated *Repair Skill* and rolling against a set target number. This allows your character to increase the D codes of statistics on the item(s) and has a cost associated with it that is equivalent to "x" value of the system modified multiplied by a set percentage = Cost of the Modification or Jury Rig.

Modification(s):

Mod Value:	Difficulty:	% of Unit's Cost:
+1 Pip	10	5
+2 Pips	15	10
+1D	20	15
+1D+1	25	20
+1D+2	30	25

Notes: Modifications make repairs to the modified items more difficult. Difficulty increases by the same value that is modified by in ***Static*** difficulty (+1D+2 = 8 + Standard Repair Difficulty)

Other Types Of Modification(s):

Modified Space Engine(s):

Mod Value:	Difficulty:	% of Unit's Cost:
1 Space Unit	10	5 of Craft Cost
2 Space Units	15	10 of Craft Cost
3 Space Units	20	15 of Craft Cost
4 Space Units	25	20 of Craft Cost

Modified Atmospheric Speed:

Mod Value:	Difficulty:	% of Unit's Cost:
50 Km/H	5	2.5 of Craft Cost
100 Km/H	10	5 of Craft Cost
150 Km/H	15	7.5 of Craft Cost
200 Km/H	20	10 of Craft Cost

Sensor Range Increase: Cost % also applies to D Code modification(s) for Sensors:

Mod Value:	Difficulty:	% of Unit's Cost:
5	5	1 of Craft Cost
10	10	2 of Craft Cost
15	15	3 of Craft Cost
20	20	4 of Craft Cost

Hyperdrive Multiplier Enhancement:

Mod Value:	Difficulty:	% of Unit's Cost:
.5 Reduction	10	10 of Craft Cost
1	20	20 of Craft Cost
1.5	40	30 of Craft Cost

Note: *You cannot Modify a Hyperdrive lower than* ***.5 x past Light Speed****. (The Millennium Falcon originally had a Class 2 Hyperdrive)*

Weapon Range Increase:

Mod Value:	Difficulty:	% of Unit's Cost:
5%	10	5
10%	15	10
15%	20	15
20%	25	20
25%	40	25

Jury Rigging:

Rigging Value:	Difficulty:	% of Unit's Cost:
+1D	5	7.5
+2D	10	10
+3D	15	15

Notes: Rigged items always add the "D" Code in additional wild dice (once per game session) that are rolled separately from the rest of the dice. Any "Botch" (1) = a mishap. *GM discretion, but it's usually something bad.* Rigged items also add their "D" Codes to ***Static*** difficulty to repair said item. (+3D Jury Rig = 18 + Standard Repair Difficulty)

Hyperdrives are reduced on a D for 1 basis (x2 rigged by +1D = x1) Increase all difficulties by 5.

Atmospheric Speeds Rigged are 100, 200 & 300 Km/H.

Sensors Rigged: 10, 20 & 30 Units. Follows Modification Cost(s) for pricing.

Command and Tactics

Effects of Command:

Taking direct command of a weapon, your crews benefit directly from the level you beat your target roll by + 1 pip per D your have in command added to their hit rolls. Even if you meet the difficulty exactly and it's a flat success. For every success level above the target the weapon receives +2 to hit (stacks with the bonus from your skill dice) and +2 to damage. In any form of combat speeder scale and up. Character damage is resolved normally (unless you are involved in mass combat).

Direct Command of Gun emplacements:
is a difficulty of 5 per gun.

Heroes manning gun emplacements:
do a minimum of nominal damage code of the weapon emplacement + any points above the attack roll in pure lethality (1 for 1) added to the base damage of the weapon.

General Command:
Rolls add a +1D competency bonus to your crew (Difficulty 10 + 5 Per additional unit type = Fighter Squadrons, Ground Forces)

Fleet Wide Command:
Add a +1D competency bonus to the fleet (Difficulty 15 for 2 ships + 1 per additional ship; +5 per additional unit type as above, +1 per additional unit formation: 12 Ground or Space assets.)

The Effects of Tactics:

General Tactics:
rolls add a +1D bonus to your damage & -1D to the damage you suffer in combat (Difficulty 10 + 5 per additional Unit Type as above)

Opposed Tactics:
rolls increase your damage and reduce the damage you take per success level above the opposition. Per success level increase damage 1 nominal point (for all guns) and reduce damage by 1 nominal point (with a minimum reduction to 1 for Damage taken from your adversaries) and no maximum on the damage gains. Difficulty is base + opposed roll.

Fleet Wide Tactics:
is the same as Fleet Wide Command

Fleet Wide Opposed Tactics:
is the same as Opposed Tactics. Difficulty is base + Opposed roll

Command and Tactics (together 2 actions):
Direct Command of gun emplacements + Tactics = Command is as shown above and the Tactics roll adds directly to damage rolls per gun in addition to ***the*** Command bonuses. Tactics must exceed opposed tactics in order to add damage, otherwise, damage is reduced.

Additional Notes:

Groups of Batteries
When Command, Tactics or Command & Tactics to "Battery Fire" use the following difficulty chart:

Command: Difficulty 5 + The Number Gun batteries directly controlled = +1D Competency bonus to hit, +1 nominal damage per gun battery.

Command + Tactics: Difficulty as above + second action (-1D)

Tactics does NOT have to exceed opposed Captain. Target number for Tactics is the same as Command. Each Battery then receives +1 point of damage per D the officer has in Tactics (flat damage bonus to each gun, not nominal times the amount of gun barrels.)

Any Advantage with an (AP) or (AS) following it means you can develop it further after the start of gameplay. For the cost of 10 points, or two game sessions you can pickup the alternate advancements or a new Advanced Skill.

Advantages:

ABNORMAL SIZE 1D: Your Character is either very large or very small for her species, lending to it the advantages of such. Being very small gives a bonus to do things involving Dexterity (+2D) to all Dexterity based rolls, however the Character is not nearly as strong and has difficulty with things involving Strength (Strength can never be increased above 2D). Being very large has the opposite effect, the Character can do things easily involving Strength (+2D) to all Strength based rolls, however the Character is not nearly as quick and has difficulty with things involving Dexterity (Dexterity can never be increased above 2D). (+2D to Dexterity or Strength, 2D Max Attribute on Opposite Attribute Dexterity or Strength)

ACCELERATED HEALING 1D-3D: +2-4 Additional Recovery Tests; represents natural regeneration. -1,-2 or -3 to all DR for recovery, +2 per point to roll (+6 Static Max). All natural healing rolls are considered to be Wild Dice with no chance of Botching.

AMBIDEXTROUS 1D: Your Character is Ambidextrous, and can use both hands equally well. Ambidexterity keeps the DR equal for the off-hand when using Dexterity rolls. Without this Special Ability, actions suffer a +2DR penalty. Certain actions can be performed that would normally equal 2 actions (2 SIMPLE actions in the place of 1, Firing 2 Blasters simultaneously, etc). Note, this **does not** give you a free attack or parry, though parrying with the offhand will confer a 1/2 the normal full parry buff, ONLY if you parry and strike (still considered 2 actions), additional actions will negate this bonus. A full round parry, will confer the full parry bonus of the primary hand and 1/2 the bonus of the other base parry modifier rounding down for 1FA. For one free action, shots fired (or melee weapons swung) can trigger simultaneously as 1 Action ***Once Per Session***. *You can reload a weapon (in each hand) once per combat at no cost in actions.*

ARMOR DEFEATING ATTACK 1-3D: Ignore one type of Armor, Shield or Force Barrier for 1-3 attack(s)/session

ATTACK RESISTANCE 1D-3D: 1-3D resistance vs one type of attack

ARTISTIC ABILITY 1D: -1DR to Forgery and Art skills

ATHLETE 3D: -1DR all STR Skills including Acrobatics, lowers damage sustained by -1DR

ATTRACTIVE 1D: -1DR to certain social interactions.
Note: *All Hapan Males gain this Advantage for Free*

AUTHORITY 1D-3D: 1D System, 2D Sector, 3D Galactic. *Can be granted as a perk or a game bonus.* ***Note:*** If you begin with this Advantage you hold an official rank in a System Government (Independent), Sector Rank (Specific to a Faction) or on a Galactic Scale (You are a commissioned Fleet Officer in the Empire or the Rebellion) and carry at least a rank of Ship's Captain / Ground Commander and a Capital Ship / Military unit to command with Galactic autonomy. *You are bound to your faction, if you go AWOL, you will be hunted or Court Marshaled, GM Discretion. There are strings attached to your command.*

BEAUTIFUL 3D: -2DR to certain social interactions and a permanent -1DR to the rest.
Note: *All Hapan Females gain this Advantage for Free.*

CAPITAL 1D-8D: Your Character has come into a source of money, whether legal or illegal, which provides a source of continuous income. **1D:** 60,000; **2D:** 180,000; **3D:** 500,000; **4D:** 1.5 million; **5D:** 5 million, **6D:** 15 million, **7D:** 50 Million, **8D:** 150 Million (refreshes every 6-12 sessions, GM discretion)

CARD SHARK 1D: Your Character has perfected the art of playing games of chance and skill. -1 DR for all tests related to gambling. *+1 pip to hand*

actions (even gunplay) and a static +2 pip Quick Draw Bonus.

CONCENTRATION 1D: Your Character is better at putting effort behind things when concentrating. If you declare you are Concentrating ahead of time, after 1FA of Concentrating you receive a +2D on the next roll. This is especially helpful if a Character is waiting to ambush an enemy or has time to focus on a task. This bonus does not work in Combat, after an Initiative roll, will however work for surprise attacks.

CONTACTS 1D-3D: 1D System, 2D Sector, 3D Galactic
Note: Much like Authority, however you know people that will help you. This will not always be free, however. System Contacts will be one person or small business that you have dealings with in a perticular system. Sector Contacts will be a more influential person or group that can provide much more detailed information or goods. Galactic Contacts means you have friends or acquaintances in every port of call in the Galaxy. *You need only make a Moderate Bureaucracy or Business roll to locate one of them.*

CRIMINAL CONTACTS 1D-3D: Your Character has a number of discrete contacts in the Criminal Underworld and may call upon them for information. Per D add: +1D to Streetwise for locating contacts, -1 DR (maximum) to rolls pertaining to underworld issues (fencing, smuggling, racketeering, etc.)
Note: Acts as Reputation 1 for Interactions with the criminal element if at least 3D equivalent is possessed. Can be taken Multiple times. *You need only make a Moderate Streetwise roll to locate one of them.*

DUAL IDENTITY 1D: One, perfect, additional set of complete identification (including a disguise DR 60); can be taken multiple times.

EDUCATION 1D: +1D to Scholar, +1D to Appraisal & Business.

EMPATH 1D: The ability to sense the emotions of other people and objects passively. -1 DR to any emotional status "feel" reading, will aid in a myriad of rolls including Force & all social situations.

ENHANCED ATTRIBUTE 3D: Increase any one attribute (Including Force Attribute) by 1D, even beyond racial maximum.
Note: *All Hapan Characters begin with this ability for Free. In the case of the Hapans, however, the bonus Attribute D can only be applied to STR or DEX.*
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ERSATZ 1D: Your Character deceives others on a near-professional level. -1DR to deception/Acting, add an additional -1DR to **all** social interactions if character has *Dual Identity.*

EXPERT 1D: Available at character creation only, only affects a two Skills, but can be taken twice (for 4 different skills). Description: Per D invested in the skill at character generation yields 2D (2D investment maximum for 4D yield in the skill).
Note: If your chose Race already conveys this sort of bonus, you cannot take it. *Example: Duro, Chiss, etc.*

EXPOSE FAULT 1D: A Character can quickly analyze an opponent and expose a weakness to deal that opponent additional damage. With a successful Tactics roll vs the opponent's Perception or Tactics the Character's next roll can either add 2D to the roll or +1DR for the rest of the game session. Can be used on machinery and equipment (tech).

FAME 1D-3D: 1D System, 2D Sector, 3D Galactic *Restriction: Cannot take Forgettable.* Your Character has either purchased or otherwise earned some kind of Fame. Known everywhere (possibly), some love you and some hate you. The Fame defines your Character and not by the actions committed unless publicized. Other Character's reactions will differ accordingly. (+/- 1DR to certain rolls at discretion when the Character is recognized). *Generates 1,000 (per D) credits monthly regardless of circumstances & Contacts 1 (per D). -1DR to rolls if the Fame is Non Combat related (ex Acting).*

FAST REACTIONS 3D: ***+1 to total Free Actions***, a Dodge, Parry & 5m move can be utilized as free actions even if surprised. 1 free action can be applied directly to, actual, Initiative rolls (+1D) **when not surprised.** Jedi with this ability and combat sense are unnaturally fast, even for Jedi.
Note: *Does not Defeat Danger Sense & Sixth Sense (if Sixth Sense Succeeds). Reacting parties with successful Sixth Sense receive -1DR to their defensive*

*actions **only** due to their heightened awareness.* A Jedi with Fast Reactions or Sixth Sense has a -1DR to their defensive actions (in addition to their Danger Sense bonuses). If a Jedi possesses both they receive a -2DR to their defensive rolls (in addition to their Danger Sense bonuses).

Just because a Quick Draw cannot defeat Danger Sense or Sixth sense doesn't mean your target goes first. If you beat their Initiative roll, you go first, though their defensive bonuses still apply.

(AP) Quick Draw (1-3FA):
Effect: Allows the character to add all three Free Actions to Quick Draw Dice (+3D).

FAVOR 1D-3D: Your Character has earned powerful favor(s) from someone; a favor that comes without any strings or questions, and completes unconditionally. 1-3 favors per 6 sessions.

FELLOWSHIP MEMBER 1D: Your Character belongs to a fellowship of some kind, an organization with like minded goals of the Character, and it provides things such as money, supplies, information, but their reach is limited. *The GM determines the level of this organization's power and influence. However, for clarification the base level of this confers the effective benefits as follows: Authority 1 & Capital 1 (and will stack with either)* ***only when dealing with other members of the fellowship.***

The Jedi Order is a Good Example of this. Being a noble of some ancient household is another good example. Either character choice (being a Jedi or wanting to be nobility) will confer this Advantage by default, and it cannot be selected as an advantage. The benefits will apply to the individual whether or not they are aware of them.

FEAR 1D-3D: -1DR to intimidate, +1D to initial Intimidation skill. 2: Just looking at you unnerves people, +1 DR to all opposed social interaction. 3:You seem to radiate evil -1 additional DR to intimidate, people around you make willpower tests vs moderate (15) or flee.

FEARLESSNESS 3D:-1 DR to all willpower rolls, +1D to all Social rolls, immune to natural and unnatural fear. Immune to Negative Force Powers that deal with the Fear.

FORCE ARMOR, **Cost: 2D:** You have an innate resistance to the Force; this Grants you the *Null Force Attribute* at 2D. This is 2D Static Armor (to resist the Force or Magic), you cannot possess Force Ability or sensitivity (Must be Mundane).

FORCE POTENTIAL 4D: *Prerequisite: Force Sensitive*, You have an innate ability with the force. Effect: +2D to Potential, -1DR to all force related Skill Checks (including resistance rolls). *+1 Free Action for Force Abilities Only.*

FORGETTABLE 3D: *Can take at Creation only, Restriction: Cannot take Fame*. You are hard to remember. Most Characters have a difficult time remembering your name, your face, but might remember blurry details, like a rough age or height, male or female, color of clothes. The difficulty to remember any details about you is Heroic regardless of how recent the person made contact with you. (stacks with Master of Disguise)

GOOD HEARING 1D: You possess exceptional, natural hearing. -1DR to any auditory based tests (Search, Blind Fighting, etc)

GOOD VISION 2D: You possess, exceptional, natural vision. -1DR to any sight based tests (Gunplay, Gunnery, Search, etc).

GIFTED ENGINEER/MEDICINE 4D: The Character has a strong understanding of Engineering/Medicine and is capable of applying technically advanced knowledge. -1DR to Engineering/Medicine, -1 DR to 1 technical Skill, choose 1 technical specialization, Free AS Engineering/Medicine skill.

HYPER MOVEMENT 1-3D: +3/6/9 to Move (can still increase base)

IMMORTAL 7D: You cannot die of natural causes, you do not age. You can survive without air, you can survive in vacuum (treat as Incapacitated after exposure for more than 10 rounds), and Immune to disease. Weapons will not kill you unless your head is cut off or you are disintegrated. Any result of a Mortal Wound "stuns" (2-12 minutes of inactivity) you after 3 rounds. *You continue to operate while incapacitated as if you were wounded 3 times.* You

regenerate lost limbs (except head) at a rate of 1 per day. **Bonuses** from aging are incurred per lifetime you survive (if GM allows this), no negative aging penalties suffered. + all bonuses that *Longevity* receives.

LESSER LIFE FORM CONTROL 1D: -2 DR to all rolls when dealing with non sentient's (does not apply to droids, yet it applies to Gungans, Sand People, Ewoks, Squib and Furniture)

LONGEVITY 1D: Life span increased by 3 times, -1 DR to resist Toxins and Energy damage over time (sunburn leading to cancer, radiation leading to imminent death).

LUCK 1-3D: -1 DR to up to 3 rolls a game (These rolls cannot botch. A result of a 1 on the wild die converts to a 6 and will not wild up), +1 pip to your Roll per D invested (die is wild with no chance of botch). You can chose up to 3 attacks that simply miss you, per session in addition to the above. (1-3 based upon your rating in this ability)

MASTER OF DISGUISE 1D: -1 DR to Con for impersonation and Acting, no makeup required, opposed rolls to pierce your guise are made at +1 DR. ***Double bonuses if they have Ersatz.***

MEDITATION 2D: Description: The ability to put one's body into a state of stasis and peace, able to live in extremely harsh environments for long periods without the aid of equipment. -3 DR Endurance, Survival, Willpower, -1 DR to all mental checks pertaining to survival or clam, ONLY while in meditative state, can "sleep" in this state and is aware of surroundings on normal perception check (at -1 DR). While in this state, opposed Jedi powers are all at +3 DR. ***Confers the other benefits to Hibernation Trance and in the case of a Jedi with Hibernation Trance, they inherit this advantage's bonuses inherently (no need to pickup the Advantage if they possess the power)***

MULTILINGUAL BACKGROUND 1D: +3 Languages with full fluency, includes ability to read and write and understand the deepest cultural nuances (including your own) (-1 DR to certain social aspects and Cultural tests)

(AS) Linguistic Savant: Per Full D acquired, add fluency with 1 additional language (no roll required) and the -1DR as above.

MUSICAL ABILITY 1D: -1 DR to all musical skills, including vocalization, appreciation, recognition, etc. Can complement negotiation, morale, etc. +1D to Art & Acting skills. -1DR to seduction attempts.

NATURAL LIE DETECTOR 1D: Read surface emotions like receptive telepathy –1DR to perception checks (Combine with Empathy or Observant for additional –1DR to checks; or both –3 DR). Applies to receptive telepathy.

NIMBLE 4D: Description: You have a unique gracefulness and ability to move smoothly, sometimes leaving visual echoes behind. Acrobatics (Free advanced skill), +1D to Sneak, Dodge and Acrobatics (AS granted for free), Pick Pocket/Palm item. -1DR to DEX only tests (Unskilled areas of DEX do not suffer a penalty). *Instant Stand & Soft Fall* MA Abilities *Innate* (no roll & no action cost once per session, otherwise cost normally).

OBSCURE KNOWLEDGE 1D: -1 DR in specialized area, add 1 skill specialization (non combat, knowledge based only).

OBSERVANT 3D: You have a keen sense of Perception, and able to notice things more easily others just do not. -1 DR to notice details and traits over time and +1D on the fly, 2 in 6 chance not to be surprised based upon vision, hearing & sometimes touch and smell. -1DR to all persuasion rolls.

ORGANIZATION LEADER 5D: Description: Your Character now considered a leader or the leader within the Fellowship organization receives many privileges, such as requesting financial, militaristic, or other support from the organization that you previously did not rank high enough to receive. *Capital 2D, Secret Base 2D & Connections 2 are Organizational holdings available to the Leader.*

PATRON 1D-3D: Each D of this advantage gives you access to more influential individuals as benefactor(s). D System, 2D Sector, 3D Galactic.

PHOTOGRAPHIC MEMORY 2D: Can take this at Character Creation only. Description: You remember everything seen/heard. -2 DR to rolls to

Knowledge/Perception to recall anything; previously viewed places, objects, etc. Even details not previously noticed.

PLUCK AND TUCK 1D: You have practiced larceny to a point of making it an art form. -2DR to Hide on your person only, -1 DR to theft by hands or appendage. -1DR to melee & thrown ranged attacks made using stealth or as a surprise attack.

PRENATAL NANOTECH SURGERY 4D: As a rare and expensive Cybernetic procedure, the Character underwent a specialized Cybernetic surgery, infusing the Character with the ability to produce, repair, and utilize Nanobots within the body capable of catalyzing the Healing process. -2 DR to Natural Healing Rolls to Heal wounds; May make two extra healing rolls per day; +3 to stun/wound rating, -2 DR to resist toxins, Can survive in vacuum for extended periods… Longer life span (as Longevity). Confers the benefits of Longevity as well.

RELIGIOUS ZEAL 4D: The ability to apply one's religious zeal to overcome a situation or ignore pain. -2DR to any roll, May be combined with any other bonus up to 4 times a session. Player must role-play this each time used to GM's satisfaction. ***2FA to use.***

REPUTATION 1D-3D: Similar to the Fame Special Ability your Character has earned respect and recognition, but unlike Fame is not well recognized everywhere. (Blood Stripe) +1 to +3D to interactions. *Corellian's gain reputation 1 for free (this can be converted to Infamy if they are criminals).*

SECRET BASE 1D-3D: You have funded and somehow created a Secret Base. 1D: Small Fully Stocked, *Battleship Scale 1D,* Base/Station Can support up to two 150m Craft, 2D: Mid Sized fully stocked, *Super Capital Scale 2D,* Base/Station can support up to three 450m craft, 3D: Large Fully Stocked, *Battlestation Scale 3D,* Base/Station can support up to five 900m craft. Fully Crewed (droids or otherwise), generates enough income to keep them happy and operating.

SENSE OF DIRECTION 1D: -1 DR for Navigation/Astrogation rolls.

SERPENT TONGUE 1D: Can take this only at Character Creation. Description: You are able to smooth talk others by voice alone. -1 DR to social in any situation.

SILENCE 1D: +1D to sneak, hide & sleight of hand.

SIXTH SENSE 3D: (4 in 6 chance of detecting danger; Cannot be Surprised) ***+1 to Free Actions*** can be used prior to initiative to Dodge, Parry or 5m movement. ***Can be stacked with Fast Reactions & Time Sense (and other abilities) for a total of 5+ Free Actions, all 5+ capable of being used prior to an initiative roll in this case.*** With the Danger Sense Innate Power the directional information will always be nearly perfect, GM Must describe the nature of the threat even if not directly a threat to the character **within 10m + 1m per D of Force Attribute they possess.**

SKILL MASTERY 2D: Description: The Character receives a -1DR with two specific skills, must be related. Gain a *Skill Specialization* For Free. If no related second skill exists, add an additional specialization (-1DR applies to the specialization(s) as well).

SPACE BORNE 3D: You spent near your whole of life in space and is capable of sensing the slightest changes in velocity, gravitational disturbances, and has a nearly perfect intuition for location relative to the Galactic center. -1DR Astrogation (not land Navigation), 0-G & Power suit operations (in space), Vacuum Tolerance: +2D Survival and Soak rolls. Zero-G Operations is granted for free (if you are starting with a ship, discount this Advantage to 2D). ***+1 Free Action in Space Only (in any situation).***

STEEL WILL 2D: *Can take this only at Creation.* You have a mental barrier that is unbreakable. Character is immune to all mind-altering attacks (including fear generating ones, while not naturally fearless). Immune to mental interrogation pertaining to survival or clam, can "sleep" in this state and is aware of surroundings on normal perception check (at -1 DR). While in this state (meditation), opposed Jedi powers are all at +3 DR. ***Confers the other benefits to Hibernation Trance and in the case of a Jedi with Hibernation Trance, they inherit this advantage's bonuses inherently (no need to pickup the Advantage if they possess the power)***

SUBCULTURE & JARGON 2D: -1DR to Streetwise, Scholar, Bureaucracy, Business, Bargain, Con, Persuasion in your society, +1 pip per skill in related societies, No penalties in alien cultures.
(AP) Social Chameleon, per additional 10 points you can assimilate another full culture in to your bonus. These Dice only apply to one culture each (base bonus applies per culture).

TIME SENSE 3D: ***+1 Free Action.*** You know what time it is, exactly, all the time, and can sense alterations in space-time, such as getting when getting closer to heavy gravity objects like a star. -1DR to Astrogation/Navigation, +1 pip to Initiative, +1D to Dodge skill. Can tie with Sixth Sense and Fast Reactions.
Note: You can avoid one situation entirely, once per session, as if you had a perfect farseeing vision. This can be as simple as dodging a bullet or avoiding a comment you make that causes a social blunder. *It can be as complex as you not even being in the same space where heavy anti ship ordinance detonates, killing you (you must be the pilot or have access to the control console).*

TOUGHNESS 1D-3D: +1 pip per point to Strength rolls vs. Damage, increase stun/wound thresholds (+3 per D). Extra +3 to Death time per D.

TRAIT: RESOURCEFUL: Some races (Humans & Twi-Leks) are good at coming up with a way out of difficult situations and finding creative and unique approaches that would otherwise be unavailable to them. *+4D starting skill dice. Aliens start with at least +4D or more.*

TRANSGENIC POLYMORPHISM 4D: Take any other species' Racial Trait in addition to yours. Only one trait set or power can be utilized at any given time. You can recall the abilities of up to 1 race you've encountered at any time and ignore negatives. You can even mimic a Jedi's abilities. The Benefits of this assimilation require a free action per ability utilized when they are invoked. Simply using something like Water Breathing requires only a single simple action. (even though you can mimic a Jedi, you cannot perform Enhanced Attribute and enhanced lightsaber combat simultaneously), consider Jedi attribute as Perception & Force Skills as Knowledge.
VACANT SHELL 4D: *Prerequisites: Mundane & Force Armor.* You do not exist within the bounds of the Force, in fact, your mere presence tends to warp reality in areas of high Force Energy and small plants will wilt from your touch (anywhere). +1DR penalty to any Force Use within 1 meter per D of *Null Force Attribute* you possess. This Advantage allows you to gain *Null Force Potential* at +2D. Meaning you can can increase the Null Force Attribute like you would a normal Attribute. Any abilities or enhancements that increase your Null Force Attribute do not detract from your ability to increase it.

Ex: The Jedi Hunter Elite Path gives you a +1D to Null Force Attribute, you still have a +2D to your total Attribute score minus any pips you've purchased toward reaching that maximum.

Note: Patterns of a Pattern Knight no Longer destroy you for being Mundane. You can walk one, easily, no difficulty. It gives you nothing. However, you will disrupt *(Shadows no longer function, the realm attached to the pattern begins to suffer damage GM discretion)* that pattern for a number of days equal to your *Null Force Attribute in Full D (only once per Pattern)*. You can still enter a Chaos Node, this can only be performed once, *afterward as you exit it, the Chaos Node will be destroyed (killing everyone inside it; Gain Enemy 3: All Chaos Knights).* Further attempts to enter one are impossible. You will exist outside the Force so much that it is impossible to ever enter one again.
Beneficial Force Abilities have no effect on you.

VEHICLE 1D-3D: I you don't want the responsibility that comes with Authority and you still want a ship, without "paying" for it, this is the Advantage for you. 1D: Any craft up to a Corvette (250K Value); 2D: Any craft up to a Frigate (5 Mil Value); 3D Any craft up to a Cruiser (11 Mil Value).
Note: *You don't get the additional money. It is assumed that any overage means you have invested enough to pay you crew for one Full Consumable expenditure. If you're the only pilot, the residual cash can be used on modifications prior to the game start, additional ordinance, a rearm/refit, a stash/stockpile of fuel and/or ammo. Maybe even an owned hangar. (GM discretion)*

VENTRILOQUISM 1D: The ability to throw your voice, -3DR to *Con* applicable to the projection of your voice only. +1D to *Acting*

Disadvantages:

ABILITY ACTIVATION LIMITATION 3D: This applies to the activation of a specific (and arguably fundamental) skill or Force Power. Examples of this exist in people like Corran Horn's Grandfather who could not activate Telekinesis. The limitation here was that he had to actively siphon energy in order to activate the power. Something similar must apply to the character taking this disadvantage. This can apply to racial traits, Cybernetics, Force Powers & Skills (only under certain circumstances). Skills may require an additional action to use or a certain circumstance to be present in order to employ them.

AGE (+3/6/12/18D); examples (+3D): Pre-Teen/Middle Age; (+6D) Teenager, non-adult; (+12D) Child/Very Old; (+18D) Infant/Near Death 6D: -1D Attributes, 12D: -2D Attributes, 18D: -3D Attributes (cannot be taken as an "advantage", aka bonus dice, if immortal).
Note: You must role play this or the GM has the right to strip dice off your character or penalize you character point awards for several sessions. *There is no penalty associated with Teen/Middle aged. However, Teens might be socially barred from many interactions.*

ALLERGY, MINOR (+1D); **ALLERGY, MAJOR** (+2D) Minor: Cats, Major: Processed Air

BAD LIAR 3D: +2DR to any bluff or con rolls

BLIND: +5D: You cannot see, Epic Fail on any sight based rolls, Observant yields half.

BOUNTY (+1D-3D): 1D System, 2D Sector, 3D Galactic

BURNT-OUT (+3D): You're bitter; you really have had it with your career/life (the current path). Cynical and overall possess an apathy about it. Ex: Failed Jedi, You suck, you know it and it caused you to choke at the time you should have acted and prevailed. You carry this burden with you always, knowing you will never aspire to greatness no matter how much you achieve. It colors all your actions and imposes a +1 DR to related social interactions. You must make a Willpower test each time you chose to increase your related abilities or you simply do not.
Note: *It can be bought off for 15 character points in 5 point increments (3 sessions) if the character wishes to redeem themselves.*

CLONE 3D: You're catalogued in someone's system, somewhere. The ramifications of which can be dire. Apply, Bounty, Death Mark, Age, Hindrance, Hunted, Obedience to the New Order, etc, GM Choice.

CURIOSITY 2D: Must overcome willpower exploring anything interesting (even dangerous) +2DR to resist.

DARK SECRET 3-6D: You have some serious skeletons in your closet. No matter how far you get away from them, they always seem to catch up to you. Alternate ID's only offer temporary reprieve. You're hunted or universally recognized as a pile of walking manure. If ever discovered, +5DR to all social interactions if the parities are tied to the events that led to your secret, +3 DR to relations with everyone else. What your secret is will be something that even the most vile of enemies of yours finds appalling.

DEAF 3D: Cannot make a hearing based perception check, if Observant is possessed ½ bonuses.

DEATH MARK 4D-6D: 1-4D System(s), 5D Sector, 6D Galactic

DEBT 1D-8D: 1D: 60,000; **2D:** 180,000; **3D:** 500,000; **4D:** 1.5 million; **5D:** 5 million, **6D:** 15 million, **7D:** 50 Million, **8D:** 150 Million

Note: GM may confer an something like a Capital Ship/Speeder/Starfighter, etc. at up to five times the listed value as the "debt", the player then owes the full, modified amount. This Debt can be taken by multiple players to have a Joint Debt for a larger ship / base.

DEPENDENT 1, 2, or 3D: 1D: You have a sibling that you have to visit and send money to, 20% fund hit. **2D:** You have a family member that you cannot leave for extended periods; they are dependent upon you for survival. 40% of all funds and equipment received goes to them if you are not around. **3D:** 60%

of all your earnings and property must be funneled to this individual, they require this to survive. They are near death (and will remain so). Per D code of the disadvantage make the relations of the player persistent as a burden from 2-6 game sessions.

DEVOTION 1D-3D: 1D System, 2D Sector, 3D Galactic

EMPLOYED 1-3D: 1D System, 2D Sector, 3D Galactic

ENEMY 1D-3D:1D System, 2D Sector, 3D Galactic

ENSLAVED 3D-7D: There are varying degrees of enslavement:

- 3D Disadvantage: Serf: You owe fealty to some Noble, Corporation or large entity. You were born into this life, you freedom can be won in a myriad of ways: repaying the debt, distinguishing yourself or aiding the entity that you are indebted to and by force of arms, fighting for the masters and earning your freedom.
- 5D Disadvantage: Forced Asset: For whatever reason, some noble, corporation or government effectively owns you. This is a tie that binds, much harder to break. You're an assassin, political puppet or a former slave that's earned enough respect to be elevated to a position of servitude that is bound with unflinching loyalty to your masters (wether you like it or not).
- 7D Disadvantage: Slave: You are owned property. If your master dies, you are passed to the next master. You will never be free, even if you escape, you will always be hunted the rest of your days.

FAILED STUDENT OF THE FORCE 4D: +1DR to all Force related tests. -1 Free Action, Cannot be a Traditional Jedi.

FORCE SENSITIVITY 7D: This is not what it sounds like. You're a conduit for the Force, so sensitive in point of fact, that you take damage from all Force related attacks at a +1DR adjustment (not hurled physical objects). You're also less likely to resist Force related opposed rolls. Applying a +2DR to making any test like resisting a mental manipulation or suggestion.
Note: *Sith Lords and evil Raw Jedi seek out people like you, because you are a perfect sacrificial conduit for amping their abilities. You are always considered to be a willing sacrifice for the purposes of the bonuses they gain. In such cases your Perception attribute is your equivalent Force Attribute (or added to your existing Force Attribute) for the purposes of the benefit they gain from killing you. Cannot be Mundane. You always detect as Force Sensitive, even if you're not.*

FUGLY 3D: +2 DR to Rolls in certain situations, typically in almost every social interaction where sight is involved.
Note: *Hiding in full body armor will prevent your Fugly characteristics from harming your rolls, however, Plastic Surgery will not mitigate this penalty. Turning the lights off will not help either. You're so damn ugly that Chunk from the movie Goonies is beautiful by comparison. Forget about getting laid, unless your are paying a hooker double or triple for it.*

GAMBLING ADDICTION 1D: Must overcome –1 DR willpower role not to gamble

GLASS JAW 7D: You take an Additional +1DR damage adjustment from all sources of damage. You are also +1DR to your difficulties to resist all forms of damage / pain in opposed tests (torture, drugs).

HINDRANCE 1D: This doesn't affect you all the time, just typically invoked by being attacked, and wounded, in the region of the hindrance: Bad Knee, Rude, Trick Shoulder.

HUNTED 6D: *(Masochists can combine this with Dark Secret)* There's no where you can run to, no where you can hide. In almost every game session you encounter someone or something that will identify you on sight and very likely end up spoiling any other operations you are involved in. You will have to be very crafty to avoid being seen each game session.

ID TROUBLE / IDENTITY CRISIS 5D: PC has NO identification of any kind IE: no credit account possible, must carry cash (no matter where you are), and cannot register vessels. People are even unlikely to barter with you. Falsified credentials operate at half their rating.

IMPERIAL/FACTION RECORD 1D: Wanted (but not specifically hunted) for a minor offence, can be taken up to three times.

IMPLANT-RESISTANT 3D: Someone with this disadvantage cannot have implants of any kind. There may also be complications with certain surgical procedures. Prosthetics do not function with you at all. *This actually allowed more than a few clones to disobey order 66.*

INFAMY 1D-3D:1D System, 2D Sector, 3D Galactic This applies a +1-3DR penalty to your social interactions as well as any search rolls performed in security systems to locate your whereabouts (not search to find you skulking about).

JEDI ACADEMY WASHOUT 4D: Cannot Raise one force skill above 3D+2, EVER, regardless of what your Attribute is. Begin Gameplay with 1 Dark Side Point. Traditional Jedi Only

MINOR JEDI 6D: Can only Posses a singular Force Skill, cannot chose to be Quixotic, Pattern/Chaos, etc. Must still follow the path of a Traditional Jedi. Other two skills can only be activated through use of base attribute. You can never obtain proficiency in any powers that utilize the other two skills (while the power acts as proficient for the one skill you do possess). You acquire powers as normal, even if they use all three skills. Traditional Jedi Only

MISSING LIMBS 1D-4D: 1-4 limbs: Can be supplemented with a Droid Arm or obvious prosthetic (High quality ones can be purchased later).

MORAL QUALMS 1D: Code against killing, etc.

MUNDANE: (Can never have force ability) +2D to starting Skill Dice

NIGHT BLINDNESS 3D: +1DR in space, +2DR at night, +3DR no ambient light.
Note: *All Hapan Cahracters gain this Disadvantage (male and Female) and it does not count toward their maximum disadvantages. In the case of Male Hapans, +2D are awarded to character development due to the disparity between Attractive and Night Blindness, Female Hapan Characters gain no additional bonus dice.*

OVERBLOWN HONOR 2D: Never backs down from a challenge. +2DR to resist

POOR HEARING 1D: +1DR to all hearing based rolls

POOR VISION 1D: +1DR to all sight based rolls

POOR FINANCIAL MANAGEMENT: (+1D-4D): Instantly looses the same amount of credits that Debt begins with for each D per Campaign.
Note: If not enough money is possessed, it will create Debt at 1/2 each level. Loan Sharks and Debt Collectors will pursue the player as well. *If the GM invokes this ruling, double the bonus dice returned (even if the game type does not allow it, they are a bonus to show the player gains something from their financial extravagance).*

QUIRK 1D-3D: examples (+1D): Dependency, Kleptomania, Indecision, Stutter; examples (+2D): Dependency, Dark Secret; (+3D): Massive Addiction, Paranoid, Phobic, Vengeful

RELIGION 1D: Must practice/pay homage regularly and Role Play it. Treat like *Moral Qualms.*

SOCIALLY RETARDED HERMIT 7D: If you thought being a mere introvert was bad, this is worse by a factor ten. Not only are you more inwardly inclined, you're also so inept at communication that simple transactions become complex ones.

1. Any purchase you make becomes a competitive, opposed, roll scenario of your persuasion vs. a vendor's persuasion. Your base difficulty is as follows: Standard items up to 1,000 credits + 1DR to your difficulty. Items 1,001 - 10,000 Credits +2DR, Items in excess of 10,000 credits +3DR.
2. Any social interaction incurs a +3DR, wether it be verbal or nonverbal. Simply standing in a room might offend people due to your social ineptitude that can elicit a range of responses from revulsion to violence.
3. People will actively avoid you, generally shunning you in any situation. You are ignored, out of hand, in most situations. This transcends mere personal contact and communication. Any written or electronic correspondence you make will suffer

similar effects.

4. You are not forgettable. People will remember you simply because you are so awkward. -1DR to any NPC memory tests or surveillance / security rolls to recognize you.
5. You cannot hide your awkwardness in armor, no matter what you're wearing, your demeanor shines through. +2DR to all disguise rolls.
6. You always say the wrong thing, at the worst possible time. Even if you succeed in your roll against the social +3DR penalty, you still manage to blurt out something odd or offensive. This will always elicit a negative response of some sort.

STERILE 3D: This is not merely infertility. It is a genetic anomaly which effects more than procreation. Cannot naturally have children, Bacta & Kloto Tanks only reduce healing difficulties by 50% (10). Other Bacta/Kolto healing aids only reduce the difficulty by 2 (instead of 5). Increase all Force related healing difficulties by +1DR. Increase Cybernetic Implant difficulty by +1DR.
Note: *In rare circumstances this can be a good thing, for example, a genetic disease designed to only attack humans will not affect you.*

TOO GOOD FOR YOUR OWN GOOD 7D: You can never turn a blind eye to any injustice, you will never back down from a challenge or a chance to champion the weak. You will always be the one that sacrifices themselves to save others. Force Points for you are hard to come by (same with Edge points). You will never willingly commit a dark act. Begin play with 2 Heroic Points instead of one (or double if Force Sensitive). Ever after you acquire them at half the normal rate. 2 Heroic actions are required to gain one force point. 1.5x the Heroic Points are required to cash into Epic Points (round up).

UNATTRACTIVE APPEARANCE 1D: +1 DR to Rolls in certain situations, typically in almost every social interaction where sight is involved.
Note: *Plastic Surgery can remedy this issue. However, your kids might end up just as ugly as you started out!*

UNLUCKY 1-3D: GM adds +1-3 DR diff up to 3 times per game.

UNMISTAKABLE FEATURE(S) 1-3D: Scars, tattoos, etc. Recognition of the Features: 1D system, 2D Sector, 3D Galactic. The features can be hidden to some extent or another.
Note: They will come into play at some point, GM discretion, regardless of the level of caution the players exhibit (like sleeping in armor). These can also act like Unattractive Appearance if the features encompass self disfigurement/mutilation (Yuuzhan Vong).

WEAK CONNECTION TO THE FORCE 6D: Reduce Force Attribute Potential by 2D+2, if already lower then the attribute itself, this caps the core attribute (or locks the player as a *Limited Force User: page 33, with a Maximum attribute of +1 pip, which must be purchased later*). Player **MUST** chose to be Force Sensitive (1D attribute investment as a minimum).

WEAK FORCE PRACTITIONER 6D: Can only be taken by the following subclass Jedi: Pattern Knights, Quixotic Jedi, Chaos Knights. This penalty locks your access to your Advanced Skill progression under your Force Attribute at 1D+2 (Control, Sense or Alter). *If you are a dual practitioner, like a Pattern Knight / Chaos Knight, it locks the first Advanced Skill at 1D+2 (Maximum) and the second can be raised beyond 1D+2 by playing for the Advanced Skill again (10 points). Thus 1D+2 to 2D would cost 12 points, after that progression is normal in the alternate profession. However, the weakness can be taken again for an additional 3D if you want it to equally limit you for both Control and Alter.* ***The additional 3D does not count against your maximum Disadvantages.***

No one wants to be on the loosing side of any conflict, that's why you should back a winner! Enlist in the Empire today and you could be defending the galaxy against Rebel Terrorists, making society safer and more controlled for everyone.

"After we downed this X-Wing pilot, we all got together on Valaria's beautiful oceanic resort to celebrate our victory and toast to the Rebel pilot that is now being devoured by Valaria's aggressive ocean life forms. It's down time like this that you won't experience while you're sweating away your days and nights on Tatooine working for some nameless Moisture farmer that has dreams of the ocean we're looking at right now."

- Tash Perell, TIE Flight Officer

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No death benefits awarded to your families in the event of accidental death during live fire training exercises. 1 in 5 candidates are executed by Imperial Officers for suspicion of collaborating with Rebels. No trial, just swift justice.

Example Character Build:

Let's build ourselves the most difficult character, the Traditional Jedi. We will start with our entry level points:

Standard, building block game:
160 Build Points (20 Skills 100, 10D Skill Dice = 50: 150, +2D Advantages 10 = 160).

Starting Bonuses: Start with 10 Character Points and either 1 Heroic Point or 2 if Force Sensitive. *(Game Start, not counted in character build, all characters get this at game start)*
Starting Funds: 1,250 Credits

No more than 2D per skill. You cannot place a skill D in an unskilled area.Advanced skills can be purchased at the cost of 2 skills or 2D.chose 2D of Advantages and can elect to choose up to 8D in Disadvantages; may have no more than 6D in additional Advantages (beyond the free 2D).Heroes Have 18D Attributes (700 total points)

Lets Pick their Race:
Race: Human
Encounter Frequency: Very Common
Height: 1.5-2.3 meters tall

Features:
Adaptable: There really isn't an environment or situation that the Human race cannot overcome given the proper motivation, time and willingness. The human mind has proven, over the millennia to be very astute and cunning. Free starting Survival, Persuasion & General Maintenance/Repair Skill slots. (15)

Well Equipped: Humans all begin game play with an additional 2,500 Credits in personal gear.

Advantages:
Resourceful (20) +4D to Starting Skills / Advantages

Move: 10/12

(35 Total Points)

18D of Attribute dice:
Force Attribute: 2D invested = 1D Attribute / 2D+2 Potential
16D remaining
We want him to be dexterous, so he doesn't cut his hands off with a lightsaber: Dexterity 4D
12D remaining
We don't particularly care if he's bright or not: Knowledge 2D
10D remaining
We want him to be above average toughness: Strength 3D
7D remaining
We want him to possibly be a decent pilot: Mechanical 3D
4D remaining
Down to the wire here, cannot have a hero with less than 2D in any attribute: So, Perception and Technical both 2D

Not terrible now we need to pick skills:
STR 3D
Climbing/Jumping 5
DEX 4D
Dodge 5
Gunplay 5
Melee Combat 5
(AP) Lightsaber 5 (Traditional Jedi cost 1/2 at character gen)
Unarmed Combat 5
(AP) Martial Arts (+1D Strike/Parry/Evade) 10
KNO 2D
Scholar 5
Willpower 5
Survival (Racial Bonus)
MEC 3D
Navigation 5
Starship Piloting 5
Starship Gunnery 5
Starship Shields 5
PER 2D
Sneak 5
Persuasion (Racial Bonus)
TEC 2D
General Maintenance/Repair (Racial Bonus)
(AP) Lightsaber Repair 10
Force: 1D/3D+2
Control: 1D 5
Sense: 1D 5
Alter: 1D 5
100 Points thus Far (you had a master so Control, Sense and Alter were only 1/2 cost)

Now Add Dice to Skills
STR 3D
Climbing/Jumping
DEX 4D
Dodge
Gunplay
Melee Combat 2D 10
(AP) Lightsaber
Unarmed Combat
(AP) Martial Arts (+1D)
-Novice: Brawling 10
KNO 2D
Willpower 1D 5
Survival
Scholar
MEC 3D
Navigation
Starship Piloting 1D 5
Starship Gunnery 1D 5
Starship Shields
PER 2D
Persuasion
Sneak
TEC 2D
General Maintenance/Repair 1D (Racial Bonus)
Force: 1D/3D+2 + Balanced Jedi: 2D/3D+2
Control: 2D 5 + 1D (Racial Bonus) 3D + 1D = 4D
Sense: 2D 5 + 1D (Racial Bonus) 3D + 1D = 4D
Alter: 2D 5 + 1D (Racial Bonus) 3D + 1D = 4D
(Straight cost due to *Balanced Jedi & having a Master*)
Balanced Jedi must raise their *Control, Sense and Alter* skills at the same time. These Jedi are always in harmony with their abilities. All their difficulties for any force ability are reduced by one level. Their *Force Attribute* is considered to be 1D higher (limited by *Force Potential*) and this bonus is not diminished by Null Force abilities (like Force Armor). They start play with 3 additional Skill dice (you can always purchase Control, Sense and Alter at straight cost with these dice, they do not count toward your maximum skill allocation).
50 Points of Skills = 150 Points

Now Lets Add some Flavor: You pick 2D of free Advantages and can take up to an additional 8D of Disadvantages:
Imperial Record: +1D
They know who he is and it gets worse
Bounty: +3D Galaxy wide Bounty for Jedi
He's a goody, goody and will not harm unarmed people ...
Moral Qualms: Cannot Harm Unarmed +1D
Giving us 5D (or 25 points) to spend elsewhere, either on skills, skill dice, advanced traits like Martial arts of lightsaber forms or advanced combat training, or advantages.

Now Advantages (+2D free for a total of +7D): Enhanced Attribute 3D: Force Attribute, +1D+1 to skills: add to Control, Sense & Alter

Almost Done, Pick a focus for the Jedi
STR 3D: Climbing/Jumping
DEX 4D: Dodge, Gunplay, Melee Combat 6D
(AP) Lightsaber, Unarmed Combat, (AP) Martial Arts
-Novice: Brawling
KNO 2D: Scholar, Willpower 3D, Survival
MEC 3D: Navigation, Starship Piloting 4D,
Starship Gunnery 4D, Starship Shields
PER 2D: Sneak, Persuasion
TEC 2D:
General Maintenance/Repair, (AP) Lightsaber Repair
Force: 2D/3D+2
Control: 5D+1
Sense: 5D+1
Alter: 5D+1
Advantages: Enhanced Attribute: Force Attribute
Disadvantages: Imp Record 1, Bounty 3, Moral Qualms 1
Focus: Balanced Jedi (-1DR to all difficulties with Force related rolls/Skills, must raise Control, Sense & Alter at the same time)

Building a Character (Continued):

The Dude, Traditional Jedi
STR 3D: Climbing/Jumping
DEX 4D: Dodge, Gunplay, Melee Combat 6D
(AP) Lightsaber, Unarmed Combat, (AP) Martial Arts
-Novice: Brawling
KNO 2D: Scholar, Willpower 3D, Survival
MEC 3D: Navigation, Starship Piloting 4D,
Starship Gunnery 4D, Starship Shields
PER 2D: Sneak, Persuasion
TEC 2D:
General Maintenance/Repair 3D, (AP) Lightsaber Construction/Repair
Force: 3D/4D+2 (Enhanced Attribute)

Control: 5D+1
Sense: 5D+1
Alter: 5D+1
Advantages: Enhanced Attribute: Force +1D
Disadvantages: Imp Record 1, Bounty 3, Moral Qualms 1
Focus: Balanced Jedi (-1DR to all difficulties with Force related rolls/Skills, must raise Control, Sense & Alter at the same time)

Advanced Proficiencies get rid of the base penalties associated with those skills. In the case of Lightaber, it removes the base difficulty of 15 (20 in original rules). Martial Arts, since it's dependent upon the move you're making and the type of attack reduces the base difficulty by 5 (basic unarmed difficulty is now 0) +1D to Unarmed Combat rolls (Strike, Parry & Damage).

Jedi Inherently add their Force Attribute to Lightsaber Combat: 6D Melee + Attribute 2D = 8D

Any advantage or disadvantage that gives you a –DR or +DR means: that it either decreases the Difficulty Rating (DR) by a level or more ; or it increases the Difficulty Rating (DR) by a level or more.

Almost done, remember to read the Force Section under advanced rules to learn about what powers a Jedi is inherently good at and what they are not.

Now pick the Traditional Jedi's powers:
You receive a bunch of inherent abilities (powers) that don't take up Power slots (p.29).

Per Pip of Force Attribute you receive 2 universal power slots
- These Power Slots can be placed wherever you want them to be.

Per Pip of each of the Force Skills you receive a Power Slot
-Each Skill has a locked amount of power slots associated with it that can only hold powers that utilize that Force Skill.

You can Trade in power slots on a 2 to 1 ratio (In the case of Alteration, over time, there simply aren't enough powers that use it's slots) to place slots elsewhere.

Thus, the Jedi Knight's Force Attribute awards him 12 Power Slots.

His Control has 16 Slots, Sense has 16 Slots, Alter has 16 Slots

Powers that use multiple Force Skills take up that many total slots. *Thus, Affect Mind, which uses Control, Sense & Alteration to work, uses a slot in Control, Sense & Alter*

If you run out of available Slots under a Force Skill, you can place the ones from your Force Attribute there to drop more powers in or trade in slots on a 2 to 1 ratio to drop more powers where you want them to be.

So long as you have available power slots, learning a new power is free.

Most (GM discretion) powers can be attempted unskilled at a 5 point penalty to all difficulties (Control, Sense and Alter where applicable)
-Any powers attempted unskilled can be acquired at the end of the session (for free if you have the available power slots or for 5 character points).

Out of Power Slots?
If you pay 5 character points for a power, you are awarded the power slots necessary to use it automatically.

Player Name:

Character Name: The Dude
Type:
Gender/Species: / Human
Age: Height: Weight:
Physical Description:_____
_____
_____
_____

Dexterity_____**4D**
Gunplay
Dodge
Unarmed Combat
(AP) Martial Arts
Novice: Brawling
Melee Combat 6D
(AP) Lightsaber

Knowledge_____**2D**
Scholar
Willpower 3D
Survival

Mechanical_____ **3D**
Navigation
Starship Piloting 4D
Starship Gunnery 4D
Starship Shields

Perception_____**2D**
Sneak
Persuasion

Strength_____**3D**
Climbing/Jumping

Technical _____**2D**
General Maint/Repair 3D
(AP) Lightsaber Build/Repair

Force Attribute:3D(4D+2)
Standard Inherent Powers
Control: 5D+1
Sense: 5D+1
Alter: 5D+1

Equipment: 3,750 Credits, Lightsaber 5D (Purchase your equipment with these funds, you're skilled, building your own Lightsaber was a simple)

Background: You never knew your parents, you didn't have a normal life. All you knew was the Order, it was the way of things. You survived the Jedi purge and are now taking the fight to the Empire, or are you? Will you follow a darker path? The choice is yours. You have what few Jedi in the Galaxy still possess, some rudimentary combat Training which, in your experience is a massive advantage.

Personality: Your training is far from complete, you are untested, and more than likely hunted. You have much growing to do on your journey ahead.

Objectives: Distinguish yourself, by bringing light to the darkness, vanquishing evil and protecting your family if they are still alive.

A Quote: "You want to dance? Now you're speaking my language. You want weapons in this dance? Prepare yourself for disappointment, that toy you're holding won't last."

Connection With Characters: You are the soul of the group & the voice of reason.

Advantages:
Focus: Balanced Jedi -1DR to Force Related Rolls
Enhanced Attribute: Force Attribute +1D

Disadvantages:
Imperial Record 1
Bounty 3
Moral Qualms 1

Move _____**10**
Force Sensitive?__ **Yes**
Force Points _____ **2**
Harmony Points ____**0**
Character Points ___**10**

Wound Status
- ☐ Stunned
- ☐☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

3

Traditional Force Disciplines

Traditional Jedi:

These are the Jedi you know from the films. Whether or not they have formalized training like in the Old Republic, they are the most challenging and intense to play. This path requires a massive investment of Character Points and Attribute Dice. Traditional Jedi are the slowest to advance, yet arguably, the most powerful of all the Jedi archetypes. They are also the most heavily penalized due to their close connection to the force. A Traditional Jedi is like a Paladin from a fantasy game or an Anti-Paladin if you tread down a darker path.

All Jedi must be *Force Sensitive*, which requires a 1D attribute investment. That is all that is required to start. However, a Jedi without a *Force Attribute* has yet to unlock the myriad of powers granted for having at least 1D of *Force Attribute*. It is recommended that you place at least 1D in *Force Attribute* to start, though not necessary. Almost all the powers can be utilized without possessing *Force Attribute*, though it's a lot more difficult.

Force Attribute is the Jedi's overall power level. What you invest in this attribute also determines your maximum attribute potential. This can be modified by taking the Enhanced Attribute or Force Potential Advantages.

A Jedi's training begins in one or all of these three areas: *Control*, *Sense* and *Alter*. You don't require *Force Attribute* in order to start your training, however, it's recommended as your base Attribute focuses these abilities, often stacking with them or adding static bonuses to your power tests. *Control, Sense and Alter* are all Advanced Skills. They can be trained at half cost if you have a Master, ancient writings or an instruction manual. Any number of instructional sources can aid a Traditional Jedi. They have the ability to learn from any other Force User of any principle (even a Raw Jedi, though in their case the Jedi can gain *Force Attribute* faster with the Raw Jedi's Force Attribute counting as twice it's value in the *Training Skill*). Anyone training you only needs to have their applicable force skill higher than yours by any amount.

Control applies to the Jedi's own ability to control his or herself, allowing for them to manipulate the force to enhance their own abilities and lend a sense of focus and "control" to their other abilities and powers. Other Jedi archetypes will have a wilder sense of ability or lack focus.

Sense applies to the Jedi's ability to reach out and feel their surroundings, to read minds and anticipate attacks before they land.

Alteration (Alter) is the Jedi's ability to actively manipulate the real world with the Force. Wether it be levitating objects, themselves, or using objects as weapons is up to you.

**The Lightsaber/Alchemical Weapon skills are now simply training. It is considered a one time purchase advanced skill. 2D cost at character creation or 10 points later that must be learned in two installments to reflect training time. Basing off Melee skill afterward.*

Note:
Traditional Jedi inherently have affinity with Lightsabers & Alchemical Weapons, Pattern Knights & Chaos Knights inherently have affinity with Alchemical Weapons.

To acquire these skills the above Jedi classes need only pay 1D at character creation.

Raw Jedi, Quixotic Jedi and everyone else must pay the full cost 2D to obtain proficiency with these weapons.

Wielding a Lightsaber is natural to any Traditional Jedi. ***Inherently, Jedi receive +1 Pip to hit & damage per attribute pip they possess in Force Attribute.***

Likewise, if a Jedi possesses the Alchemical Weapon proficiency the above also applies to it. In the beginning these are the weapons the Traditional Jedi used prior to the advent of Lightsabers. However, a Jedi must take care not to wield Sith (not other sub class Jedi) Alchemical Weapons. These will apply Darkside and/or Hatred points if used in anger and may even tempt or seduce the Jedi if they are not careful. GM discretion.

Lightsaber/Alchemical Weapon Full Parry: Add 15

difficulty to hit the wielder (base difficulty without Advanced Proficiency).

Advanced Ranged Combat is just like Advanced Melee combat with the following differences: Per 1D in Control add +1 Pip to damage (or reduce it) and Sense adds directly to Gunplay dice pool. Force Attribute does not add to the skill/damage of the Ranged Weapon. Only Lightsabers and Alchemical Weapons can effectively channel the Force.

Force Ability Cost and Benefit:
The Force is so powerful in any edition of this game that in order to balance it appropriately, we decided to add it as an integral part of using the Force. You're buying potential, more than initial power. You have to work and invest and sacrifice in order to achieve your full potential.
1D of Attribute: Force Sensitive, 2D+2 Potential
2D of Attribute: 1D Attribute, 3D+2 Potential
3D of Attribute: 2D Attribute, 4D+2 Potential
4D of Attribute: 3D Attribute, 5D+2 Potential
5D of Attribute: 4D Attribute, 6D+2 Potential
6D of Attribute: 5D Attribute, 7D+2 Potential

The above now reflect the Maximum force potential you can have (which can be modified by Enhanced Attribute and Force Potential Advantages).

Control, Sense and Alter each cost 10 Points to buy without a master and each start at 1D and stack with the *Force Attribute*. If you are trained by a master, or a anyone with some manner of skill you get those starting Control, Sense and Alter dice for 1D each instead of 2D at character creation (or 5 Character points each).

Force Powers are "free", up to the amount of pips you have under each applicable skill; which we will call slots (some cost a control sense and alter slot). Thus someone with a control of 1D has 3 slots for free powers under that skill. Some powers consume one slot, some two and some three. If a power is just Control based that's 1 slot. If a power is Control and Alter that's 2 slots, if a power is Control, Sense and Alter that's naturally a 3 slot power. After you run out of slots, additional powers cost 5 points per power to acquire regardless of the amount of "slots" they reside in. You must possess the appropriate amount of slots for the "multi slot powers under Control, Sense and Alter.
However, *Force Attribute adds a number of* ***universal*** *power slots: 2 per pip of the Attribute.*

Characters can choose a Focus for their force abilities:

Balanced Jedi must raise their *Control, Sense and Alter* skills at the same time. These Jedi are always in harmony with their abilities. All their difficulties for any force ability are reduced by one level. Their *Force Attribute* is considered to be 1D higher (limited by *Force Potential*) and this bonus is not diminished by Null Force abilities (like Force Armor). They start play with 3 additional Skill dice (you can always purchase Control, Sense and Alter at straight cost with these dice, they do not count toward your maximum skill allocation).

Focused Jedi choose Either *Control, Sense or Alter* as their specialty. All abilities under their specialty are utilized at 2 difficulty levels lower & increase the **effect** 2 levels higher. They can also specialize in either *Control, Sense or Alter* and raise it at normal cost like a regular non-advanced skill (choose the applicable skill, this is a free specialization). They start play with the Scholar, Tactics & Willpower skills in addition to any they would normally receive.

Jedi Battle Masters are focused on combat skills and receive an additional +1 pip per Force Attribute D to their skill and damage rolls using all combat skills. T*his is a* ***Static bonus*** *(Full D are expressed as +6) ignoring Force Armor, and applies to piloting and gunnery skills as well.* They also receive the Lightsaber & Martial Arts Advanced Proficiencies for free.

Wild Jedi are unpredictable and unfocused practitioners of the force. They receive +2D to their *Force Attribute & Force Potential*. However, they suffer a +1DR penalty to all all difficulties for any non-inherent or Innate ability. Their Control, Sense and Alter skills always roll an additional Wild Die (even if those skills aren't that powerful yet, if they are, the additional D6 replaces one of their existing dice). Doubling the chances of both good and bad effects. They can actually botch twice on each of their abilities! (in addition to exploding the dice twice).

They receive 3D in Skills that the GM randomly assigns (can be in unskilled areas, and it doesn't grant the skill proficiency in this instance, you must purchase it later).

Any power that requires multiple skills to activate suffers the full multi action penalty in the first round, however, any power that remains "up" is considered a single free action by the second round to "park" and maintain.

*Lightsaber/Alchemical Weapon combat is now considered **Advanced Melee combat**. It is a multiple action Control + Sense and then Control adds (or subtracts) directly to/from damage and Sense to melee dice pool (it applies to more than just lightsabers, with the damage code uncapped with lightsabers, but cannot exceed the base damage code of the weapon like a sword wielded). Thus you cannot full parry, Just to strike and parry with this skill "activated" is 4 actions. Once the power is "up" it only counts as 1 action (so the following round the same as above would be only 3 actions); Once the power is "up" (after the initial round you raised it), it can be parked in 2 free action slots so you can full parry.*
***Note:** Damage and skill bonuses conferred by this power add to the base damage and hit bonuses conferred by standard lightsaber attribute bonuses gained by a Jedi.*

Traditional Jedi Practitioners:

Inherent Usable Abilities: (1 Free Action Required to activate unless listed as Innate)
+1 to Free Actions (3 Base)
Concentration
Life Detection
Danger Sense (Innate)
Sense Force Disturbance – Distance is directly proportional to Attribute and the gravity of the event. (Innate)
Enhance Attribute - Add Attribute and/or Trigger the Power
Reduce Injury (Innate)
Receptive Telepathy (Innate)
Projective Telepathy
Accelerate Healing
Control Breathing
Transfer Force (Innate)
Magnify/Enhanced Senses - Add Attribute and/or Trigger the Power
Lightsaber Combat (Attribute Based) (Innate)
Base Proficiency: Lightsaber Combat (Cost 1D for Full)

Inherent Usable Abilities are not considered actions, but as free actions (1 Free action to trigger, if you have free actions remaining, otherwise, 1 Action)

Innate powers DO NOT USE an action to trigger, they are literally always active.

Lightsabers: The typical weapon of the Jedi. The Damage codes typically sit around 5D. You can have any variation of this, though I recommend it not to exceed 5D-7D range of base damage. Other flavors of them might be smaller ones at 4D like Yoda's or even Training Sabers that range from 1D-3D.

Light Foils: The weapon of the Tapani Dueling Class.

Also, it's no less a Lightsaber than any other … save for the fact that people not in the know build them like crap and they malfunction regularly. However, a well constructed Light Foil is just as durable as any Lightsaber. Damage Codes, as per the rules from Tapani typically have them ranging from 3D to 4D+2. I would say they should range from 3D-5D. Light Foils are also difficulty base 10 instead of 15. Lightsaber Advanced skill eliminates the penalty, the boon here, however, is that I would always consider the Light Foil to be easier to wield. So, feel free to give these weapons a +5 bonus hit and deflection rolls to reflect the balance of the weapon and the construction quality. Light Foil saber housings are, normally, lovingly crafted.

Further personalization of the weapons (like to the individual) will confer between 1 and 3 alternate functions. Like having a holdout blaster affixed to the base of the hilt, a basket guard affixed to the saber, protecting both the wielder's hand, making it harder for the user to be disarmed and capable of being used as a Melee enhancement to slam into adversaries' faces or a modular attachment allowing the wielder to alter the weapon on the fly into emitting bursts of plasma as a ranged weapon. weapon at GM discretion (If you are from Tapani, it totally makes sense).

Sub-Class Weaponry of the Jedi:

Alchemical Weapons: These weapons represent items like Sith Swords, which cannot be destroyed by lightsaber strikes. For all intents and purposes they are point for point and D for D just as good as a lightsaber (with some exceptions). Essentially, treat these objects as if they were "Vorpal" swords from a fantasy setting. These are the weapons of Raw Jedi and even some Jedi. I am removing the inherently "evil" taint from Sith Swords unless, of course, the object was specifically designed to inflict pain or it was created by sacrificing 100 people and channeling their essences into it. The alchemical creation of a weapon is the basic fundamental of where all Jedi began. An item that allows them to channel their powers directly into it just like the Lightsaber.

Other Types of Force Users:

Raw Jedi

Limited Force Users

Quixotic Jedi

Pattern Knights

Chaos Knights

Traditional Force Powers
© Fantasy Flight

Redefining The Force

In the traditional game you simply roll Control, Sense or Alter or a combination of the three. However, with the introduction of Force Attribute things change somewhat.

Typically Force Attribute can add damage dice to Lightsaber/Alchemical combat and those dice are rolled as normal. However, when it comes to a Traditional Jedi's powers, the only dice that are rolled for random effect are Character Points, and anything that enhances the *Force Attribute* above it's standard threshold, like *Control, Sense & Alter* or Force Points. **In the case of Force Points doubling your D codes:** The portion of the *Force Attribute* that is doubled is also *Static*.

Force Attribute, for the purposes of a Traditional Jedi, is Static. Which means you gain an automatic 6 points per D of attribute you possess.

All other Force subclasses roll their attribute randomly. This is the main differentiating factor between a Traditional Jedi vs a Raw Mage (who's power is utterly random and flexible, though their resistance to hostile Force powers is *Static*) and even the focused Quixotic Jedi. In the case of the Pattern Knight and Chaos Knight who each have much more limited perspective and are arguably much more difficult to corrupt by dark side energy, they can freely wield any Sith Relic without fear of corruption.

All the training, all the focus and all the burden of being a Jedi typically falls heavily upon the Traditional Jedi, they carry the weight of the galaxy with them. Almost all of their actions have consequences. They are the most difficult to play, the most difficult and expensive to increase ability with and, incidentally, the most powerful in a manner of speaking.

When you look at the beginning of each Jedi Subclass you see their Inherent Powers list. The Traditional Jedi is no exception to this, save for the fact that their Inherent powers trigger off of attribute at a *Static* level. If you tie *Control, Sense or Alter* to them (as actions for more oomph) those dice are resolved normally.

NOTES: *Not all powers will trigger off Force Attribute. However, Quixotic Jedi, Pattern Knights and Chaos Knights can violate this, because they are derivatives of the "pure" use of these abilities.*

Force Attribute NEVER counts as an Action when applied to any power usage.

Vs a Raw Mage or any other subclass of the Jedi a Traditional Jedi can add their Control, Sense or Alter to resist attacks where Control, Sense or Alter would apply to resist an attack. Here's an example: Control to resist mental assaults, Sense to pierce Illusions, Alter to deflect negative energy assaults like a blast of energy, lightning bolt, magic missile, etc.

Unless otherwise specified by a power, Force Attribute is always considered as if it were Armor versus a Force Attack/Spell. Reducing the assault's damage by it's D code.

Master List of Powers

Traditional Jedi Powers

Control:
Absorb/Dissipate Energy
Accelerate Healing
Burst of Speed
Concentration
Contort/Escape
Control Disease
Control Pain
Detoxify Poison
Emptiness
Enhance Attribute
Force of Will
Hibernation Trance
Instinctive Astrogation
Reduce Injury
Remain Conscious
Remove Fatigue
Short-Term Memory Enhancement
Horizontal Traversal

Sense:
Beast Languages
Combat Sense
Danger Sense
Direction Sense
Instinctive Astrogation
Life Detection
Life Sense
Life Web
Magnify Senses
Merge Senses
Post cognition
Predict Natural Disaster
Receptive Telepathy
Sense Force Presence
Sense Force Potential
Sense Path
Shift Sense
Translation
Weather Sense

Alter:
Telekinesis

Control and Sense:
Farseeing
Force Unity
Life Bond
Advanced Melee Combat
Advanced Ranged Combat
Projective Telepathy

Control and Alter:
Accelerate Another's Healing
Control Another's Disease
Control Another's Pain
Control Breathing
Create Force Talisman
Detoxify Another's Poison
Force Jump
Place Another in Hibernation Trance
Remove Another's Fatigue
Return Another to Consciousness
Transfer Force

Sense and Alter:
Dim Another's Senses
Force Shield

Control, Sense and Alter:
Affect Mind
Battle Meditation
Enhanced Coordination
Fold Space
Force Harmony
Projected Fighting

Dark Side and Sith Powers

Unclassified:
Force Scream

Control:
Channel Rage
Rage

Alter:
Bolt of Hatred
Dark Side Web
Injure/Kill

Control and Alter:
Aura of Uneasiness
Create Force Talisman
Drain Energy
Electronic Manipulation
Feed on Dark Side
Draw from Background Emotions
Force Lightning
Hatred
Inflict Pain
Waves of Darkness

Control and Sense:
Sith Sorcery

Sense and Alter:
Force Wind

Control, Sense and Alter:
Alchemy
Control Mind
Create Force Storms
Doppelganger
Drain Life Energy
Drain Life Essence
Memory Wipe
Telekinetic Kill
Transfer Life
Force Illusion

Questionable Powers

Sever Force

Control Powers

Absorb/Dissipate Energy (1FA)

Control + Force Attribute

Difficulty: Automatic for sunburn; Very Easy for intense sun; Easy for solar wind; Moderate for a radiation storm. Characters may use this power for energy attacks such as blaster bolts and *Force lightning* – the difficulty is Moderate. *This power can be kept "up" as a Free Action. It's 1 DR lower to deflect/dissipate than Absorb directed attacks (Blasters, Force Lightning, etc).*

Effect: This power allows Jedi to absorb/dissipate energy, including light, heat, radiation, and blaster bolts. If the user fails the roll, they take full damage from the energy. This power may be used to ward off sunburn, heat-stroke, and radiation exposure, as will as withstand intense heat. This power may also be used to absorb blaster bolts, as Darth Vader did on Cloud City. The character must activate the power in the same round to absorb the blaster bolt or *Force lightning* -- the power can be triggered as a Free Action so long as the ability is trained. If no action dice remain then the Force Attribute is static. Anything rolled over the base difficulty is resistance to the attack.

***Redirect Energy* falls under the purview of this power. If used to absorb light, treat as intense sun. Applies a –2DR to Hide and Stealth Rolls.**

Accelerate Healing

Control + Force Attribute

Difficulty: Easy for wounded characters, Moderate for Wounded Twice (Severely Wounded) characters, Difficult for incapacitated character and Very Difficult for Mortally Wounded characters.

Time to Use: One minute

Effect: If you succeed on beating the difficulty, you heal appropriately. *Thus if Mortally Wounded, you might not hit a 25 on your roll, however, if you manage to roll a 10, which is easy, then it reduces your overall wound level to Incapacitated.*

Burst of Speed

Control + Force Attribute

Control Difficulty: Moderate

Required Powers: *Enhance attribute*

Effect: A Jedi can use this power to enhance his Move rating, increasing his running and walking speeds dramatically for a short period of time. Both the duration and Move increase are determined by the amount the Jedi's *control* roll exceeds the difficulty. The duration can be increased by spending character points – for each character point spent, the duration is increased by one round. These points can be spent at any time before the power fades.

***Control* Roll > Move**

Difficulty By: Increase Duration

0-8 Base Move x1.5	4 Rounds
9-20 Base Move x2	3 Rounds
21+ Base Move x2.5	2 Rounds

Concentration (2FA)

Control Only

Difficulty: Easy if the Jedi is relaxed and at peace; Difficult if the Jedi is filled with aggression, fear, or other negative emotions; Very Difficult if the Jedi is acting on the negative emotions.

Effect: When using this power, Jedi clear all negative thoughts from their minds, feeling the Force flowing through the universe and their own being. The individual Jedi concentrates on one specific task at hand. If the skill roll is successful, the Jedi may add +4D to any one action in that round. The Jedi may do nothing other than using the *concentration* power and using that one skill for a single action. The Jedi receives no bonus
if anything else is done in that round, including duplicate uses of the same skill or dodges or parries. This power may be used in conjunction with Force Points and Character Points. This power
is only in effect for one round and may not be kept up.

Contort/Escape

Control Only

Difficulty: Very Easy for loose bonds; Easy for hand binder; Moderate for serious restraints; Difficult for maximum security, Very Difficult for paranoid security, Heroic vs a Force Cage *(can be used as it's an internalized activation).*

Required Powers: *Concentration, control pain*

Effect: The character may escape bonds by contorting in painful and difficult (but still physically possible) ways. By stretching, twisting, and dislocating joints a Jedi can escape almost any physical restraining

device. While this is indeed a painful procedure, Jedi are trained to block out the pain and focus on the task at hand.

Control Disease

Control + Force Attribute
Difficulty: As Accelerate Healing
Required Powers: *Accelerate healing*
Time to use: 1 Minutes to several uses over time
Effect: *Control disease* allows the Jedi to direct and control the antibodies and healing resources of her body to throw off an infection or to resist the diseases within the body. This power allows a Jedi to control his or her disease. The Virulence of the Disease is rated by the effective Wound Level you're targeting. Success at any level reduces the disease by the appropriate amount.

Control Pain (2FA to Activate 1FA to Maintain)

Control Only
Difficulty: Very Easy for wounded or stunned characters, Easy for incapacitated characters, Difficult for mortally wounded characters.
The power can be kept up, so the character can ignore the pain of injuries for a long period of time. However, whenever the character is injured again, the Jedi must make a new control pain *roll, with the difficulty being the new level of injury.*
Effect: An injured character who uses *control pain* can act as if he has not been wounded immediately after he uses the skill. The wound is not healed, but the character doesn't suffer the penalties of being wounded: a wounded Jedi doesn't loose 1D from all actions; an incapacitated character can still act normally, as can a mortally wounded character. *This power can also be used to shrug off any stun results if they have any Free Actions remaining.* However, the injury can still grow worse even if the character doesn't feel the pain. For example, a character who's been wounded twice and is wounded again would still become incapacitated. Mortally wounded users make the same rolls as other mortally wounded characters, even if they aren't feeling any pain.

Detoxify Poison

Control + Force Attribute
Difficulty: Very Easy for a very mild poison (alcohol); Easy for mild poison; Moderate for an average poison; Difficult for a virulent poison; Very Difficult to heroic for a neurotoxin.
Time to Use: Five minutes
Effect: This power allows a Jedi to detoxify or eject poisons that have entered her body. If the Jedi makes the power roll, the poison doesn't affect her.

Emptiness

Control Only
Difficulty: Moderate (cannot use without Control)
Note: Characters who are consumed by the dark side of the Force may not use this power.
Required Powers: *Hibernation trance*
Effect: The user empties his mind to allow the Force to flow through him. Characters in *emptiness* seem to be in deep meditation and are totally oblivious to their surroundings. A character in *emptiness* may not move or take any action except to try to disengage from the *emptiness*. While in *emptiness*, a character is difficult to sense or affect with the Force. When another character attempts to use a Force power on the character in *emptiness*, add the meditating character's *emptiness* roll to the difficulty for the other character's rolls. This difficulty is added regardless of whether or not the *empty* character would willingly receive the power's effect. Once a character gets out of *emptiness*, **the character gets a +9 bonus modifier to all Force skill rolls** for a period equal to the amount of time the character spent in *emptiness*. This bonus is reduced by 1 for every Dark Side Point the character has. When in *emptiness*, characters dehydrate and hunger normally – some initiates have died because they lacked enough *control* to bring themselves out of *emptiness*. When the character enters into *emptiness*, the player must state for how long the character will be in meditation. A character must make a Difficult *control* skill roll to exit *emptiness*.

The character may attempt to come out of meditation under the following circumstances: When the stated time has passed. Once each hour beyond the original time limit. Triggers can be set as well, like physical stimuli, **if the character's body takes any damage (even stun), they immediately snap out of the *Emptiness.*** You can shake someone in *Emptiness* awake if it was a predefined trigger. Audible triggers can also be utilized like the warbling of the bridge sensors when reaching the end of a hyperspace jump. However, these preset triggers merely reduce the Control difficulty to emerge from

Emptiness by 5. *Cannot be affected by negative, **mind affecting**, force powers while in this state.*

Enhance Attribute (1FA) or 1FA + 1 Action

Force Attribute or Force Attribute + Control
Difficulty: Innate as Attribute or Moderate by Adding Control as an action.
Effect: A Jedi uses this power to increase a single attribute for a limited period. An increased attribute can help a Jedi jump higher, see better, and run faster. All skills governed by the enhanced attribute increase by the same amount for as long as the power remains in effect. An attribute increased by this power remains enhanced for the duration listed below. A Jedi can only increase one attribute at a time. If a character invokes the power to enhance a second attribute while the first attribute is still enhanced, then the first enhancement fades and the second attribute receives the increase. **The Force Attribute is the bonus to their Attribute**, to be kept "up" it must be sustained as a Free Action. **Force Attribute + Control (added to base Attribute effects)**
Difficulty By Duration/Increase
0-13 +1D / 3 rounds
14-25 +2D / 2 rounds
26+ +3D / 1 round
The above chart only applies to stacking the power activation with the Inherent ability only. Per Character Point spent, these additional effects can be extended by 1 combat round.

Force of Will (1FA)

Control Only
Difficulty: Automatic
This power may be kept up as 1FA
Effect: By using *Force of will,* the character uses his or her own *willpower* skill to fight the effects of hostile Force powers. If faced with a mind-based power, the Jedi's *willpower* skill roll may be added to either the *control* or *Perception* code. The *control* (or *Perception*) plus *willpower* total is referred to as the "protection number." If the attack roll is less than the target's *control* (or *Perception*) roll, the character suffers no ill effects. If the attack roll is greater than the protection number, the Jedi suffers the effects of the attacking power, minus the resistance roll. If the attack roll is greater then the *control* roll, but less than the protection number, the Jedi is protected from the power, but his *willpower* is considered "battered." Subtract 3 from the character's *willpower* skill. The Jedi can still continue to defend, but with the decreased *willpower*. If a Jedi's *willpower* skill roll ever reaches 0, the *Force of will* power is automatically dropped, and the Jedi can only resist with *control* or *Perception*. It takes one day to recover 3 damage from a "battered will," or one hour in *emptiness* (or *rage*) for each 3 points to recover.

Note: *Force of will* does not protect against *Force lightning* or *Force storms* or objects hurled by *telekinesis*. These are external rather than internal powers, in which case *willpower* would be useless. However, it works on *injure/kill*, *telekinetic kill*, *inflict pain*, and other powers which directly use the Force to affect the target.

Hibernation Trance (2FA)

Control + Force Attribute
Difficulty: Difficult
This power may be kept up as 2FA
Effect: The Jedi places himself into a deep trance, remarkably slowing all body functions. The Jedi's heartbeat slows, his breathing drops to barely perceivable levels, and he falls unconscious. When a Jedi enters a *hibernation trance,*
the character must declare how much time they will spend and/or under what circumstances the character will awaken: after a specific amount of time, or what stimulus needs to be present (noise, someone touching them, etc.). A character can heal while in a *hibernation trance,* but may not use any other skills or Force powers. *Hibernation trance* serves two purposes. It allows a Jedi to "play dead." It can be used to survive when food or air supplies are low. A character in hibernation uses only about a tenth as much as someone who is sleeping – he can hibernate for a week in a dry climate, for up to a month in a wet climate before dying of thirst. Anyone who sees a Jedi in hibernation assumes he is dead unless he makes a point to test him. Traditional & Quixotic Jedi will be able to detect the Force within the hibernating character and realize that they are alive.
Game Effects: *-3 DR Endurance, Survival, Willpower, -1 DR to all mental checks pertaining to survival or clam, ONLY while in meditative state, can "sleep" in this state and is aware of surroundings on normal perception check (at -1 DR). While in this state, opposed Jedi powers are all at +3 DR.*

Instinctive Astrogation (Navigation)

Control Only

Difficulty: Very Difficult (Space); Moderate (Planetary)
Modified by astrogation difficulty.

Time to use: One minute

Effect: *Instinctive astrogation control* is far more difficult than *sense*-based *instinctive astrogation* power because rather than trying to feel the correct solutions to the hyperspace equations, the Jedi calculates them in his head. This is quite possible and is often done as part of training exercises, though the figures generated are rarely utilized because it is so easy even for a Jedi to make a mistake. The difficulty is modified by how hard the task is with a nav computer.

Task is: Modifier (add to difficulty)

Very Easy	0
Easy	+5
Moderate	+10
Difficult	+15
Very Difficult	+20
Heroic	+30

If the *control* roll is successful, a Very Easy *astrogation* roll is necessary to enter the correct routs into the nav computer. If the Jedi fails the attempt, she overlooks an obstacle, and sends the ship down an inherently dangerous path, thereby making the *astrogation* difficulty Very Difficult. If the *control* roll is missed by five or more points, the *astrogation* difficulty increases to Heroic. This is a largely unknown application of the *control* power that allows Jedi to plot astrogation paths instead of using the more well-known *sense*-based *instinctive astrogation* power. *Instinctive astrogation control* is little more than a curiosity, studied only by a few Jedi theoreticians.

Reduce Injury (Innate)

Force Attribute + Control

Difficulty: Moderate for *Incapacitated* characters, Difficult for *mortally wounded* characters, Very Difficult for *dead* characters *(Automatic Success for Traditional Jedi;* ***the first triggering*** *for a Jedi who has less than 7 Dark Side Points does not cost a Force Point, per session). It can only be triggered once per session, however, if Light Side (not consumed) it can be triggered twice. Second activation costs a Force Point.*

Effect: By using this power, a Jedi may call upon the Force to reduce the amount of injury he suffers; this power is normally only used in desperation because of its long-term repercussions. When the power is successfully used, the Jedi loses a Force Point. Any injury that is suffered is reduced to *wounded.* If the original injury would have killed the character, he must choose to suffer a "permanent" (GM Discretion) injury of some kind. *(Cinematically this is not always a necessary thing, especially if the player was being selfless. I can imagine a damn near crippled Jedi because they always take one for the team… lol.* ***I would say NO permanent injuries unless the player was being stupid.)***

Note: Spending Force Points in this manner not at the beginning of the round – is allowed. Also, it is not always a "selfish" act to save one's own life, so the character might be able to get the Force Point back. If the character was fighting to save others from doom and fails – and if he doesn't fight, they *certainly* die . *This would be considered a heroic action because it involves a great sacrifice.*

Remain Conscious (1FA)

Control Only

Difficulty: Easy for *stunned* characters, Moderate for *incapacitated* characters, Difficult for *mortally wounded*
characters.

Required Powers: *Control pain*

Effect: *Remain conscious* allows a Jedi to remain conscious even when he has suffered injuries which would knock him unconscious. In game terms, when a character with this power
suffers this kind of injury, they ignore the knockout effect. If the role is unsuccessful, the Jedi passes out. If successful, the Jedi can do any other actions declared for that round – often characters will attempt to *control pain* in the following round so that they will be able to remain conscious. Once this action is completed, the Jedi will lapse into unconsciousness, unless *control pain* or something else is done to keep the character conscious (if required).

Note: *I am throwing out Resist Stun as a power after working through this one, as you can sustain it and ignore the effects of stun(s).*

Remove Fatigue
Control + Force Attribute
Difficulty: Moderate.
This power remains up, automatically, 1 action per day (below).
Required Powers: *Accelerate healing, Control pain*
Effect: The character uses this power to combat the effects of strenuous work. The Jedi manipulates the Force, causing bodily toxins to be ejected much more efficiently, thus allowing
for greater stamina. While kept up, the Jedi must make an *endurance + Control* check once per day. While using this power, a Jedi must fail two *endurance + Control* checks before he or she is fatigued. The character still has to eat and drink normally. If the Jedi does fail two *endurance* checks and becomes fatigued, a penalty of –1D is applied to all attributes and skills for 1D hours.

Short-Term Memory Enhancement
Control Only: Difficult
Required Powers: *Hibernation trance*
Effect: When a Jedi uses this power, they can replay recent events in order to more carefully examine images and peripheral
occurrences. Using the power, a Jedi can freeze images and even scan memory tracks to recall details that were seen but not consciously registered at the time of observation.
In game terms, this power can be used to alert a Jedi to information, items, other characters, or anything else that passed before his senses within a specific span of time. In addition, if a
game master provided clues or leads to clues that the players originally missed or ignored, this power can be used to recall them. When players get stuck on a puzzle or mystery within an
adventure, this power can alert them to possible solutions, if those solutions were observed earlier in the adventure. How far back a Jedi can remember depends on the success of his *control*
roll.
Skill Roll > Memory
Dificulty by Extends Back
1-8 Through current session
9-20 Through last session
21+ Through last two sessions

Horizontal Traversal (1FA)
Control Only: Moderate
Required Powers: Burst of Speed.
Effect: You can use some or all of your movement on a wall, as long as you begin and end your turn on the floor. The height you can achieve on the wall is limited only by your movement limit. The power replaces your movement for a combat round. If you fail your Control roll, you fall prone, taking damage as appropriate for your height above the floor. Treat the wall as normal floor for the purposes of measuring your movement, but not for where you can begin or end your move. Shifting from a horizontal surface to a vertical surface (and vice-versa) costs 2 meters of movement, Force Attribute can negate this. Adding 1 meter of movement per D of Attribute.
Note: If used in conjunction with Burst of Speed, the force attribute is considered *Double* it's rating.

Sense Powers

Beast Languages
Sense + Force Attribute
Difficulty: Easy if the animal is domesticated/friendly (such as a bantha); Moderate to Difficult if the animal is wild, but non-predatory (such as an undomesticated tauntaun); Very Difficult to Heroic if the animal is ferocious/predatory (such as a wild rancor). *This power may be kept up for 1FA*
Required Powers: *Life sense, receptive telepathy*, *projective telepathy*, *translation*
Effect: This power allows the Jedi to translate a beast-language and allows the Jedi to speak it. As creatures rarely have "true" languages, the Jedi is actually reading the differences in surface emotions within grunts and growls and other cues of body language. Note that the character may keep up this power if the Jedi needs to continue picking up the emotional state of a creature. For beasts that can be ridden, subtract 2D from their orneriness code while this power is in effect. A creature's minimum orneriness code is 0D.

Combat Sense (Innate)
Sense + Force Attribute
Difficulty: Moderate for one opponent, modified by +3 for each additional opponent the Jedi wishes to defend against.

Required Powers: *Danger sense, life detection*
Effect: Combat sense allows a Jedi to focus on the battle at hand. Everything else becomes dulled and muted as the Jedi's senses are all turned toward the combat occurring around him. All targets become mentally highlighted in the Jedi's mind, enhancing his ability to attack and defend. In game terms, the Jedi gains important advantages. First, the Jedi may choose when he wishes to act that round—no initiative rolls are necessary while the power is in effect. If more than one Jedi is using the power, whoever rolled highest when invoking the power determines when he wishes to act. Second, the Jedi's attack and defense rolls are increased by +2. ***Combat sense lasts for ten combat rounds and doesn't count as a "skill use" for determining die code penalties.***

Danger Sense (Innate)

Sense Only or Sense & Force Attribute
Difficulty: None; *This power can be "kept up" as 1FA but is typically Innate.*
Effect: Danger sense allows a Jedi to extend his senses around himself like protective sensors creating an early warning system for as long as the power remains in effect. Depending upon the nature of the danger the warning may be ambiguous.
Sense (Innate): Per D of Sense the Jedi possesses they receive 1 point toward all defensive actions. These defensive points never convert into D codes. Thus a 10D Sense = +10 to defensive rolls (Dodge, Parry, etc., not Strength)
Static: If the power is put "up" (1FA) in addition to a Jedi's innate ability, it confers their Static Force Attribute value as a bonus on top of the Sense bonus. If placed up as a Quixotic Jedi, it confers the same benefit.

Direction Sense

Sense Only
Difficulty: Easy; modified by proximity. This power can be kept "up". Effect: Direction sense allows a Jedi to be guided by the Force toward a particular goal or destination. It could be an object of importance, the north pole of a planet, the nearest cantina, etc., but this power does not sense life forms. Alternatively a Jedi may use the Force for guidance through a maze like cavern. If the Jedi meets the required sense difficulty, she just knows the general direction the object or location is in: left, right, forward, behind, above, below. If she succeeds by 10 or more, the Jedi knows exactly in what direction and how far away the location is from her current position.

Instinctive Astrogation (Navigation)
Sense Only
Difficulty: Moderate, modified by Astrogation difficulty or Very Easy for Planetary Navigation.
Required Powers: Magnify senses
Effect: This is the more well known ability of the Jedi to calculate astrogation routes without the use of a nav computer. The Jedi uses his sense skill to feel through the myriad of hyperspace routes to determine the safest path. The difficulty is modified by the treacherousness of the path:

Task is:	**Modifier (add to difficulty)**
Very Easy	-10
Easy	-5
Moderate	0
Difficult	+5
Very Difficult	+10
Heroic	+15

If the Jedi succeeds at charting the course, they need only generate an Easy astrogation total to plot a safe path. If the Jedi fails the roll, the astrogation difficulty is automatically Very Difficult; if the roll is missed by more than five points, increase the difficulty to Heroic.

Note: This power can be used to shave time off of a trip. Increase the difficulty by 1 for each hour shaved off travel time, with a minimal time within reason to the game master.

Life Detection

Sense + Force Attribute
Difficulty: Very Easy if the subject has Force skills or is Force sensitive; Very Easy Modified by relationship if not. This power may be kept up as 1FA
Effect: This power allows the Jedi to detect the location of sentient beings who might otherwise remain hidden from their normal senses. When the power is activated, the Jedi knows the location of all sentients within 10 meters if the power is kept up, the Jedi may know whenever a sentient approaches within 10 meters of them or vice versa. When the Jedi approaches or is approached by a sentient being, the character makes a Sense roll and each sentient creature makes an opposed control or

Perception roll to avoid detection. Both actions are "free" actions and don't count as a skill use (and thus there are no die code penalties except those caused by injury). If a tie occurs, the Jedi detects the creature in question. If Jedi beats the target's roll by 10 or more points, the Jedi is aware if the person has Force skills (yes or no), is Force sensitive (yes or no), or if they have met before (yes or no), and if yes, what their identity is.

Life Sense

Sense Only
Difficulty: Very Easy. Modified by proximity and relationship.
Required Ability: Life detection
This power may be kept up to track a target as 2FA
Effect: The user can sense the presence and identity of a specific person for whom he searches. The user can sense how badly wounded, diseased, or otherwise physically disturbed the target is. A target may use the control skill to hide his identity from the Jedi that uses life sense . The character's control skill is added to the seer's difficulty.

Life Web

Sense + Force Attribute
Difficulty: See below: modified by proximity.
Note: Must have encountered the species before.
Required Powers: Life detection, life sense, sense Force
Time to Use: 20 minutes
Effect: This power is used to detect large concentrations of members of a specific species such as humans, Rodians, or Chadra Fan. When the power is used successfully, the users sense the general direction toward the population. If the Jedi beats the difficulty by 10 or more, she knows the approximate distance to the population (i.e., hundreds or thousands of kilometers, or single tens, hundreds, or thousands of light years). The base difficulty depends upon the size of the nearest significant population:

Very Easy	Population in tens of billions
Easy	Population in billions
Moderate	Population in hundreds of millions
Difficult	Populations in tens of millions
Very Difficult	Populations in millions
Heroic	Population in hundreds of thousands

This power may not be used to detect populations smaller than 100,000 individuals. This power may only be used to detect species that the Force user has encountered. This power requires at least 20 minutes of continuous concentration. For each additional time increment, the Force user may add +1D to his or her sense roll.

Magnify Senses (Innate) (1FA to Activate)

Force Attribute & can be used with Sense as an additional Action to stack the effects.
Difficulty:Very Easy. Modified by proximity.
Time to Use : Instantaneous
Effect: This power allows a Jedi to increase the effectiveness of his normal senses to perceive things that are otherwise impossible without aid. He can hear noises beyond his normal hearing due to distance or softness he can't hear or see beyond normal species frequencies. Likewise, he can see normal visible things over distances that would normally require the use of macrobinoculars, and identify scents and odors that are normally too faint for human olfactory senses. Works with Search and other optical based skills as an added dice pool. **Force Attribute + Sense (added to base Attribute effects)** You actually Roll Force Attribute if Stacking this power.
Difficulty By Duration/Increase
0 13 +1D / 3 rounds
14 25 +2D / 2 rounds
26+ +3D / 1 round
The above chart only applies to stacking the power activation with the Inherent ability only. Divide Force Attribute in half and these additional effects can be maintained for a number of rounds equal to that rounding down.

Merge Senses

Sense + Force Attribute (Sometimes Alter, see below)
Difficulty: Moderate. Modified by proximity.
Time to use: Three rounds
Required powers: Magnify senses
Effect: This power allows a Force user to perceive things through the senses of another creature, one with animal intelligence or less. He can see through the eyes of the selected creature, enjoying the benefits of being bound by the restrictions of the creature's vision. He can hear through the creature's ears; smell was that creature smells; and physically feel whatever the creature is feeling. The Force user does

not control the creature, but can make suggestions. The simpler or less threatening the request, the more likely it will be agreed to. If a suggestion goes against the nature of the creature or would put it in an obviously hazardous situation, the Force user must make an alter roll against the subject's willpower. Failure means the suggestion is ignored. While the Force user's senses are merged with a creature's, the Force user's retains the ability to make actions at a +2DR. Releasing the target creature can be achieved instantly with no roll required. The link with the creature is also broken by the death of either the creature or the Force user.

Post cognition

Sense + Force Attribute

Difficulty: Easy if seeing less than two hours into the past; Moderate if seeing two hours to a week; Difficult if seeing a week to six months; Very Difficult if seeing six months to a year; Heroic for year to two years, Epic for the distant past.

Required Powers: Hibernation trance, life detection, Sense Force

Time to use: Five minutes, +1 DR to difficulty for each minute cut. Minimum one minute. 1 DR for 1 extra minute.

Effect: Post cognition allows a Jedi to investigate the tenuous imprints of the Force left on objects when they are handled by living beings. If that being had any manner of force potential (even a Limited Force User) reduce the difficulty by 1DR. The character must be able to handle the target object. The Jedi can declare how far in the past is being reviewed prior to rolling post cognition, a specific search by the jedi is considered to remove 5 from the difficulty. Otherwise, the information comes in waves, from the most recent to the oldest vision if they roll high enough. If the roll is successful, the Jedi can determine who has handled or touched the object and what events have transpired around it. The Jedi may "search" for specific incidents or simply review past events, somewhat like viewing a hologram. If the post cognition roll is equal to or higher than three times the difficulty number, the character can witness events when the object was present as if she were there herself. If the post cognition roll is greater than or equal to twice the difficulty number, the Jedi gains a good sensory impression of the event, but is limited in that the primary sense (the sense which gives the most information, usually sight) is wavery or obscured; the other sensory impressions come through clearly. If the post cognition roll is simply greater than the difficulty number, then all sensory impressions are muffled, tactile sense is dulled, smells or tastes are indistinct or mixed. The Jedi receives a vague sense of who handled the object and what events transpired around it.

Predict Natural Disaster

Sense + Force Attribute

Difficulty: Easy if the Jedi has lived in the area for more than a year. Moderate if the Jedi has been living within the area between six and 12 months. Difficult if the Jedi has been living within the area between one and six months. Very Difficult if the Jedi has been living within the area less than one month. Modified by severity of disaster (larger disasters are easier to predict) and degree to which the disaster could reasonably be predicted (game masters may decide that disasters are easier or harder to predict based on a multitude of factors).

Required Powers: Danger sense, life detection, weather sense, magnify senses

Time to Use: 15 minutes. May be reduced in five minute increments by increasing difficulty one level per five minute increment (minimum time to use is one minute).

Effect: The Jedi can sense local meteorological and geological conditions and predict imminent disasters, such as earthquakes, volcanic eruptions, floods, landslides, avalanches, cave ins, tornadoes, hurricanes (weather sense can also predict these, possess both powers for a 1DR to all rolls and half the time requirements), etc. By opening his or her senses to the environment, the Jedi can predict these disturbances, much as animals can seemingly sense an earthquake hours or even days before it happens. Like weather sense , this power does not lend itself to quick predictions. It customarily takes weeks for a Jedi to get to know local weather patterns and topography. The prediction is effective for 12 hours. The difficulty increases by one level for each additional 12 hour period by which the Jedi wishes to extend the prediction.

Receptive Telepathy (Innate)

Force Attribute & can be used with Sense for an Action to stack the effects.

Difficulty: Very Easy for friendly, non resisting targets. If target resists, he makes a Perception or control roll to determine the difficulty. Modified by proximity and relationship.

Required Powers: Life sense

This power may be kept up if the target is willing and the proximity modifier doesn't increase for 1FA

Effect: If the Jedi makes the power roll, he can read the surface thoughts and emotions of the target. The Jedi "hears" what the target is thinking, but cannot probe for deeper information. When used on another player, the game master asks the player if he minds the power being used on him/her. If used on a game master character the game master decides if the target will resist. If the skill's roll is double the difficulty, the Jedi can shift through memories up to 24 hours old, though this takes two rounds. A Jedi cannot sift through memories in the same round that contact is made, this process takes a full Round. A Jedi can read the minds of more than one person at a time, but each additional person counts as an additional action, with separate rolls and multiple skill use penalties. This power may be used on creatures and other sentient beings, although it cannot be used on droids.

Sense Force Presence

Sense Only

Difficulty: Moderate for an area; Difficult for sensing details or specific objects within the area. Modified by proximity.

Effect: This power is used to sense the ambient Force within a place. It cannot be used to specifically detect sentient beings, but there are many forms of life and many areas of the galaxy intertwined with the Force which can be sensed with this power. Sense Force Presence will tell a character the rough magnitude of the Force in an area or object (rich, moderate or poor in the Force), the rough type and quantity of life forms ("many insects," "only microbes and bacteria," "teeming with plant and animal life, including higher predators") and whether the area or object tends toward the dark side or the light. An area rich in negative or positive energies may indicate past events or the activities of past inhabitants. The Jedi may also receive "vague premonitions" about the area, such as "I sense something wrong," or "I sense a great impending tragedy."

Sense Force Potential

Sense Only

Difficulty: Moderate for friendly, non resisting targets. Moderate plus target's Perception or control roll (whichever is higher) to determine the difficulty of the probe on an unwilling subject.

Required Powers: Life Detection, Life Sense, Receptive Telepathy, Sense Force

Time to use: Six rounds

Effect: This power allows a Jedi to determine whether that person has the potential to be strong in the Force. This power only determines the Force Attribute Potential of the target. It does not reveal any additional information. There are no negative effects for utilizing this ability.

Sense Path

Sense Only

Difficulty: Moderate

Required Powers: Emptiness, Hibernation Trance

This power can be kept up for 1FA

Effect: This power informs a character of the "path" he travels: whether his current actions are likely to lead him to the dark side, and whether any specified future actions are likely to do so (this power may be thought of as farseeing without control). Bear in mind that without Control, the Jedi does not have the ability to decide whether he sees the past, present, or a possible future. The visions he receives are more likely to be allegorical in nature to receive specific details, the farseeing power must be used. When giving the results of this power, be honest but obscure if the character has gained any Dark Side Points and is attempting to atone, this power will tell him how successful he has been within a game context. The Jedi can choose to consciously use this power, or it can be a plot device. If the latter, at an appropriate point in the scenario, you may call for a roll on this power, and give the Jedi a vision if he succeeds. You may use this to tell the players how well they are doing, or to give them a premonition of doom just before a critical encounter to heighten the tension. You may use it to warn them (by showing the future of their current course), to encourage them (particularly when they have done the right thing but have no way of knowing), to provide hints, or to

foreshadow upcoming events. A vision from the Force should never be taken lightly by the players. It should give them something to think about, along with the attendant chances for good role playing. Bear in mind that different Jedi will tend to receive different renditions of the same scene, and consequently you should tailor the details you give to the fit character concerned. Instead, you might consider altering the way you describe the scenery; for the dark side, you might always describe rocky and barren terrain, or with a cold wind blowing, or it might always be night for the dark side and daytime or dawn for the light side. You can present these images in as contrary manner as you wish, provided you are consistent with the descriptions. Another thing to bear in mind is that it is never easy to tell which is the right course to take (although the path of darkness may be clear enough, the path of the light may be far more elusive).

Shift Sense

Sense + Force Attribute

Difficulty: Moderate for simple phenomena (such as heat or simple scents); Difficult for more uncommon phenomena (such as comm frequencies, infrared radiation); Very Difficult for specific, complex phenomena (such as setting olfactory nerves to detect the presence of Tibanna gas).

This power may be kept up for 1FA

Required powers: Magnify senses

Effect: The character may shift his or her senses as to detect phenomena of a different type than normal. Shifting eyesight to the infrared spectrum, hearing frequencies above or below normal range for his or her species, etc. This power counts as a "skill use" for determining die code penalties (unless parked as a Free Action). Please note that this power is exceptionally useful in some aspects, but fairly limited in others. For example, a Jedi may detect comm frequencies, but that does not mean that the Jedi can listen in on the transmission. The Jedi will be able to detect that a transmission is present, but may not necessarily be able to locate the signal's source, and certainly will not be able to decode the information carried by the Transmission.

Translation

Sense + Force Attribute

Difficulty: Moderate for humans or aliens. Difficult for droids. If the target is being purposely cryptic add +1DR to the difficulty, 2DR if the language is written down. This power may be kept up for 2FA

Required Powers: Receptive telepathy, projective telepathy, life sense

Effect: The character may translate a language and speak it. The Jedi may decipher body language, explore the spoken word, or translate ancient Sith texts, etc. In order for this to work, the character must first hear the target speak, or see the works in written form (such as an ancient text or document). It takes only one application of this power to "understand" a language. As long as they all speak the same language and the power is kept up, the character need not roll for each individual talking. Also, because they also "speak" using beeps and whistles, droids may be communicated with using this power. Note that the character does not really know the language. Once this power is no longer in use, the Jedi is once again unable to understand or speak the language (but retains any information gleaned).

Weather Sense

Sense Only (-1DR if they have Predict Natural Disaster)

Difficulty: Automatic if the Jedi has lived in the area for more than a year; Easy if the Jedi has lived in the area between six and twelve months; Moderate if the Jedi has lived in the area between one and six months; Difficult if the Jedi has lived in the area less than one month. Modified for proximity and local meteorological conditions.

Required Powers: Magnify senses

This power may be kept up for 1FA

Effect: This power allows the Jedi to attune himself to the workings of local weather patterns. By sensing the movements of clouds, winds, tides, and solar bodies, someone using this power can discern patterns in the weather, and so make limited predictions regarding the behavior of atmospheric phenomenon. This power does not lend itself to quick predictions, however. The prediction is effective for four hours. The difficulty increases by +1DR (per additional day) if the Jedi wishes to make more extended forecasts.

Alter Powers

Telekinesis

Alter + Force Attribute

This power can be kept up for 1FA

Difficulty: Very Easy for objects weighing one kilogram or less; Easy for objects weighing one to ten kilograms; Moderate for objects 11 to 100 kilograms; Difficult for 101 kilograms to one metric ton; Very Difficult for 1,001 kilograms to ten metric tons; Heroic for 10,001 kilograms to 100 metric tons. Objects may be moved at 15 meters per round; add +5 per additional 15 meters per round. The target must be in sight of the Jedi. Increased difficulty if the object isn't moving in simple, straight line movement:

+1 for gentle turns

+1DR for easy maneuvers

+2 DR or more for complex maneuvers, such as using a levitated lightsaber to attack. Modified by proximity.

Effect: By using this power, a Jedi may levitate objects (or themselves) with mental power. If used successfully, the object moves as the Jedi desires. A Jedi can lift several objects simultaneously, but each additional object requires the Jedi to make a new telekinesis roll. This power can be used to levitate oneself or others. It can be used as a primitive space drive in emergencies. When levitating against someone's will, the target will resist by adding his or her Perception or control roll to the difficulty number.

Note:

Levitated objects can be used to attack other characters, this does not automatically give the Jedi a Dark Side Point. Even Master Yoda has been known to fling objects at adversaries on occasion. Wanton use of this ability can award Dark Side points (harming innocents on purpose), however, there are other precedents when Jedi Faced the Yuzuan Vong and employed this tactic to great effect. Such objects do up to Force Attribute damage if under one kilogram, 1.5x Force Attribute if one to ten kilos, Double Force Attribute if 11 to 100 kilos, 2.5 times Force Attribute & Speeder scale if one to ten tons, 3 times Force Attribute & Starfighter scale if 11 to 100 tons. Such attacks require an additional Alter roll by the Jedi, which would be the hit roll against the target's dodge . If the character doesn't dodge the attack, the difficulty if Easy. Kinetic Combat falls under the purview of Telekinesis.

Control and Sense Powers

Farseeing

Control & Sense Applying Force Attribute to each roll individually.

Control Difficulty: Very Easy, modified by the Jedi's proximity to the area (this can reduce the difficulty instead of simply increasing it). +1DR to see the present, +1DR to see the past, +2DR to see the distant past, +3DR to see the near future, +4DR to see the distant future.

Sense Difficulty: Very Easy if the target is friendly and doesn't resist. If the target resists, make a control or Perception total for the difficulty. Modified by relationship.

Required Powers: Life sense

Time to Use: At least one minute.

Effect: The Jedi may see the person or place he wishes to see in his mind as the situation currently exists. The power can also be used to see the future or the past. The Jedi sees the immediate surroundings, for example, when a friend is in danger, or what happened on his home planet in his absence. Farseeing requires calm conditions and at least one minute, but often takes a few minutes. Farseeing cannot be done in the face of danger. The Jedi's vision may not be entirely accurate:

Power roll > difficulty	Sense Past/Present / Future
0-15	50% / 10%
16-25	75% / 25%
26-40	90% / 50%
41-60	100% / 75%

The past and present are set and it is merely a matter of the Jedi having correct perceptions. However, the future is always fluid, always in motion, never set until it becomes the present therefore it is much harder to predict. The percentages on the chart are a rough measure of how much correct information the

character receives in the vision. For example, 10% means that the character will only be able to make out the most basic details of a situation, such as "My friends are in danger." 25% means that the Jedi gets a somewhat accurate vision of what will transpire, but most major details will be missing from the vision. 50% means that the character's vision was about half Right. 75% means that the character has an understanding of the critical happenings, but the character still has missed a major detail or two, which, of course, can complicate things. 90% means that the character has a very accurate and very detailed vision of what has transpired or will transpire. 100% means that the character's vision is even more accurate and detailed, complete with minor, almost trivial details. When a character Farsees into the future, the game master has to make an honest effort to correctly represent what will happen: if the characters get a 75% result, the game master must try to predict what he thinks the characters will do and what the outcome will be. Of course, since the future is so fluid, things are always subject to change. Farseeing is a great mechanic for the game master to reveal part of the story enough to tantalize the players, without ruining the story.

Force Unity **(Innate if Trained)**

(essentially Life Merge)
Control & Sense: Add Force Attribute to each
Control Difficulty: Difficult
Sense Difficulty: Difficult
Effect: A Jedi may attempt to activate this power at his death. At the moment the Jedi knows death is imminent, the Jedi calms his mind and body (Difficult control roll), preparing to surrender his mortal shell. The Jedi then reaches out with his mind, tracing the ebb and flow of the Force around him and through him (Difficult sense roll). Upon succeeding at both rolls, the Jedi's spirit exits his body and becomes one with the Force, while still retaining his original identity. His body fades into nothingness, but the Jedi who passes in this fashion will not die. The Jedi can make a number of visitations to his close friends and associates equal to the number of Force Points he had upon death (multiply by 10 for any Harmony Points possessed). In this fashion, a player who knows his character is about to die can ensure that death will mean something, as he can manifest to important persons in later sessions and warn them of impending disaster, or offer wisdom and teaching. Only Force sensitive characters may witness the visitation.

Note: In rare circumstances this is a means by which a Jedi can transcend death. A planned event, where the Jedi's life force is waning can utilize Force Unity to transfer his or her "self" into an object like a Holochron utilizing Create Force Talisman. In other, more rare precedents the Jedi can transfer their presence into a Force Shard, this can create a Force Ghost if the user is trapped (Eye of Palpatine). Furthermore, this is part of the procedure (and basis) for transfer life (a Sith power).

Life Bond

(Jedi Marriage Ritual/Stewardship Practice)
Control & Sense add Force Attribute to each individually.
Control Difficulty: Moderate
Sense Difficulty: See below. Modified by proximity.
Required Powers: Life detection, life sense, magnify senses, receptive telepathy
This power is maintained at no cost.
Effect: A Jedi character may choose the life bond power to permanently form a mental link with one other individual. If both characters have the life bond power, reduce all sense difficulties by one level. Target must be willing. On an Easy sense roll, the Force user is aware of the other's general location and general emotional state: whether the person is frightened, in pain, injured, happy, or experiencing some other strong emotion. On a Moderate sense roll, the Force user experiences the other's senses: he or she sees though the other's eyes, hears what the other hears, and smells, tastes, and feels what the other person is experiencing. However, at this level, the characters are affected by each other's experiences both characters share pain, and if one character is injured, the other character suffers an injury two levels lower. They can share Character Points. On a Difficult sense roll, the Force user is considered telepathically linked to the life bond partner and can read the surface thoughts of the other if the other is willing to share those thoughts. They can share Force Points. On a Very Difficult sense roll, the Force user can send thoughts to the life bonded partner (as per the projective telepathy power), allowing the characters to carry on a telepathic conversation. They can share Epic Points. As an added benefit, the two characters can have premonitions about each other:

for example, if one character is severely injured, his or her life bond partner will sense that something bad has happened. This aspect of the life bond power is modified by proximity only, as outlined below. Sensing premonitions is automatic of within 11,000 kilometers of each other. Easy sense roll is necessary to sense premonitions if not in the same star system but within 10 light years. If more than 10 light years but less than 100 light years away, a Moderate sense roll is necessary. If more than 100 light years away from each other, a Difficult sense roll is necessary. Since the characters do have such a close bond, the actions of one can affect the other. If a life bonded character commits is about to commit an evil action, the Jedi partner can influence them to reconsider their action(s). Difficulty to overcome this suggestion is twice the influencing party's Force Attribute vs Willpower. If the other party still commits these acts, the connected person must test against the Doubled Force Attribute of the one that engaged in the actions gaining the Dark Side Point with a Willpower roll (exactly as above). This is an exceedingly serious commitment, and not to be taken lightly. Both characters must agree to the life bond for the power to work and a character may only life bond with one other individual. Life bonding takes 1 week to complete (as the Jedi becomes accustomed to the background Force presence of the life bond partner). During that time, the Jedi's control is reduced by 1D. The life bond power may not be activated until the bond is completely formed. Death is the only means of severing the life bond. If one member of the life bonded couple is killed, the surviving partner enters a near catatonic state of shock for 20 Hours (a standard day), reduced by a Control Skill roll in Hours (with a minimum of a Stun result for 1 hour -1D to all skills). After emerging, the partner grieves and readjusts to a solitary existence; all die codes are reduced by 1D for the same amount of time it took to forge the life bond, mitigated by Force Attribute. For each D in Force Attribute, reduce this penalty by 1 pip (can cancel the effects). Any attempt to forge a new life bond in the future requires a much longer period of adjustment: 2 weeks for a second bond, 3 weeks for a third bond, and so forth.

Advanced Melee Combat

Control & Sense Only
Control Difficulty: Moderate
Sense Difficulty: Easy.
This power may be "kept up" after activation for 1FA.
Effect: Lightsaber combat is now considered Advanced Melee Combat. It is a multiple action Control + Sense and then Control adds (or subtracts) directly to/from damage and Sense to melee dice pool (it applies to more than just lightsabers, with the damage code uncapped with lightsabers, but cannot exceed the base damage code of the weapon like a sword wielded). Thus you cannot full parry, Just to strike and parry with this skill "activated" is 4 actions. Once the power is "up" it only counts as 1 Free action (so the following round the same as above would be only 2 actions); Once the power is "up" (after the initial round you raised it), it can be parked in 1 free action slot so you can full parry.
Note: Damage and skill bonuses conferred by this power add to the base damage and hit bonuses conferred by standard lightsaber attribute bonuses gained by a Jedi.

Advanced Ranged Combat

Control & Sense Only
Control Difficulty: Moderate
Sense Difficulty: Easy.
This power may be "kept up" after activation for 1FA.
Effect: Advanced Ranged Combat is just like **Advanced Melee combat with the following differences:** Per 1D in Control add +1 Pip to damage (or reduce it) and Sense adds directly to Gunplay dice pool. Force Attribute does not add to the skill/damage of the Ranged Weapon. Only Lightsabers and Alchemical Weapons can effectively channel the Force.

Projective Telepathy

Control & Sense add Force Attribute to each individually
Control Difficulty: Very Easy. Increase difficulty by +5 to +10 if the Jedi cannot verbalize the thoughts he is transmitting (he is gagged, doesn't want to make a sound). Modified by proximity.
Sense Difficulty: Very Easy if the target is friendly and doesn't resist. If the target resists, the difficulty is the target's Perception or control roll + Force Attribute if target resists. Modified by relationship.
Required Powers: Receptive telepathy, life sense
Effect: If the Jedi successfully projects his thoughts, the target "hears" his thoughts and "feels" his

emotions. The Jedi can only broadcast feelings, emotions and perhaps a couple of words this power cannot be used to send sentences or to hold Conversations. The target understand that the thoughts and feelings he is experiencing are not his own and that they belong to the user of the power. If the Jedi doesn't "verbally" identify himself, the target doesn't know who is projecting thoughts to him. This power can only be used to communicate with other minds, not control them.

Control and Alter Powers

Accelerate Another's Healing
Control & Alter Only
Control Difficulty: Moderate for wounded characters, Difficult for Wounded Twice (Severely Wounded) characters, Very Difficult for incapacitated character and Very Difficult (30) for Mortally Wounded characters.
Alter Difficulty: Very Easy
Required Powers: Control another's pain, control pain
Time to Use: One minute
Effect: If you succeed on beating the difficulty, you heal another being appropriately. Thus if Mortally Wounded, you might not hit a 30 on your roll, however, if you manage to roll a 15, which is moderate, then it reduces their overall wound level to Incapacitated.

Control Another's Disease
Control & Alter Only
Control Difficulty: As Accelerate Another's Healing
Alter Difficulty: Very Easy
Required Powers: Control another's pain, control pain.
Time to Use: One minute
Effect: This power allows a Jedi to help another character control his or her disease. The Virulence of the Disease is rated by the effective Wound Level you're targeting. Success at any level reduces the disease by the appropriate amount.

Control Another's Pain
Control and Alter Only
Control Difficulty: Very Easy
Alter Difficulty: Easy for wounded characters; Moderate for incapacitated characters; Difficult if mortally wounded.
Required Powers: Control pain
Effect: This power allows a Jedi to help another character control pain, under the same rules and conditions outlined in the same rules and conditions outlined in the control pain power. The Jedi must be touching the character to use this power.
Note: If the Jedi isn't touching the individual, modify the difficulty by proximity. 1-3m +1DR, 4-6m +2DR and son on.

Control Breathing (Innate once activated)
1FA to Activate
Control and Alter + Add Force Attribute to both rolls
Control Difficulty: Moderate
Alter Difficulty: Very Difficult
Required Powers: Concentration, telekinesis
Effect: This power allows a Jedi to control the amount of oxygen flowing into their body. The Jedi takes control of the surrounding atmosphere, pulling oxygen molecules through the skin into the lungs. With this power the Jedi can effectively breathe underwater, and conversely, a water breather could survive on land. In game terms, this power negates the need for a breath mask, mechgill, or any rebreather gear. In the cold of space or a hard vacuum, however, this power would be of little Use. Even if the Jedi could somehow survive the drastic changes in pressure or the extreme temperatures, there is not enough oxygen in these environments for the Jedi to "grab." The power will remain up until the character either takes incapacitating damage or willfully drops it.

Create Force Talisman
Control & Alter
Force Attribute adds 1 pip to the items rating per D (max +1D).
Control Difficulty: Moderate.
Alter Difficulty: Difficult.
Required Powers: Concentration, control another's pain, control pain, transfer Force.

Everyone has good and bad days. I've had my fair share. The Rebel Terrorists are responsible for the deaths of my wife and children. Their terrorist bombing on the Coruscant government district last year was devastating. My wife and children were attending the event to support the troops engaged on fronts across the galaxy. That bomb and that event changed my life forever. I'm a proud member of the Imperial Ground Assault group. I command a company of the Empire's finest from my command position on an Imperial All Terrain Armored Transport. Any day I can drive these terrorists out of another hiding hole is a victory for me. I'm fighting for you, for the galaxy, to bring peace and safety to your families. Every day is another chance for me to bring us one step closer to galactic peace. It's a dream I will see through blood, through sweat and through tears.

-General Veers

The Empire is here to stay and it's goal is the complete annihilation of those groups hell bent upon the destruction of the safety and security that the Empire stands for. It's time you did your part, join the Empire today. Help us defend the galaxy and those that aren't strong enough to protect themselves.

Disclaimer:
The Imperial Ground Assault Division has a 35% casualty rate due to their first in, last out policies. Rebel attacks have increased and that percentage is expected to rise by nearly 15%. Live fire training exercises are actually live missions where "soft" Rebel resistance is expected. If you or anyone you know is harboring a Rebel or has Rebel sympathies a 5,000 credit reward is available upon a successful arrest of these Terrorists.

Effect: By using this power and spending a Force Point, a Force user can imbue an item of personal significance with Force energy, thereby creating a Force Talisman. A Force Talisman grants its possessor a bonus to resist Force powers, adding this bonus to any rolls made to resist hostile Force powers. A Force user can only possess one talisman at a time. The bonus granted by the talisman depends on the amount by which the Force user succeeds at his alter skill roll.

Alter Roll > Resistance

Difficulty By: Static Bonus

0-8 +2 pips

9-16 +1D

17+ +1D+1

Note: This ability is known to Light Side Jedi (though rarely used as they instill a principal in their students to rely upon themselves) as well as Sith practitioners. Light Side Relics do exist and can be found in any number of locations (including objects that grant force powers and Attribute to those who are not inherently Force Sensitive). Some carry secondary abilities, like locked force powers or even attribute enhancements. To add these, DOUBLE all difficulties for creation. Roll once for the item itself and then for the power associated. Imbuing with Force Attribute requires the SACRIFICE of a D of Force Attribute either willing or unwilling.

Detoxify Another's Poison

Control & Alter Only

Control Difficulty: Very Easy

Alter Difficulty: As Accelerate Another's Healing

Required Powers: accelerate healing, accelerate another's healing, control pain, control Another's pain, detoxify poison.

Time to Use: Five minutes

Effect: This power allows a Jedi to remove or detoxify poison from a patent's body faster than is normally possible. Wound Level is the Virulence of the Poison. While using this power, the Jedi must remain in physical contact with the patient. As long as the Jedi is in contact with the target, that person is considered immune to the effects of the poison. Failure to make the required control and alter difficulty checks or breaking physical contact during the use of the power causes the patient a wound.

Force Jump (2FA to activate)

Control & Alter + Force Attribute applied directly to distance times the difficulty tier in Meters Only.

Control Difficulty: As Below

Alter Difficulty: As Below

Required Powers: Enhance attribute, telekinesis

Effect: A Jedi uses this power to increase his jumping ability in order to perform impossibly high leaps. They use the special table below to determine difficulties. If the control roll exceeds the difficulty, the character gains an immediate bonus in 1.1 foot increments to the Jump, if the Alter roll exceeds the difficulty they gain an immediate bonus in 1 meter increments to the Jump. If the Jedi fails any Force skill roll, the power is still activated and their Force Attribute determines the distance they actually jump, albeit a bit uncontrolled. Multiply the point value of the of the Attribute by the Jumping tier to gain the exact amount of meters. (2D attribute: 12 x Difficult (x4)=48 meters) At the game master's discretion, a failed power activation roll might mean the Jedi fails to achieve the desired height or distance, fails to properly cushion his landing and suffers some falling damage, or both. A Jedi always has some ability to correct the jump mid flight for 1FA or 1 Action if no FA remain. Height Jumped Jumping Difficulty/Environmental Damage:

0-10 meters	Very Easy	2D Character Scale
20-50 meters	Easy	3D Character Scale
70-150 meters	Moderate	4D Character Scale
200-300 meters	Difficult	3D Speeder Scale
350-500 meters	Very Difficult	4D Speeder Scale
600m-1Km	Extremely Difficult	3D Walker Scale

Note: This power also deals with distance fallen, and will successfully protect the Jedi from any such fall. However, the distance fallen has a direct correlation on how much environmental damage the Jedi's impact actually has. Expect floors to buckle and the area around the landing point to warp and even cause a concussive blast within 1-10 meters.

Place Another in Hibernation Trance

Control and Alter Only

Control Difficulty: Very Easy. Modified by **relationship**

Alter Difficulty: Very Easy. Modified by proximity.

Required Powers: Hibernation trance

Time to Use: Five minutes

Effect: This power allows a Jedi to put another character into a hibernation trance. The affected character need not be in physical contact with the power's user and must agree to be "shut down" this power cannot be used as an attack to knock others unconscious. This power can be used to bring another character out of a hibernation trance, but the alter difficulty is increased by +1DR.

Remove Another's Fatigue

Control & Alter Only
Control Difficulty: Easy
Alter Difficulty: Moderate.
Modified by proximity and relationship.
Required Powers: Accelerate healing, accelerate another's healing, control pain, control another's pain, remove fatigue .
Effect: This power allows the Jedi to remove the effects of effects of fatigue in another. Unlike the basic power, the Jedi must wait until the target is actually fatigued, before offering assistance. Hence the penalties for failing an endurance check can be counteracted, but must be addressed as they occur. Since it is an external ability, the endurance checks are performed as endurance +2 pips per D the Jedi possesses in Alter.

Return Another to Consciousness

Control & Alter Only
Control Difficulty: Easy, modified by proximity and Relationship.
Alter Difficulty: Easy for incapacitated characters; Difficult for mortally wounded characters.
Required Powers: Control pain, remain conscious
Effect: The target returns to consciousness. The target has the same restrictions as imposed by the remain conscious power.

Transfer Force (Innate)

Automatic Success, no roll required, Expends 1 Force Point
Time to Use: Instantaneous
Effect: This power will save a mortally wounded character from dying because the Jedi is transferring her life force to the target. When a character has force transferred to him, he remains mortally wounded, but he will not die provided he isn't injured again. The injured character is in hibernation and will stay alive in this state for up to six weeks. The Jedi must be touching the target character when the power is activated. When this power is used, the user must spend a Force Point (this is the life force that is transferred to the target). This use is always considered heroic, so the character will get the Force Point back at the end of the adventure.

Sense and Alter Powers

Dim Another's Senses

Sense & Alter + Force Attribute added to each roll
Sense Difficulty: Easy, modified by proximity.
Alter Difficulty: Target's control or Perception .
The attribute and skills are reduced as long as the power is kept up for 1FA
Effect: This power greatly reduces the Perception of the target character. If successful, reduce the character's Perception and all Perception skills, depending upon the result. Alter greater than or equal Reduce to control or Perception by Perception (Perception can be reduced to negative levels)

0-5	1 pip
6-10	2 pips
11-15	1D
16-20	2D
21 24	3D
25 29	4D
30-40	5D
41-55	6D
56-66	7D
67-80+	8D

The power may be used on more than one target at a time, with an increase of +3 to the sense difficulty for each additional target; the target with the highest control or Perception roll for the entire group.

Force Shield

Sense & Alter
Force Attribute added to Alter Only
Sense Difficulty: Easy
Alter Difficulty: Moderate
Required Powers: Absorb/dissipate energy, concentration, magnify senses, telekinesis.
This power may be kept up as 1FA
Effect: This power allows the Jedi to surround his body with a

Force generated shield. The shield can be used to repel energy and physical matter away from the Jedi's body, down to the molecular level. The shield acts as Force Attribute +1D of Static Armor (6 points per D), and will collapse after soak is depleted only after the Shield takes a "Wound" result against it's rating resolved in the same fashion as if Force Attribute + 1D were a Strength roll (It begins to loose D codes). This Wound result will deflect up to a Kill result damage as a final act.

Note: This Shield will generate it's own limited environment and can protect a Jedi even after they've been "spaced" in Vacuum. Combine with Control Breathing for 20 Hours of Air in Vacuum. Use Telekinesis to move and even Hibernation Trance to extend Air by 20 times. It will require multiple action use, but will keep a Jedi alive until they can signal someone via Projective Telepathy if left deep space. The Jedi can extend the Force Shield: per 1m additional coverage increase the Sense & Alter DR by 1. It will provide up to 4 hours of sustenance to others protected in this fashion.

Control, Sense and Alter Powers

Affect Mind

Control, Sense & Alter

Force Attribute applied to each

Control Difficulty: Very Easy for perceptions; Easy for memories; Moderate for conclusions. Modified by proximity.

Sense Difficulty: Target's control or Perception roll

Alter Difficulty: Very Easy for slight, momentary misperceptions, minor changes to distant memories, or if the character doesn't care one way or another. Easy for brief visible phenomena, memories less than a year old, or minor emotions regarding a coming conclusion. Moderate for short hallucinations, memories less than a day old, or if the target has strict orders about the conclusion. Difficult slight disguise to facial features, hallucinations which can be sensed with two senses (sight and sound, for example), memories less than a minute old, or if the matter involving the conclusion is very important to the target. Very Difficult for hallucinations that can be sensed with all five senses, a major memory change, or if the logic is absolutely clear and coming to the wrong conclusion is virtually impossible.

Effect: This power is used to alter a character's perception so that he senses an illusion or fails to see what the Jedi doesn't want him to see. This power is used to permanently alter a character's memories so that he remembers things incorrectly or fails to remember something. This power can also be used to alter a character's conclusions so that he comes to an incorrect conclusion. Before making skill rolls, the character must describe exactly what he wants the effect to be. The power is normally on one target; two or more targets can only be affected if the power is used two or more times. A character believes he is affected by any successful illusions a character who thinks he is struck by an illusionary object would feel the blow. If he thinks he was injured, pain would be felt, or if he thought he was killed, he would become unconscious. The character does not suffer any true injury. This power can't be used to affect droids and does not work through recording devices.

Battle Meditation

Control, Sense & Alter

Force Attribute added to each roll

Control Difficulty: Varies on the number of targets:

Number of Individuals	Difficulty
1-2	Automatic (No Roll Necessary)
3-20	Very Easy
21-100	Easy
101-1,000	Moderate
1,001-10,000	Difficult
10,000-20,000	Very Difficult

Sense Difficulty: Varies based on the number of targets:

Number of Individuals	Difficulty
1-2	Automatic (No Roll Necessary)
3-20	Very Easy
21-100	Easy
101-1,000	Moderate
1,001-10,000	Difficult
10,000-20,000	Very Difficult (30)

Alter Difficulty: Varies based on the number of targets:

Number of Individuals	Difficulty
1-2	Automatic (No Roll Necessary)

3-20	Very Easy
21-100	Easy
101-1,000	Moderate
1,001-10,000	Difficult
10,000-20,000	Very Difficult (35)

This power can be kept up as 1FA
Time to Use: Immediate
Effect: Battle meditation has two possible effects. The Jedi can force her adversaries to abandon their assault and turn on each other, or she can alter the tide of the battle, strengthening her allies and at the same time weakening her enemies. Before initiating the power the Jedi must state which effect she wishes to use. The targets of this power must have initiated combat for the effects to take hold. Enemies are defined as those who seek to oppose the Jedi's immediate goal (rescuing a prisoner, defeating a group of dark siders, et cetera); allies are defined as those who seek to uphold and forward the Jedi's goal. When attempting to turn attackers against each other, the Jedi's highest skill roll (control, sense, or alter) to activate the skill becomes the difficulty the targets must beat to avoid the effect. Otherwise they immediately see their allies as the "true" enemy and attack. The Jedi must maintain the effect each round for the combatants to continue fighting. Once the power is dropped, its effects wear off instantly. On a successful roll to change the balance of the battle in the Jedi's allies' favor (the power's second function), the Jedi's enemies lose the Force Attribute of the caster's + 1D for every 4D they have in their best Force skill, in an attribute determined by the Jedi (i.e., Strength, Dexterity, et cetera) to a minimum of 1D, while her allies receive a bonus of the same value to an attribute of her choosing.

Enhanced Coordination

Control, Sense & Alter
Force Attribute added to each roll
Control Difficulty: Moderate, as modified by proximity.
Sense Difficulty: Difficult
Alter Difficulty: Dependent upon the number of people affected by the power.
Individuals Affected: Difficulty:

1-10	(10)
11-100	(15)
101-500	(20)
501-5,000	(30)
5,001-50,000	(40)
50,001-500,000	(50)
1-2 Million	(60)
2.1-5 Million	(80)
5.1-10 Million	(120)
10.1-20 Million	(240)
20.1-50 Million	(360)

This power can be kept up as 2FA + 1 FA for every tier above difficulty 40. Once Free Actions are depleted (used) it begins using full actions.
Effect: This power allows the Jedi to coordinate a group at the subconscious level to perform certain tasks more efficiently. The Emperor often used this power to increase the fighting ability of his troops, mentally driving them on and supplementing their will to fight. This power can only be used on individuals who are in agreement with the intent of the Jedi, and it in no way grants the Jedi mental control over the troops affected. Instead, it links the troops on a subconscious level, allowing them to fight more proficiently and with better organization. If the power is successfully called upon, the Jedi picks five specific skills. The skills must be the same for the entire group. For every 3D (round down) that individuals in the group have in those skills they receive a +1D bonus + ¼ the Force Attribute of the Jedi maintaining the ability (Round up). The power may be kept up, but if new troops join the battle, the Jedi must make a new roll.

Note: If this ability is disrupted by forcing the Jedi to suddenly drop the ability, by a disruption effect caused by Force Harmony (The directed use of Force Harmony will disrupt this mental enhancement link), the death or an unconscious state of the Jedi, the disruption wave will sow confusion in all effected troops. The effect of this is an immediate loss of coordination for the combat round of the disruption and the one immediately following it. All tagged skills will immediately suffer a penalty to the tune of what they were benefiting from originally.

Fold Space

Control, Sense & Alter
Force Attribute adds to each roll & determines range
Control Difficulty: Epic
Sense Difficulty: Epic
Alter Difficulty: Epic
Attribute:
1D: Localized Area: No more than 10km distant

2D: Local Area: No more than 20km distance
3D: Short Jump: No more than 40km distance
4D: Continent Hopper: No more than 60km distance
5D: Sub Orbital: No more than 80-100km distance
6D: Gravity Well: Can jump to nearby orbital bodies
7D: Same System: Celestial body in the same system.
8D: Sector Hopper: Can jump to nearby sectors
Effect: This power allows the Jedi to actually Fold Space. Effectively "Teleporting" from one location to another. The actual range that can be traversed is quite small until the Force Attribute reaches a sufficiently powerful level. The process itself is incredibly dangerous. Any deviation from any one of the rolls they must succeed at could instantly kill the Jedi. 1 Point difference: Wounded, 2-3 Points: Wounded Twice, 4-6 Points: Incapacitated, 7-10 Points: Mortally Wounded, 11+ Points: Killed Instantly. *If the Jedi has traversed a pattern they can Walk into Shadow using this ability with a -1DR, the same is applicable for a Jedi traversing a Chaos Node, allowing them to Fold Space once per day at a -1DR.*
Note: The Chaos Knights and Pattern Knights have forms of multidimensional travel, with some severe limitations placed upon frequency of use. This ability can only be attempted once per day no matter who the Jedi is. The ability can allow the Jedi to transport others with them. In this case, "size matters not", the the Jedi can instantly fold him/herself and any nearby allies as well as any ship they feet are currently on. *If the ability is warped to use for injuring or killing others intentionally, the Jedi immediately gains a Hatred Point.*

Force Harmony

Control, Sense & Alter of the strongest Jedi + *their Force Attribute and all the other Attributes present added together in Static fashion.*
Control Difficulty: Difficult. Modified by proximity.
Sense Difficulty: Difficult. Modified by relationship.
Alter Difficulty: Moderate.
Required Powers: Life detection, life sense, receptive telepathy, projective telepathy
This power can be kept up as 2FA (each Jedi Participating)
Effect: This power allows several willing Jedi to manifest the power of the Light Side. As long as this power is operating, it bathes the users in the celestial illumination that is of the light side. It can act as a shield against the powers of the dark side, giving 5D Static Armor +1D per participant after the first, for each Force user involved to resist the effects of powers called upon by dark side servants. The number of Force users linked in this power is limited by the number of dice that the power's imitator has in their Force Attribute.
Note: Triggering a Force Point will double the effects of the Static Armor, Triggering an Epic Point will add base 40 to the doubled, static protection. For each additional Member that trigger's a Force Point the Static Armor will raise by 2D, Epic Points that are triggered instead add an additional 5D of Static Armor + 40. The Celestial "blast" of layering Force Points and/or Epic Points can destroy a Sith Lord or throw a Force Storm out of control that destroys the Sith Lord creator.

Projected Fighting

Control, Sense & Alter Only
Control Difficulty: Difficult
Sense Difficulty: Difficult
Alter Difficulty: Moderate. Modified by proximity.
Required Powers: Concentration, telekinesis
The target must be within the Jedi's line of sight.
Effect: Projected fighting allows the user to strike at an opponent, inflicting damage without physically touching the target. Use of this power in many cases is simply using the Force for attack. However, the Jedi attempting to use projected fighting can elect to cause stun damage only, and even then should only attempt to use this power if it is to protect innocent life from immediate danger. A user who uses projected fighting for any other reason, or causes anything more serious than stun damage, receives a Dark Side Point. After successfully using the power, the user makes a unarmed combat (add Martial Arts) skill roll. If attacking a Force sensitive, the target may use the unarmed combat skill to avoid the attack. Otherwise, the target cannot deflect the Jedi's blows. If the unarmed combat roll is successful, the user rolls his or her full Strength versus the target's *Strength*. The user may target a specific portion of the body at the appropriate difficulty and even make multiple Strikes.
Note: This attack ignores any non Force related armor, though Force Armor as a Mundane will apply. This power can be kept up as 1FA as long as the user can see the target.

Dark Side Powers
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Unclassified Powers

Force Scream

Note: This is an involuntary power that may be activated when a Dark Jedi loses control of her temper.

Effect: The dark side of the Force is seductive, offering tremendous power to lure the weak willed into its grip. Fear, anger, and jealousy are the ties that bind the servants of the dark side, and by tapping into such emotions, the Dark Jedi are capable of unleashing untold devastation. The power to destroy, however, does little to improve control of these abilities. Dark Jedi who have become angered sometimes lose control of their emotions. This can trigger shock waves that ripple through the Force, devastating the Dark Jedi and those unfortunate enough to be in close proximity. The Force scream has been called "a wave of hatred amplified and fueled by the dark side, that is capable of smashing through mental and physical defenses with ease." A number of references to Dark Jedi in Old Republic archives often mention the Dark Jedi losing control, violently, in the final moments of battle with the Jedi of the light side of the Force. In game terms, a Force scream is a reflex, usually occurring when Dark Jedi are provoked into losing their tempers. A Dark Jedi must make a Difficult *willpower* roll whenever angered to the point of rage; if the roll fails, the Jedi releases the *Force scream*. All of the Dark Jedi's die codes are reduced by 2D for one hour, and he must rest for one hour or suffer an additional -2D penalty until rested (penalties are cumulative). The *Force scream* causes damage equal to the Dark Jedi's *alter* skill to all beings within 50 meters, including the Dark Jedi who unleashed this mental energy. Force-sensitive characters roll their *alter* dice and Static Force Attribute (or Static Force Armor) to resist damage, those without the *alter* skill use *Strength*.

Control Powers

Channel Rage (Innate)

Control Only

Control Difficulty: Easy. 1FA to activate, no action cost to maintain after the first round.

Warning: Anyone who uses this receives a Dark Side Point.

Effect: This power, when used, channels the character's anger and rage into a berserk fury, which increases his prowess in battle. Game effects include a temporary +2D bonus to *Strength*, and a -1D penalty to all defensive skill rolls. Raging characters are unable to perform any action or Force power that requires patience and/or concentration. When use of *channel rage* ends, the user loses two pips from his *Strength* die code for every round the power was kept up (reducing his Strength die code to a minimum of 1D).

Rage

Control Only

Control Difficulty: Difficult

Required Powers: *Hibernation trance*

Warning: A Jedi who uses this gains one Dark Side Point.

Note: *This power can only be used by characters who have been consumed by the dark side of the Force.*

Effect: Rage allows a character to feel the influence of the dark side. It is a counterpart to *emptiness*. The character must tense himself to allow the mindless rage of the dark side to posses them. Any character in *rage* will appear lifeless. The Force-user is amplifying the negative aspects of his personality, leaving his face clenched in a rictus of horror and fear. A character must determine how long he wishes to stay in the trance when he enters it. Barring an attack or arrival of a specific person (as explained below) the Jedi remains in the trance for the duration. Every four hours, the character must make a Difficult *control* roll or he will come out of the trance.

When the Jedi leaves this state, he receives a +9 modifier to all Force skill rolls for a period equal to that spent in *rage*. *After the bonus has subsided, the character takes one die of damage for every **two hours** he was in the trance.*

Like *emptiness, rage* makes characters oblivious to their surroundings; they are rendered immobile. Unlike *emptiness* the character will strongly exude the dark side. This internal focusing even provides some protection against others using the Force to manipulate them in some way. Add the *rage control* roll to the difficulty of the Force power employed by the "attacking" character. Characters also dehydrate and hunger twice as fast as normal in *rage* and are more susceptible to damage (-1D to *Strength* when

resisting damage from physical and energy attacks while in this state). Characters who plan an extended trance require intravenous nourishment. In *rage,* the character is less oblivious to his surroundings than a Jedi in *emptiness*. For example, any physical contact by a living being is made may revive the character in *rage* (for which the Jedi will need to make a Moderate *control* roll) and it will provoke an instant berserker-like attack, regardless of who the other character is. The character then must make a Difficult *control* to cease the attack before the "offending" character is killed. A character using *rage* can choose to anticipate the arrival of a foe, using a Difficult *sense* roll (modified by relationship) with the *life sense* power at the time they enter *rage*. This will allow them to instantly awaken (an Easy *control* roll) if the expected person comes within five meters of the person in *rage*. This power may be used in a preparation ritual for the *transfer life* power. When an enraged person uses *transfer life*, their original body is completely consumed by the dark side, often bursting into blue flames. For every three points by which the *control* roll exceeded the *rage* difficulty, the body does 1D damage upon the explosion (three-meter blast radius).

Alter Powers

Bolt of Hatred
Alter Only
Alter Difficulty: Moderate
Warning: Anyone who uses this gains a Dark Side Point.
Note: This power is a Sith discipline.
Effect: The Force-user creates in his hand a radiant sphere of pure hatred which he can hurl at any target within his line of sight. After a successful *alter* roll to initiate the effect, the Force-wielder makes a *thrown weapons* roll with a 2D bonus to launch the bolt of energy at his target. Characters hit by the sphere suffer **6D Static Damage** and automatically loose a Character Point.

Note: This effect is immediately reduced by Static Force Attribute, if Doubled and the soak succeeds or under the effects of an Epic Point, this attack is immediately dissipated. *For each Harmony Point Possessed, reduce the effect of the Bolt of Hatred by 1 pip as well (prior to determining any outcome). Any Force or Harmony points spent to resist this power are **IMMEDIATELY** recovered at the end of the game session.*

Force of Will defends against this power, subtracting a number of pips from the D code of the damage equal to their Willpower D code.

Dark Side Web
Alter + Force Attribute
Alter Difficulty: Difficult
Warning: Using this gains a you a Dark Side Point. *This power may be kept up for 1FA.*
Note: This power is a Sith discipline
Effect: When successfully initiated, this power summons strands of dark side power that wrap around the Force-user's target, ensnaring him in a mesh of brilliance. The lattice of energy severs the connection between the Force and the trapped individual and saps the strengths from his body. In game terms, the target of the *dark side web* loses a number of Force skill dice up to the number of the Force-wielder's *alter* dice.

Note: *Force Attribute immediately mitigates this effect equal to it's D code. If a Force Point is used, it can completely negate this effect, or a Harmony Point spent to resist will instantly deflect this attack. Any Force or Harmony points spent to resist this power are **IMMEDIATELY** recovered at the end of the game session.*

Injure/Kill
Alter Only
Alter Difficulty: Targets opposing *control* or *Perception* roll
Required Powers: *Life sense*
Warning: Using this gains a you a Dark Side Point.
Effect: An attacker must be touching the target to use this power. In combat, this means making a successful *unarmed combat* attack in the same round that the power is to be used. When activated this user makes one roll. If it is higher than the character's resisting *control* or *Perception* total, figure damage as if the power roll was a damage total + Strength and the *control* or *Perception* roll was a *soak* roll to resist damage.

Control and Alter Powers

Aura of Uneasiness

Control Difficulty: Easy. Modified by proximity, but limited to line of sight.
Alter Difficulty: Easy.
May be kept "up" for 1FA.
Warning: This is a *"Grey"* power, and does not generate a Dark Side Point.
Note: This power is a Sith discipline
Effect: This power allows a Jedi/Sith to project a field of vague discomfort and unease around him, which causes non-sentient creatures to avoid him.

Create Force Talisman

Control & Alter: Force Attribute adds 1 pip to the items rating per D (max +1D).
Control Difficulty: Moderate.
Alter Difficulty: Difficult.
Required Powers: *Concentration, control another's pain, control pain, Force weapon, transfer Force.*
Effect: By using this power and spending a Force Point, a Force user can imbue an item of personal significance with Force energy, thereby creating a Force Talisman. A Force Talisman grants its possessor a bonus to resist Force powers, adding this bonus to any rolls made to resist hostile Force powers. A Force user can only possess one talisman at a time. The bonus
granted by the talisman depends on the amount by which the Force user succeeds at his *alter* skill roll.

Alter Roll > Resistance
Difficulty By: Bonus
0-8 +2 pips
9-16 +1D
17+ +1D+1

Note: *This is not necessarily evil. The object created could be evil, however, in many circumstances this object is beneficial in nature to ANY force user. This ability is known to Light Side Jedi (though rarely used as they instill a principal in their students to rely upon themselves) as well as Sith practitioners. Light Side Relics do exist and can be found in any number of locations (including objects that grant force powers and Attribute to even people who are not inherently Force Sensitive).*

Drain Energy

Control & Alter Only
Control Difficulty: Very Easy for simple devices (datapads, holorecorders, droid callers); Easy for power packs (such as blasters); Moderate for energy cells (lightsabers, force pikes, vibro weapons); Difficult for portable generators (EWeb repeating blasters, droids).
Alter Difficulty: Easy if the target is a non-sentient piece of equipment. If the target is a droid, the *alter* difficulty is the droid's *Strength* roll.
Required Powers: *Absorb/dissipate energy.*
Warning: This is a *"Grey"* Power, not necessarily Dark Side
Effect: Use of this power allows a Jedi to drain the energy from power packs, energy cells, and similar power sources. This can render powered and electric equipment useless until the power source is replaced or recharged. Power generators larger than a portable generator, such as a fusion generator (used in power droids, vehicles, and ships) are too large to be drained by this ability. Using this power takes a full round. It can affect a single target within the character's line of sight up to 10 meters away.
Note: *This ability is known to Light Side Jedi as well as Sith Practitioners.* Corran Horn's grandfather (Halcyon Horn) used the ability to drain the energy cell of a Dark Jedi and then used the power surge to manifest the Telekenitic ability he lacked (he had no affinity for TK) to crush his disarmed adversary by manipulating *Dissipate Energy* immediately after the draining to channel that power into an attack. *Contrary to popular belief, he didn't die from the action, it was a series of fatal Lightsaber strikes that actually killed him, he used his last Force Point to destroy the Dark Jedi.*

Electronic Manipulation

Control & Alter Only
Control Difficulty: Easy for non-sentient machines; Moderate for sentient machines; Difficult for sentient machines hostile to Sith (See notes at the end). Modified by proximity.
Alter Difficulty: Easy for slight alteration; Moderate for significant changes in programming; Difficult for major reprogramming.

Required Powers: *Absorb/dissipate energy, affect mind*
Warning: Gain a Dark Side point if using Anger, otherwise it can be utilized in a Light Side format with benevolence as well.
Note: This power is a Sith discipline & another *"Grey"* Power
Effect: This power allows the practitioner to channel his anger into the electronic circuits of a computer, droid, or machine, and reprogram it by manipulating its physical and electrical components. The reprogramming can only restore original reprogramming which has been altered, not actually rewrite a computer's programming. Since this Sith power can only be evoked in a state of rage, the Jedi have long avoided using it.

Other Notes: There is a derivative use of this ability which does not use rage to fuel it. It is more like an Affinity for Droids and allows a Light Side Jedi to have a connection to a Droid Host allowing them to channel the effects of Accelerate another's Healing into the Droid, effectively repairing it and restoring it while preserving it's "sentience". That ability is recorded in the Jedi Archives and is not often taught as there is some argument over the relevance and existence of "sentient" Droids. Not to mention it's dual use as a Sith power, possibly opening up a path to the Dark Side. Benevolent use of this ability does not generate a Dark Side Point. In the case of encountering a hostile droid, this ability can be used in Light Side fashion to "befriend the Droid" thus converting it's subroutines to a default setting where it no longer sees the Jedi or their allies as enemies.

Feed on Dark Side
Control & Alter Only
Control Difficulty: Moderate
Alter Difficulty: Moderate when activated
Required Powers: *Sense Force*
Warning: Anyone who uses this receives a Dark Side Point. However, there is a "Grey" derivative of this ability that does nto generate a Dark Side Point.
This power can be kept up for 1FA
Effect: This power allows a Jedi to feed on the fear, hatred, or other negative emotions of others to make himself more powerful. It does not matter to the dark side why the others are filled with dark emotions; the feelings alone suffice. In game terms, in any round in which a character using this power is in the presence of a light side Force-sensitive who gains a Dark Side Point, the character gains a Dark Side Point and a Force Point. If multiple characters gain Dark Side Points in the same round, the character gains multiple Force Points. These Force Points must be spent within five minutes of being received. Dark Jedi use this power to gain power from the anger and hatred they create in their foes. For player characters who are quick to anger, it is impossible to die-roll their way out of this situation. The only way to stop a Jedi from gaining extra Force Points from this power is to resist the dark side. This can be extremely difficult, particularly since there is nothing to prevent the Dark Jedi from doing everything in his power to provide these negative emotions. This might include deception, the butchering of innocents, taunts, insults, threats against the characters, their friends, families, home planets or bases, and anything else likely to make them call on the dark side. Players who fail to devise a better way of defeating a Dark Jedi other than by brute force are very likely to be destroyed if faced with this power.

Note: Any Jedi that has the capability to "Burn" Dark Side points, that does so (See Juyo and Vapaad) strips an equal amount of Force Points from the practitioner of this power. Jedi practitioners of these combat forms can sense the "Feeding" with a Moderate Sense (reduce this difficulty per tier after "Base" these combat practitioners have in Juyo or Vapaad by 1 point. Or if they possess both forms (even at base, immediately reduce the difficulty by 1 and add both forms to the reduction per tier after "Base") roll and thus can activate this ability. This activation will NOT trigger the threat warning of the one "Feeding". Such an event will cause the "Feeding" Jedi to suffer a D-Code penalty to all actions equal to the amount of Dark Side Points "Burned" for a number of rounds equal to the Dark Side Points Burned. Light Side Jedi, or rather, "Grey Jedi" can be very effective at combatting Dark Side users and Sith Practitioners. Truly, the best defense is a good offense vs the Dark side and having knowledge of how the Dark Side works can be a Jedi's greatest ally.

And the "Grey"Jedi ability is as follows:
Draw from Background Emotions
Control Difficulty: Moderate
Alter Difficulty: Moderate when activated
Required Powers: *Sense Force*

Effect: This power allows a Jedi to draw from the background emotions in a place or area. This ability will regenerate any character points that the Grey Jedi has expended in standard use as burnt points to aid in rolls. In game terms, for each minute the Grey Jedi spends drawing from background emotions they will regain 1 "burnt" Character Point. Should anyone in the vicinity be using a Heroic Point at the time of their "Drawing" the Grey Jedi will also regain any Heroic points that were burnt from selfish uses or expenditures where they were used and not regained, during that session.

Note: The Grey Jedi must be in an area where there is sufficient background emotion available to draw from in a non-invasive fashion. If they attempt to replenish their burnt pools in areas of insufficient population they will also receive a dark side point for each point (of any kind) restored. In low population areas, this ability will drain the actual life force from individuals (stealing their character points and force points).

Secondary Ability: If the Grey Jedi opts not to draw points to replenish his or her pool of burnt points, this ability can be utilized to deplete the overall emotional state of a body of people or a concentration of people. The effect of this alteration is represented in the form of the Jedi's Force Attribute. The raw D code of the Jedi's ability (can be doubled with the use of a Force Point) becomes a direct D for D reduction to a target group's Perception ability. If the Jedi manages out "zero out" any individuals Perception attribute, they experience an emotional shift. Loosing interest in the event at hand and moving to another thought process.

For example: A crowd of people is huddling in terror in a rebel bunker. No one in the room is able to compel or inspire them to man posts or help out during the siege. The Grey Jedi activates this ability in proximity to them and every individual that has a "zeroed out" Perception immediately snaps out of their terror and their emotional state levels off. Allowing them to then be influenced by a rousing speech or the requests of aid by Rebel soldiers that are undermanned or wounded. Likewise you could use this to deplete the interest of a crowd of people attending a concert, where you know there is a bomb and you need to control their evacuation.

GM discretion, this is an incredibly powerful ability and it can be used to harm as well as help. Any act that willingly harms groups of people immediately awards the Grey Jedi one or more Dark Side points.

Force Lightning

Control & Alter Only

Control Difficulty: Difficult, modified by proximity, limited to line of sight.

Alter Difficulty: Target's *control* or *Perception* roll

Warning: See Below.

Effect: This power taps into electrical currents and ambient static that exists everywhere. Some say it's a corruption of the Force, other's recognize it for what it is, a tool (see below). When used it produces bolts of white or blue energy that fly from the user's fingertips like a sorcerers lightning. The bolts tear through their target, causing painful wounds. *Since this power is Force-generated it can be Force-repelled using absorb/dissipate energy & Advanced Melee Combat (not the standard, innate Lightsaber combat). Force lighting* courses over and into its target, convulsing the target with serious pain, and eventually killing him. Armor does not protect a character from *Force lightning*. *Force lightning* causes 1D of damage for each 2D of *alter* the user has (rounded down: a character with an *alter* of 5D would cause 2D of damage).

Note: *This is a "Grey" area power. It can be used (and mostly is) as a means to slowly torture it's target to death. However, there are many precedents that exist that show the ability being utilized in combat vs. Dark Side Jedi. Technically even the use of Absorb Dissipate Energy to deflect this assault back at the caster is, in essence, no better than the user who created the assault. Even Maser Yoda has turned this sort of assault against it's originators. It COULD be used effectively as a deterrent to combat other Dark Side Jedi by showing them you are more than capable of playing on their terms. Any Grey Jedi (one with 1 or more Dark Side Points, that is not consumed) using this power for "good" against another Dark Sider or forces of the dark side (even troops) will not gain a Dark Side Point. Though this is NEVER considered a heroic act and any Force Points or Epic Points burned to fuel this will never be restored.*
This ability can, and will affect Droids and electronics contrary to popular belief. In these circumstances, it bypasses all Armor, all "Shielding" (like Ion Dampening techniques) and directly strikes

the target's resistance codes.
Alternate Usage: *Force Lightning is effective vs. Force Aberrations. For example, the Vong. Thus, it is also effective against a Mundane's Force Armor, effectively ignoring their Force resistance. Even the more focused Jedi Hunter's with their enhanced force Armor evolutions are not more resistant to this ability. Thus, this power can be employed by ANY Jedi to combat Force Aberrations without fear of generating a Dark Side Point.*

Hatred

Control & Alter Only
Control Difficulty: Moderate.
Alter Difficulty: Target's *control* or *Perception*.
Required Powers: *Control pain, inflict pain, injure/kill, life detection, life sense, hibernation trance, rage, waves of darkness.*
Warning: Any use grants a Dark Side Point.
Effect: This power is similar to *Force scream*, but is used voluntarily. The character using this power releases his hatred into a blast of Force energy. Successful use of this power deals *Force Attribute Static damage* to all targets within ten meters of the character, and gives each one a -1D penalty to all rolls for the remainder of the round. The effects of this power last a single round, though the duration can be increased by spending character points – for each character point spent, the duration is increased by one round. These points can be spent at any time before the power fades.

Note: *Static Force Attribute directly reduces this ability's effect, for a complete negation the defender would have to possess equivalent Force Attribute or 1D above to eliminate the -1D penalty to all rolls. -Force Points and Epic Points can mitigate this blast as well, directly translating into a full Static Barrier for the Jedi employing them in defense. Character Points function as normal.*

Inflict Pain

Control & Alter Only
Control Difficulty: Very Easy. Modified by proximity
Alter Difficulty: Target's *control* or Perception
Required Powers: *Control pain, life sense*
Warning: Any use grants a Dark Side Point.
Effect: The target experiences intolerable pain. The user causes damage by rolling her *alter* skill, while the target resists damage with their *control, Perception,* or *willpower*. The damage is figured as a *stun* attack, although if the target suffers any damage at all, they are so crippled by pain that they are incapable of acting for the rest of the round and the next round.

Waves of Darkness

Control & Alter + Force Attribute Applied to Each
Control Difficulty:
Area of effect: Difficulty
1-2 meters Moderate
3-10 meters Difficult
11-20 meters Very Difficult
21-30 meters Heroic
Alter Difficulty:
Area of Effect Difficulty
1-2 meters Moderate
3-10 meters Difficult
11-20 meters Very Difficult
21-30 meters Heroic
Warning: This is a "Grey" Sith ability. If the use of this ends in the death of one or more beings who fail to react, then and only then, does it generate a Dark Side Point for the wielder.
This power may be kept up for 1FA
Note: This power is a Sith discipline
Effect: The user delves into the darkness of her own spirit and dredges up the feelings of hatred, jealousy, greed, and rage that linger in the shadowed recesses. Using the Force as a power source, she expels these vile emotions in waves of dark side energy that radiate outward in an expanding sphere. Anyone caught in the disturbance suffers immediate confusion, and a few seconds later, feels fear. In game terms, those entering the area infested by the dark side waves must make a *willpower* or *control* roll against the Force-user's *control Only* total for initiating the effect. Anyone who fails the roll cannot take his next action (in this combat round or the next) and must flee on the successive round. Anyone who succeeds becomes confused and can take no more than one action each combat round until he exits the field of dark side energy.

Control and Sense Powers

Sith Sorcery
Control & Sense Only
Control Difficulty: Difficult.
Sense Difficulty: Moderate.
Required Powers: *Enhance attribute, feed on dark side, life detection, life sense, sense Force.*
Warning: Any use grants a Dark Side Point.
Effect: *Sith sorcery* is used to channel the spirits of dead Sith lords into a character's body, augmenting his own natural abilities at the risk of possession. If successful, this power grants bonuses to attacks, resistance rolls, *Strength* (to resist damage only), and any use of dark side Force powers (ie, any powers that give Dark Side Points when used). The extent of the bonus and the power's duration are determined by the amount the Jedi's *control* roll exceeds the difficulty. The duration can be increased by spending character points – for each character point spent, the duration is increased by one round. These points can be spent at any time before the power fades.
Control Roll >
Difficulty By: Bonus Duration
0-6 +2 4 rounds
7-12 +1D 4 rounds
12-18 +1D+1 3 rounds
19-24 +1D+2 3 rounds
24+ +2D 2 rounds

Special: Whenever *Sith sorcery* is used, in addition to receiving a Dark Side Point, the character opens himself up to possession by Sith spirits. He must immediately succeed in a Moderate *willpower* skill check, with the difficulty increased by the amount of the bonus received. For example, a Dark Jedi beats his *control* roll difficulty by 8 points, gaining a +1D bonus. When the power fades, he must make a *willpower* roll with a difficulty of Moderate +1D. If the skill roll succeeds, there are no complications. If it fails, however, the character is possessed by a dark side spirit.

Sense and Alter Powers

Force Wind
Control & Sense Only
Sense Difficulty: Moderate
Alter Difficulty: Moderate to affect 5 meters; Difficult to affect 10 meters; Very Difficult to affect 15 meters.
Required Powers: *Magnify senses, shift sense, telekinesis*
This power may be kept up for 1FA
Warning: Any use grants a Dark Side Point
Note: This power is a Sith discipline
Effect: This power allows the Sith to manipulate and channel air currents to form powerful and destructive tornadoes that can lift people into the air and fling them about. The cyclone does the Sith's *alter* code in damage to all within its range. ***Directly resisted by Static Force Attribute and Alter if the target is a Force User. Alter constitutes the use of Telekinesis and counts as an Action to deflect.***

Control, Sense and Alter Powers

Control Mind
Control, Sense & Alter Only
Warning: Anyone who uses this receives a Dark Side Point, plus an additional Dark Side Point for every evil action they force a victim of this power to undertake.
Note: The difficulties of this power are significantly decreased for those who have been *consumed*.
Control Difficulty: Moderate, as modified by relationship. Targets with an affinity for the Force (i.e., have Force skill or Force Points) may make an opposed *control* or *Perception* rolls: base difficulty + 1DR per success level starting with a moderate success (15) on the opposition's *Control or Perception* rolls.
Sense Difficulty: Easy for a Jedi who has turned to

the dark side, as modified by proximity. Moderate for a Jedi who is of the light side, as modified by proximity.
Alter Difficulty: Moderate, depending on the number of targets being controlled and whether or not they are willing. Force-sensitive targets may make opposed rolls, base difficulty + 1DR per success level starting with an easy success (10) on their *Control or Perception* rolls.
For a Jedi who has turned to the Dark Side:

Number Willing / Unwilling (Non Force Sensitive)	
1 Very Easy	/ Easy
2 Easy	/ Moderate
3 Moderate	/ Difficult
4-5 Difficult	/ Very Difficult
6-8 Very Difficult	/ Extremely Difficult
Number Willing	**/ Unwilling (Force Sensitive)**
1 Moderate	/ Difficult
2 Difficult	/ Very Difficult
3 Extremely Difficult	/ Heroic

This power may be kept up as 2FA
Effect: The use of this power allows a Jedi to take control of another person turning him into a puppet who must obey the Jedi's will. When used successfully a Jedi can control the actions of others, making them serve his will like automations. The power may be kept up to allow the user to maintain control of his target's mind – the Jedi must make a new roll if a new target is to be added. Characters versed in the ways of the Force (with any Force skills) can actively resist by rolling a *control* or *Perception* total. ***Always add Static Force Attribute to the resistance total. It is extremely difficult to control the mind of a Force User.*** A character with an inherent affinity for the Force may resist by rolling a *Perception* total. The character may choose either the difficulty for the power use or his own roll. If the Jedi attempts to control more than one such Force-sensitive character at the same time, for all characters beyond the first, add +1 for each die code of *Perception* or *control*. The Jedi must make a new power roll whenever he attempts to take over a new target. Targets may be released without a roll. Control mind *cannot be used to control droids or computers.*

Create Force Storms

Control, Sense & Alter and apply Force Attribute to Damage Code Only
Control Difficulty: Heroic
Sense Difficulty: Heroic
Alter Difficulty: Heroic modified by proximity. Modified by diameter of storm desired: +5 for 100 meters or less; +10 for 100 meters to 1 kilometer; +15 for a base of 1 kilometer and +2 for every additional kilometer. Modified by damage: +5 per 1D (stacked with Force Attribute) of damage. The user must make Heroic rolls each successive round to control the storm. They must also make a Very Difficult roll to dissipate the storm.
Required Powers: *Hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, farseeing, projective telepathy, instinctive astrogation, rage.*
Warning: Force Storms are immensely destructive and violate the laws of nature. A Jedi using this power automatically receives a Hatred Point. Jedi already consumed receive a Dark Side Point.
Effect: This is one of the most destructive Force powers known. It allows the Jedi to twist the space-time continuum to create vast storms of Force. The power also allows limited control of these storms. Capable of creating annihilating vortices, the storms can swallow whole fleets of spaceships or tear the surfaces off worlds. This power requires an extreme focus of hate and anger to an almost palpable degree and there is considerable danger involved. Some are capable of creating Force storms, but fail at harnessing what they have foolishly unleashed. Often, those who fail to control the storm are themselves consumed and destroyed. If the Force-user is destroyed, the storm dissipates within minutes. ***When creating a Force Storm, the character must determine the diameter and amount of damage (on a capital scale).*** If the Force user fails on any of her rolls, she successfully summons the storm with the desired damage, but the storm attempts to consume the summoner. At a +10 difficulty, the summoner can use unusual maneuvers with the storm, like creating a vortex to draw victims to a specified point.

Doppelganger

Control, Sense & Alter Only
Control Difficulty: Very Difficult
Sense Difficulty: Very Difficult
Alter Difficulty: Heroic.
Required Powers: *Control pain, emptiness, hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis,*

projective telepath , control another's pain, transfer Force, affect mind, dim another's senses
This power must be "kept up" for 2 FA.
Warning: Anyone using this receives a Dark Side Point.
Time to Use: Five minutes
Effect: This power creates a doppelganger of the Force-user.
Though the doppelganger is more than merely an illusion, it will interact with people and appear to be real. It can harm others, and use weapons and armor. The user can sense all normal senses through the Doppelganger, including a "feel" of normal substances. Doppelganger's also register normally on all droids' audio and video sensors. Those with the Doppelganger believe it to be a real person. The Doppelganger acts with half the skill dice of the person that created it. A Standard "Kill Result" is required to destroy it or the will of the creator.

Notes: Force Ghosts can utilize this power as an "Innate" ability. Powerful enough Force Ghosts can maintain the Doppelganger almost indefinitely and manifest it at will. Any destruction of their Doppelganger will weaken their presence by the same amount of Dice the Doppelganger possesses for a number of round equal to that D Code (effectively diminishing them by half their own ability) and the Doppelganger cannot be manifested for a number of rounds equal to twice the Doppelganger's highest skill. Doppelganger's can wield weapons and even kill or fight beside Characters when manifested. Dissipation of these manifestations requires a "Kill Result" as per standard rules as if they were actually alive. For Force Ghosts, this manifestation is not considered a Dark Side action and does not generate a Dark Side Point. Though using the Doppelganger to commit atrocities still generates them as normal.

If the creator of the Doppelganger is killed or the link with the Doppelganger is severed while the power is in effect, the Doppelganger is "freed" and continues to act on it's own, developing a sense of self and can even go a completely different route in the course of it's existence. It cannot be "re-acquired". For all intents and purposes it begins life with 2 Force Points and no Dark Side Points as a Traditional Jedi. It retains limited memories which pertain to possessions of it's former self and can utilize these as a basis for the acquisition of gear. In this instance it possesses no allegiance to it's creator. Some Sith Lords have been known to employ this as a means to continue to exist when faced with an Extinction event. Some even leaving behind instructional materials for the Doppelganger to find.

It is rumored that Exar Kun is one such being, with his Doppelganger wandering the galaxy, ageless and performing acts of redemption for his atrocities against the Galaxy. This can present an interesting plot or story element in any campaign. This manifestation of him is likely close to his original skill and power level after thousands of years. A mysterious light side benefactor that remains in the shadows. Showing up at flashpoints in history to save a child or entire groups of people.
-Further evidence suggests one such instance of a Sith being having left behind materials for their Doppelganger and through the course of the Doppelganger's inquiry it inadvertently triggered (a planned event) a Sith object which transferred the being's true essence into the Doppelganger, thus "resurrecting" the Sith Lord. Darth Pagueis "The Wise" is possibly an example of such an act.

Drain Life Energy
Control, Sense & Alter Only
Control Difficulty: Easy.
Sense Difficulty: Easy. Modified by proximity.
Alter Difficulty: Easy.
This power may be kept up for 2FA.
Warning: Any use grants a Dark Side Point
Note: This power is a Sith discipline
Effect: This power allows a Sith to draw power from nearby non-sentient beings to boost his ability to go without sleep. As long as this power is kept up, the Sith will not fatigue or require sleep. Use of the power depends on a ready supply of nearby insects, small rodents, birds, and so on to draw energy from. This power may not be used to draw energy from sentient beings.

Drain Life Essence
Control, Sense & Alter Only
Control Difficulty: Very Difficult, inversely modified by relationship. For example, a close relative would add +30 to difficulty, while a total stranger of an alien species would add nothing.
Sense Difficulty: Use chart below:

Number of Victims Difficulty
1 - 5 Very Easy
6 - 50 Easy
51 - 1000 Moderate
1,001 - 50,000 Difficult
50,001 - 1 million Very Difficult
1 million to 10 million Heroic
Alter Difficulty: Easy for willing, worshipful subjects. Difficult for ambivalent or apathetic individuals. Heroic for enemies. Add +2 DR to the difficulty if individuals are imbued with the light side of the Force & +1DR per D of Force Attribute they possess.
Required Powers: *Control pain, hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, farseeing, projective telepathy, control another's pain, transfer Force, affect mind, control mind, dim another's senses This power may be kept up for 2 FA.*
Warning: Any use grants a Dark Side Point
Effect: This power allows a Jedi to draw life energy from those around him and channel the negative effects of the Dark Side into those victims. All living things are a part of and contribute to the Force; even those with no awareness of the Force are affected by and are a part of it. Many beings go through their daily lives wasting much of their life energy. This power draws that life energy from beings, allowing a Jedi to use that energy to further his or her own ends. To draw this energy the Jedi must roll this power once a day. This power is considered up at all times and thus die penalties apply. The amount of energy the Jedi draws depends on the number of individuals affected by the power and the length of time they have been drained. For individuals who have been drained for less than one week or longer than one month:
1-5 – one Force Point per week
6-50 – one Force Point per five days
51-1,000 – one Force Point per three days
1,001-50,000 – one Force Point per two days
50,001-1million – one Force Point per day
1 million to 10 million – Force Point per 12 hours
For individuals who have been drained longer than one week and less than one month:
1-5 – One Force Point per five days and +1D to all Force skills.
6-50 – One Force Point per three days and +2D to all Force skills.
51-1000 – One Force Point per two days and +3 to all Force skills.
1001-50,000 – One Force Point per day and +3D+2 to all Force skills.
50,001-1 million – One Point per 12 hours and +4D to all Force skills.
1 million to 10 million – One Point per 6 hours and +4D+2 to all Force skills.

Memory Wipe
Control, Sense & Alter Only
Control Difficulty: Moderate
Sense Difficulty: Target's *Perception* or *control* roll. Modified by relationship.
Alter Difficulty: Target's *Perception* or *control* roll. Modified by relationship.
Required Powers: *Control pain, hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, farseeing, projective telepathy, affect mind, control mind, dim another's senses.*
Note: This power is a Sith discipline
Warning: Any use grants a Dark Side Point.
Effect: This dreadful power allows a Sith to sift through a person's mind and destroy all knowledge of specific events or learned skills. Use of the skill requires direct contact with the target, and only one specified objective can be perused per session.

Telekinetic Kill
Control, Sense & Alter
Force Attribute Added to Damage
Control Difficulty: Easy, modified by proximity
Sense Difficulty: Easy, modified by proximity
Alter Difficulty: Target's *control* or *Perception* roll
Required Powers: *Control pain, inflict pain, injure/kill, life sense*
Warning: Anyone who uses this receives a Dark Side Point.
Effect: This power is used to telekinetically injure or kill a target. The user makes his *alter* roll against the target's *control* or *Perception* total to determine damage. The exact method used to kill the target varies: collapse of the trachea, stir in the brain, squeeze the heart, or any number of methods.

Note: *Force Attribute or Force Armor directly resists this ability at a Static Level, reducing overall damage, it is even considered static resistance if a Force Point or Epic Point is used. Base Control Becomes Static with a Force Point (the doubled portion remaining*

variable) and the doubled Control roll becomes Static with expenditure of an Epic Point. Mundane Characters with Force Armor consider their Willpower Skill to be Static if an Edge or Legend Point is Used.

Transfer Life

Control, Sense & Alter

Note: *Force Attribute is Only used to destroy a "Host's Spirit" in a Attribute vs Willpower or Control Roll (Directly resisted by Hosts's Static Force Attribute)*

Control Difficulty: Heroic, modified by relationship. If the victim is unwilling, increase the difficulty by +15.

Sense Difficulty: Heroic, modified by proximity. If the target is unwilling, increase the difficulty by +15.

Alter Difficulty: Variable, depending on willingness and Force affinity.

Circumstances Difficulty

Specially Prepared Clone Host Body Easy
Recently Dead Body Moderate
Live Willing Host Very Difficult
Live Unwilling Host Heroic
Live Unwilling Doppelganger Legendary

Those that are Force sensitive may make an opposed *Control roll or the Skill that is most applicable in the case of Subclass Jedi (Raw mages & Chaos Knights default to Willpower + Force Attribute as noted above, Pattern Knights act as if they were Traditional Jedi for the purposes of this resistance).*

Required Powers: *Absorb/dissipate energy, accelerate healing, control pain, emptiness, detoxify poison, hibernation trance, reduce injury, remain conscious, resist stun, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, injure/kill, farseeing, projective telepathy, receptive telepathy, accelerate another's healing, control another's pain, feed on dark side, inflict pain, return another to consciousness, dim another's senses, transfer Force, affect mind*

Warning: Anyone using this ability receives 1 Hatred Point. If attempting to possess unwilling host, they receive 2 Points. All their skills and attributes are cut in half for a number of weeks equal to the amount of Hatred points this power generates.

Effect: This power allows character to transfer his or her life energy into another body. The key to immortality itself, this is one of the most difficult and evil of all dark side powers. To overcome a spirit already residing in a body is nearly impossible. This is why the power is nearly useless without the ability to clone host bodies. Though theoretically possible, it is not yet known what the effect on an unborn fetus would be. Fortunately, there is almost no history of this power being used successfully. It is believed that if the user's body perishes as an attempt fails, the user's life energy is lost, dispersed to the void.

Note: *Successful Possession of a willing or Unwilling host results in a net gain of Character Points Equal to half the Host's skill base (in addition to gaining the base attributes of the host). These points must be immediately reinvested in the appropriate skill areas (either raising or gaining skills the possessing spirit didn't possess before). Fragments of the host's memories will remain, however, and thus consider the new being to be mildly insane. Manifesting both personalities from time to time (could cause them to perform good and even selfless acts).*

Alchemy

Control, Sense & Alter

Force Attribute to each roll

Control Difficulty: Moderate.

Sense Difficulty: Moderate.

Alter Difficulty: Varies (see below).

Required Powers: *Accelerate another's healing, control another's pain, control pain, enhance attribute, enhance another's attribute, feed on the dark side, hibernation trance, injure/kill, life detection, life sense, place another in hibernation trance, sense Force, Sith sorcery, transfer Force.*

Warning: Any use grants a Dark Side Point

Effect: Using ancient Sith equipment and arcane formulae, a character with this Force power can alter the molecular composition of living beings, creating dark side mutants. All changes made to a being with this power create horrific physical mutations. Altering multiple aspects requires multiple rolls, with each roll taking one minute and granting an additional Dark Side Point. To use this power successfully requires thousands (or millions) of credits worth of alchemical equipment and raw materials (as well as a subject). Each alteration made inflicts 4D damage against the subject. This power can also be used to reshape inanimate matter.

Alteration Alter Difficulty

Add Claws or Fangs
(strength +2 damage) Difficult

Add Horns
(strength +1D damage) Difficult
Add Natural Armor
(+1D versus energy)* Heroic
Add Natural Armor
(+1D versus physical)* Very Difficult
Alter Physical Appearance
(+1D to Intimidation)* Moderate
Grant Darkvision (20') Very Difficult
Increase Attribute (+1 pip) Heroic
Increase/Decrease
Size By Half* Heroic
Increase Move Score +2
(up to twice original score) Very Difficult
Make Target Obedient
(-1D to Willpower) Very Difficult
*Each additional use of this alteration on the same target increases the *alter* difficulty by 5 points and grants an additional Dark Side point.

Force Illusion

Control, Sense & Alter
Force Attribute added to all rolls
Control Difficulty: Moderate, modified by proximity.
Sense Difficulty: Moderate, modified by proximity.
Alter Difficulty: Target's *control* or *Perception*.
Required Powers: *Affect mind, dim another's senses, life detection, life sense, projective telepathy, receptive telepathy, sense Force.*
This power may be kept up for 2FA
Effect: Characters with the power of Illusion can manifest images that seem completely real to those who perceive them. These illusions cannot cause physical harm, though they might cause others to make mistakes if they do not realize their true nature. Maximum range for an illusion is 10,000 meters from the user.

Note: *This is not specifically a Dark Side power, it can be utilized as one to mislead people to their deaths. It is recorded in the Jedi Archives at almost every major Jedi Academy. However, it is rarely utilized and more often than not it is used by Sith Practitioners. This Power can be bound to a Force Talisman/relic as a static effect with the strength of the original casting. More than one of these talisman can exist (unlike the singular defensive one, and they cost as the standard Talisman does).*

Questionable Powers

Please Note: Any powers listed in this section are so rarely employed and utterly questionable to ever be employed, or have anyone tasked with employing by any group of individuals. The precedent for it's existence was utilized upon Ulric Quel'Droma. Even after the part he played in the Sith Wars it is arguable that he was redeemable. This ability left him defenseless and ultimately he was murdered, gunned down in a senseless crime. The application of this ability should only be utilized upon the Un-redeemable, the utterly corrupt and completely insane beings. They are listed here under the Dark Side Powers due to their corruption of the natural flow of the Force.

Sever Force

Control, Sense & Alter + Force Attribute to each Roll
Control Difficulty: Difficult.
Sense Difficulty: Varies (see below).
Alter Difficulty: Target's *control* or *willpower* + Static Force Attribute
Special: Anyone using this power must spend one Force Point (which does not double rolls, though an Epic Point will double them but not grant the flat +40 bonus) and gains a Dark Side Point due to the unnatural alteration of the flow of the Force.
Required Powers: *Affect mind, battle meditation, concentration, hibernation trance, emptiness, force harmony, force of will, life detection, life sense, projective telepathy, receptive telepathy, sense Force, sense Force potential.*
Effect: This power severs a dark sider's ties to the Force, preventing him from using any Force skills. It is not effective against a character who has less than Seven Dark Side Points (assuming they have 1 Hatred Point), and it cannot be used by anyone possessing even a Single Dark Side point. The effects of Sever Force are "permanent", and the only way for a target to reverse the effects are to reduce the number of Dark Side Points they have below 1 Hatred Point. The power's *sense* difficulty depends on the number of Hatred Points possessed by the target. The *sense* difficulty is Epic if the target only has 1 Hatred Point,

Legendary if they have 2, Heroic if they have 3, Extremely Difficult if the target has 4, Very Difficult if the target has 5, Difficult if the target has 6, Moderate if the target has seven or more Hatred Points. The amount by which the character using *sever force* makes his *alter* skill roll determines how effective this power is at severing his target's connection to the Force. If successful, the target of this power must roll a *control* check each time he attempts to use a Force power. The base difficulty of this roll is detailed on the following chart:

Alter Roll > Force Use Difficulty By: Difficulty

0-10 Moderate
11-20 Difficult
21-30 Very Difficult
31-40 Heroic
41-50 Legendary
51-60 Epic

Note: *The base difficulty for the target to use Force powers is further modified by the number of Dark Side Points they possess. If the target reduces his Dark Side Point total below three, he no longer needs to make this roll and the power's effect is dispelled. Furthermore, the same ability cannot be used against them ever again.*

If the Target does not have Control, they cannot resist with Willpower. It is Pure Force Attribute Only (though this can be doubled by the use of a Force Point and Epic Points Apply as normal)

This is a game unbalancing "Light Side" power, and as such, I have almost completely re-tooled the difficulties and applied all of the effects of the ability to our custom game rules presented in this book. You will note that most of the Sith abilities listed above have counters to their powers, those counters are possible due to the redesign of the Force System. Whether or not this power would ever have to be deployed should be left up to your Game master. In my Mandalorian Campaign, it may be justified at some point in the later, more advanced story. -Force Harmony can be utilized to link multiple Jedi to lend their abilities to the caster in rare circumstances. However, each Jedi present and lending power to this even gains, immediately, (including the caster) 1 Hatred Point, which does not force them to become erratic, but must be atoned for over many game sessions.

4

Sub-Class Jedi & other Force Traditions

Force Roles (or paths): Raw Jedi explained/expanded

Anyone familiar with the Expanded universe should think of the Witches of Dathomir. They are a perfect example of the Raw Jedi. Force users that originally had powers as skills / spells that triggered with that skill's rating in dice for the ability and it's effects.

This is a Force Attribute based Jedi. However, if you're really looking to over complicate things there's almost no reason why they can't multidiscipline in the path of a Traditional Jedi. The two principals of Force Manipulation are compatible with one another, it's simply a matter of whether or not you can justify it in game and you actually have enough points to spread all over the place.

There are precedents of Dathomirian Witches that became Jedi and Vice Versa, where Jedi became Alchemists, typically referred to as the Sith Alchemist. The trouble actually occurs when you blend the disciplines. You are governed by both sets of rules at that point in time. Thus a Raw Mage picking up Traditional Jedi principals now can no longer focus the Force into directed attacks without gaining Dark Side Points! So, multidiscipline at your own Character's peril. Consider them to be "Limited Force Users" for the purposes of Traditional Jedi Principals and Power Acquisition limitations, with a Cap of 5D instead.

***Note:** Their Force Attribute acts as Static Armor vs all negative sub-class Jedi Force effects. Thus someone with an attribute of 3D has 18 points of Static Armor vs damage (or a base difficulty of 18, often enhanced by a Willpower roll). However, vs a Traditional Jedi this is not the case. Their attribute becomes a randomly rolled defensive value, enhanced by skills they possess where an when applicable.*

While any Raw Jedi has the ability to become a Traditional Jedi, they must first overcome an unmodified Heroic (40) Willpower roll in order to cast aside their "concepts" of how the Force is accessible. They will forever be governed by the strict rules of a Traditional Jedi at that point (exposure to corruption and the Dark Side)

Raw jedi ONLY use their attribute to utilize their abilities. They can inherently use all powers, on the inherent powers list as one of their two free actions per round. The real joy of this Jedi subclass is the removal of restrictions. No formal training is necessary. You are a spell caster, and if you actually craft spells that you put down into formulae their casting becomes easier. You use spell components to amplify your power which are consumed in the casting. Furthermore, you can create (or find) Foci which allow you to either cast specific spells to channel through these objects or you simply utilize the spells that have been burned into these items by another caster.

In the case of powers raw Jedi cannot use traditional Jedi powers at all. They may be similar, however, the effect will never be identical. There is always a randomness to their magic/force manifestation.

Now, lets say you want to really hit your stride. You then manifest your core ability and decide to try something that no power covers, like (as awful as it

sounds) Magic Missile or a bolt of either invisible or visible energy/mental trauma/whatever and fire it at someone.

Base Difficulty is 10 (5 + 5 for one level higher to manifest the ability on the fly) + 5 per additional attack / missile. Thus: Casting one missile, that does your attribute's damage to someone requires you to roll a 10 on however many dice you have.

YOU AUTOMATICALLY HIT, the only resistance to this is if you have Force Armor, Force Attribute or having Absorb/Dissipate energy up and armor where applicable. This resistance is NO different to a any Jedi vs. Jedi combat. If a trained jedi hits you with force lightning or uses TK to push you, your Attribute directly reduces this ability. It's the same here, except that Raw Jedi will likely have a higher attribute in most circumstances.

*Lets take the above example and make it a spell. For the cost of 5 character points you **"lock"** the ability. Base Difficulty is 5 +5 per additional attack / missile. That's where they start to get nasty.*

Standard rules apply for adding character points, except if you cast multiple missiles you must spend up to 2 character points PER missile to deal damage to multiple foes or a single foe.
Up to 3 character points can be spent on any non combat power.

Duration: Unless otherwise specified by the caster, the duration of a power is instantaneous. Any spell that is set to be sustained adds 5 difficulty to roll. After casting the spell 1 Free Action is required to "Sustain" the spell.

Imbuing items with attribute: as above, per 5 difficulty you add the object imbued (temporarily) will have a total amount of attribute dice equivalent to your Force Attribute. GM discretion on this, it can easily get out of hand (for maximum conferred STR & DEX, no Knowledge, Technical or Mechanical skill can be conferred)

Area of Effect:
Lets take it step further and say you want the spell / on the fly manifested ability to have Area of effect. You add 5 to the roll, this gives you 1m per D of attribute you have to the area of effect. Even at the edge of this area of effect, the blast is at full attribute damage. Per 5 in difficulty that you add to your roll, the area of effect DOUBLES. Thus, by adding 10 to your roll, you affect 2m per D of attribute that you possess. It can get pretty wicked and very difficulty to pull off, very fast. Count all pips in attribute as 1.1 additional feet. (3.3 feet = a meter).

A note on Spell Complexity:

Additional functions of any spell cost 1FA each unless otherwise noted.

Limitations:

On the Fly Spells: 1 + 1 functions

Locked Spells: +1 spell function (memorized). To "Lock" a spell means to create it formally, adding it to your Grimoire / Spell Book. Each Locked spell costs 5 Character points.

Casting from a Grimoire: +1 spell function + locked bonus: *Grimoire Casting requires the physical book (which can be destroyed along with the locked spell). This also costs 1 Free Action to perform.*

Memorized Spells: *1 Locked Spell Per D of Knowledge: Memorized Spells reduce difficulty by 5 but do not add additional functions to spells.*

Now lets talk buffing your powers beyond using character points (can be used in conjunction with character points / force points always).

You can utilize consumable components for added effectiveness. Or you an tie the "spell" to force resonant materials that don't get burned up in the casting. Furthermore, the more valuable the material that is expended / the spell is tied to = more power. You can bind a number of spells to each item based upon its material quality D rating. Expendable components typically yield a higher return than non-expendable components do.

Expendable Material Values and Effects:

0-10 Credits:	+1D
20-50 Credits:	+2D
100 Credits:	+3D
1000 Credits:	+4D
10,000 Credits:	+5D
50,000 Credits:	+6D
100,000 Credits:	+7D
1,000,000 Credits:	+8D
5,000,000 Credits:	+9D
10,000,000 Credits:	+10D

The limitation to the above is that the object must be something the player can carry. It can, actually, be any component found in the wild like a priceless painting in a museum, on the wall, whilst the character is being pursued! However, the spell effect must make sense to the spell being utilized. Thus creating a hallucinatory terrain identical to the painting that comes to life and dazzles and confuses the pursuer, is what I'm talking about. As always, utilize GM discretion on this. There could be massive ramifications for destroying priceless objects!

An example of a basic material would be like a ball of sulfur consumed in the casting of something like a fireball. That material should be in the 0-10 credit range. A package of refined, high yield, gunpowder 20-50 credits, a package of Thermite 100 credits, However, burning something like a firegem, valued at 50,000 credits would add the characteristics of it's actual explosive ability to the spell effects in addition to the bonus listed here.

The bonuses can be used for either Effect (Damage) or to add to your roll for success, or split between the two at the player's discretion.

Any power that is kept "up" for a Raw Jedi is considered one of his or her 2 free actions in a round! Thus you could sustain a "fly" spell without using an action after initially taking an action to cast it.

Any Spell, manifested ability or mimicked force power is considered to be one action. Multiple actions diminish Attribute, when your attribute hits ZERO, regardless of your consumables / foci bonuses, you can perform no additional actions for the round (even dodge).

Foci:
These are the items that don't get consumed in casting and allow you to have one spell per pip they have in their D code attached to each of them. Spells must be crafted specifically for them.

Foci Values and Effects:

Force Token / Jedi Coin 300-500 credits: +1 pip

Lightsaber Crystal 2,500+ credits (must be natural): +2 pip

Force Resonant Material 5,000 credits, extremely rare, usually
metal and fashionable into things like belt buckles, brooches, ornate hair pins, alcohol flasks, etc: +1D

Powerful Jedi Student clothing is priceless: +1 pip

Powerful Jedi Knight garb is priceless: +2 pips
Powerful Master's Robe/Clothing is priceless: +1D

Sith Lord's Armor is priceless and has other negative effects: +2D (full suit) reduce by 1 pip per piece missing.

Old Republic Jedi Battlemaster's armor is priceless: +2D

Force Artifact is utterly priceless, like a holochron: +2D

Kalibur Crystal is priceless: It's rating is whatever its rating is up to 5D

Note: *You can expend a Foci. If burned, this triples it's D code. Unless you're screwed, you should never burn any of these items. Any Foci at a +1D rating or higher immediately generates a force point for the user that is triggered when burned.*

Some items may not be usable *if you are a darksider. They may actually have adverse effects as will the Sith Armor, like nightmares and haunting. The reverse applies to Lightsiders.*

Sacrificial Expenditure:

This is rare.. Can be massively evil, or it's your final act…
Sacrifice a mundane for power: +2D immediate dark side point
Sacrifice a force user for power: +2D + their attribute as above
Self Sacrifice: +120 Suicide + Attribute
Willing Sacrifice: Mundane +3D; Force User + 4D + Attribute
*The first 2 require you to **KILL** them **first,** this may be **difficult***

Raw Jedi Alchemy & Inherent Ability:
The Raw Jedi is incredibly flexible but does not benefit from any Jedi like inherent abilities save for "Empower Object".

Inherent Raw Jedi Abilities: (All Innate, unless otherwise noted)
+1 to Free Actions (3 Base)
Cantrip (1FA)
Control Alchemical Object
Counter Casting
Detect "Magic"
Disrupt "Magic" (Variable)
Identify Object
Mage Sense
See Aura
Sense Force Disturbance
Transfer Force (2FA)

Detect "Magic": Does not allow the user to sense Force, it allows the user to inherently see items (that are visible) that are Enhanced/Enchanted/Possessed for what they are. Jedi will not glow, however, any sustained Traditional Jedi ability requires an opposed Force Attribute roll to determine. Attempting to identify multiple sustained abilities requires multiple rolls at the cost of 1FA each. Range is Line of Sight or (if obscured) 1m per D of Potential, pips are expressed as 1.1 feet.

Disrupt "Magic": A Raw Jedi can disrupt the effect of a Force Ability or Object. This applies to any power they are within range of. The Disruption can only target a single D code at a time (which is typically sufficient to temporarily disrupt the static effect a Force Artifact which triggers at a defined power level).
Range: 1m per D of Potential, Pips translate to 1.1 feet.

Disruption Effect:

Actions per round:	Effect (Round up):
1FA	1 pip per 3D of Force Potential
2FA	2 pips per 3D of Force Potential
3FA or 1A	1D per 3D of Force Potential

Counter Casting: The Raw Jedi actively attempts to counter the casting efforts of an opposed Sub Class Jedi. Subtract as many dice from the opponent as the Raw Jedi wishes to apply to the effort within range. Range is 1m per D of Force Potential, pips are 1.1 feet. Note: This, first reduces Force Potential, then reduces their Attribute *(attribute is considered **double** for Counter Casting),* if it reduces their attribute to 0D, they cannot cast or sustain spells. "Full Round Action (s)" (mage can still use defensive actions or already sustained spells).

See Aura: Allows the practitioner to get the general feel for the disposition of another. It works basically like receptive telepathy without the communication aspect and it translates into general feelings pulled from the surface emotions of a being. Even if the being read has no visible tells, the power still extracts the general sense of the target.

Sense Force Disturbance: The same as the Jedi Ability.

Mage Sense: Allows the Raw Jedi to get a generalized sense when another Raw Jedi is around. It does not pinpoint their location, however, can be used as a generalized warning as it will spike if their counterpart's intention is to harm them.

Cantrip: A basic spell that can be cast with a free action, like ignite a candle or candles, melt ice or wax, dust a small area, clean dirt from garments, chill or heat a drink, etc.

Identify Object: Allows a Raw Jedi to instantly recognize the powers of an object. Any Alchemical item is instantly recognized along with any powers that are tired to the object.
Some items may require research and time (GM Discretion).
This does not extend to Holochrons other than understanding their base significance (Sith or Jedi). Same with Sith Armor, you will know it has negative effects, research will be required for the specifics.

Control Alchemical Object: The Raw Jedi can choose to suppress any abilities that an object has and trigger them as they wish to. Example: The Raw Jedi

comes into possession of a Chaos Knight's sword that is normally tossing off oscillating light, a foul stench and Force Sleaze… The Raw Jedi can suppress any or all of these abilities AT WILL. The Raw Jedi can choose to manipulate their output to behave differently (like only outputting Force Sleaze instead of the obscuring stench).

Raw Jedi Alchemy:
Allows the Raw Jedi practitioner to create imbued objects that allow them to focus their spell effects through the "enchanted items" as if they were minor artifacts.

They can create an unlimited number of objects as described in the "Create Force Talisman" Force Power. They can have up to 3 +1 per 4D in Force Potential in effect simultaneously. However, after the first, the others must perform different functions (you cannot have 3 Talismans with Force Resistance). The others can (as their base difficulty) have *individual Traditional Jedi Force Powers* tied to them, that activate at a Static Attribute & Skill Code equal to one quarter the Raw Jedi's Force Potential (rounding up). Example: Bracers of Enhance Attribute (must specify the attribute) or a ring of Reduce Injury. **Note:** *Anything providing attribute bonuses does NOT provide a Static buff. Just the Die Code.*

Creation of Alchemical Weapons: This is a static weapon, indestructible and has additional properties. Must possess *Alchemical Weapon Construction/Repair (AP).* The Alchemical Weapon Construction/Repair AP allows for the infusion of Cortosis into any standard Weapon. However, it is the ability of the Raw Jedi to shape their own living essence into the weapon itself wether or not Force Resistant materials are utilized. 1. Force Resonant Materials are required, *Cortosis is not a recommended element in the creation of an Pattern Item as it dampens and effectively blocks the use of the Force to a degree.* 2. The weapon must be forged with the Force Resonant materials integrated. This can be accomplished by a Weapon Smith or the player. Creation time is no less than a week and yields a 3D damage weapon. 3. The Raw Jedi then takes weapon and infuses a part of their essence into the weapon in a Ritual that requires them to make a Heroic (40) roll against their combined Force Attribute + Willpower. Creating a 5D ***Static*** Damage weapon. *Character Points and Heroic Points can be used.*
Materials Cost: 4,500 Credits

Spell Channeling:
Up to three spells cast through these Alchemical Weapons will gain the benefit of +2D for the Force Resonant materials used in the item(s) creation as a Spell Bonus.

Limitations: Must have already "Locked" the three spells that are inscribed on the weapon.

These spells must be inscribed on the weapon (thus it must be large enough to read them off of it). Only one object can be actively used for any action. However, the Raw Jedi is not limited to possessing merely one. They can use as many as they have, but only one at a time.
Benefits: Grimoire Casting +2D
Requirements: 1FA

Note: This object is NOT a Foci. The bonus cannot be applied to any other Raw Jedi powers other than what it was crafted for. It is for all intents and purposes the same as a lightsaber. You can channel up to 3 specific spells through the item for a bonus. Those spells are permanently inscribed upon the item itself.

If the item is used in sacrificial magic it consumes the item (as in you use it as a spell component). The item is destroyed and grants the Raw Jedi +10D to their spell roll. This process can only be performed once, without penalty, as it not only destroys the object but also drains the Raw Jedi. Further actions taken like this will drain 1D of Force Attribute from the Raw Jedi, permanently, reducing both Force Potential and current Force Attribute.

The White Current (Illusionists)

Originally, the principles of the order were based upon the Fallanasi teachings which were typically pacifist in nature. This is not always the case with the followers of the Current. Many become disenchanted with their lives of seclusion in their illusory masked cities. Others, unwilling to simply allow the events of the galaxy to unfold while terror reigns supreme, strike out to bring their unique talents to bear against the Galactic Empire.

Followers of the White Current **cannot affect the physical realm.** Their core abilities are based off the Raw Jedi. However, anything beyond their own, personal, bodily control, will never take a tangible aspect. Everything outside of themselves is an illusion. For all intents and purposes, consider them to be Raw Jedi with a –3DR to casting any illusion, on the fly or otherwise.

They function identically to a Raw Jedi even, including how they sustain their abilities.

The Inherent power list below is similar to the Raw Jedi with the following modifications:

Inherent Raw Jedi Abilities: As Raw Jedi & below:
+1 to Free Actions (3 Base)
Pierce Illusion (Instant, no action required)
Cantrip (1FA) - Illusory
Perception Manipulation Immunity

Perception Manipulation Immunity: Means just that, it is impossible to ever alter a Current user's perception of anything. They see right through disguises, notice reconstructive surgery, and see things as they should be, or as they naturally are (they even notice holograms for what they are). Difficulty is base 5, perception roll for Current practitioners. No amount of drugs, Acid Trips or otherwise can alter they way they perceive their surroundings.

Pierce Illusion: allows the White Current user to immediately identify illusions and pierce them, regardless of the power level of the Current user that created the illusion.

Furthermore, this includes all optical illusions. That includes Jedi Knights that are bending light, and any stealth enhanced individuals. Their ability to notice these individuals strips away stealth bonuses and merely requires a Very Easy Perception roll to notice them. The ability counteracts, all technological stealth devices as well (including cloaking devices). The Mage must actively be in a place where he/she can see the cloaked ship, however, otherwise the ability has no effect.

New Powers:

Force Immersion

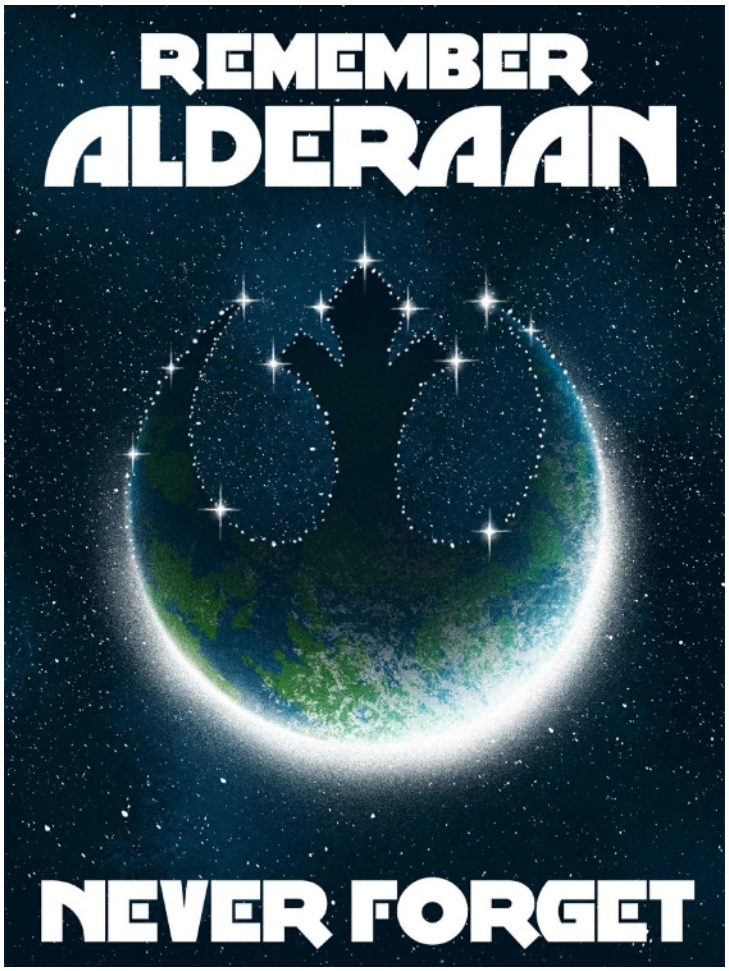
Ability Use: Unique and Innate to Current Mages
Description: The Current Mage has the ability to completely immerse themselves into the flow of the Force itself, it yields the following effects:
True Awareness: 2 FA Complete Awareness of all surroundings and reveals all beings, no matter how powerfully obscured (even at a Celestial Level)
Flawless Obscure: 2 FA The Practitioner is rendered invisible to everyone other than another practitioner of their art actively using True Awareness.
Obscure Others: 1 A per individual The Practitioners can immerse others into the Force Current. Difficulty is 10 per additional being, DR reduction from the class itself does not apply here (only if provided from perks), however, foci and expendable spell components will aid the transition. Anyone brought into the Force Current with the practitioner, gains the same core perception as the Current Practitioner.
-Once Immersed into the Current, individuals cannot be injured unless another Current practitioner directs adversaries to target their general location in the force.

Force Locker

Ability Use: Unique and Innate to Current Mages; **4A**
Description: The Current Mage has the ability to create an extra dimensional storage area that exists within the Current and moves with him/her. Items stored there can be called to hand at will (1 FA per item).
Duration: 1 Day per D of attribute
Weight Allowance: 1,000 KG per D of attribute.

Force Dimension

Restriction: Must exist on a planet's surface.
Ability Use: 1 Week of casting, -1D Force Attribute 1 Month
Description: The Current Mage has the ability to create an extra dimensional realm within a structure that is incredibly real and affects all within with real results. Mundane characters cannot enter unless they accept an "invitation" once entry is gained they lose all Mundane resistances. The realm is fully furnished and include defenders that all have the Mage's Force Attribute as all their core attributes. Realm is fully furnished, and the initial structure must be at least the size of a hut. Think "Baba Yaga's" Hut. Caster controls everything within.
Duration: Permanent, Locked to a single Dwelling only one can exist at a time.
Mobility: The Dwelling is mobile, it has a base move of 10
Durability: The Dwelling becomes DS Scale 2D, 4 locations.
Weight Allowance: 125M Squared per D of casting Attribute. Effectively 7,500 Metric Tons of volume per 125M.



Traditional Jedi as Raw Jedi:

Generally speaking, any Traditional Jedi (Control, Sense, Alter) has the capacity to practice Raw Jedi Mage arts. Functionally, once they acquire the ability to re-channel the force (no less than 1 month of training or 1 session of gameplay) they can begin casting spells to a limited degree. Consider them as "Limited Force Users" for the purposes of casting and all applicable rules (found on the next page), *except they can maintain two on the fly spells.*

As mentioned in passing, Traditional Jedi can wield Alchemical Swords, however, any tainted objects can subject them to an Immediate Dark Side Point. Sith, specific, swords almost always grant an immediate Dark Side Point and the Jedi will ALWAYS be aware of this as the object radiates "Evil".

Alchemical Weapons, in a Traditional Jedi's hands confer the same bonuses as a Lightsaber effectively and they are considered to have base proficiency (not advanced Proficiency) and thus only require 5 character points in investment to acquire the Alchemical Weapon skill.

Force Channeling, Using Foci, Fetishes or an Alchemical Weapon applies as usual. However any channeled combative magics using these buffs are subject to an additional Dark Side Point being generated for the Jedi due to the enhanced nature of the assault.

Alchemical Magic can, very easily, open a Traditional Jedi up to the Dark Side. Any attacks channeled in the same fashion that a Raw Jedi would utilize as a standard attack will generate a Dark Side Point for the Traditional Jedi.

An example of a Traditional Jedi practicing Raw Jedi Arts is the "Sith Alchemist". While this example was generally quite Evil, this is not indicative of all "cross class" Traditional Jedi that acquire this form on the Force as an ability.

Instances of Traditional Jedi as Raw Mages is somewhat rare but not unheard of. Many sages were hybrids of the Raw Jedi Principals and although it is not spoken about in any detail, the creation of Force objects, Holochrons included, would not have been possible if a Raw Mage/Traditional Jedi was not present during the item's creation.

It is quite likely that many Jedi Masters have at the very least, dabbled in this form of Force Manifestation. Typically, any unexplained Force

Manifestation from any past or present Jedi is easily explainable by applying the principals of the Raw Mage.

While any Traditional Jedi has the ability to become a Raw Mage, they must first overcome an unmodified Heroic (40) Willpower roll in order to temporarily cast aside their "concepts" of how the Force is accessible.

Video games like the Force Unleashed are prime examples of the blending of a Raw Jedi with a traditional Jedi. He began with Raw Jedi potential and gradually evolved as a hybrid of the two using both Elemental Powers in his assaults and force manifestations. He wielded a combination of the Raw Focus Form and Imperial Jedi combat forms simultaneously. It's a bit less glamorous in the formal RPG, because he would have gone insane from touching the Dark Side constantly (as many of the clones that used only Dark Side powers did).

Limited Force Users

Not all beings can become Full Jedi. This describes the rules classification for Jedi that not only suffer Limited potential but also have a limitation to their grasp about how they can perceive the Force. These individuals might be Force Users, however, their connection is so limited that they detect as non-Force Sensitive. *Thus even the Empire's Force Scanners will fail to detect these individuals.*

Initial investment in Force Sensitivity only requires 10 Points, and thus not a Full Attribute Die (1 Pip only). They begin play with +1 Pip in attribute only, with a theoretical Maximum of 2D Force Attribute.

They do not start play with 2 Force Points, in fact, they are considered to have Edge points. Thus they start play with 2 Edge Points. ***As such they do not acquire Dark Side Points, nor will they ever benefit/suffer from them.*** Their connection to the Force is Muddled and draws from both the Dark and Light sides of the force in equal measure.

While the dark and light sides of the Force muddle their ability to be detected, canceling one another out, as a Force User, they do gain a handful of Instinctive Usable Abilities. Like glimmers of a premonition of danger or a sense of "I have a bad feeling about this".

They are ineligible for all Force Disadvantages in the Disadvantages section. Likewise, they cannot take Enhanced Force Attribute or Force Potential Advantages.

Notes: *Null Force users (Mundanes with Force Armor & Jedi Hunters) gain no bonuses against them. They receive no buffs to their combat abilities that are tied to their Null Force Attribute. Limited Force users still receive all their bonuses when facing the Null User. Due to their ability to channel every facet of the Force. They are capable of channeling Rage into their attacks with no penalty, they simply don't register to Jedi Hunters as Force Users even if they openly are using abilities.*

To Traditional Jedi and other Sub-Class Jedi they are a complete enigma. They don't sense as Force Users, however, a contact based probing will cause unease in any other type of Jedi due to the swirling energies of Light, Grey and Dark constantly playing off one another. Traditional Jedi and Sub-Class Jedi gain

full intuition against them even if they cannot outright sense them. Any threat presented by a Limited Force user is still threat to another Jedi and that can be sensed.

Inherent Usable Abilities:

+2 to Free Actions (4 Base)

Danger Sense (Innate); Limited Detail = +1 Pip up to maximum attribute, to avoid + Sense as normal, for a Free Action they can add +1D to evade in the round the attack occurs, they do not get the sense the round prior.

Sense Force Disturbance (Innate); *Incredibly Limited, typically only resulting in a lowering of core temperature "getting the chills". +1D to* ***ALL*** *Perception or search rolls when one triggers.*

Enhance Attribute 1 FA - Force Attribute is the only bonus. Only one Attribute at a time

Receptive Telepathy 2 FA - Force Attribute is the only bonus

Accelerate Healing (Innate) +2 (3) Natural healing Rolls per day at +2 & reduce healing targets by –1DR

Magnify/Enhanced Senses 1FA - Force Attribute is the only bonus

Enhanced Combat (Innate): Attribute adds to all defensive and offensive rolls (not damage).

Note: While wielding Alchemical Weapons or Lightsabers the above applies, yet they cannot channel additional damage unless using Advanced Range or Melee Combat Powers (if they have them).

Force Attribute Resistance vs Force Powers:
This simply adds dice to whatever resistance roll is most appropriate, just as Control will for most abilities. There is nothing Static here.

Trainable Abilities:
As with any Force User, if you present them with the ability to pickup skills and abilities from a book, or a Master, they can learn. *They cannot pay character points for additional power slots. Once their Force Skills are maxed out, that's the end of their ability.*

1. The Traditional Force
They can acquire Control, Sense and Alter, though at a substantially capped potential. None of these abilities can be raised above 5D+1.

2. The Raw Mage
In addition to the above, they can also pickup the principals of Raw Jedi Force ability. They are governed by all the rules a presented in the book and limited by their Attribute.

Only One On The Fly spell can be attempted at any given time and no more than one can be sustained.

They can never Lock or Memorize Spells, though they can cast from a Grimoire.

They can utilize "Bound" items that are attuned to another Sub Class Jedi at no penalty, as necessary.

Can they call upon the Dark Side? Yes. The difficulty to do so is a flat 20. There is no "stun" effect associated with this, and they are not granted (penalized) by retaining the Dark Side Point at the end of the game session. This is a straight Perception roll, nothing else modifies it. Character points cannot be added to benefit this.

What happens if they traverse a Chaos Node or a Pattern? Nothing, they can traverse either with ease. There is no benefit.

This is how you play a Jedi that can break all the rules. However, You will never be able to go beyond a certain level of ability.

Quixotic Jedi

Quixotic Jedi are Force practitioners that don't quite fit into the role of a Traditional Jedi. For whatever reason, they can never gain Control or Alter as advanced skills. While some might think this neuters your ability as a Jedi, you need to look at the benefits.

They're focused, meaning all Sense rolls are made at a –2 DR difficulty.

You never have to worry about raising the other two skills, which is incredibly costly. You also don't really need to have a high attribute at all. Sure there's a benefit, but most of the abilities can be pulled off with Pure Sense rolls, and easily at that.

While the Quixotic Jedi don't require a master, they can benefit from instruction. They raise their Sense as an Advanced Skill ALWAYS, however, any training medium, whether that a book, a Jedi Knight or an Alien Vegetable of the Force, will act as if they had the Training Advanced Skill equivalent to their Sense D Code and will confer these bonuses to the Quixotic Jedi if they spend the time. Such training can only benefit the Quixotic Jedi once, per medium (increase rewards by 100%, yes x2). This is because the Quixotic Jedi is so observant that there's nothing more to learn in multiple sessions.

Attack: Quixotic Jedi's combat abilities come into play easily. You can play the Gun Kata Master (pictured above), a melee expert or even an enhanced hand to hand fighter. Quixotic Jedi Apply their Force

Attribute to Damage and their Sense dice become extra Action dice (to strike, parry & Dodge). You can do all three, they are simply individual powers: Gun Kata, Paladin (Melee) and Bruce Lee (Unarmed).

Defense: When a Quixotic Jedi enters his combat form (1 Action if not innate, which can be parked as a Free Action after the first round of activation), they can parry with their Guns, the Melee Weapons or their Hands/Feet/Teeth, whatever, any static Damage weapon at no penalty. Their weapons are effectively indestructible so long as their power is "up". Furthermore, any attempt to disarm them is made at a penalty equal to their combined Force Attribute and Sense dice on top of any base difficulty (this includes ripping their weapons away with Telekinesis).

They do not gain additional powers, however, they benefit from the following list of inherent powers just as any traditional Jedi does with the following modifications:

Inherent Usable Abilities:
+1 to Free Actions (3 Base)
Accelerate Healing (2FA) - Attribute + Sense
Control Breathing (2FA) - Attribute Only
Danger Sense (Innate) Attribute + Sense
Enhance Attribute (2FA) - Attribute Only
Instinctive Astrogation Sense (2FA) Attribute + Sense
Sense Force Disturbance (Innate) Attribute + Sense
Reduce Injury (2FA) Attribute + Sense
Receptive Telepathy (Innate) Attribute + Sense
Projective Telepathy (Innate) Attribute + Sense
Sensory Deprivation (Variable; below) Sense Only
Life Sense (Innate) Attribute + Sense

Magnify/Enhanced Senses (1FA) – Add force attribute Or trigger the power and stack the effects.

Quixotic Combat (Innate for 1 Form) (Attribute Based Damage Bonus + Sense for Strike/Parry/Evade)

Choose one of the three Forms: Gun Kata *(*Ranged), ***Paladin*** (Melee) or ***Bruce Lee*** (Unarmed).
This, core, focus does not take an action to activate, it's always "on". Other combat forms can be acquired, however, they require a power use to activate.

New Powers:
Sensory Deprivation
Ability Use: Unique and Innate to Quixotic Jedi
Description: The Quixotic Jedi is so adept at enhancing his or her sensory abilities that they can, actively, shut down sensory receptors in the body. Thus depriving themselves of the ability to feel, see or hear anything outside of their own selves. The difficulties to perform this ability are as follows:
Resist Stun: 1 Free Action (immediately dispels all stuns that round)

Ignore Wound: 1 Free Action (Maintained)

Ignore Wounded Twice: 2 Free Actions (Maintained)

Ignore Incapacitation: 3 Free Actions (or actions) per round (Maintained)

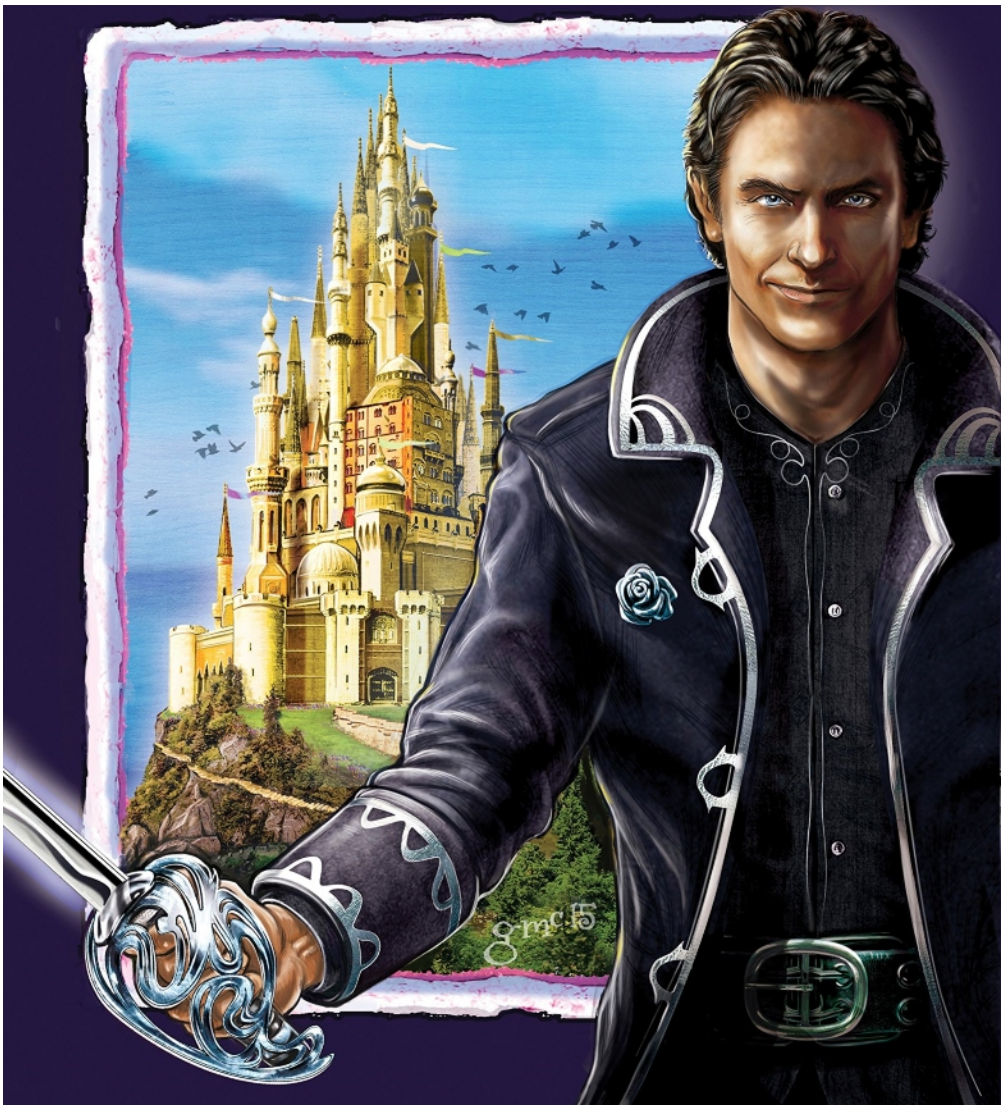
Ignore Mortal Wound: 4FA (or actions) per round, will die in 2D6 rounds…

Close Mind: 5FA (or actions) per round Immediately Resist, perfectly, any mental Assault (Force Ability or otherwise, this does not pertain to Interrogation or Empathic Readings)

Ignore Everything: 6 FA (or actions) per round. Adds Force Attribute + Sense Dice to any Interrogation / Empathic Read & Even Narco (Drug) Interrogation. The Jedi is always aware of current wound levels, so they know when they are about to die.
Note: If the requirement exceeds available Free Actions, Actions will be taken on a 1 for 1 basis.

Quixotic Combat
Ability Use: Unique and Innate to Quixotic Jedi
Description: The combat form of the Quixotic Jedi. One type per Character can be Innate (and not trigger an action), the others can be learned as powers (picked up without a master as the player wishes after character creation for 5 points each).
Effect: Force Attribute adds Damage & Sense Adds to Strike/Parry/Evade rolls. *(Yes even to dodge in any form, assume the Jedi is flipping around like Riddick or something ;)).*

Pattern Knights (Jedi)



Pattern Knights are much like Quixotic Jedi in the sense that they are a more focused type of practitioner. They can never gain Sense as a skill (more about Alter later). The benefits are as follows:

They're focused, meaning all Control rolls are made at a –2 DR difficulty. (If they Multi discipline in Chaos Knight reduce to –1DR due to lack of Focus)

Pattern Knights don't gain additional abilities and cannot lean more powers from a Jedi or a book. They all are initiated by walking a "Pattern" of their family or otherwise. Increasing Control is ALWAYS full cost. They do benefit from instruction, like a Quixotic Jedi. After initiation, they can even go so far as creating their own pattern (or focus of their power). Pattern creation can be deadly, however, the benefits are massive.

Once Initiated they gain access to all Inherent Usable Abilities as well as immediate access to their native Ability: Shadow Walking (Plane Shifting/Folding Space)

Enchanted Item Creation: Each Pattern Knight can create one enchanted weapon of choice, limited to archaic melee and ranged weaponry. This is a static weapon, indestructible and has additional properties. Must possess *Alchemical Weapon Construction/Repair (AP).* The Alchemical Weapon Construction/Repair AP allows for the infusion of Cortosis into any standard Weapon. However, it is the ability of the Pattern Knight to shape their own living essence into the weapon itself wether or not Force Resistant materials are utilized. 1. Force Resonant Materials are required, *Cortosis is not a recommended element in the creation of an Pattern Item as it dampens and effectively blocks the use of the Force to a degree.* 2. The weapon must be forged with the Force Resonant materials integrated. This can be accomplished by a Weapon Smith or the player. Creation time is no less than a week and yields a 3D damage weapon. 3. The patten Knight then takes weapon and infuses a part of their essence into the weapon in a Ritual that requires them to make a Heroic (40) roll against their combined Force Attribute and Control Skills. ***Note:*** *There is no -2DR bonus applied to this roll. Though Character Points and or Heroic points can be used.* Success indicates the creation of a Static 5D weapon that has all the abilities of a Pattern Item (Effectively a Melee or Ranged weapon with the lethality of a Lightsaber that can combat Lightsabers without fear of destruction). ***Materials Cost: 4,500 Credits***

Trump Creation: Any place they can think of or they have seen, that can be drawn (even in rudimentary

fashion on any surface, typically on something like a playing card) allows them to use it as a focus to Shadow Walk to that location immediately. -1 DR to their difficulty

Combat: Force Attribute Adds to damage with their signature weapon. Furthermore, the Control skill adds to Strike/Parry/Evade.

They do not gain additional powers, however, they benefit from the following list of inherent powers Just as any traditional Jedi does with the following modifications:

Inherent Usable Abilities:
+1 to Free Actions (3 Base)
Accelerate Healing (2FA) Attribute + Control
Control Breathing (2FA) Attribute + Control
Control Pain (As Force Power)
Danger Sense (Innate) Attribute + Control
Detoxify Poison (As Force Power)
Enhance Attribute (1FA) Attribute + Control
Instinctive Astrogation *Control* (2FA) Attribute + Control
Sense Force Disturbance (Innate) Attribute + *Control if local*
Reduce Injury (1FA) Attribute + Control
Receptive Telepathy Trump Only (Innate) (Drawn Picture)
Projective Telepathy Trump Only (Innate) (Drawn Picture)
Magnify/Enhanced Senses (1FA) – Add force attribute only
Pattern Combat (Innate) (Attribute Based Damage Bonus + Control for Strike/Parry/Evade with Pattern Item/Enchanted Weapon). This also applies to unarmed combat.
-
This is always active, Pattern Items (their signature weapon) can be called to hand, for 1FA, over any distance.

New Powers:

Shadow Walking

Ability Use: Unique and Innate to Pattern Knights (You can take your time for up to a +5D bonus to your rolls)
Dice Pool: Force Attribute + Control
Time to use: 3 Rounds to perform, 2 Actions per round
Description: The Pattern Knight can, effectively, fold space as well as shift into another reality. The details of that reality are largely created by player description, however, the GM should take full liberty with the inhabitants of said realm. They could be hostile. The difficulties to perform this ability are as follows:

No Trump Focus: Folding Space Raw is dangerous. Base difficulty is 60 (-2 DR: 30 +/- GM discretion) for any area within a **Known & Mapped,** sector. They can bring up to 1,000 Kilograms per D of attribute + 100 Kg per point they roll on control. Any failure here directly adds to wound levels per level of difficulty the player misses their roll by. (30 difficulty must be hit on Attribute + Control)

Trump Focus: Folding space with the aid of a Trump Card or reference object (depiction of the area) reduces the overall base difficulty to 40 (40 –2 DR = 25). Doubles Weight Allowances. *A # of Knights = to the initiator's Force Attribute can work in Tandem and stack Dice directly*

Plane Shifting: *1 Full Round Action, once per day (you may not perform other actions, including dodge).*

You cannot gate into another plane of existence across the known galaxy. However, you can describe a plane of existence where every step you take is a mile and traverse great distances and emerge at another point in the sector much further away.
No Trump Focus: Base Difficulty is 30 (-2 DR = 20) They can bring 4,000 Kg per D of attribute + 400 Kg per point they roll on Control.
Trump Focus: Base Difficulty is 20 (-2 DR = 10) They can bring 12,000 Kg per D of attribute + 1,200 Kg per point they roll on Control.
Knight Focus: For every additional Pattern Knight working in unison to Plane Shift increase the uses per day by 1. When involving multiple Pattern Knights ignore weight allowances. This allows Pattern Knights to Plane Shift warships in combat dynamically, appearing behind ships or evading attacks entirely. Difficulty is determined and resolved by the most powerful Pattern Knight.

Note: *Their Pattern Weapon (must be a pattern created weapon) is Considered to be a Non-Expendable Foci of +2D for the above abilities only.*

Pattern Knights are NOT limited to only their perspective of Order and the Force. If they discover a Node of Discord, they can traverse it (like walking a pattern, but utterly chaotic) and gain the abilities of a Sorcerer as well as their own. They always have the option not to become Sorcerers and multi discipline.

Pattern Magic

The Pattern is the focus of the Pattern Knights abilities. The pattern is a manifestation of Order placed upon the Chaos of the Galaxy. It is a willing creation of the individual that forces it into existence. It looks much like a glowing maze on the ground. The effects of the pattern tie in to the fabric of reality in the areas in which they exist and they alter their surroundings by casting "Shadows" which allow the Pattern Knights to Plane shift. So long as one pattern exists in a sector, any Pattern Knight (even if not affiliated with the Pattern) can Plane Shift. Pattern Knights can always Fold Space as normal. Patterns are effectively indestructible, however, they can be destroyed by a member of the bloodline… It is a deadly and difficult process. As is the process to repair a Pattern. Should a Pattern be destroyed, any Shadows it has cast are so too destroyed along with anything in them.

Once you begin walking a pattern, you cannot stop. You cannot escape, you cannot go backward. You must complete it or die in the process. Preparations to walk any pattern can be taken, extending the time taken by 2 hours per +1D bonus you gain, up to a maximum of a 3D bonus.

Walking a Pattern:

This difficulty is largely left up to the GM to decide. However, it should be a test of Willpower and Endurance. Simply walking a pattern to gain it's knowledge is not all that difficult. The player cannot be Mundane. Or the pattern will kill them. If the player is not Force Sensitive, a successful navigation of a Pattern will render them Force Sensitive.

If a Force Sensitive walks a Pattern Successfully, they will gain 1D of Force Potential.

If a player with a Force Attribute Walks a pattern, they will gain abilities randomly determined by the GM in addition to the standard abilities (as will the Force Sensitive and the Non Force Sensitive even though the newly, only Force Sensitive's will not be able to access any abilities that require Base Attribute to work, however it is possible for a Force Sensitive to have a 0D Attribute and Control Dice.

Note: *Walking a pattern doesn't necessarily create only Pattern Knights, it could awaken latent powers that will allow someone to become a Raw Jedi or a Traditional Jedi, in rare circumstances about 10% chance for each: Pattern Knight 80%, Traditional Jedi 10%, Raw Jedi 10%.*

Creating a Pattern:

Base Difficulty is 120, the process is lethal to the user if they fail their roll, they die. This creates a broken Pattern. Foci can be used for the creation of a Pattern, however, these Foci are absorbed by the Pattern upon creation.

Pattern Creation takes 24 hours + any Prep time. Successful Creation of a Pattern, ***permanently***, drains the creator of 1D of Force Attribute.

Benefits of Creating a Pattern:

You can fold space, from anywhere, at any time with anyone to the Pattern you created. You can, likewise, return to the place you left from in the same fashion (once that route has been created, the route deteriorates, after 24 hours): Difficulty: 25 (-2 DR 15)

Create Pattern Ghosts: You can, quite literally, be in multiple places at the same time. You can create up to 1 clone of yourself at any given time and dispatch it on missions. It will, for all intents and proposes, be you, though it will know it is not. This clone is immune to mind assault (including force attacks), and is utterly loyal. You can see what it sees. You do not have to be present at your pattern to create it. You can do this, at will, anywhere.

Instantaneous Travel: You can instantly travel to a number of Shadows your pattern casts, with anyone, with no weight limit, so long as it is only one vessel. (So you can effortlessly move a starship of any size into and out of a Shadow). No roll necessary. Must be in the sector your Pattern exists in. The

Number of initial shadows your pattern casts is: 1 per D of attribute you had at creation. 1 Additional Shadow each Century.

Immortality: You immediately Gain Immortality as a result of your pattern's creation. Folding Space in your Sector becomes Easier -2DR. Folding space in any other sector is at -1DR. Plane Shifting in your Sector of Space is at -2DR and in any other sector -1DR. All weight Allowances in your Sector are x10, in any other sector are x5.

The Pattern has a certain level of Sentience. If threatened it will summon up to your Force Attribute (at the time of creation) in Pattern Ghosts to defend it. Over time (50 years, 10 years per section starting from the sublevel up) the Pattern will create a fortification to cover itself. Said fortification will be a Castle of some sort, with the equivalent of Planetary Shields of 6D, the Structure itself is Battlestation Grade with a Hull rating of 6D and 5 locations. 4 Castle sections and the sublevel where the Pattern resides.

Your Pattern location is in its own plane of existence and will attract inhabitants that are aligned to you. They will come to man the walls, carry out trade and will establish a society there. This generates income: 100,000 Credits annually.

No technological weaponry works in your Pattern Realm, *at least none known. (Though they can be constructed there)*

Notes: *Traditional Jedi Knights can traverse Patterns, likely with ease. Benefits of doing so vary wildly but never change their perspectives on the Force. Raw Jedi can traverse them as well. Likely awarding points toward increasing Force Attribute or, simply raising Force Potential.*

Pattern Knights are few in number, in any realm they exist in. Typically locked to particular noble bloodlines. While more powerful than the average Chaos Knight… the Chaos Knights outnumber Pattern Knights by a factor of 100.

Chaos Knights (Jedi)
The Chaos Knights are a typically a race of Demonic looking Humanoids, they can become shape shifters and typically choose Human forms, their human forms are only accessible after traversing a Pattern (which applies Order to their forms, which vary wildly). ***Only one form can be chosen and it must be that of some standard life form (like a Human).*** Their force beliefs are based off of Chaos, and their power focus is a Node of Discord.

Perhaps an easier way to imagine them fitting properly into the Star Wars universe would be to, simply, say they are descendants of the original Sith species.

Anyone can traverse a Node of Discord, even the Mundane. The benefits are as follows:
They're focused, meaning all Alter rolls are made at a –2 DR difficulty. Unless they multi discipline in Pattern Knight which reduces this to –1DR due to lack of focus.

They all are initiated by taking the Trial of Discord. It is believed that Nodes of Discord existed long before Pattern Magic. Increasing Alter is ALWAYS full cost. They do benefit from instruction, like a Quixotic Jedi.

Once Initiated they gain access to basic powers. In addition they have immediate access to their native Ability: Sorcery & Teleportation

Once Initiated they can Fold Space and after walking a pattern, they can traverse Shadows & Shape shift.

Enchanted Item Creation:
As Pattern Knight, however, they use Force Attribute + Alteration for the creation process. Additional information follows. See **Enchanted Items for Pattern and Chaos Knights** for further details.

Combat: Force Attribute Adds to Strike/Parry/Evade with their signature weapon & Unarmed combat. Alter adds to Damage in the form of some elemental effect of choice to their signature weapon only.

Inherent Usable Abilities:
+1 to Free Actions (3 Base)
Accelerate Healing (2FA) - Attribute + Alter
Enhance Attribute (1FA) - Attribute Only
Sense Force Disturbance (Innate) - Attribute Only
Receptive Telepathy (2FA) Attribute Only
Projective Telepathy (1FA) Attribute + Alter
Transfer Force (2FA)
Discordant Combat (Attribute Based Strike/Parry/Evade Bonus + Alter for Elemental Damage Effect)

New Powers:

Sorcery:

Chaos Knights are prepared Spell Casters, only. They do not access the Force like Raw Jedi do and cannot create spells on the fly. They must create spells, formally, at a cost of 5 points per spell & all their spells ***REQUIRE*** material components. However, the rules for their spell casting is similar to a Raw Mage with the following differences:

Force Attribute is used for Casting the Spell, with a -5 reduction in difficulty. They must have spells Locked, Memorized & possess material components for each spell (as Raw Jedi). Characters begin with their twice their Knowledge in Spells, ex 3D Knowledge attribute = 6 Spells. Spell Casting only costs **1 Free Action** for them, per spell.

Alteration is used for their Effect Rolls. It represents damage and the -2DR is applied here as a 2 DR increase in the effect of the spell! You choose where that occurs (AoE, more damage, additional function per 1 DR, etc)

They can Have up to 1 Spell Per D in Attribute + 2 per D in Knowledge, prepared per day. ***(Yes, they are limited to how many spells they can cast in a day).***

Their Focus Weapon is Considered Foci of +2D to their casting ability. *It must be Bound to them.*

They do benefit from Casting from a Grimoire, however, this costs 1 Action.

Teleportation:

Ability Use: Unique and Innate to Chaos Knights (You can take your time for up to a +5D bonus to your rolls)
Dice Pool: Force Attribute + Alter
Time to use: 1 Full Round Action, Twice per Day
Description: The Chaos Knight can Fold Space. Their Focus Weapon always acts is if it were a Trump Focus like the Pattern Knights (in addition to it's +2D bonus to cast). The difficulties to perform this ability are as follows:

No Enchanted Object: Folding Space Raw is dangerous. Base difficulty is 60 (-2DR: 30 +/- GM discretion) for any area within a sector. They can bring up to 500 Kilograms per D of attribute + 50 Kg per point they roll on control. Any failure here directly adds to wound levels per level of difficulty the player misses their roll by. (30 difficulty must be hit on Attribute + Alter)

Enchanted Object: Folding space with the aid of the Enchanted object, will reduce the overall base difficulty to 40 (40 –2 DR = 25). Triples Weight Allowances *A # of Knights = to the initiator's Force Attribute can work in Tandem and stack Dice directly*

Note: These practitioners of the Force are not Evil, they do not believe in ritual sacrifice.

***Note: Chaos** Knights are NOT limited to only their perspective of Order and the Force. If they discover a Pattern, they can traverse it and gain the abilities of a Pattern Knight as well as their own. They can always choose not to multi discipline.*

Discordant Magic

Discordant Magic is the focus of the Chaos Knights' abilities. Discordant Magic is a manifestation of Chaos in the galaxy with no limiting factors. It is a willed into existence by the Sorcerer, utilized for Teleportation, Enchanted item creation or focused into formal spells. A Node of Discord looks like swirling madness when viewed from a distance. The effects of the Node tie in to the fabric of reality in the areas in which they exist. So long as one Node exists in a sector, any Chaos Knight (even if not affiliated with the Node) can Teleport. Discord Nodes are effectively indestructible, and their appearance is random. Though, there is typically at least one Node of Discord per sector of space if not more. Some

inhabited, some not.

Once you begin traversing a Node of Discord, you cannot stop. You cannot escape, you cannot go backward. You must complete it or die in the process. Preparations to traverse any node can be taken, extending the time taken by 2 hours per +1D bonus you gain, up to a maximum of a 3D bonus.

Traversing a Node of Discord:

This difficulty is largely left up to the GM to decide. However, it should be a test of Willpower, Cunning and a Physical challenge. Traversing a Node of Discord is difficult. The player can be Mundane. If the player is not Force Sensitive, a successful navigation of a Node of Discord will render them Force Sensitive.

If an Non-Force Sensitive traverses a Node of Discord Successfully they will become Force Sensitive and can Acquire the Alter Skill without having an Attribute. Though only powers tied directly to Alter can be utilized at this point.

Mundanes that successfully traverse a Node of Discord do not become Force Sensitive, they become more Force Resistant, adding a one time 1D bonus (whether or not they possess force armor to begin with) to resist the effects of the Force in all its manifestations. Traversing a Node of Discord as a Mundane Successfully allows any Mundane to then attempt to Walk a Pattern for a similar boon, though this is much more deadly.

If a Force Sensitive traverses a Node of Discord Successfully, they will gain 1D of Force Potential.

Traversing a Node of Discord as a non force Sensitive:
Base Difficulties:
Willpower: 30
Endurance: 30
Dodge: 25
Climbing/Jumping: 20
Random GM created logic test—No roll required, player musty figure how to navigate the obstacle in alone.
Any failure, at any point = Death

Traversing a Node of Discord as a Mundane:
(With or without Force Armor, Force Armor still applies to all combat situations)
Willpower: 40
Endurance: 50
Dodge: 30
Climbing/Jumping: 25
Random GM created logic test—No roll required, player musty figure how to navigate the obstacle in alone.
&
Random GM created Lethal One on One combat facing an opponent of equivalent ability (typically themselves), though their "twin" is more linear and less apt to be creative.

(Optional) Walking a Pattern after Traversing a Node of Discord as a Mundane:

This is a pure Trial of Willpower and Endurance:

Willpower: 90: Can Add Force Armor to the Roll

Endurance: 90: Can Add Force Armor to the Roll

Any failure, at any point = the player is utterly obliterated

Notes:
Only an uninitiated Jedi or a Pattern Knight can gain the Full benefit of emerging as a Chaos Knight upon completion of the trial.

Traditional Jedi Knights, Quixotic Jedi & Raw Jedi can traverse Nodes of Discord, likely with ease, this will be child's play to them. Benefits of doing so vary wildly but never change their perspectives on the Force. Likely awarding points toward increasing Force Attribute/Force Potential or simply increasing one other the other or both (GM discretion).

Enchanted Items for Pattern and Chaos Knights:

Pattern Knight Enchanted Items:

In addition to all previous statements about a pattern knight being able to summon this item to hand over any distance, their weapons have the following additional properties:

The item is considered to be a 5D Static Damage Weapon

In their hands, the item is effectively weightless for purposes of carry weight. It has all the heft and weight necessary to properly strike, however, it is more typically wielded like a Lightsaber, a weapon of finesse and skill, showcasing the users prowess. As such, the item can be effortlessly thrown up to 30m. If it is a ranged weapon *double this for thrown weapons* and *quadruple this for Bows and Crossbows.*

Strength is always to the Damage code if the weapon is a melee weapon and Perception is added if it is a Ranged Weapon, however this is random, not a static addition.

It is a pattern item, anywhere the weapon is left the player can, in one full round action Fold space for themselves and up to two other individuals, directly to the object with no difficulty. Though they cannot return in the same fashion.

Can Be called to hand if within any distance of the wielder for 1 FA. ***Note:*** If anyone is holding the weapon they are called with the item. Player can summon the item with the foreign user attached to any location within that 100 Meter radius (even if it causes them to fall to their deaths). The foreign user must be within 100 meters for this to work. *This could award them a Dark Side point (if the foreign user is unarmed or innocent and the player knowingly still does this).*

The object acts as a permanent Foci if the Pattern Knight is initiated at a Node of Discord, applying the same bonus as a Chaos Knight's weapon.

Only an initiate of the Pattern, initially, can have a weapon of this caliber. A Chaos Knight that initiates by walking a Pattern can never gain the ability to create a Pattern Weapon.

The Item emits light in a variable radius, from nothing out to 30 feet. Player Controlled.
While the item can be effortlessly called to hand, it can still be disarmed or torn from their grasp. Recovery can occur on the following combat round in such circumstances.

Chaos Knight Enchanted Items:

The item is considered to be a 5D static Damage Weapon. *The weapon must be bound to the wielder: The cost is 10 Character Points and it last until their deaths or they willingly relinquish or destroy the weapon.*

In their hands, the item is effectively weightless for purposes of carry weight. It has all the heft and weight necessary to properly strike, however, it is more typically wielded like a lightsaber, a weapon of finesse and skill, showcasing the users prowess. As such, the item can be effortlessly thrown up to 15m.

Strength is always to the Damage code if the weapon is a melee weapon and Perception is added if it is a Ranged Weapon, however this is random, not a static addition. If the item is a wand, it is considered ranged and fires bolts of energy.

It is a Foci item as per the Chaos Knight description. It can be utilized by others in the same fashion as it is not bound, specifically, to the Chaos Knight.

You may Choose one of the following as an additional property of the item:

Can Be called to hand if within 1,000 meters of the wielder for 1 FA. ***Notes:*** If anyone is holding the weapon they are called with the item. Player can summon the item with the foreign user attached to any location within that 100 Meter radius (even if it causes them to fall to their deaths). The foreign user must be within 100 meters for this to work. *This could award them a Dark Side point (if the foreign user is unarmed or innocent and the player knowingly still does this).*

It sheds random, often osculating colored lighting but otherwise as per the Pattern Knight item property. And will Pulse when danger is near (100m radius, user cannot be surprised, however user cannot hide

the light) when drawn.

It produces wildly random effects during combat. Often surprising even the wielder due to it's chaotic nature. Anything from Chain Lightening to Showering the combatants in multicolored flowers and even the possibility of spewing manure. These properties will never harm their wielder, though they may soil their clothing.

The item ALWAYS emits a totally random from of stench & Force Sleaze, so utterly foul that it confuses any attempts to track the wielder (Force based or otherwise). Consider the 5D static code of the weapon to be the added difficulty (+30).

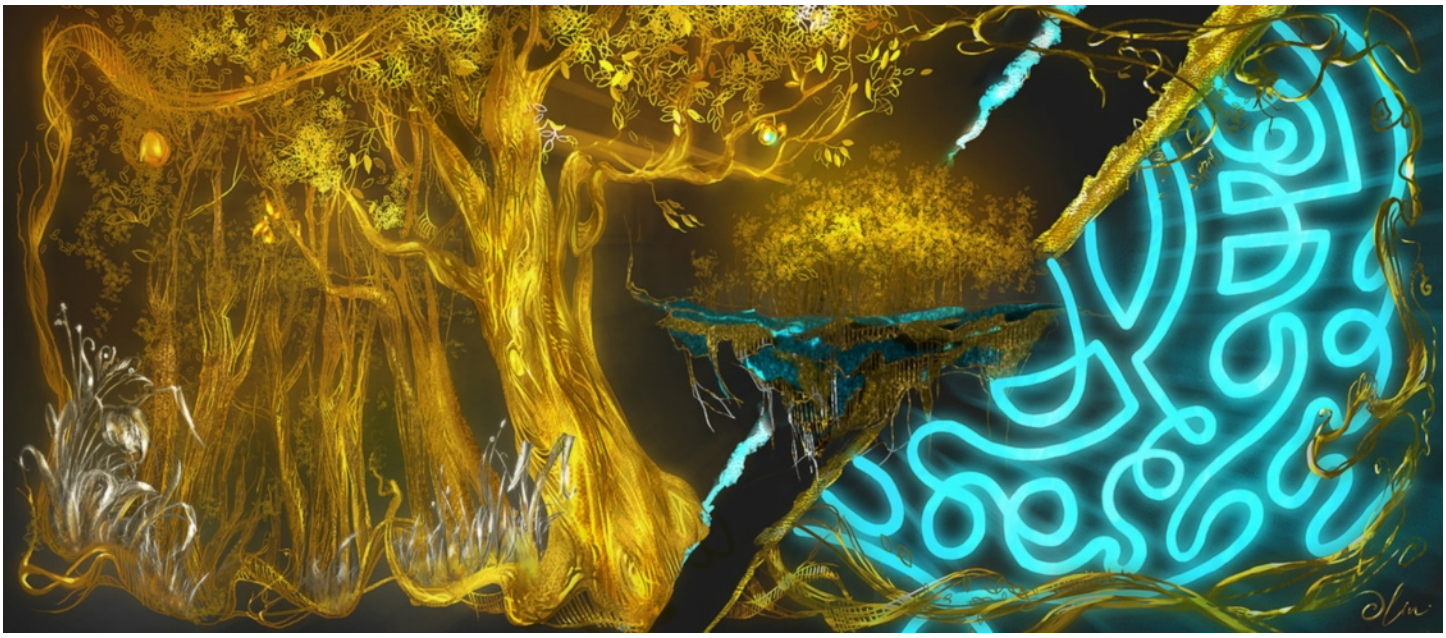
The Item can be purposefully broken, *however it must be Bound to the wielder.* It immediately teleports the user to safety, range is based off of a 5D roll, 10m per pip (50-500m). The item detonates with the force of a 15D Static Blast wave (90 Damage) in a 15m radius. The user must, literally and purposefully (full round action) break the weapon and they are Ground Zero for the Explosion.

Notes: Pattern/Chaos Knights can create other, Permanent, enchantments. These Enchantments are impressive. For example they can create a semi autonomous, semi sentient, Magical Computer. However, such enchantments can only occur after they have mastered both a Node of Discord and Walked a pattern. They expend 1 pip of *Force Potential* permanently, per creation. The uses of such objects is myriad and can be incredibly useful if the player is creative.
Cost: 1 Pip of Force Potential
Effect: Automaton 10D of Attributes, obtains the same amount of skill points the player currently has (which are required to buy Skills and Skill dice) and gains 5 Character Points per session thereafter.

Create Force Talisman:

They can create a limited number of objects as described in the "Create Force Talisman" Force Power. They can have up to 1 per 4D in Force Potential in effect simultaneously. However, after the first, the others must perform different functions (you cannot have 2-3 Talismans with Force Resistance). The others can (as their base difficulty) have *individual Traditional Jedi Force Powers* tied to them, that activate at a Static Attribute & Skill Code equal to one quarter the Raw Jedi's Force Potential (rounding up). Example: Bracers of Enhance Attribute (must specify the attribute) or a ring of Reduce Injury.

Note: *Anything providing attribute bonuses does NOT provide a Static buff. Just the Die Code.*



5

Droids as Characters

Droids as Characters

Looking at character generation we a discussed several different methods for creating a droid. One of the best concepts was contributed by Xeen, who put a lot of work into the creation system. Initially, I was going to list it here, as it was written. However, in an effort to balance the system with the existing build points I have taken the core of his rules and replaced his point costs with the point mechanic we use to build all player characters.

For Droid creation you will be looking almost exclusively at the "Total Build Points" per package. All the costs are the same, effectively and costs for certain Droid modules, attachments, and weaponry are in the following pages. Attributes cost 30 points per D (or 10 per pip), Skill slots cost 5 points, Skills cost 5 points. No skill dice can be placed in an non-proficient skill (no skill slot). Advanced Skills cost 10 points.

Droids can end up looking wildly different from standard characters, with the ability to have 1D in attributes rather than 2D minimum. *Some droids won't even possess certain attributes.*
Follow the following breakdowns:

Bare Bones, Droid: 665 Points
No more than 3D per skill. You cannot place a skill D in an unskilled area. Advanced skills can be purchased at the cost of 2 skills or 2D. Can chose up to 7D in disadvantages and can have no more than 7D of Advantages. *No attribute can be above 3D base.*

Standard, Droid: 700 Points
No more than 3D per skill. You cannot place a skill D in an unskilled area. Advanced skills can be purchased at the cost of 2 skills or 2D. Chose 2D of Advantages and can elect to choose up to 8D in Disadvantages; may have no more than 6D in additional Advantages (beyond the free 2D). *No attribute can be above 4D base.*

Mid Power Level, Droid: 785 Points
No more than 4D per skill. You cannot place a skill D in an unskilled area. Advanced skills can be purchased at the cost of 2 skills or 2D. Chose 3D of Advantages and can elect to choose up to 12D in Disadvantages; may have no more than 9D in additional Advantages (beyond the free 3D). *No attribute can be above 5D base.*

High Power Level, Droid: 870 Points
No more than 5D per skill. You cannot place a skill in an unskilled area. Advanced skills can be purchased at the cost of 2 skills or 2D. Chose 4D of Advantages and can elect to choose up to 17D in Disadvantages; may have no more than 13D in additional Advantages (beyond the free 4D). *No attribute can be above 6D base.*

Epic Power Gaming, Droid: 995 Points
No more than 5D per skill. You cannot place a skill D in an unskilled area. Chose 5D of Advantages and

can elect to choose up to 20D in Disadvantages; may have no more than 15D in additional Advantages (beyond the free 5D). *No attribute can be above 6D base.*

If you are purchasing an existing droid model, the total cost of the droid must fit within each point cost "power level". If not, you cannot play that droid. Furthermore, if the Droid possesses attributes that are greater than the listed maximums of the power levels, you cannot play that droid. *When selecting a pre-existing droid model no additional dice can be placed in Attributes over the base model at character creation.* ***(Advantages still apply)***
-If you pay for a base model and have points left over, those can be spent on skills, Advantages or Hardware upgrades.

Inherent Issues & benefits with playing a Droid:

Droids can never learn certain Advanced Proficiencies:

The list below apply because no matter how hard a Droid tries, they're never going to have the range of sensation that a Human, Twi-Lek or any other race will. However, droids can purchase certain hardware upgrades that may confer abilities that are very similar.

Mental Sponge
Convincing Liar
Cultural Savant
Entrepreneur
Slutduction
Situational Awareness
Punching Bag/Tank

Droids cannot raise their attributes with Character Points, however:
Droids can be modified or modify their attributes using standard modification rules (up to 1D+2 above their base D codes). Engineering rules for enhanced modification of engineering enhancements are applicable as well (taking things beyond the 1D+2 modification). Modification and Engineering rules are on the following pages. ***Advantages still apply.***

Droids have difficulty learning new skills:
Based upon the level of their core processing, droids have differing degrees of learning. Some, have no ability to learn whatsoever. Droids cannot perform any skill they do not possess. *Circumvented by Advantages and advanced hardware.*

Memory Loss:
Droids are susceptible to memory wipes, which reset them to factory settings (wipes out all skill advancement). *This can be circumvented by Advantages and at least one hardware upgrade.*

Restraining Bolts:
Restraining Bolts, as well as, other programming may force droid players to do things they do not want to do. *This can be circumvented by Advantages and advanced upgrades.*

Life Preservation Hardwired Programming:
Even Battle and Security Droids are programmed to only kill at certain times. All other droids will not act in any way with the intention of harming a sentient life form. *This can be circumvented by Advantages, Disadvantages or hardware upgrades.*

Droids are subservient:
Droids are also unable to think outside of the box. Only through special software or hardware does this change for a base model droid. Through extensive role-playing can a droid develop out of this disadvantage (GM discretion). *This can be circumvented by Advantages, extensive programming (Droid Engineering) or advanced hardware upgrades.* ***Note:*** *A Droid can become sentient through gameplay as well, typically 30 game sessions if not memory wiped.*

Activation/Deactivation Switch:
All Droids are built with a activation & deactivation switch. *This can be circumvented by a Hardware upgrade (internal locked switch).*

Ion Weaponry:
This weapon is effectively a blaster set to stun for a droid. However, vs this type of weapon they lose any inherent toughness (later in the list) vs Stun. This can only be resisted effectively by *Ion Hardening/Shielding (like a Magnetically Shielded Speaker) and Advantages.*

DEMP Weaponry:

In addition to providing the effect above (Ion Weaponry), DEMP guns will utterly fry a droid. What this means to you is that you can permanently lose functionality, skills, etc. DEMP weapons are utterly lethal to droids. *Consider DEMP as having the effects of Ion Weaponry (the loss of 2 points of resilience at each wound level) & the Droid looses a D of strength (which can mean they may have no resistance roll at all).* This effect can be better resisted by Ion Hardening and Advantages.
-Per wound level including stun, reduce one skill by 1 pip.

Droid Movement Systems:
Wheeled and Tracked are free, Bipedal and quadrupedal are 5 points, flight systems (repulsor) are 5 additional points. Extra limbs, bought in pairs cost 5 points. Base movement is assumed to be 10. For every point below 10, refund 5 build points. For every point above a move of 10 the cost is 5 build points.
Note: *Rocket & Jet Packs cost 10 points, they have static movement distances they traverse. Please refer to the model of Rocket or Jet pack you want in the D6 Equipment Guide (downloadable from D6 Holochron) or one of the many other WEG D6 Sourcebooks.*

Droids can "buy" skills:
Skill packages can be acquired to circumvent learning problems and installed into the droid. This constitutes learning the base skill (not providing additional dice). The cost varies and is listed on page 91. **(note: Advanced skill purchases only grant the skill slot, not a starting 1D in that skill).**

Droids can use skill trainers to learn skills:
The kind of enhancement granted is based off the rating of the skill package. Typically 1-7D (rating). The rating is the Training skill of the skill package, points awarded are resolved normally (every 5 points rolled = 1 skill point toward the skill).
Note: More expensive *Static* skill packages may be available.

Droids are all tougher than their Meatbag counterparts:
No matter which way you look at it, droids are just tougher in general. They're not made of soft tissue. Increase the Wound rating (including stun) of Droids by 2.

Furthermore, Droids do not suffer the negative effects from wound levels. They suffer no D pool loss. Any sort of "inflict pain" effect has no effect on Droids (including DEMP weaponry, if they survive).

Droids all have to recharge to remain functional:

Droids can operate for 24 (1 Day) hours prior to experiencing any sort of appreciable power drain.

After the first 24 Hours:
+1-12 Hours: -1 pip to all skills
+13-21 Hours: -1 pip to all attributes
+22-30 Hours: -2 pips to all skills (stacks with above)
+31-40 Hours: -2 pips to all attributes (stacks with above)
+41-45 Hours: -1D to all skills (stacks with above)
+46-50 Hours: -1D to all attributes (stacks with above)
+51-60 Hours: -1D to all attributes and skills (stacks with above)
+61-70 Hours: -1D to all attributes and skills (stacks with above)
+71-80 Hours: mandatory shutdown
-A 24 hour charge can be acquired in 1 hour if the facility is provisioned for Droids. (this includes almost all starships)
-A 24 Hour Charge can be provided by any standard portable (beer can sized) power cell. Recharge rates are 8 Hours per hour.

Note: This does not apply to damage resistance unless it is something like an Energy Shield. Also, if an attribute or skill is reduced to zero, that attribute no longer functions. *Thus, if the droid possesses a lot of skill slots with no skill in them, then the first –1pip to skills disables them.*

Droids need Maintenance:
For Example, a simple oil bath will apply a +1D bonus to all droid skills for 8 hours. However, this is not required (the effects of well rested).
-Routine Maintenance (for 1 hour daily): +2 to all repair rolls for 1 day.
-Full Maintenance (4 hours daily): +1D to all repair rolls for 1 day.
-Every 1 day a droid has no maintenance, reduce repair rolls by 1 pip (maximum 1D penalty).
Note: If a droid has hands, it can perform self maintenance only at a routine level.

Droids have an alternate list of Advantages and Disadvantages:
Many of the normal advantages are not applicable to Droids. Some of the Advantages and Disadvantages listed may cost differently than they do for Meatbags.

Advantages:

AMBIDEXTROUS 1D
ARMOR DEFEATING ATTACK 1-3D
ATTACK RESISTANCE 1D-3D

BACKUP MEMORY 1D: Able to retain all memory even after a memory wipe. The technician performing the memory wipe will believe they are successful (even though this is not the case).

CAPITAL 1D-5D

COMMAND OVVERRIDE 1D: Allows the droid to ignore restraining bolts and command software/hardwired directives.

CONTACTS 1D-3D

CRIMINAL CONTACTS 1D-3D

ENHANCED ATTRIBUTE 3D

EXPOSE FAULT 1D

FAME 1D-3D
FAST REACTIONS 1D

FELLOWSHIP MEMBER 1D

FORGETTABLE 3D

HEURISTIC EVOLUTION 3D: Grants Droids the ability to use skill they do not possess. Consider any skills they don't have, but want to acquire to cost double for the purposes of Initial Cost to purchase (10 points for normal skill / 20 points for advanced skill), afterward the skill advances as normal. A droid attempting an unskilled roll suffers no penalty (normal) & a 10 (advanced) point penalty to attempt it. (A Heuristic Processor performs the same function).

Note: Droids with either this advantage or the Hardware will become sentient if not memory wiped over an extended period of time. Approximate time is GM discretion, however, 15 game sessions is the norm (half of 30 for droids without this ability)

HYPER MOVEMENT 1-3D: +2/4/6 to Move (must specify the motive type ie: Repulsor, Ground, Underwater, space, etc.).

LIFE PRESERVATION OVERRIDE 1D: Allows the Droid to ignore it's life preservation programming.

LONGEVITY 1D: Can operate for up to 3 days without a recharge. However, replenishment will follow standard rules on each 24 hour segment of power to be replenished.

OBSCURE KNOWLEDGE 1D

PATRON 1D-3D

PHOTOGRAPHIC MEMORY 1D: Perfect, recorded memory. Feel free to piss off the GM and tell them you cannot possibly forget anything. Even better than the Meatbag version.

NANOTECH 3D: Allows natural healing to occur. -2 DR to Natural Healing Rolls/Repair Rolls to repair damage, always consider as if Bacta & Medpack are present for the rolls; May make two healing/repair rolls per day; +2 to stun/wound rating. Drains energy x2 (2 hours for every hour). Eliminates the need for Maintenance, but does not confer additional bonuses other than above. (maintenance bonuses still apply if the droid is properly maintained)

SENTIENCE 6D: You learn new skills as Meatbags do, with the ability use skills, unskilled and to purchase new skills as normal. Cannot be memory wiped (as Backup Memory).
Note: *After 15 (the time it takes a Droid with a Heuristic Processor/Heuristic Evolution to become Sentient) Game Sessions you increase Your Knowledge, Perception & Technical Attributes by +1pip as an added bonus.*

SECRET BASE 1D-3D

TIME SENSE 2D

TOUGHNESS 1D-3D

Disadvantages:

ABILITY ACTIVATION LIMITATION 3D

BOUNTY (+1D-3D)

BURNT-OUT (+3D)

CURIOUSITY 2D

DARK SECRET 6D

DEATH MARK 4D-6D

DEBT 1D-5D

DEPENDENT 1, 2, or 3D: For all the Nanny Droids out there.

ENEMY 1D-3D

GAMBLING ADDICTION 1D

HINDRANCE 1D

HUNTED 6D

IMPERIAL/FACTION RECORD 1D

INFAMY 1D-3D

MORAL QUALMS 3D: Cannot remove life preservation programming, ever.

QUIRK 1D-3D

ZERO MORAL COMPASS 6D: You have evolved your programming to have no life preservation. This might sound like a benefit, however, you have absolutely no value association for any life form in existence. You kill without thought, without remorse and with wanton abandon. *If a negotiation is taking too long, you solve the problem by killing the negotiators (on both sides). If the player doesn't act accordingly, the GM can tell them what actually happens.*
You are a threat, even to your own party members, doesn't matter if they are droids or not. The GM can take control of your character if you are not roleplaying this appropriately.

Building a Droid:

Any Droid attachment that does not have a specific skill code associated with it costs 5 build points.

Any Droid Attachment that has a bonus costs 5 + 5 per D of the bonus in build points.

Skill Slots cost 5 points

Skill Dice cost 5 points

Attribute Dice cost 30 points

Each additional function something performs over the norm costs 5 additional points

Each Additional point of Movement above 10 costs 5 points, Movement associated with alternate modes of movement cost 5 points *PER* point.

Example: Photoreceptors are 5 points, Photoreceptors in the Human Range cost 5 additional. A Droid Vocabulator costs 5 points, one capable of replicating organic speech costs 5 additional points.

Armor (attached to the Droid's Frame) on Droids costs 5 Build Points per D, you must specify the kind of damage it is applicable to (Physical, Energy, Ion).
Example: You want your Droid to have 2D of armor that protects against Physical, Energy and Ionization. It's essentially purchasing 6D of armor.
2D Physical = 10 Points
2D Energy = 10 Points
2D Ion = 10 Points
Total = 30 Points
Consider Armor on Droids to be *Static* Protection. 6 Points per D. A Droid suffering a Wound result = Degrades their armor by 1D per wound level (not Stun) in that location to standard resistance Dice.
It still acts as traditional armor, but looses it's static resistance until repaired.

Shields on Droids are the same as armor, you must specify the kind of damage it is applicable to. Consider Shields on Droids to be *Static* Protection (6 Points per D, only making a D code roll after the static protection is depleted). A Droid Suffering a Wound result = Degrades their shields by 1 *Static* D per wound level turning the shields into standard resistance dice. *Very similar to Armor, except the shield rating reduction is not per location, its in general.*

Integral/Starting Weaponry costs 5 points per D of Damage of the weapon. Ranges are associated with typical weaponry in that classification (Blaster Pistol, Rifle, Repeating Blaster, etc.)

Here's a Mid Powered Example:
Droideka Destroyer Droid
Type: Droideka Series Destroyer Droid
DEXTERITY 3D (90)
Gunplay: - Heavy Repeating Blaster 8D+2 (25 1st D is a specialization tacking the +2 on the specialization)
Unarmed Combat 7D (20)
KNOWLEDGE 1D (30)
MECHANICAL 1D (30)
PERCEPTION 1D (30)
Search 4D (15)
STRENGTH 3D (90)
TECHNICAL 1D (30)
3 Skill Slots (15)
Equipped With:
-Two mounted heavy repeating blasters (8D damage, range: 3-75/200/500) (40)
-Body armor (+1D to Strength to resist physical & energy) (10)
-Defensive shields (+3D to Strength to resist energy) (15)
-Remote processor (500 Km range) (5)
Move: 4 (30 refund) walking (5), 25 (125) in "wheel mode"
Size: 1.5 meters tall
Total Build Points: 545

You would have 240 points remaining for skills and attachments in a Mid Powered game. Using the rules I built this droid off of the converted stats from the D20 sourcebook.

Dark Trooper Phase Two

Type: Super Stormtrooper Droid
DEXTERITY 3D (90)
dodge 5D (10), missile weapons 6D+1 (15), vehicle blasters 7D (20), Unarmed Combat 6D+2 (20; broken into pips)
KNOWLEDGE 2D (60)
intimidation 5D+2 (20; broken into pips)
MECHANICAL 3D (90)
repulsorlift operation 5D+1 (10)
PERCEPTION 2D (60)
search 4D (10)
STRENGTH 4D (120)
climbing/jumping 6D (10)
TECHNICAL 1D (30)
8 Skill Slots (40)

Equipped With:
Armored shell (+2D to Strength when resisting damage, –1D to Dexterity) (20 Energy & Physical –5 for Dex penalty = 15)

Assault cannon (plasma load damage is 6D, range 3-25/ 50/200) (30)
Comlink (5)

Heuristic processor (The droid is able to use skills untrained) (15)

Infrared vision (can see in the dark up to 30 meters) (5)

Long-range rockets (fired from assault cannon; range: 1050/200/800, blast radius: 0-2/4/8/12, damage: 12D/9D/ 6D/3D) (60, based off the primary direct fire damage)

Magnetic feet (the droid's feet are equipped with electromagnetic grippers) (5)

Maneuvering jets (+1D bonus to its repulsorlift ops skill) (10)

Repulsorlift unit (altitude of 100 meters) (5 + 50 for 10m movement flying)

Vocabulator (tallows it to replicate organic speech) (5 + 5 for Organic Speech)

Move: 10 (walking or flying) Walking 10, Flying as above

Size: 3.5 meters
Total Build Points: 825

The Dark Trooper fits into a High Power Level game with 45 points to spare. Please note that it's Heuristic Processor costs the same as the Advantage.

Core Droid Equipment:

Add Perfect Synthesis to any secondary modifier for 5 points (5 for attachment + 5 for Human Range + 5 for perfected Human range = 15)

Any Attachment that adds a skill (without a D code) the droid does not possess = 5 Points for the attachment (manipulator arm / welder) & 5 points for the associated skill (10 if Advanced).

Example: Investigation and Analytical Computer (Investigation skill & Scientific Application Advanced Skill)
20 points for no skill dice in either skill (the advanced skill requires at least 1D to be useful, so 5 more points = 25)

Example: Broad-band Broadcast Antenna (communications)10 points (antenna + Communications Skill slot)

Photo Receptors - Eyes, with medium visual fidelity. 5 points
Add Human Range to them for 5 points = High Definition

Vocabulator - Speech Box, synthesizes language clearly in a robotic tone. 5 points
-Add Human Range to them for 5 points = near perfect synthesis
-Add Perfected Human Range for 5 more points = flawless synthesis
-Add Multi spectrum for 5 points and are capable of playing back any number of sounds, including creating an auditory narrative (like C3P0 on Endor with the Ewoks).

Locked Storage - A region of the Droid, internally, where their Activation/Deactivation switch is typically re-located. 5 Points

I**nternal Storage** - 5 points per 2 KG (must make sense, GM discretion).
Add Sensor Shielding Difficulty +20 - 5 Points
Add Sensor Shielding Difficulty +40 - 10 Points

Heuristic Processor - Allows for more human like application of skill usage. 15 Game sessions without a memory wipe converts this into Droid Sentience. 15 Points (p.87 see Heuristic Evolution)

Hardened Secondary Storage - Functions as a backup that is updated constantly in the event of a Memory wipe. It is Ion Shielded, ruggedized and can survive the destruction of a droid.

Hardened 4D Static Resistance (24 points of Armor); 4D of Static Ion Resistance (24 Points of Armor).
-4D vs Energy and Physical is like 8D = 40
-4D Ion = 20
-2 Static Modifiers = 10 + 10 = 20
- + memory module 5
Total: 85 Points

Note: *You effectively apply the static resistance to your rolls, with vs Energy or Physical are 4D (+24). Vs Ion/Demp 8D (+48).*

Combat Module: Selective deactivation of Life Preservation subroutines in combat situations. Situation must be battlefield conditions or a clearly defined firefight. 5 points

Life Preservation Override: 10 points (always on)

Highly modified AA-1 Verbo-brain (Human Emulation):
5 Points for the core hardware + 5 for Human Replication + 5 for Perfected Human Replication = 15 points

Human Bio-fibers: 5 Points

Clone vat-grown skin: 10 Points

Humanoid Body: 5 Points

Defiance Module: Willpower Skill slot: 5 attachment + 5 skill = 10 Points

Restraint Nullification Module: Nullifies Restraining devices and all software (even hardwired programming added later) 10 Points. +1D to Security Rolls (skill not granted)

Integral Weaponry: Cost is 5 per D of damage, ranges follow standard weapons.

Starting weaponry: 5 Per D of Maximum damage (for grenades Point Blank Damage) per D code associated with a weapon system (for multiple functions like a Dark Trooper's Assault cannon which has Missiles and a Plasma Blaster)

Assume Arc Welders convey the General maintenance & repair Skill slot in addition to Melee Combat skill slot + the Maximum Damage code (An R2 unit's Arc Welder 1D-5D Damage = 25 + 2 Skills 10 = 35 Points)

You should have an idea how this works.

As a general rule if a droid has more than one type of equipment attached, redundant modules will add passive bonuses to the same skill (-1DR up to a maximum of -2DR). (10 point modules that convey the same skill).
Note: *Using multiple modules in tandem for this sort of operation should cost the player one free action per additional module stacked for the DR bonuses.*

These are cleaner breakdowns provided by Xeen Here are two low powered Game examples:

R2 Astromech Droid

Dexterity: 1D	30pts
Knowledge: 1D	30pts
Mechancial: 2D	60pts
- Astrogation 5D	15pts
- Starship Piloting 3D	5pts
Perception: 1D	30pts
Strength: 1D	30pts
Technical: 2D	60pts
- Computer Prog/Rep 4D	10pts
- Starship Rep 5D	15pts
4 Skill Slots	20pts
Equipment:	
- Three Wheeled Legs	free
- Retractable Heavy Grasper (+1D to Lifting)	10pts
- Retractable Fine work grasper	5pts
- Extendible video sensor	5pts
- Small Electric Arc Welder (1D to 5D Damage)	35pts
(General Maint/Repair + Melee Weapons)	
- Video Display Screen	5pts
- Holographic Projector/Recorder	5pts
- Fire Extinguisher	5pts
- Acoustic Signaler	5pts
- Small Cargo area	5pts
- Additional tools and equipment	5pts
Move 5	-25pts
Total:	365pts

Easily fitting into a Bare Bones, WEG style Game with 300 points to spare.

EV Supervisory Droid

Dexterity: 1D	30pts
Knowledge: 3D	90pts
- Intimidation 4D	5pts
- Languages 4D	5pts
- Appraisal: Droids 5D	10pts
Mechanical: 1D	30pts
Perception: 3D	90pts
- Command: Droids 5D	10pts
Strength 1D	30pts
Technical 3D	90pts
- Computer Prog/Rep 4D	5pts
- Droid Prog 5D	10pts
- Droid Rep 4D+1	5pts
7 Skills	35pts
Equipment:	
- Humanoid Body	5pts
- High Frequency Comlink (Communications)	10pts
- Broadband Antenna (Communications)	10pts
- Photo Receptors	5pts
- Auditory Receptor	5pts
- Vocabulator	5pts
Move: 7	-15pts
Total:	475pts

Easily fitting into a Bare Bones, WEG style Game with 195 points to spare.

A high powered example:
Arakyd Viper Probot

Dexterity: 3D	90pts
- Gunplay: 5D	10pts

- Dodge: 5D 10pts
Knowledge: 2D+2 80pts
- Intimidation 7D+2 25pts
- Scholar: Planetary Systems 4D+2 10pts
Mechanical: 3D 90pts
- Astrogation 5D 10pts
- Communications 6D 15pts
- Sensor 6D 15pts
- Starship Piloting: Hyperdrive Pod 5D 10pts
Perception: 3D 90pts
- Persuasion 4D 5pts
- Hide 5D 10pts
- Investigation 6D 15pts
- Search 6D 15pts
- Sneak 5D 10pts
Strength 4D 120pts
Technical 2D+1 70pts
13 Skills 65pts
Equipment:
- Multipurpose Appendages 5pts
- Repulsorlift Engine 5pts
- Investigation +1D and Analytical Computer +1D 30pts
(Investigation & Scientific Application)
- Planetary Sensor Array
Passive 10m/0D 5pts
Scan 100m/1D 10pts
Search 500m/2D 15pts
Focus 10m/3D 20pts
(Base Ability treated as a skill + D Code)
- Various Recording Devices 5pts
- Broad-band Broadcast Antenna (communications) 10pts
- Blaster (damage 5D) 25pts
Move 12 10pts
Total: 905pts

This one runs 35 points over a High Powered Game. You can offset this with your free Advantages and by choosing Disadvantages.

Skill Packages:
These are individual, base, skill slots. ***These are only applicable after Character generation, in game.*** Below is the cost associated with acquiring the skill slots.

Installation is very simple, the droid need only have a means to interface with a computer. If the droid does not have this , a technician can open the droid up to load the data into it. Any installation requiring a technician should cost about 150 credits. Naturally, most technicians will not install a combat/restricted package.

Assume that the skill medium registers itself to the individual droid. Thus it cannot be used on another Droid. A computer programming roll of 50 will reset this allowing it to be loaded onto another Droid.

Time to install is either near instantaneous or about an hour with a technician.

Cost Modifiers:
Standard Pricing is a flat fee that can be haggled over to reduce.

Black Market Pricing starts at twice (x2) the base price, this price can be reduced by excellent Streetwise rolls. Haggling with Persuasion is going to be at a bare minimum.

Some locations will have less availability and demand higher prices. Any non-mainstream world will modify the base price by x1.25. Any off the grid world will modify it by x1.5. Mainstream worlds are like Coruscant, Alderaan, Bastion, Mon Calamari, or the capital worlds of the Tapani Sector (almost any sector capital is considered a mainstream world except for backwater domains like Elrood).

***Advanced Skills** increase the base package cost by three (x3).*

Dexterity Skill Packages: 500 Credits / Skill Slot
Essentially combat skills, typically restricted, these packages are normally only available on the Black Market. Availability varies wildly. GM discretion is advised.
Note: Dodge is widely available, it is not considered dangerous. It is 250 Credits.

Knowledge Skill Packages: 300 Credits / Skill Slot
Not terribly restricted, these packages are widely available. However, certain specialized areas are more restricted (like Technology (Imperial), Streetwise, Intimidation, Willpower (for obvious reasons, no one wants a willful droid).
As always, the more restricted packages are likely available on the black market.

Mechanical Skill Packages: 400 Credits / Skill Slot
Any skill that is merely piloting related, is generally available. However, any gunnery skills, shield skills, or otherwise combat related are restricted and must be acquired through the Black Market.

Perception Skill Packages: 250 Credits / Skill Slot
The only restricted skills in this area are Hide, Sneak and Con.

Strength Skill Packages: 150 Credits / Skill Slot
No skill is restricted under Strength.

Technical Skill Packages: 200 Credits / Skill Slot
The technical field is not very restrictive, however, the obvious restrictions are weapon repair, walker repair, demolitions, security and any kind of oddball specializations (like cybernetics).

Skill Trainers:
These are actual skill gains. They use the same rules for the Skill Packages (slots). ***However, Advanced Skills modify these costs by five (x5) instead of three.***

They function as the Training Advanced Skill granting 1 pip per 5 points rolled.

Standard = the random, variable skill package. Apply a +4 modifier to the final roll (if you purchase a 1D package you're guaranteed at least 1 skill point. Only one D is considered wild no matter how many dice you're rolling.
Static = non random, flat maximum (6 on every D). You still roll 1D per skill pool as the wild die. Again, add a +4 Modifier to the total.

Standard Example: You purchase a 1D Gunplay Standard package. Which is a singular 1D6(wild) +4 = your training result. A 5D package would be 5D6 +4 (one of the dice is wild) = your training result.

Static Example: You purchase a 1D Gunplay Static package. Which is a flat 6 + you Roll 1D6, add the result to the total +4 = Your training result. A 5D package would be 30 + you roll 1D6 +4 = Your training result.
Note:
Wild Dice here do not botch.

The training package must be at least a rating of 1D above your current skill in order for it to be valid. Otherwise you gain no benefit from the package.

Typically, these packages never exceed 7D.

Standard Dexterity: 250 Credits / D

Standard Knowledge: 150 Credits / D

Standard Mechanical: 200 Credits / D

Standard Perception: 125 Credits / D

Standard Strength: 75 Credits / D

Standard Technical: 100 Credits / D

Static Packages modify the cost per D by two (x2)

6

Advanced Close Combat

Some thoughts from the Author:

Combat Forms are advanced role playing rules for spicing up your combat sequences. They afford you some pre-built maneuvers that can really give you an edge in combat. We've tested them extensively in our games. Typically, you don't even have to worry about employing them against the faceless random enemies you will end up fighting in a game.

However, the abilities that follow will allow those that wish to have a truly cinematic feel for their characters and can be applied to any situation, where applicable.

Yes, these advanced Combat Forms require you to actually think more. These rules expect that you place some level of investment into them both in the form of Character Points and in the form of imagination. Nothing in this book is role playing "light". I leave that to the people that want to play REUP or classic WEG. With that being said, advanced Combat Forms may not be your cup of tea. Use them, don't use them, up to you.

Most of these really start to shine when you're fighting really nasty opponents. They might give you an actual edge when facing someone better than you in raw skill. If you were to, say, string a series of attacks together in one seem less style (like switching between martial arts and melee combat forms to put your opponent off guard) you get a bonus to difficulty reduction. There are enough Combat Forms in here to allow you to have your own unique styles. Unless your opponent has all the same combat styles you have, they're going to be at a disadvantage. Chances are, they're not going to. Your GM would have to be pretty cruel to have you face someone with all the Combat Forms you develop.

Most combatants with military training will probably just have the core focus of what they trained in. Like Storm Troopers for example, they're not even going to have Unarmed or Melee Combat unless they are a specifically trained type of trooper. Tossing in a Royal Guardsman in Storm Trooper armor (which does happen) would be pretty brutal. Those guys have more than one Martial Arts and Melee Combat form. However, the masses of troopers you will face will be individuals you can open up a can of whoop ass on, in close quarters fighting.

Even if you only pickup the basics, like Brawling and maybe generic Martial Arts you will be well suited to lay a beat down on most adversaries you face in hand to hand combat.

The Melee Forms presented here don't simply apply to Lightsabers and/or Alchemical weapons. I know it's not expressly implied, however, anything you can use a Lightsaber with presented here after is 100% applicable to an Alchemical Weapon so long as it can be used in a similar fashion. For other's however, each and every Combat Form can be applied to Melee Combat in general. So, even if you're not a Jedi there will be plenty of reasons to pickup the fighting styles, especially the Melee Ones. An effective Jedi hunter, for example, might want to know as much as possible about the adversaries they face and may very will pickup the same fighting styles, though Force Attribute and Skill bonuses will not apply to them generally.

Optional Rule: I don't see why the following would be an issue in the sense of balancing. Why the hell not? I would apply any bonuses conferred to Jedi in the following fashion to Null Force Users.

If you are a Null Force user and you pickup Jedi specific fighting styles and any of them apply a bonus to the *Force Attribute* this bonus will also afford your Null Force user the same bonus to their *Null Force Attribute.*

If a fighting style affords a bonus to Control, then the Null Force User should gain a bonus to both Willpower & Endurance.

If there is a bonus to Sense, then the Null Force user should gain a bonus to Perception.

If there is a bonus to Alteration the Null Force User should gain a bonus to Strength.

Martial Arts Forms

Martial Arts Training Explained

(FA = Free Action, KD = Knock Down, KO = Knock Out, A = Attack, D = Defense, UA=Unarmed, WP = Weapon, Opp= Opposed Roll)

Martial Arts training is now a one time purchase Advanced skill. Conferring a flat +1D bonus to your Unarmed Combat to strike & parry rolls.

Martial Arts Combat Styles: This is somewhat similar to lightsaber forms. Though, arguably it can be less costly to pickup it you're talking generic Martial arts or Brawling.

How they work: Martial Arts basic moves, that you buy, can be used at any time. However, with combat styles, assuming you have more than one, you must take 1 free action to actively switch between the forms.

Locking a Martial Arts Combat Style: Each style comes with the base combat form, at a cost and time dedicated to training. Under it you can acquire certain abilities. However, certain abilities will elude your ability to perform until you have achieved a certain level of mastery. There are four tiers of mastery per Martial Arts Combat Style: Base, Novice, Expert and Mastery.

Seamlessly switching between multiple combat styles: Once you have mastered two Combat Styles you can purchase tandem mastery. It comes at a cost, however, once purchased you can combine the best elements of the two Combat Styles into one fluid style, gaining the benefits of both.

*After Mastering each additional style, the cost to combine the new style into the mix grows. A true master combines all his/her styles into one seamless, utterly fluid, combat form of deadly grace. (again, very similar to Lightsaber Forms)

*A true master combines all his/her styles into one seamless, utterly fluid, combat form of deadly grace.

Combining 2 Styles: *Base Cost of both 1/2 (rounding down) Rules for acclimating to a seamless form are: per 5 points of cost (rounding down) you must spend one session or 1 month training.*

Adding a third style: *Base cost of 3rd style 1/4 +5 (rounding down), with the +5 climbing to +10 with a* ***4th style addition*** *and so on and so forth.*

Merging Incomplete Combat Styles: It is possible that some styles will never reach completion (or cannot be completed). *The details for this are on page 43.*

Advanced Rules for Hand to Hand Combat: *Performing the same maneuver multiple times in a row will become predictable, any identical attacks made after the first will incur a +1DR to your difficulty to pull them off. Martial Arts is all about changing it up, and using multiple maneuvers and even combining multiple combat forms seamlessly to always keep your adversary off balance.*

Switching between styles in the same attack sequence, if you have more than one, will cause confusion in your opponent (only if they are not familiar with the Martial Arts form you switch to or not at the requisite mastery level). This will reduce your DR by 1 level for the next attack. If your adversary is familiar with the combat Maneuver from a different hand to hand combat style the DR is only reduced by 1/2 of it's rating (Difficulty 5 reduction becomes 2.5 rounded down to 2).

This can be repeated for as many combat styles you have, however, it must be a new style each time and you must have enough Free Actions to seamlessly switch forms.

Thus if you Possess Brawling, Martial Arts & Jedi Martial Arts And you are facing a thief with no hand to hand skills. You initiate your assault with "Punch" from Brawling, followed up with "Kick" from Martial Arts & a "Roundhouse" from Jedi Martial Arts you would apply the –1DR to each attach. Note that you will have to expend 1 Free Action per form change after the first (if you run out of free actions) and each attack after the first is an Action that reduces your dice pool to perform the attacks.

If Tandem Mastery exists between forms, with two or even all three in the above example, the switching of forms does not cost you a Free Action, for each form that works in harmony with the next. You are only limited by the amount of dice you apply to attacks, defense and other actions (like Dodge).

Anyone you face that does not possess any type of Martial Arts Training will be at a disadvantage during your first encounter. Suffering a –1DR to all defensive results. This only works once for each opponent. If the Style is obscure, like Noghri Martial Arts, then double this disadvantage and apply it normally against anyone who possessed an unarmed combat form if they've never faced a Noghri before. This can be applied to almost any very obscure martial arts form at GM discretion.

The Maneuvers:

Blind Fighting *Difficulty: 15 FA*
Allows you to fight in utter darkness or while blinded without penalty.

Disarm *Difficulty: 15 or opposed roll, success 1D meters Allows you to disarm a held weapon in hand to hand combat. 1. This maneuver can also be utilized to pull holstered weaponry off an opponent and discard it or retain it for your own use.*
2. It can be combined with sleight of hand to steal weapons and weapon sized items from an individual that is unaware of the theft. A successful skill use in this case (against the base difficulty) will reduce the difficulty of sleight of hand by –1DR.

Elbow Smash *Difficulty: +10, STR+2D*
Quite simply you slam your elbow into your opponent for enhanced damage.

Flip *Difficulty: Successful Parry Difficulty 20FA, Roll to hit for 3D Damage Effect otherwise parry is successful (once per combat session)*

On a successful melee or unarmed parry you can spend a Free Action to try to "throw an opponent" with a quick maneuver, flipping them off their feet and slamming them into the ground, a wall, the ceiling (Wookie), etc. This causes 3D Damage, Physical armor does not provide protection against this attack, only strength. Likewise, Strength does not add damage, only lethality does. Must spend 3 FA or 1 Action to stand (1FA with Instant Stand)

Flying Kick *Difficulty: 25 FA, then roll to hit, STR+4D*
Allows you to launch yourself into the air and slam into someone with your foot. Range is limited to standard movement. It is assuming you build momentum prior to launching yourself.

Foot Sweep *Difficulty: +5*
Applies a Stun result to the target (-1D to all skills for 1 round) for throwing them off balance, and will apply +2D to damage if you add an additional +10 to the difficulty (+15) by attempting to break your opponent's ankle in the process.

Head Butt *Difficulty: +5-10, STR +1D or +2D FA*
Allows you to viciously slam your forehead into an opponent. The difficulty defines how much force you apply. The more focused assault requires you to expend 1 Free Action.

Hold/Grapple *Difficulty:20FA, then roll +1D bonus after*
You are immobilizing a target. Spend the free action, beat the base difficulty and then perform the action adding +1D to your success roll, damage is pure Strength modified by lethality. Reduce the difficulty by 5 if you intend to deliver no damage to your opponent.

Instant Knockdown *Difficulty: +15, Opponent Full Stun 1rnd*
You slam your opponent into something with such force that they black out for the remainder of the current combat round. They must then regain footing as 3 Free Actions or 1 Action (unless they have instant stand) and remain at a –1D Stun penalty to all rolls in the second round.

Instant Stand *Difficulty: 15, FA*
Beat the difficulty and you regain your footing for 1 Free Action.

Instant Stun *Difficulty: +15 Stun D6 regardless of damage done*
You know exactly where to strike an opponent to knock them out for a short time. A successful attack also applies Strength damage modified by lethality. If you forgo the added damage, reduce the difficulty by 5 and reduce the stun result to 1D3 rounds.

Instant Wound *Difficulty: +20, +1DR Damage, Min Wounded*

You know how to aim for vital points in your adversary. Success indicates that they take an instant wound + your strength in damage modified by lethality and then the total is factored up to the nearest, higher, damage level (15 would become 20 following the difficulty rating chart). If you forgo the added DR Damage, reduce difficulty by 5.

***Kick** Difficulty: +10, STR +2D*
You are adept at kicking an opponent for maximum damage.

***Multiple Strikes** Difficulty: +15 Additional Attack(s) are FAs*
Adds mores strikes after your initial Action, adding a Base difficulty of 15 to your free action strikes (only), and you are only limited in the amount of them by how many Free Actions you spend after the first , initial, Action. ***Note:*** *Targeting a single location for stacked damage adds additional difficulty to your assault as normal. Performable once per combat.*

***Nerve Punch** Difficulty: +25, Limb useless on success 3D rnds*
You are striking a vital nerve which will paralyze your opponent's limb for 3D6 rounds if you are successful. The difficulty can be reduced by 5 for every D6 you shave off the time. (-10 to the difficulty for D6 rounds) This attack causes no physical damage.

***Nerve Punch 2** Difficulty: +30, Opponent Unconscious 3D rnds*
You are hitting a vital nerve which cuts off blood to the brain of your opponent momentarily. This causes them to fall unconscious for a number of rounds. The difficulty can be reduced by 5 for every D6 you shave off the time. (-10 to the difficulty for D6 rounds) This attack causes no physical damage.

***Power Block** Difficulty: 20 FA, Then roll to parry STR+1D*
This Defensive maneuver allows you to hammer your opponent with the force of your parry, causing damage to them. Spend a Free Action, beat the bas difficulty and then roll your parry. If the Parry is successful, you cause your opponent damage as noted above.

***Punch** Difficulty: +5, STR +1D*
A very basic attack consisting of additional force behind your blows.

***Reversal** Difficulty: 20 FA to break any grapple, +2D after*
***Prerequisite:** Hold/Grapple (see below)*
Allows your to reverse a hold/grapple attack. You spend a Free Action, rolling against the base difficulty. If you succeed, you break the grapple. Then you roll Unarmed combat as normal and apply a +2D modifier on the result to your success and lethality. Reduce the difficulty by 5 if you intend to cause no damage to your opponent.

***Note:** if you do not possess Hold/Grapple this simply breaks the hold you were in, and applies a +1DR penalty to any of your adversaries attacks against you in the current round.*

***Silent Strike** Difficulty: +20, STR+3D kill result can be KO*
***Prerequisite:** Surprise Attack or must be actively be successfully using stealth.*
You deliver a stealthy attack that hits your target unaware and at a vulnerable point. If the intention is to kill the difficulty is normal, if the intention is to Knock them unconscious then the difficulty is 5 less. They are knocked unconscious for the rest of the fight. ***Note:*** *If your player decides to kill them on the ground after getting the difficulty reduction, reduce their character point pool by 5 or strip them of a heroic point, GM discretion.*

***Spinning Kick** Difficulty: +15, STR+3D*
Using momentum and pivoting on one leg you build force and power behind an enhanced kick attack. Hammering your opponent with more damage.

***Shoulder Throw** Difficulty: +10, 1D Meters STR+1D*
You grab your opponent and by using balance and leverage, your toss them into the ground, a wall, etc. with enhanced force. They must expend 3 FA or 1 Action to stand (Instant Stand = 1)

***Weapon Block** use Unarmed to Parry armed at no penalty*
Without this maneuver, when parrying a Melee weapon, you suffer a +1DR to block the attack(s). With this you suffer no penalty.

***Feint** Difficulty: 5 / Opposed (Brawl vs search/Per)*

+2D next
You bluff your opponent into thinking your strike is coming from a different angle of assault. Base difficulty is 5, period, to pull off the feint if they don't have any form of Martial Arts or it's your Brawling roll, modified by how many actions you are taking against their Search or straight Perception roll if they don't possess search. If Successful, your following attack gains a +2D skill bonus to it (only your follow-up attack).

Flawless Counter *Difficulty: 25FA after Parry = -1DR attack & -1DR to defense*
Prerequisite: *Must be called in your actions when declaring what you are doing. You must still spend an action to retaliate.*
Succeed on a Parry, spend a free action and make the base difficulty with your Unarmed roll, and your counter attack is performed at a –1DR and your opponent suffers a reduction of their defensive roll by one level.

Roundhouse *Difficulty: +15 STR +3D + Automatic Stun 1FA*
Expending a Free Action allows you to swing with incredible force and blinding speed, causing enhanced damage and adding a Stun result to your adversary (-1D to all actions in the current and following round).

Snap Kick *Difficulty: +15 FA, STR +1D*
A lightning fast kick that only counts as a Free Action, if successful does some added damage. Only performable once per combat.

Triple Kick *Difficulty: +20 2FAs, STR +1D, 3 Strikes*
Adds two more kicks to the first. Spend an Action to kick and two free actions to perform the others, the difficulty only applies to the Free Action Strikes. Stacking damage incurs additional difficulty as always. Performable once per combat.

Hilt Blow *Difficulty: +5 FA, Automatic Stun*
Prerequisite: *Melee Weapon in hand*
Allows you to slam the hilt, basket guard or pommel of a melee weapon into someone's face or other vital area. The Attack doesn't cause lasting damage and applies an automatic Stun to your adversary. Roll to hit as normal with the additional difficulty. Only performable once per opponent. Stun affects the current round if you have the initiative and the subsequent round if you don't.

Pivot Kick *Difficulty: +15 FA, STR + 2D, trip*
Levering off an object you swing yourself with enhanced force at your opponent. Spend a Free Action and then roll to hit. Tosses your opponent ot the ground and must regain footing for 3 FA or 1 Action or 1FA if they have Instant Stand. Performable once per combat.

Rolling Throw *Difficulty: 20 FA, roll to hit, 4D Dmg, 1D+2 m*
Grabbing your opponent you throw them which causes them to tumble across a surface. Expend a Free Action, beat the base difficulty with your dice pool modified by all the actions you took in a round and then roll to hit with that same pool of dice if successful. Success indicates they take the stated damage and tumble the 3-8 Meters. Armor is ineffective, resisted with pure Strength. Usable once per opponent only.

Throat Jab *Difficulty: 30 2FA, Opp looses actions & Stun 1*
Prerequisite: *Must have the Initiative*
You throat punch an adversary, causing them to gasp for air. Expend 2 Free Actions and beat the base difficulty with your modified dice pool accounting for all the actions you took in the round and it succeeds. Your opponent looses all their actions other than defensive ones. All Defensive actions are reduced by 2D. In the following round they are "Stunned" and suffer a –1D to all actions. Performable once per opponent

Defensive Roll *Difficulty: 20 FA, +4D to resist Damage*
Prerequisite: *Must be your only combat action*
Rolling away from danger and / or using existing cover or your lower profile you gain additional damage resistance until your next initiative begins. Expend the Free Action and beat the base difficulty and it succeeds. You can move half your base move in any desired direction. Reduce difficulty by 5 per D of damage resistance you forgo.

Hand and Saber *Difficulty: 15 FA, 1 Melee & Unarmed no pen*
Prerequisite: *Must be holding a Melee Weapon*

Expend the free Action, beat the difficulty with your modified Unarmed dice pool accounting for all actions you took in the round and you can perform a free unarmed Attack in addition to your Melee Attacks. Performable once per opponent.

***No Fall** Difficulty: 20 FA, No trip, on feet and resume actions*
Any assault that causes you to be tripped or fall, fails to deliver the desired result. Expend the Free Action, beat the difficulty with your modified dice pool after all actions you took are accounted for and it will negate the effects of any martial arts maneuver that causes you to take damage from being flipped, rolled, tripped, thrown, etc. Performable once per opponent you face, per combat encounter.

***Note:** So, in previous examples some Maneuvers can only be used once per opponent. Because once they get hit with them, they learn and avoid future trickery. However, in this case, you can perform this defensive maneuver, once per opponent (if more than one) in additional encounters if they are, say, recurring villains. It's effectively a get out of Jail free card that's reusable.*

***Soft Fall** Difficulty: 20 FA, soften impact of fall by 4D*
Expend the Free Action, beat the base difficulty with your modified Unarmed Dice Pool (or just the full pool if falling to your death) and it lessens falling damage by 4D.

***Weapon Juggle** Difficulty: 15 FA, +2D on next attack & defense roll*
***Prerequisite:** Ranged or Melee Weapon in Hand*
By using deft movements and flipping a weapon from hand to hand you confuse your opponent. Clearly the Jedi were not flipping their lightsabers for pure style, it was to confuse the anticipation of their strikes. Spend the Free Action, beat the base difficulty with your modified dice pool (in this case it would apply to the weapon, not unarmed combat's dice pool) and you gain a +2D bonus on your next attack & defense roll. Defense will apply to overall defense while the attack bonus is only to one attack. Performable once per opponent

***Reversal Elbow** Difficulty: 15 FA, lightsaber free hit or Melee Weapon STR +1D + Weapon Code*
***Prerequisite:** must be holding a melee Weapon*
Confers a free Melee attack while engaged in hand to Hand combat. Expend the Free Action, beat the base difficulty with your modified Melee Skill pool accounting for all the actions you took in around and if successful, you gain a free Melee Attack resolved normally with your remaining dice Pool for tha skill. Performable once per combat.

***Shoulder Charge** Difficulty: 15 FA, Opposed STR KD STR +1D*
You slam into an adversary with your shoulder, using your body weight and tensing up as if you were bashing down a door. Expend the Free Action, beat the difficulty with your modified unarmed dice pool and you pull the maneuver off, then roll an opposed Strength check, adding =1D to your result. If you beat their roll, they fall and take damage. They must stand as normal 3 FA or 1 Action (1 FA Instant Stand). Performable once per Opponent

***Falling Roll** Difficulty: 20 FA, +2D to Dodge FA, no KD*
Expend a Free Action, beat the base difficulty with your modified Unarmed dice pool and it negates the effects of a Knockdown, trip, throw, etc. However, with the added benefit that you gain a +2D to your Dodge for the current and following rounds. Performable once per opponent, per combat.

***Multiple Kicks** Difficulty: 20 FA, 2 Kicks FA STR +1D+2*
You expend 2 Free Actions to gain 2 free kicks. Beat the base difficulty to perform successfully, you automatically hit. You cannot target location. Damage will never stack. Performable once per opponent.

***Opportune Shot** Difficulty: 20 FA, UA Parry then Ranged -1DR & +1D to your roll.*
***Prerequisite:** Must be holding a ranged weapon*
While in in hand to hand combat, you expend a Free Action, beating the base difficulty with your Ranged Weapon skill's modified dice pool accounting for all the actions you took in the round, if successful, you can make a ranged attack at the person you are fighting at a vastly reduced difficulty. The ranged attack still counts as an action. Performable once per opponent

***Charge** Difficulty: Free Action, -2DR to all your*

defensive rolls for the round, STR +4D on the damage & KD rolls and -2DR to your attack roll, Opp STR or KD
Throwing caution to the wind you barrel into your opponent. You suffer a defensive penalty, you gain the Strength +4D to damage bonus to Melee Weapons used while doing this (including Lightsabers) and your opponent will suffer a Knock Down effect as described at length in several above Combat maneuvers. ***Note:*** *You can do this as often as you wish, you can traverse your base movement. GM's will happily kill you if you do this all the time due to the vast reduction in your defenses. If you are facing a lightsaber wielding opponent and you don't have one, think twice, or even at length before you try this. You will probably hit them, and they will likely fall, you might be missing limbs however.*

Axe Kick *Difficulty: 20 FA, Attack stun or better – 1DR & +1DR to damage, KO D6*
Swinging you leg upwards and bringing it down in a chopping motion with severe force you do enhanced damage and have a chance of Knocking your opponent out. Expend a free Action, beat the base difficulty of the ability with your modified Unarmed Pool and you can perform this Free Attack. Using your modified Unarmed pool with a –1DR to strike your opponent, if the result of your Strength damage modified up by one level (15 to 20) is a stun result or greater then your opponent is Knocked Unconcious for D6 rounds. Usable once per opponent

Martial Art Leap *Difficulty: 15 FA, up to +18 m to Jumping Distance, player choice.*
Performing this maneuver you manage to pull off wire stunts only seen in Chinese Epics. Expend the Free Action, beat the difficulty with your modified Climbing/Jumping Skill pool (Add Acrobatics if possessed) and a success allows the player to choose the additional distance they traverse in addition to normal jumping distance.

Power Melee Block *Difficulty: after successful Parry, Add STR Damage as a separate damaging attack.*
Prerequisite: Must be holding a Melee Weapon or some sort of shield, tables and chairs or car doors work as well.

You block an attack with such force that it causes damage to your opponent. Performable once per opponent

Power Stand *Difficulty: FA, Kick or punch STR+1D from KD*
Prerequisite: *Must be Knocked Down, Tripped or Thrown*
You lever off your hands or feet to slam momentum backed force into your opponent. Expend one Free Action to pull off and your reprisal attack benefits from a +1D to damage (can carry over into the following round). If you have instant Stand as well, add +1D to the Damage of the attack. The Attack itself counts as an action. Performable once per opponent

Retrieval *Difficulty: None, FA, Pickup stuff with feet / legs*
Anything you lost from a Disarm or want to pickup that's within 1.5m of you can be instantly snagged with no expenditure other than using a free Action.

Alter Aim *Difficulty: None FA, Opp STR –1DR, inst miss use WP*
Prerequisite: *Must be within Base Move of the Gunman, it's the only action other than defensive ones that can be performed in the round.*
Engaging an opponent that's about to fire a ranged weapon with unarmed combat. This allows you to interrupt a shot that would have otherwise hit. Requires you to be in proximity to the gunman. A successful Opposed Strength roll made while reducing the Gunman's effective strength toll by 1 Difficulty rating (a 10 becomes 5) instantly causes the shot(s) in that round to miss. Usable only once per opponent

Back Strike *Difficulty: none FA, then attack as normal –2DR*
Prerequisite: *you must be behind your opponent, successful stealth or surprise is necessary.*
You strike them on their blind side at vastly reduced difficulty. If they are not evading, convert the –2DR to +2DR to Damage on the Unarmed or Melee Strike (Unarmed damage of 15 becomes 25 + Lethality).

Ground Strike *Difficulty: +15, STR +3D* ***Static*** *Damage to kill Prone Targets*
Prerequisite: *opponent must be knocked down, prone, sleeping, etc.*
With the intention of killing your opponent, you hammer them while prone and vulnerable in vital

areas with an unarmed or Melee Strike (Applies the additional damage to Lightsabers as well)

Surprise Attack *Difficulty: 30 3FA or 1 Action, Auto Initiative*
Performable once per combat the player can opt to "Seize the Initiative". Expend the 3 Free Actions or 1 Full Action and beat the base difficulty with the modified dice pool applicable to the attack accounting for all the actions they take in the round. Success means you win initiative.

Triple Parry *Difficulty: None. 2FA, +3D to Parry, Full Parry*
Allows you to Full Parry in Unarmed or Melee combat by expending 2 Free Actions. Performable only once per combat encounter.

Back Flip *Difficulty: FA, +2D to Parry, Climb/Jump, Dodge*
Performable once per combat, you can expend a Free Action to gain a substantial defensive bonus.

Hasty Blow *Difficulty: +10 to melee and Unarmed, 3 FA or 1 Action*
Blazing fast strike that supersedes initiative, must be in melee range (next to the adversary). Performable only once per opponent. While they can still perform defensive actions, these are done so at a –2D difficulty.

Joint Kick *Difficulty: +20 to attack, ignore armor, +2D Dmg*
Designed to bypass armor, hitting weak points this lethal assault is difficult to successfully execute.

Crescent Kick *Difficulty: +20 to attack, head, STR+3D+ Stun*
Swinging you leg upwards with force catching your opponent under the chin with jarring results. Stun effects last for the current round and for two subsequent rounds (-1D to all actions)

Handspring Kick *Difficulty: none. 3FA or 1 Action, STR+2D, avoid obstacle*
This is a combination of Attack and Defense, using the terrain or environment (trees, tables, vehicles, etc.) You push off an obstacle, hammering an opponent with a kick. It confers complete avoidance of 1 attacker that would otherwise hit you in the combat round. Really good for kicking a Jedi with a Lightsaber in the balls. Performable once per combat

Palm Strike *Difficulty: FA, STR*
Talk to the hand! This free attack, performable once per opponent, consumes a free action and delivers Unarmed damage to your adversary. Ignores Armor

Rear Kick *Difficulty: 2FA, STR+1D+2 kick behind no pen*
If you are flanked, or someone is unsuccessfully sneaking up on you, this is a good way to let them know you mean business. Kicking out with force directly behind you or slightly off to the side, they will think twice about trying that again.

Wrist Chop *Difficulty: FA, drop obj, Opp STR –2DR*
This is basically a super easy Disarm. Your Opponent will drop whatever they're holding instantly. Numbness in that wrist will make that hand useless for 1D3 Rounds. Performable once per opponent

All special moves can technically be acquired. Without a base form to tie it to, Double training time (2 game sessions). You can create your own form, technically. That will take a lot of time, however, training another will cost them half and refund you character points equal to your Teaching Success Level.

All Costs can be mitigated by good Learning rolls. However the base target numbers should be rather difficult.

Brawling: *Requires you to have basic instruction or learn the hard way.*
Base Cost: 5 (1 session of training); Str 2D
Base Benefit: +1 pip to strike or parry, Punch
Novice Cost: 5 (1 sessions)
Novice Benefit: +1 pip to strike & parry, Roundhouse
Expert Cost: 5 (1 session); Unarmed 2D
Expert Benefit: +1 pip to damage, Kick
Mastery Cost: 5 (1 session); Unarmed 3D
Mastery Benefit: +1 pip to damage, Hold/Grapple, Reversal
Additional Acquirable Maneuvers: Weapon Block, Shoulder Throw, Charge, Elbow Smash, Feint, Head Butt (5 points each)

Martial Arts (Generic): *Requires a teacher, can be honed with practice outside class. The teacher can be a book, or datapad or an instructional video.*
Base Cost: 10 (2 sessions of training)
Base Benefit: +1 pip to strike & parry
Punch, Kick, Hold/Grapple
Novice Cost: 10 (2 sessions); Unarmed 3D
Novice Benefit: +1 pip to strike, parry & dodge
Snap Kick: Free Action, add 15 to difficulty STR +1D only once per session, otherwise counts as an action.
Palm Strike: Add 15 to difficulty STR +1D, if damage exceeds opponent's STR by 10 they are –1D penalty for D6 rounds (not wild). Disarm, Reversal
Expert Cost: 10 (2 sessions); Unarmed 4D
Expert Benefit: +1 pip to damage
Weapon Block, Spinning Kick: Add 20 to difficulty +3D Damage
Mastery Cost: 10 (2 sessions); Unarmed 5D
Mastery Benefit: +1 pip to damage armed or unarmed
Instant Stand, Instant Knockdown
Additional Acquirable Maneuvers: Multiple Strikes, Rolling Throw, Falling Roll, Blind Fighting, Flip (5 points each)

Jedi Martial Arts: *Requires a teacher or a book/datapad, holochron or force ghost. It is an extinct art form after Episode III, technically. Records of this form do exist in various databanks and libraries.*
Base Cost: 15 (3 sessions of training); Dex 3D, Unarmed 5D
Base Benefit: add 20 to the difficulty to have your limbs chopped off (or damaged) in Melee combat. Weapon Block, Blind Fighting, +1 to strike and parry per force point, +1D to Parry & Dodge per Harmony Point, +1 to Control (Static)
Novice Cost: 15 (3 sessions); Unarmed 6D
Novice Benefit: add 5 to Melee defense vs losing limbs or taking damage. Disarm, Instant Stand, Punch, Kick
Expert Cost: 20 (4 sessions); Unarmed 7D
Expert Benefit: add 5 to melee defense as above, Roundhouse, Spinning Kick, Power Block: Free Action, add 20 to difficulty, parry does STR +1D. +1 to Control (Static)
Mastery Cost: 20 (4 sessions); Unarmed 8D
Mastery Benefit: Add 5 to Melee defense as above, Flip, Elbow Smash, Flying Kick, Instant Stun
Additional Acquirable Maneuvers: None

Jedi Battle Master Martial Arts: *Requires a holochron or force ghost. It is a dead art form, dead for over a 1,000 years. Much easier to master than "Modern" Jedi Martial Arts, even with the added costs considered. Technically, this Art form was still taught at the Pelagian Jedi Academy until it was destroyed.*
Base Cost: 30 (6 sessions of training); Dex 2D, Unarmed 3D
Base Benefit: add 25 to the difficulty to have your limbs chopped off (or damaged) in Melee combat. Weapon Block, Blind Fighting, +1 to strike and parry per force point, +1D to Parry & Dodge per Harmony Point. Control +2 (Static)
Tranquil Combat: may substitute perception for strength to calculate base brawling damage.
Defensive Roll, Foot Sweep, Hand and Saber, Soft Fall
Novice Cost: 15 (3 sessions); Unarmed 4D
Novice Benefit: add 5 to Melee defense vs losing limbs or taking damage. Disarm, Instant Stand, Punch, Kick, No Fall
Expert Cost: 20 (4 sessions); Unarmed 5D
Expert Benefit: add 10 to melee defense as above, Roundhouse, Spinning Kick, Power Block: Free Action, add 20 to difficulty, parry does STR +1D, Nerve Punch, Weapon Juggle
+2 Sense (Static)
Mastery Cost: 25 (5 sessions); Unarmed 6D
Mastery Benefit: Add 10 to Melee defense as above, Flip, Elbow Smash, Flying Kick, Instant Stun
Additional Acquirable Maneuvers: None

Imperial Guardsman Martial Arts: *Must be Imperial or ex Imperial Guardsman*
Base Cost: 15 (3 sessions of training)
Base Benefit: Brawling above attribute adds to endurance rolls. Punch, Power Block, Weapon Block
Novice Cost: 10 (3 sessions)
Novice Benefit: Hilt Blow, Pivot Kick, Throat Jab
Expert Cost: 15 (3 sessions)
Expert Benefit: Rolling Throw, Multiple Strikes, Instant Wound, Instant Stand
Mastery Cost: 10 (2 sessions)
Mastery Benefit: Whirlwind Kick, Silent Strike, Foot Sweep
Additional Acquirable Maneuvers: None

Jala'ishi Martial Arts: *Must be a Storm Commando*
Base Cost: 20 (4 sessions of training)
Base Benefit: *Stealth Training* - Practitioners of Jala'ishi are said to be the best infiltrators in the galaxy. A Jala'ishi martial artist adds brawling above attribute to Sneak and Hide tests. Punch, Kick, Blind Fighting, Silent Strike
Novice Cost: 15 (3 sessions); Unarmed 5D
Novice Benefit: Disarm, Instant Stun, Foot Sweep, Reversal
+1 to Hide and Sneak
Expert Cost: 15 (3 sessions); Unarmed 6D
Expert Benefit: Instant Wound, Nerve Punch
+1 to Hide and Sneak
Mastery Cost: 10 (2 sessions); Unarmed 7D
Mastery Benefit: Nerve Punch 2, Multiple Strikes
+1 to Hide and Sneak
Additional Acquirable Maneuvers: None

Hapan Standard Martial Arts: *Must be Hapan*
Base Cost: 25 (5 sessions of training); Unarmed 5D
Base Benefit: *Brutal Strikes* - Hapan Martial Artists inflict an additional +1D damage when using their martial arts (above and beyond base damage listed for maneuvers). Roundhouse, Feint, Kick, Weapon Block, Foot Sweep
Novice Cost: 25 (5 sessions); Unarmed 6D
Novice Benefit: Power Block, Snap Kick, Foot Sweep, Elbow Smash, +1 pip to Strength (Static)
Expert Cost: 25 (5 sessions); Unarmed 7D
Expert Benefit: Flawless Counter, Triple Kick, Multiple Strikes
+1 pip to Dexterity (Static)
Mastery Cost: 25 (5 sessions); Unarmed 8D
Mastery Benefit: Flying Kick
+2 pips to Strength (Static)
Additional Acquirable Maneuvers: None
Note: *Attribute gains will allow you to raise your maximum attribute cap. Thus, normal strength can be raised to 5D (for humans for example) and Dex to 4D+1.*

K'Tara Martial Arts: *(Alliance of Free Worlds, Common)*
Base Cost: 15 (3 sessions of training)
Base Benefit: *Never Surrender* - K'tara practitioners have a durasteel resolve and are not easily shaken. K'tara martial artists may use any dice in unarmed combat above attribute as a bonus to their willpower rolls. Kick, Roundhouse
Novice Cost: 15 (3 sessions)
Novice Benefit: Disarm, Elbow Smash, Hold/Grapple, Reversal
Expert Cost: 10 (2 sessions)
Expert Benefit: Falling Roll, Instant Stun, Multiple Kicks
-**Mastery Cost:** 10 (2 sessions)
Mastery Benefit: Shoulder Charge, Opportune Shot, Foot Sweep
Additional Acquirable Maneuvers: None

K'Thri Martial Arts: *(Galactic Renown)*
Base Cost: 20 (4 sessions of training)
Base Benefit: *Side Step* - K'thri practitioners are fast and reflexive, avoiding melee attacks rather than blocking them. They may use their Dodge skill +10 to move away from any unarmed or melee strike (will count towards defense vs. ranged as well), MUST be engaged in Melee / Unarmed Combat to use.
Kick, Punch, Disarm, Reversal
Novice Cost: 15 (3 sessions)
Novice Benefit: Flip, Spinning Kick, + 1D to Athletics (permanent)
Expert Cost: 10 (2 sessions)
Expert Benefit: Flying Kick, Instant Stand, Multiple Strikes
Mastery Cost: 10 (2 sessions)
Mastery Benefit: Shoulder Throw, Blind Fighting, Foot Sweep
Additional Acquirable Maneuvers: None

Tapani House Guard Martial Arts: *Must have served in the Tapani House guard, a house member, or an old Senate Guard.*
Base Cost: 25 (5 sessions of training)
Base Benefit: *Reflexive Fighting* - Practitioners may add any skill D above attribute from Brawling to the following skills: Melee, Dodge and Climbing/Jumping.
Hold/Grapple, Disarm, Punch, Kick
Novice Cost: 10 (2 sessions)
Novice Benefit: Instant Stun, Instant Knockdown, + 1 to attack rolls
Expert Cost: 15 (3 sessions)
Expert Benefit: Head Butt, Nerve Punch, Elbow Smash, +1 to Defense Rolls
-**Mastery Cost:** 15 (3 sessions)
Mastery Benefit: Shoulder Throw, Spinning Kick, Weapon Block, +1 to all Damage Resistance Rolls
Additional Acquirable Maneuvers: None
Note: *Also known as Rebublic Senate Guard Martial Arts, however, the form has been discontinued in the New Order by the Empire.*

Jensaarai Rek'Dul Martial Arts: *Still taught in some corners of the Galaxy, very quietly.*
Base Cost: 15 (3 sessions of training)
Base Benefit: *Rek'dul Form* - Jensaari martial artists gain a +1D bonus to any Parry rolls made, so long as they have a melee weapon in-hand.
Add 5 to Melee defense vs losing limbs or taking damage.
Defensive Roll, Hilt Blow, Kick
Novice Cost: 10 (2 sessions); Unarmed 3D
Novice Benefit: add 5 to Melee defense vs losing limbs or taking damage. Instant Stand, Spinning Kick, Elbow Smash
Expert Cost: 10 (2 sessions); Unarmed 4D
Expert Benefit: add 5 to melee defense as above, Reversal Elbow, No Fall, Foot Sweep
-**Mastery Cost:** 10 (2 sessions); Unarmed 5D
Mastery Benefit: Add 5 to Melee defense as above, Power Block, Instant Wound, Shoulder Charge
Additional Acquirable Maneuvers: None
Note: *Taught in many smaller Jedi Academies across the galaxy. This form was a combination of Sith Martial Arts and Old Republic Jedi Martial Arts. It was MUCH easier to learn and master than the "Modern" Jedi Martial Arts form, and it was also widespread. For the Master of Jedi Martial Arts, it is a wonderful addition for merging with. Reduces all costs of learning Jedi Martial Arts by 5 points if Learned first. The reverse does not apply. It's a "bit" darker of a form.*

Teräs Käsi Martial Arts: *Originally taught by Followers of Palawa, created prior to 3678 BBY, this combat form has a small, yet devout following.*
Base Cost: 30 (6 sessions of training); Unarmed 5D, Dex 3D
Base Benefit: *Unconquerable Mind* - Immunity to Mental Based Attacks (Jedi or otherwise). *Predictive Combat* - Static 6 added to base Defense & another Static 6 added to Parry/Evade rolls, Move +1, Instant Stand, Blind Fighting, Punch, Kick, Charge.
Novice Cost: 30 (6 sessions); Unarmed 6D, Dex 3D+1
Novice Benefit: add 20 to the difficulty to have your limbs chopped off (or damaged) in Melee combat. Move +1, Shoulder Charge, Disarm, Reversal; Previous tier's maneuvers 2 difficulty lower
Expert Cost: 30 (6 sessions); Unarmed 7D, Dex 3D+2
Expert Benefit: add 5 to Melee defense vs losing limbs or taking damage. No Fall, Instant Stun, Instant Wound, Nerve Punch; Previous tier's maneuvers 2 difficulty lower, Move +1
-**Mastery Cost:** 30 (6 sessions); Unarmed 8D, Dex 4D
Mastery Benefit: add 5 to Melee defense vs losing limbs or taking damage, Palm Strike, Wrist Chop, Ground Strike, Triple Parry, All Maneuvers are difficulty 5 lower, +1 Move
Additional Acquirable Maneuvers: Any only 2 points each.
Note: *This is an ultra deadly combat form. It requires the utmost patience and practice to master. It can be utilized with Melee weapons, and* ***Cannot be combined with any other hand to hand form (style must be performed alone).***
-*You* ***MUST*** *have a master to be taught this form. Each tier is likely to require a different master, located somewhere in the galaxy and seeking out each master should be treated as if it were a quest / campaign. Instructional recordings can only teach you 1/2 of the* ***BASE*** *tier.*

Imperial (Republic) Martial Arts : *It can be*

taken as an elective at any Imperial Academy. The combat form is more focused than brawling, yet it is a generalized mass trained combat form designed to be merged with basic Brawling. The combat from was trained to Republic military during for almost a thousand years prior to the Empire and as such it is taught in many dojos and can be found any world that was once a Republic ORD in addition to Imperial Academies.
Base Cost: 5 (1 session of training); Brawling Base
Base Benefit: +1 pip to strike & parry, Feint
Novice Cost: 5 (1 session); Brawling Novice, Unarmed 3D
Novice Benefit: +1 pip to strike, parry & dodge, Disarm
Expert Cost: 5 (1 session); Brawling Expert, Unarmed 4D
Expert Benefit: +1 pip to damage
Weapon Block, Vicious Strike(1FA): +1 Level of Damage (once per combat).
Mastery Cost: 5 (1 session); Brawling Mastery, Unarmed 5D
Mastery Benefit: +1 pip to damage unarmed & Melee
Vicious Strike II (1FA): +1 Level of Damage (once per game).
Additional Acquirable Maneuvers: Falling Roll

Imperial (Assassin) : *This is only trained to Imperial Assassins, Royal Guardsmen, Storm Commandos, and other Elite Units (like assassins). It can be acquired if you are Officer or higher rank in the Empire otherwise. It is a more focused form of Generic Martial Arts.*
Base Cost: 10 (2 sessions of training); Unarmed 4D
Base Benefit: +1 pip to all unarmed rolls &damage
Punch, Kick, Hold/Grapple, Reversal, Disarm
Novice Cost: 10 (2 sessions); Unarmed 5D
Novice Benefit: +1 pip to all unarmed rolls & damage
Snap Kick: Free Action, add 15 to difficulty STR +1D only once per session, otherwise counts as an action.
Palm Strike: 1FA, add 15 to difficulty STR +1D, if damage exceeds opponent's ***base*** STR roll (ignore toughness) by 10 they are –1DR penalty for D6 rounds (not wild), only once per session. Nerve Punch & Nerve Punch II
Expert Cost: 10 (2 sessions); Unarmed 6D
Expert Benefit: +1 pip to all unarmed rolls & damage
Weapon Block, Vicious Strike (1FA): +1 Level of Damage (once per combat).
Mastery Cost: 10 (2 sessions); Unarmed 7D
Mastery Benefit: +1 pip to all damage rolls (including ranged weaponry), Instant Stand, Instant Knockdown
Vicious Strike II (1FA): +1 Level of Damage (once per game).
Additional Acquirable Maneuvers: Any

Mandalorian Martial Arts: *Typically the only instruction centers are found on Mandalore. However, there are a couple throughout the galaxy. Most Bounty Hunter's guilds have adopted this as the standard fighting style and it is available at all major guild halls.*
Base Cost: 15 (3 sessions of training); Unarmed 4D
Base Benefit: +1 pip to strike, parry & dodge, Move +1
Punch, Kick, Hold/Grapple
Novice Cost: 15 (3 sessions); Unarmed 5D
Novice Benefit: +1 pip to strike, parry & dodge, +1D to Power Suit Operations
Sensor Sweep: *Automatic*, -1DR to any Power Suit based sensors rolls (if possessed). Not surprised 1 in 6, adds to sixth sense.
Targeting Boon: 1FA, -1DR to hit with ranged weapons, once per combat. Disarm, Reversal
Expert Cost: 15 (3 sessions); Unarmed 6D
Expert Benefit: +1 pip to strike, parry & dodge, +1D to General Maintenance & Repair
High Evasion: 1FA, -1DR to Evade in Power Suit, once per combat.
Powered Blows: Requires Strength Enhancement to armor, 1FA, once per combat, Static 6 to damage.
Weapon Block, Spinning Kick: Add 15 to difficulty +3D Damage
Mastery Cost: 15 (3 sessions); Unarmed 7D
Mastery Benefit: +1 pip to strike, parry & dodge
Boost Suit Performance: requires power armor, 2FA, Double any singular speed code/Jump distance, once per session. Duration 2 combat rounds.
Soak Damage: *Automatic*, triggers as if Reduce Injury at static Perception rating. Once per session. Can be called after a killing strike is received.
Instant Stand, Instant Knockdown, ***All bonuses now apply to Power Suit Operations rolls***
Additional Acquirable Maneuvers: Multiple Strikes, Rolling Throw, Falling Roll, Blind Fighting, Flip, Soft Fall, No Fall, Opportune Shot, Alter Aim, Retrieval, Instant Stun (2 points each)

Noghri Martial Arts: *Essentially the same as standard Martial Arts (Generic). Triple all cost codes to any non-Noghri (GM Discretion). +1DR to attack and defend if never encountered before, normal afterward (cannot be combined with other forms)*
Base Benefit: *Vicious Strike I - Always active*
Novice Benefit: *Instant Wound +10 Difficulty, Multiple Strikes +10 Difficulty*
Expert Benefit: *Vicious Strike II - Always Active*
Mastery Benefit: *-1 DR to* ***all*** *strike, parry and evade rolls, Vicious Strike I & II always apply to Knives*

Merging Incomplete Combat Styles:

If the forms you are wishing to merge are un-mastered, the base cost is 1/2 of the total tiers (of the lowest cost form, rounding up) you wish to merge with the next form.

If one of the forms is mastered, the base cost is 1/4 of the total tiers (of the lowest cost form, rounding down) you wish to merge with the other form.

This represents the creation of a Custom Combat form ONLY for the first combined in this fashion. All other subsequent combinations constitute an increased cost for merging additional forms as normal (+5 per additional).

Melee Combat Forms
JEDI-ART-TRICK

Lightsaber Training Explained

Lightsaber training is now a one time purchase Advanced skill. Much like Capital Ship Gunnery is, which removes the 15 point penalty and then bases off Starship Gunnery. In the same vein of logic, once you purchase Lightsaber Training, it removes the base difficulty of the weapon then you base the skill off of Melee Combat.

Cost of Lightsaber Training: 2D (1D for Traditional Jedi, Raw Jedi, Pattern Knights & Chaos Knights) at character creation or 10 character points, unless otherwise noted. If purchased after character creation, it requires two game sessions to pickup the skill (5 points one game and 5 another, actively using the weapon and training with it). This was done in an effort to both simplify the skill list as well as making Melee Combat a usable skill if Jedi were ever disarmed and had to rely upon other weapons.

Lightsaber Combat Styles: This is where things start to get interesting with the weapon. These are like sword fighting styles or special moves, or bonuses conferred directly to the player for spending time learning them and investing character points equal to their cost. These can be conferred to players at character creation at the GM's discretion, where appropriate.

How they work: Lightsaber combat styles work in a couple key ways. Any basic moves, that you buy, can be used at any time. However, with combat styles, assuming you have more than one, you must take 1 free action to actively switch between the forms.

Static Bonuses: Apply as a 1 for one bonus to skill or Attribute even if the form is not utilized. It's a boon from the training.

Locking a Lightsaber Combat Style: Each style comes with the base combat form, at a cost and time dedicated to training. Under it you can acquire certain abilities. However, certain abilities will elude your ability to perform until you have achieved a certain level of mastery. There are four tiers of mastery per Lightsaber Combat Style: Base, Novice, Expert and Mastery.

Seamlessly switching between multiple combat styles: Once you have mastered two Combat Styles you can purchase tandem mastery. It comes at a cost, however, once purchased you can combine the best elements of the two Combat Styles into one fluid style, gaining the benefits of both.

After Mastering each additional style, the cost to combine the new style into the mix grows. A true master combines all his/her styles into one seamless, utterly fluid, combat form of deadly grace.

Combining 2 Styles: Base Cost of both 1/2 (rounding up) Rules for acclimating to a seemless form are: per 5 points of cost (rounding up) you must spend one session or 1 month training. **Adding a third style:** Base cost of 3rd style 1/2 + 5, with the +5 climbing to +10 with a **4th style addition** and so on and so forth.

The cost can be mitigated by the student training for an additional month(s). Per month reduce the cost by 5. Possessing *Mental Sponge* will further mitigate the cost (and possibly time) as well as an effective trainer.

Merging Incomplete Combat Styles: It is possible that some styles will never reach completion (or cannot be completed). *The details for this are on page 43.*

Variants of many of these styles exist in the form of non-lightsaber (Mundane) dueling. Any Force Attribute benefit is ignored.

Advanced Rules for Melee Combat:
Performing the same maneuver multiple times in a row will become predictable, any identical attacks made after the first will incur a +1DR to your difficulty to pull them off. Effective Melee is all about description of your assault, simply describing

Switching between styles in the same attach sequence, if you have more than one, will cause confusion in your opponent (only if they are not familiar with the Melee form you switch to or not at the requisite mastery level). This will reduce your DR by 1 level for the next attack. If your adversary is familiar with the melee style from a different, yet similar, Melee combat style (Juyo vs Vapaad) the DR is only reduced by 1/2 of it's rating (Difficulty 5 reduction becomes 2.5 rounded down to 2).

how you swing makes all the difference in an RPG. Combining multiple melee forms seamlessly will always keep your adversary off balance.

It's all about making the combat more cinematic and, actually, driving forward that thing we're all supposed to be doing anyway, role playing! What's fun about having a player say over and over again "I chop him, I slice him, I cut his arm off"? It get's old.

If you are a Melee master, role play it:
"Loosing my calm, and my desire to remain defensive, I break my double handed grip on my lightsaber, opening my arms wide, inviting this bastard to his demise, I flip my lightsaber, spinning, from my left hand to my right, seamlessly switching into Juyo form, discarding my defensive Chii-sho form. I alter my stance and lash out with the anger that now fuels me after I witnessed the dark Jedi drop my Twi-lek friend. Still spinning, I whirl my lightsaber in an ever increasing circle of death, tearing up the flooring and severing the bridge supports they stand upon, sending him & his companions to their deaths." Now, that, would be something to picture in the mind don't you think?

This can be repeated for as many melee styles you have, however, it must be a new style each time and you must have enough Free Actions to seamlessly switch forms.

Thus if you Possess Shii-Cho, Ataru & Juyo and you are facing multiple opponents. You initiate your assault with a double handed strike with your lightsaber to cut the blade off your opponent's sword from Chi-Sho, followed up with the Jumping bonus from Ataru to flip over the opponent you just disarmed & the aggressive form of Juyo as you land, slicing upward from thigh to shoulder on your last adversary. You would apply the –1DR to each attack. Note that you will have to expend 1 Free Action per form change after the first (2) and each attack after the first is an Action that reduces your dice pool to perform the attacks.

If Tandem Mastery exists between forms, with two or even all three in the above example, the switching of forms does not cost you a Free Action, for each form that works in harmony with the next. You are only limited by the amount of dice you apply to attacks, defense and other actions (like Dodge).

Anyone you face that does not possess any type of Melee Training will be at a disadvantage during your first encounter. Suffering a –1DR to all defensive results. This only works once for each opponent. If the Style is obscure, like Blinding Darkness, then double this disadvantage and apply it normally against anyone unfamiliar with it. On a SECOND ENCOUNTER, apply a –1DR to the same adversary you face due to the obscurity of the form. If you face them again, a third time, they suffer no penalty. This can be applied to almost any very obscure Melee form at GM discretion.

Basic Moves anyone can develop: These are bonuses you can pickup:

5 Character Points Each: (or 1 month of practice each)
Increase Opposed Target Numbers by 1 point
Reduce Difficulty Rating by 1 point
Wield Single Handed
Wield off handed (for non ambidextrous individuals); reduces off hand penalty by -1DR.

Old Republic Jedi Forms (precursor to Imperial timeline)
Form 1: Shii-Cho; Requirements: None
This form is the most basic form of lightsaber combat. Its first moves are not so much intended for combat but more to learn body control. Later teachings provide the student with rudimentary fighting moves, while training and especially mastery in that basic form can prove to be very powerful in duels.

This is a Double Handed Style
Base Cost: 10 (2 sessions of training)
Base Benefit: +1 to Control (static), +5 to Melee Defense (not ranged)
Novice Cost: 5 (one session)
Novice Benefit: Unsahkable Grip
+2 DR for anyone attempting to disarm them
Cannot botch and injure themselves with the lightsaber
Expert Cost: 10 (2 sessions)
Expert Benefit: Rigid Stance
-2 DR for them to remain standing / +2 DR for another to knock them down.
Cannot botch and injure another with the lightsaber
Mastery Cost: 10 (2 sessions)

Mastery Benefit: Precise Strike
-1 DR to target a precise location
+1 DR to opponent's attack while the strike is being performed

Form 2: Makashi; Requirements: 3D Dexterity
An elegant and stylised form of lightsaber combat, Makashi does not so much concentrate on strength but on finesse and skill. It needs wits and a quick mind. Makashi includes many thrusts, ruses, and fast attacks, not so much cutting. It is very efficient against other lightsaber combatants.

Base Cost: 15 (3 sessions of training)
Base Benefit: +1 to Sense (static), +1 DR to redirect ranged (not block)
Novice Cost: 10 (two sessions)
Novice Benefit: Feint Attack
+1 DR for anyone attempting to strike them in melee combat
-1 DR to successfully execute the Feint
Expert Cost: 15 (three sessions)
Expert Benefit: Lightning Mind
-1 DR for tactics rolls regarding their current combatant(s)
Tactics can be used a a free action once per round
Mastery Cost: 20 (four sessions)
Mastery Benefit: Riposte
-2 DR to parry a strike that is immediately followed up by an attack that has a –1 DR to succeed.
*If Dual wielding, user can riposte 2 assailants simultaneously as a free action for the second riposte. Cannot double up on one.

Form 3: Soresu; Requirements: 3D Dexterity, Endurance 4D
First developed to counter the development of blaster weapons with parries, Soresu is the most defensive style of the Jedi Order and it is said that a true master of that form cannot be overcome. The practitioner combines Force senses with agility to block any attacks directed at him. However there are almost no real offensive strikes in that form. Soresu duels tend to last long and usually end when the attacker begins to make mistakes due to fatigue or frustration. Then is the time to strike for the Soresu practitioner. (Single Saber form)

Base Cost: 20 (4 sessions of training)
Base Benefit: +2 to Attribute for defensive actions only, +2 DR to all attacks performed.
Novice Cost: 15 (three sessions)
Novice Benefit: Enhanced Full Parry
+10 to Full Parry
Expert Cost: 20 (four sessions)
Expert Benefit: Enhanced Parry
+10 to Parry (does not combine with above because it assumes you are taking multiple actions)
Mastery Cost: 25 (five sessions)
Mastery Benefit: Perfect Balance
The Master cannot lose his/her footing. They always manage to remain upright, no matter how badly they seem to sway. Trip attacks fail, snares will not phase them, unstable ground is stable to them. Acrobatics or Jumping performed in conjunction with this will always find the master on his/her feet. They cannot botch a test to remain standing.

Form 4: Ataru; Strength 3D, Acrobatics Advanced skill
Ataru is an acrobatic form of fighting, there are many jumps and quick maneuvers in it, intended to attack the opponent from as many angles as possible. It is fast, exhausting and agile. Ataru combines acrobatics with offensive maneuvers, confined spaces will truncate the forms usefulness.

Base Cost: 20 (4 sessions of training)
Base Benefit: +2D to Climb/Jump, if in confined space all actions suffer a –1 DR penalty
Novice Cost: 15 (three sessions)
Novice Benefit: Skilled Mobility
-1 DR to terrain modifiers whilst attacking an opponent when jumping. -1 DR while performing multiple attacks on a single foe.
Expert Cost: 20 (four sessions)
Expert Benefit: Speed and Grace
+5 to (additional to base) move or Acrobatic maneuver as an ***additional*** free action per round while this form is utilized.
Mastery Cost: 25 (five sessions)
Mastery Benefit: Death from above
The Master Leaps into the air, force enhanced, for purposes of the distance consider attribute +1D, and throws his saber(s) at his assailant(s). Whilst in this enhanced jump the master is controlling his movements through the force, consider the temporarily unarmed Master to have the benefit of a Full parry (+15 to defense) vs all types of attack. ***Note: This IS an action, the jump isn't if used as a free action, but the force***

enhancement is.

Form 5: Djem So; Strength 3D, Melee 8D
Djem So is an offensive form of Soresu and is almost as effective against blaster weapons. However it does not stick to defence but concentrates on redirecting attacks and moving into an offensive position making counterattack easier. Some warn that this form is very close to the dark side.

Base Cost: 20 (4 sessions of training); 1/2 cost having Soresu
Base Benefit: +2 to Attribute for offensive actions only, -1 DR to all attacks performed after a successful parry.
Novice Cost: 15 (three sessions); 10 with Soresu
Novice Benefit: Enhanced Full Assault
+10 to Full Attack (1 FULL attack action)
Expert Cost: 20 (four sessions); 15 with Soresu
Expert Benefit: Enhanced Assault (strike and parry)
+10 to Attack (adds to the above but does not stack with above)
Mastery Cost: 25 (five sessions); 20 with Soresu
Mastery Benefit: Enhanced Lethality
The Master does not cause 1 point of damage per 5 points above their target numbers, they deal 1 per 3 points for any remainder of the roll after they reach their target number / exceed their opponents roll. On the case of Full lethality games the damage is increased by an additional 1 per 4 points of the total!

Form 6: Niman (cannot stack with listed forms); Perception 3D
Form VI is a conjunction of the Forms 1, 3, 4 and 5. It is popular with most non-combat Jedis, diplomats or teachers who want a broad training in lightsaber combat, without concentrating on one aspect of that art. Form VI also includes stares, postures and screams that draw upon the diplomatic skills of a Jedi enabling him to "persuade" opponents that surrender would be the best solution.

Due to the rather defensive nature of Form VI users of that power gain +2 to defense rolls, while attack rolls suffer a –2 penalty.

Base Cost: 30 (4 sessions of training); reduce cost by 5 per listed form (1,3,4 & 5)
Base Benefit: +1 DR Bonus to defense rolls, +1 DR penalty to all attacks.
Novice Cost: 20 (four sessions); Reduce by 5 per skill at least 1D above attribute (Bureaucracy & Business)
Novice Benefit: Aggressive Posturing
Niman user receives a –1 DR to all bureaucracy & business tests
Expert Cost: 25 (five sessions); Reduce by 5 per skill at least 1D above attribute (Intimidation and Con)
Expert Benefit: Threatening Posturing
Niman user receives a –1 DR to all Intimidation & Con Tests
Mastery Cost: 30 (six sessions); Reduce by 5 per 2D of Persuasion or Intimidation above attribute (max 15 discount)
Mastery Benefit: Aggressive Negotiations
Niman user receives a number of bonus equaling one point per Persuasion or Intimidation D above attribute (choose one) These bonuses may be distributed to attack or parry rolls during combat (with a maximum of +2D per roll). *Note: user must roleplay out each posture, and vocalize appropriately whether it be persuading the foe(s) to back down or threatening them to flee.*

Form 7: Juyo; Strength 3D, Sense 2D, Dark Side Points
Unlike the rhythmic and partly almost dance-like maneuvers of other forms, Juyo is the exact opposite. It breaks the rhythm and therefore surprises any defender. The break of rhythm is accomplished by intuitive action, guided by the force. As a consequence it can be dangerous to use this form, since it may lead to the dark side. Very few Jedi usually are able to master this form.

Base Cost: 30 (6 sessions of training) & 2 Dark Side Points
Base Benefit: Any attack done with Form 7 can only be parried or dodged with a –2D penalty and due to the close connection with the Force, the character receives a bonus to initiative rolls equal to the dice in Sense – to a maximum of 4D.
Novice Cost: 20 (four sessions) & 2 Dark Side Points
Novice Benefit: Focused Anger
The Juyo artist receives a +1 bonus to melee attack & defense for each dark side point. This makes Juyo very attractive for Dark Side users and tempts others to give in to the Dark Side.
Expert Cost: 25 (five sessions) & 2 Dark Side Points
Expert Benefit: Focused Rage
The user calls upon the Dark Side for a dedicated

assault. –1DR to attack + above. +1 DR to Parry due to the all out strike. (Generates 2 Dark Side Points, rather than 1. Count the 2 additional points in their Melee Bonuses)
Mastery Cost: 30 (six sessions) & 2 Dark Side Points
Mastery Benefit: Focused Hatred
The Juyo artist receives a +1 bonus to Force powers for each dark side point. The user *BURNS* 2 dark side points to double all rolls +20 as if it were a weaker version of a Harmony Point. Roll D6, 1-3: 1/ 4-6: 2 this determines how many rounds the user suffers a –1D penalty to all actions as the darkness takes its toll upon the user (dazed effect). The user *CANNOT* call upon the Dark Side in this round + a number of rounds equal to the dazed effect. Must have at least one Dark Side point to utilize.

Note: Each tier of mastery consumes (removes) 2 Dark Side Points, which is effectively showing that the practitioner had to invest / generate Dark Side energy in order to learn the combat form. This form is taught by the Jedi Order, it is not an inherently "evil" combat form. However, it does present Jedi with temptation.

Once learned, it is not lost if the Jedi possesses no Dark Side Points. Only the benefits requiring a Dark Side Point will be lost.

Training cannot be attempted unless the Jedi has at least 2 Dark Side Points from previous experiences (cannot call upon the Dark Side simply to gain the pre-requisite, must have them 1 session prior to training).

-Actively utilizing Juyo will not prevent a Jedi from Atoning. Again, once they have the knowledge they do not lose it.

Form 8: Sokan; Dexterity 3D, Dodge 5D, Acrobatics(A), Alter 5D. *Sokan is a lightsaber style that concentrates on mobility and evasion, not unlike Ataru. It uses quick maneuvers and tumbles as well as fast lightsaber strikes to vital areas of an opponent. Sokan's basic philosophy is "not to be where the enemy strikes"*

Base Cost: 20 (4 sessions of training) 1/2 if Ataru is possessed
Base Benefit: Sokan users gain +1D to dodge rolls when using Sokan in combat. Dodge can be used as a free action. However Sokan needs much room to be used. If the Sokan performer is within confined spaces or cannot move due to wounds or similar restraints he receives a –1D penalty for any roll with that art. +1 to Alter (Static)
Novice Cost: 10 (2 sessions)
Novice Benefit: Altered Force
-1 DR to climbing/jumping, Driving Roll Strike: Jedi dives into a roll while spinning his/her lightsaber with body momentum. Creates a force Push effect equivalent to the normal damage of the strike. Cannot be parried, only resisted with Alter + Attribute. The intent is to be parried, for the effect to work. +10 to defense, full attack action.
Expert Cost: 15 (3 sessions)
Expert Benefit: Tactical Leap
The user enhances their force jump to position themselves favorably vs. their adversaries. Jump is free action, only once per combat. -1DR to attack rolls & + 1DR to defense rolls until the adversaries reach equal footing.
Mastery Cost: 20 (4 sessions)
Mastery Benefit: Enhanced Evasion
Allows the user to safely disengage from a close combat situation. They jump away to safety. +20 to defense (and resisting force pull) + 2D attribute for determining distance jumped.

Form 9: Shien; Dexterity 3D, Melee 6D; Single lightsaber style
Shien is a rarely practiced art and features an unorthodox grip of the lightsaber. The blade is hold horizontally all the time with the pommel pointing at the opponent. A strike is performed by "throwing a punch" at the enemy, while the blade is whipped forward in a broad arc.

Base Cost: 25 (5 sessions of training)
Base Benefit: This move restricts the defensive capabilities of the wielder. Therefore any attempt to parry attacks (including blaster bolts) is done with a –1D penalty. But this unorthodox method also improves the own ability to overcome an enemy's defense. A Shien user receives a +4D bonus to attack rolls. However since this art can be foreseen rather easily, this bonus is reduced by 1D for each round of combat with the same opponent to a minimum of 1D.
Novice Cost: 20 (4 sessions)
Novice Benefit: Robust Sweep

The user swings the lightsaber in a reversed position, reaching outward to the full extend of arms length starting from the side, The grip is still inverted. The wielder can strike anyone, within this arc, as if it were a single act. -1D to damage per person struck. Performable once per combat. Strike and Parry (only two actions allowed)
Expert Cost: 25 (5 sessions)
Expert Benefit: 360 Degree Sweep
The user performs the actions as above, save for the momentum does not cease. The user continues it, reversing his grip on the lightsaber to cover the backward arc, whilst spinning the blade to his other hand, and then returns it to his primary at the maneuver's conclusion. This allows the user to strike everyone in a 360 degree arc of him/her as a single act. –1D to damage per person struck, Performable once per combat. Strike and Parry (only 2 actions allowed)
Mastery Cost: 30 (6 sessions)
Mastery Benefit: Blind Thrust
Allows the user deliver a blinding fast strike, behind them. The Attack is armor defeating (worn armor is useless). Attempts to parry are at –1 DR. Even if the assault fails, the opponent is thrown off balance attempting to get out of the way of the strike. All their actions are at –1D for the next round.

Form 10: Jar'Kai; Dex 3D, must be ambidextrous or have purchased the Wield off handed training under the base skill of lightsaber, Melee 7D
Form 10 teaches the art of using two lightsabers in combat. While many Jedi learn the basics of that form, only few ever master it. Form 10 has one primary weapon used solely for attack, while the second blade can be used for defense or offense. Some species have more than two hands or comparable limbs.

Base Cost: 40 (8 sessions of training)
Base Benefit: Any Full Parry confers the full 15 points to defense per lightsaber for a total bonus to full parry of 30. (only 2 can be used in this fashion, because some races have many arms)
Novice Cost: 30 (6 sessions)
Novice Benefit: Flashing Defense
Anyone wielding a single melee weapon is at a disadvantage assaulting a trained Jar'Kai wielder -1DR to their attack result (reduction of their total roll by one step).
Expert Cost: 35 (7 sessions)
Expert Benefit: Force Blindness
The user alters the flow of energy into each blade and slams them together for one action, this causes an intense flash of focused light to roll outward from the user. The opponent must roll willpower (Only Willpower), difficulty is: 30 +1 per D the user possesses in Force Attribute. Blindness lasts for D6 roll 1-3: 2 rounds/ 4-6: 3 rounds
Mastery Cost: 40 (8 sessions)
Mastery Benefit: Blade Shield & Double Sweep
Blade Shield:
The Jedi circles both blades in front of him, spinning them and by that creating a shield in front of him. This gives him a +2D bonus to any parry rolls. Full Parry Action
Double Sweep: The Jedi gabs both sabres upside-down and moves both hands from an outward position and back again. Any opponent within that 180 degree angle is hit twice. Reduce Damage by –1D per person struck, due to the difficulty of the action.

Modified Forms: The user must have attained Mastery in the base, original, form in order to learn these.
Some Jedi swordsmen are so adept in one form that they begin to modify it into a personalized style. Obviously a trainer is needed for such variant forms, which are probably very rare, often only one Jedi at a given time knows that style. But remember a Jedi using a modified form also gains the advantages of the basic form and of course has access to the maneuvers. All the penalties and bonuses stack / are eliminated.

Form 3 Variant: Jen-Kar; Soresu required, Dex 3D
This variant was developed by Jedi Master Ronen Tal-Ravis in the late days of the Republic. Jen-Kar means "Strong Tree" in the language of his homeworld Muthan. Jen-Kar modifies the idea of Soresu. It is as defensive (with only one actual offensive move) and intended for use against a large number of enemies – but works as fine against a single one. The Jedi hardly moves when using this form, like a tree in a storm, he bends and turns but he does not change his position. That way the attackers have to come to him and the Jedi spends no strength on movement, but can keep his concentration on defense. Additionally Jen-Kar users are especially trained in defending against attacks in the back. No

penalties apply for parries against such attacks. However since Jen-Kar is a very stationary style it may not be used before or after movements of more than one third of the characters movement rate, with the exception of the first or last action (which is typically an Aerial Strike). (single Saber Form)

Base Cost: 25 (5 sessions of training)
Base Benefit: This further focus gives another +2 to Attribute for defensive actions such as parry or block. However the movement restriction reduces any attack rolls by –2. Base
Novice Cost: 15 (3 sessions)
Novice Benefit: Aerial Strike
(opening attack or closing attack only)
Leap is performed as a free action. The user then jumps high up into the air and comes down at a desired location, with the blade directed downwards. Before landing the blade is thrust into an opponent. This is usually referred to as the opening maneuver of Jen-Kar. The Jedi gets himself in a good position and surprises the enemy. The adversary always looses initiative, reduce any counter attack by –2DR on the opening and closing rounds only. Can only be performed twice per combat
Expert Cost: 15 (3 sessions)
Expert Benefit: 360 Degree Defense
The Jedi spins the lightsaber's blade around in one hand and moves the weapon arm from one side to the other, effectively creating an impassable wall. This gives another –2DR to parry rolls against blasters, but no attack actions may be performed this round.
Mastery Cost: 25 (5 sessions)
Mastery Benefit: Unbowed, +1 Force Attribute (Static)
Almost nothing can remove the master from his/her feet. Charge attacks vs the jedi instantly fail due to the terror generated by charging into the whirling death of the master's blade. Assailants will deviate well before the last moment and those fearless enough will push the boundaries, but remain just out of contact range. Any beasts charging will deviate from such a charge. Charging adversaries will all fall prone, only instant stand will mitigate this. Fearless opponents will not fall, but can be cut in half normally.
Assume that the master weighs an additional 1,000 Kg per D of force attribute they possess for the purposes of removing their footing. Nothing short of capital scale weaponry will shake them.

Form 7 Variant: Vaapad; Juyo, Sense 4D, Dark Side Points,
1 Hatred Point for Mastery
Vaapad takes the "bad side" of a Jedi and channels his negative emotions through combat maneuvers. This is extremely
dangerous, since it touches the path of the dark side and so far only Jedi Master Mace Windu has successfully trained (and created) that art, while some others failed. Vaapad additionally concentrates on hurting enemies at essential points (without necessarily killing them but making them incapable of continuing combat). However it can only be used if the performer has at least three Dark Side points.

Base Cost: 40 (8 sessions) & 3 Dark Side Points
Base Benefit: Maim Opponent
This attack can only be performed twice in any combat. If the
attack is successful the user causes one wound instantly to the
opponent, but no other damage is delivered. Attack is performed with a –3 DR to succeed.
Novice Cost: 30 (6 sessions) & 3 Dark Side Points
Novice Benefit: Channeled Anger
The Vaapad artist receives a +1 bonus to all defensive actions for each dark side point. Stacks with Juyo.
Expert Cost: 25 (5 sessions) & 3 Dark Side Points
Expert Benefit: Channeled Rage
The user calls upon the Dark Side for a dedicated assault. –1DR to attack + above. +1 DR to Parry due to the all out strike. Stacks with Juyo (even the penalties, Generates only 1 Dark Side Point).
Mastery Cost: 20 (4 sessions) & 1 Hatred Point
Mastery Benefit: Channeled Hatred
The user *BURNS* (Cleanses) **1 Hatred Point** to enhance all rolls as if it were a Burned Harmony Point. The user suffers a Dazed effect for 1 round (-1D to all actions) after performing this maneuver. The user *CANNOT* call upon the Dark Side in this round + a number of days equal to their Force Attribute D Code.
Note: *You will notice that Vaapad becomes easier to learn with each successive mastery level. It is the seduction of the Darkside. It was designed to utilize the Dark Side AGAINST Dark Jedi, cleansing the Jedi who is a master of this art form.*
-It is 1/2 cost at each tier if Juyo at the same mastery tier is already possessed.

-Just as with Juyo, each tier consumes 3 Dark Side Points to learn (except for Mastery). They can still use the combat form without Dark Side Points, see Juyo on page 22.

-Practitioners of Vapaad are less likely to be seduced by the Dark Side of the Force. Per Tier possessed add a +2 static bonus to Willpower rolls to resist the Dark Side in all it's forms (even seducing the practitioner to become Dark Side).

-Masters of the form can sustain 1 Hatred Point as if their total was 0.

Current Lightsaber Forms

Era: Old Republic to Rise of Empire and beyond
Saber Rake; Requirements: 3D Dex (double cost per D under); requires light foil for special maneuvers, 4D Melee (fundamentals can be taught to standard Lightsaber wielders).

This form is outlawed anywhere outside the Tapani Cluster. Typical practitioners are Saber Rakes, Noble Houses, Imperial Officers who want a little sport and excitement. The Tapani houses are a noble people with long standing traditions. This style of lightsaber / Melee combat was spawned, originally, from the Jedi Academy on Pelagia. An academy which always stood apart from the one on Coruscant. The Pelagian Academy was always looked upon with distrust and disdain due to their unorthodox views. They married, had relationships, lived normal lives and allowed their passions to guide them. This form reflects harmony in sync with almost a classical air. It's maneuvers might seem over formalized, however, what few fail to grasp is that it is one of the most deadly close combat forms for attack and defense in the galaxy. Few ever truly master the form, however, it's continued practice over the centuries has allowed for a degree of customization unseen in other forms. Variants of this form can exist without mastery. ***This is a single or dual bladed style***

Note:
The base form is acquirable for 2D at character creation if you are From Tapani and are a Saber Rake. Later, if you are of Tapani heritage you can acquire the base form for 1/2 cost. This overrides the cost for acquiring the Base form ONLY and even overrides the Dexterity limitations for those under 3D.

Base Cost: 40 (8 sessions of training)
Base Benefit: Taunt, Dancing, Base ability(s) & inherent abilities.

Taunt (1FA):
For every 2D above attribute the practitioner possesses in Perception reduce the DR of the taunt by one level. Taunt is a free action. The effect of the taunt will goad an adversary into a duel, a –2D to all actions in the first round of the engagement. Others possessing this form reduce the level of the taunt by countering and possibly taunting the initiator! Anyone not possessing the combat form can use only perception to resist. Anyone with over blown honor is at a D code of the disadvantage penalty to resist. Those with mental resistance like Iron Will & Patience gain the D code of the Advantage as a bonus to resist.

Dancing:
The best elements of Tapani court dancing are incorporated into the footwork, body control and fluid movement of the duelist. This ability is inherent and does not count as an action (free or otherwise). It is always active. Per D in Knowledge the practitioner possesses add 1 pip to Climbing/Jumping, Athletics & Endurance. Add 1 to movement per 2D in Perception.

Inherent Abilities:
Increase Opposed Target Numbers by 1 point
Reduce Difficulty Rating by 1 point
Wield Single Handed
Master off Handed Eliminates off hand penalty (if Ambidextrous apply a +1D Parry bonus for off hand parries)

Novice Cost: 40 (8 sessions); Dex 3D+1, Melee 5D
Novice Benefit: Unshakable Grip, Strike and Parry, Flourish
Unshakable Grip:
+2 DR for anyone attempting to disarm them
Cannot botch and injure themselves with the Lightsaber / Alchemical weapon / Melee Weapon
Strike and Parry:
+2 to strike and Parry
Flourish: (1 FA)
The practitioner whirls the blade in a dramatic, fashion. Showing their wielding competency and driving their foe backwards. -1 DR to intimidation rolls, +1 DR to defense, usable once per combat, per

opponent. Does not work twice against the same adversary.
Expert Cost: 40 (8 sessions); Dex 3D+2, Melee 6D
Expert Benefit: Fluid Unyielding Stance, Basket Guard Slam, Disarm; Cannot botch and injure another with the Lightsaber
Fluid Unyielding Stance (1 FA):
-2 DR for them to remain standing. +1 DR to defense, can only move 1/4 in this round for this specific bonus.

Basket Guard Slam (1 FA):
Prerequisites: Lightfoil
(must have basket guard, otherwise is a hilt slam) The practitioner, whilst locked in close combat changes his/her footing fluidly redistributing their mass and slides their blade across their opponents bringing their fist in line with their opponents face and either slams their basket guard into their foe or reverses their grip on the lightfoil and slams the hilt into their adversary's face. Only once per combat, Target difficulty: 20 Damage STR +1D + Stun (additional –1D, stun effects are present regardless of damage delivered and even effect those immune to stun as a surprise… even jedi). (Hilt Slam does +2) *A miss or botch here never yields a severed limb.*

Disarm (1 FA):
This is an incredibly difficult maneuver to perform with lightsabers/lightfoils. It involves inflicting no damage upon their opponent, yet slicing the emitter off their adversaries lightsaber/lightfoil. Difficulty: 30 vs Non Jedi; 40 vs Jedi can only be performed once per opponent, period. For all other weapons, it has no limitation upon uses. Reduce the difficulty by 10 for either category for non lightsaber/lightfoil (even blasters).

Note: *You're not targeting the person, or the Jedi. Thus they gain no benefit of advanced warning whatsoever. There is no threat to them.*

Mastery Cost: 60 (12 sessions); 4D Dex, Melee 8D
Mastery Benefit: Precise Strike, Riposte, Humiliate, Harmonious Passion

Precise Strike (2 FA):
-1 DR to target a precise location
+1 DR to opponent's attack while the strike is being performed

Riposte (3 FA):
-2 DR to parry a strike that is immediately followed up by an attack that has a –1 DR to succeed.

*If Dual wielding, user can riposte 2 assailants simultaneously as an additional free action for the second riposte. Cannot double up on one. Performable only once per combat

Humiliate (1 FA):
Involves unparalleled precision, there is no threat to the adversary whatsoever. It only succeeds if the maneuver is pulled off. During your duel you increase momentum, and do one of three things to your opponent.
1: You slice pieces of their clothing off: Difficulty: 25 Dropping their trousers, cutting off their cloak or slicing off their gun belt. -2 DR to Intimidation as an additional free action (2 free actions)
2: You trip your opponent up using your superior footwork and fluid grace. Difficulty: 30 ; Instant Stand can counter this if used as a free/action (saving an action); otherwise –1 DR to intimidation (+1FA) and +2DR to any attacks your opponent attempts to deliver.
3: You Use your Cape/Clothing to whirl off whilst spinning, tossing it directly into their face. Conferring a surprise action, regardless of ability or resistance. This is considered underhanded by some, purist, duelists… Can only be performed once, successfully, per 5 game sessions.
Surprise action is one Free Strike with no multi action penalty (At full skill, does not confer an automatic hit). If this is an honor duel, this is considered to be a dishonorable action. For Force Sensitives it confers 1 Dark Skde Point unless they are facing another Dark Jedi or Evil Adversary.

Harmonious Passion: (Cannot have Darkside points)
Harmonious Passion serves in two functions:

Non Jedi: Gain the equivalent of a 2D Force attribute for lighsaber dueling, attribute enhancement and enhanced senses while in the combat as well as resistance to force powers. Once per 10 game sessions they can ***BURN*** **2 heroic points** for the effect of a *Burnt Epic Point. (Never getting them back)*

Jedi: Double the duration of any Force points used

and add 30 to any Harmony points burned (cannot recover), double effect duration (2 rounds). Once per 5 game sessions.

Note: *Harmonious passion reflects the abilities true origins. Developed over centuries as a purist's combat form against the opponents. The art from was NEVER taught to anyone outside the Tapani Cluster. Masters of this form were thought to have been wiped out when Palpatine Ordered the Jedi Temple in Pelagia Destroyed. No wonder why he feared them. Even the Jedi Temple on Coruscant still stands…*

Variants of this form *are commonly encountered amongst Actors and even those not proficient with Lightsabers. Lord Brandl, is among one of the most skilled in sword dueling and it borrows heavily from the above. The forms vary wildly, assume the costs are half and the benefits are half, with less advantages per tier.*
Once Core competency *in this form is gained, practitioners typically mix and match elements from other forms (any Novice, Expert or Mastery tiers from other forms can be dropped in).*
True Masters of the form *will create their own variants accordingly, building off the primary form and enhancing it.*

Imperial Jedi: Strength 3D, Dex 3D, Melee 4D
This is the basic form taught to Imperial Inquisitors and agents of the Darkside. It borrows heavily from Juyo, though it is not considered a variant. It is less effective. Cannot be stacked with Juyo, though it will cut all the costs of Juyo in half. It was meant, by design, to be inferior to precursor forms. The Empire cannot have its Inquisition as a threat to the heads of the Empire now can they?

Base Cost: 15 (3 sessions of training)
Base Benefit: Any attack done with this form can only be parried or dodged with a –1D penalty and due to the close connection with the Dark Side, the character receives a bonus to initiative rolls equal to the dice in Sense – to a maximum of 2D.
Practitioner gains a Dark Side Point
Novice Cost: 10 (2 sessions)
Novice Benefit: Refined Anger
The Imperial Jedi artist receives a +1 bonus to attacks for every 2 dark side points & +2 for Each hatred Point possessed. This makes the Imperial Jedi form very attractive for Dark Side users and tempts others to give in to the Dark Side.
Practitioner gains a Dark Side Point for learning this tier
Expert Cost: 15 (3 sessions)
Expert Benefit: Refined Rage
The user calls upon the Dark Side for a dedicated assault. –1DR to attack + above. (Earns only 1 Dark Side Point)
Practitioner gains a Dark Side Point for learning this tier
Mastery Cost: 20 (4 sessions)
Mastery Benefit: Refined Hatred
Practitioner gains a Dark Side Point for learning this tier
The user *BURNS* a dark side point to double all rolls +10 as if it were a weaker version of a Harmony Point. Roll D6, 1-3: 2 / 4-6: 3 this determines how many rounds the user suffers a –1DR penalty to all actions as the darkness takes its toll upon the user (dazed effect). The user *CANNOT* call upon the Dark Side in this round or the following one.

Raw Focus Form: Force Potential 4D (cannot be combined with other forms); Not limited to Raw Jedi
This is a power based lightsaber/Alchemical Weapon form that is rarely seen but has some incredible effects.

Base Cost: 25 (5 sessions of training)
Base Benefit: Any channeled usage of this form further refines a Jedi's focus of their core attribute and confers a +1D to all Melee / Force related abilities for this form only, must use a melee attack/form power for it to apply. This form can be utilized with a Lightsaber just as well as it can be utilized with a stick or a table leg or any object wielded as a Melee weapon.
Unrefined Melee:
The practitioner's attacks seem unrefined, unpredictable and simply erratic, there is no discernible rhythm to their strikes. +1 pip to all parries per D of attribute.
Stun Wave:
The Jedi connects with their adversary in melee, either hitting them or connecting with their melee weapon (or the ground, a wall, etc) and releases a pulse of stunning energy. 1 Action, Stun Damage is 15 degree arc, range 1m per D of attribute (including above

enhancement) Stun Damage, as per the stun effects of a Blaster. Usable once per combat
Novice Cost: 15 (3 sessions)
Novice Benefit: Energy Bolt
The user unleashes a bold of refined energy from either the lightsaber or melee object. Base damage is Attribute + the damage code of the object, Range 10m per D of attribute, automatic hit, 1 action.
Expert Cost: 15 (3 sessions)
Expert Benefit: Telekinetic Sweep
The user sweeps their melee weapon in a 30 degree arc and a TK blastwave rolls forth, Damage is Attribute + D code of the weapon, Range is 2m per Attribute D, effect as per force push. Blast arc rolls in any direction available either pushing foes backward and up or sideways or down. 1 action, 2 if two weapons used
Mastery Cost: 30 (6 sessions)
Mastery Benefit: 360 Degree Blast Wave
The used slams one or both weapons (if dual wielding) into the ground at his/her feet. Channeling all of their energy into a focused 360 degree blast wave. The blast has both the effects of TK (physical) and Energy. Throwing some enemies through the air, others are torn into pieces, yet others are smashed against other objects. Performable once per combat, is not discrete and will kill friend and foe alike. Damage is Attribute D code 1/2 + object used + any additional object (like another lightsaber or stick). Area of Effect is limited to 1m per D of attribute. 1 action, 2 if two weapons used.
Cacophony of Melody:
The Master's connection to the force and his/her grasp of their inherent ability has reached a harmoniously resonant peak. There is discord to the melody, however, their grasp of Unrefined Melee has become refined in a sense that only they can understand.
Choose One Mastery ability from ANY other Form

Basic Control/Sense Form: Control 3D, Sense 3D
Anyone can learn this from on their own, It is fully customizable. Reflecting a smattering of principals and fragments of teaching materials (or none at all). For many, this is all there is, self taught.
Base Cost: 5 (1 session of training)
Base Benefit: Add +1 pip to Damage (or reduce it) for each D in Control, add +1 pip to strike and parry per D in Sense
Novice Cost: 10 (2 sessions)
Novice Benefit: Basic Defense, +1 Control (Static)
+5 to Melee Defense Only
Expert Cost: 10 (2 sessions)
Expert Benefit: Basic Deflection
+5 to Ranged Defense Only
Mastery Cost: 10 (2 sessions)
Mastery Benefit: Redirection, +1 Sense (Static)
+5 to redirect deflected ranged attacks (includes objects you don't deflect with your lightsaber using Alter).

Customization: *Take an ability from any fragment of knowledge or studied form and plug it in at each tier, including the base level. The cost for doing so is double the listed cost of that tier it is pulled from divided by the number of benefits it normally has (you're only getting one ability). Lessened by Learning or a Trainer +/- 2 months training time per 5 points you want to get for free.*

Archaic Melee Form: Dexterity 2D, 2D Perception
Somewhat customizable, this is a formalized and trained combat style that generally applies to conventional and Archaic Melee Weapons. All of these principals can be applied to Lightsaber combat. Various forms of this are taught throughout the Galaxy .
Base Cost: 10 (2 sessions); 250 Credits
Base Benefit: Increase Opposed Target Numbers by 1 point,
Reduce Difficulty Rating by 1 point, +5 Difficulty to be Disarmed, Wield Single Handed
Novice Cost: 10 (2 sessions); 300 Credits
Novice Benefit: Understanding Combat Basics
Wield Off Handed, +1 to Melee Combat, Move +1
Expert Cost: 15 (3 sessions); 400 Credits
Expert Benefit: Style Maturity
+1 to Melee Combat, Primary Specialization, Secondary Specialization
Mastery Cost: 20 (4 sessions); 500 Credits
Mastery Benefit: Style Evolution
+1 Melee Combat, Double Base Benefit, Eliminate Off Hand Penalty with chosen Secondary Weapon
Additional Abilities Acquirable: 5 Points Each
Two Handed Style (+3 to rolls and damage with Two Handed weapons), Single Handed Style (+2 to rolls and damage with only one weapon), Dual Wield Style (+1 to rolls and damage with both weapons)

Kai-kan Requirements: Melee 8D, Jar'Kai Mastery
In lightsaber combat, a ***kai-kan*** reenactment of a

famous, usually ancient, very dangerous, lightsaber even sword, which only very well trained Jedi to perform. *This form automatically is awarded as Tandem Mastery form if studied after Jar'Kai is mastered and does not count toward the escalation of costs for adding additional styles to a single fluid form.*

***Base Cost*:** 10 (2 Sessions of Training)
Base Benefit: Complex Combat Posture, +1D to Damage
The Form allows the practicioner to utilize either hand to hold their weapon and perform these maneuvers flawlessly, even if they are not Ambidexterous. Typically, Masters of this form transition their blade from one hand to the other, spinning it fluidly (and actually letting go of it) and catching it in the other hand. *It is an unparalleled defensive and offensive combat form if the practitioner's primary arm is incapacitated.*

Complex Combat Posture: The Practitioners are nuanced with abrupt and fluid posture and blade positional changes. These nuances are difficult to interpret. Apply a +5 Defensive modifier to all attacks performed against the Kai-kan practitioner.

Novice Cost: 15 (3 Sessions of Training)
Novice Benefit: High Parry, +1D to all Melee Parries
High Parry: Forces a melee attack directed at the practitioner, upward and away from the Jedi. This, forced defensive action has two benefits. First, it throws your adversary off balance for one combat round following the Maneuver applying a –1D Penalty to their next attack. It forces a natural Dexterity roll, difficulty 10, failure indicates they stumble backward loosing footing and are at a –1D to defense to all actions until the end of the next round (can be exploited in the same round if the Jedi declared an attack action). This can be performed once per adversary.
Expert Cost: 20 (4 Sessions of Training)
Expert Benefit: Overhead Parry, +1 to Move (Permanent)
Overhead Parry: Holding the saber so the blade is parallel to your spine the wielder snaps the blade upward and then performs what would typically be considered a combat strike, specifically driving an adversary's blade upward and away from the practitioner. This adds 3D of Static Defense (18 points) to their defensive posture for the following round, as the opponent recovers from the speed and force of the parry action. Note: A Defensive Parry Must succeed in the combat round this is performed in order for this effect to. *This requires a Full Parry Action. The maneuver also lines the practitioner up for a follow up assault at the next mastery tier.*
Mastery Cost: 20 (4 Sessions of Training)
Mastery Benefit: Drop Stance, Ignore Wound Level
Drop Stance: When performing an Overhead Parry in the prior combat round, the practitioner can (1FA) enter the *Drop Stance*, immediately, after the Full Parry. This maneuver allows the user to subtract 1D from their Full Parry (and maintain the Full Parry) to perform a lateral strike against their adversary immediately after entering *Drop Stance*: after the Overhead Parry the user drops suddenly placing weight on one knee, leaning inward toward the adversary and thrusting the other leg backward for stability. The follow up strike is a standard on, however, the Full Parry bonus applies.
Ignore Wound Level: Just as it sounds (1FA)

Blinding Darkness Requirements: Must be taught by Exar Kun or Ulic Quel Droma. *This is a single, dual & double bladed style*
This is the combat form of one of the greatest Lightsaber wielders the Galaxy has ever known. The only other master to pace him in combat was Ulric Quel'Droma. This unique blend of styles has not been seen in over 4,000 years.

Base Cost: 80 (16 sessions of training)
Base Benefit: Flawless Single, Dual and Double Forms, Perfect Ambidexterity

Single Lightsaber Form:
+10 to Hit, Damage & Defense

Dual Lightsaber Form:
+10 to Hit, Damage & Defense, Full Parry bonus from Second saber if used while performing a multi action parry (15).

Double Bladed Form: (Difficutly Base is 25 -15 for lightsaber proficiency = 10) Damage is considered Double for the attack form from the Lightsaber (10D; 2 Blades) +20 due to the bonus of the ability, must be

used while whirling the saber single handed. +10 to Hit, Damage & Defense (x2)

Perfect Ambidexterity: Even if you don't have Ambidexterity normally, you have it now. You are capable of single hand wielding the dual saber to near perfection.

Novice Cost: 80 (16 sessions); Force Attribute: 4D; Melee 6D
Novice Benefit: Dexterity, Strength, Brilliant Defense
+1D to Dexterity (permanent)
+1D to Strength (permanent)

Brilliant Defense: (Free Action); Double Blade Only The practitioner whirls the blade with blinding speed, can only move 1/2 move in this round. Can only perform Free Actions. It creates a dazzling plasma force barrier that it equivalent to 10D (2 blades) + TWICE the user's Force Attribute (not accounting for Force Points or Character points expended, which can be added to the effect). The barrier is 5m across and remains in effect one round after it's creation.

Expert Cost: 80 (16 sessions); Force Attribute 5D, 5 Darkside Points
Expert Benefit: +10 to Defense vs Lightsiders, +5 to Defense vs Darksiders; +10 to Defense vs Sith. Applies to all defense rolls whether or not the practitioner is actively expecting an attack or holding a lightsaber(s).

Mastery Cost: 80 (16 sessions); Force Attribute 5D; Melee 8D
Mastery Benefit: Pure Loathing

Pure Loathing: Allows the practitioner to expend as many Dark Side points as he or she has and never suffer ill effects from them. Allows the user to maintain up to 20 Hatred Points prior to having to roll to be consumed. Immediately unlocks the Hatred Point restriction of having to be consumed in order to gain benefits akin to Harmony Points.

Note: *The nature of the form places the user in direct line with exposure to Ancient Sith Magic and will UTTERLY corrupt the user at a certain point down the road if no restraint is utilized. For the first 6 DarkSide points burnt in this fashion award the Player an Immediate HATRED Point, without telling them. For the next 5 burnt, award another. For the next 4 burnt, another and so on and so forth.*

7

Personal Combat

Character Based Combat

I'm going to try walking you through a series of examples of how you can use the rules in this book for personal combat resolution. Some of the rules presented here will be restated in the Game Master's section of the book as well.

Nominal Damage Resolution

First of all I'm going to talk about fast damage resolution. Generally speaking, you want to use this for NPC mobs (lots of bad guys). I don't recommend using it with players.

You can choose to attempt resolving damage quickly by assuming that your NPC's are getting Nominal results on their dice (much like starship combat as you will see later in the book).

When I say Nominal Damage it means that each D6 is worth 3 points.

Thus it is expressed like this: 3D Strength; Nominal: 3 (9). That means the average roll for that NPC is a resistance of 9 points vs damage.

Perhaps the enemies facing the players are massive yet under equipped, feel free to drop that Nominal value by a point.

Thus the 3D Strength enemy would have Nominal: 2(6). Meaning that they have a resistance roll of 6 vs damage.

Use this instead of rolling hundreds of times for each enemy your players attempt to motor into the ground.

Damage and Wounds

Stun Result: 1 Point of Damage above a resistance roll is a Stun Result, meaning the individual suffers a -1D to all skill rolls until the next round when they shake it off.

Stun Setting: This is a specific setting on many weapons, Blasters can be set to stun, contact stunners deliver this kind of damage as well. This differs from a Stun Result in only one fashion. You still determine the "Stun" the same way, 1 point above the resistance roll. However, this is an instant Knock Out. The attack renders the individual unconscious for 2-12 minutes.

Reduce the duration if the target's *Strength is naturally above the D Code* of the Weapons damage. For every Pip above reduce the KO by one minute.

Note: If the time is reduced to below 1 minute, the recovery time becomes 2 Rounds.

If the target possesses *Toughness*, change the time unconscious from Minutes to Rounds.

Wound Result: 1 Point of Damage above Stun is a Wound. -1D to all rolls until it is healed.

Second Wound: As above, just -2D to all rolls until healed.

Third Wound (Incapacitated): As above, but at a -3D penalty.

Fourth Wound (Mortal): As above, with the -3D penalty + Death in D6 rounds.

Fifth Wound: Instant Death

Now, Nominal damage for NPCs is starting to make more sense no? It takes a lot to kill someone, Nominal damage resolution helps you handle large groups more efficiently.

Lethality and your to Hit Rolls

A very basic overview of lethality is as follows:

Light Lethality: For every 5 points you roll above a target number to hit, add 1 Point of Damage.

Full Lethality: For every point you roll above a target number to hit, add 1 Point of Damage.

Lethality helps games move faster overall. The groups I've played with prefer *Full Lethality*, but for those a bit more trepidation about it, give *Light Lethality* a try.

Example: I fire my Blaster to hit a target and the difficulty is 10, my hit roll was 20.

Light Lethality = 2 Additional Points of Damage

Full Lethality = 10 Additional Points of Damage

Character Point aids on your rolls

You can apply a certain amount of points to your rolls to hit (Combat), to Dodge or Parry (Defensive) or to resist Damage (Soak):

Up to 5 Character Points can be spent to resist Damage unless otherwise noted (like in Multi Tap on the previous pages).

Up to 3 Character Points can be used to enhance any Non-Combat action (which also includes Piloting, even in a combat situation) Other than a Defensive one (like Dodge/Parry). Those three points cover all actions to that skill you apply them to.

Up to three Character Points can be spent in a round toward as many skills as necessary, as you want to, that are Non-Combat or Defensive.

Up to 2 Character Points can be spent on combat actions. For Accuracy or even Damage. However, they apply separately to different combat skills. *Thus you would have to spend 2 on Gunplay to Fire and 2 on Melee Weapons to Fire and Swing a sword in the same round and get the bonuses to each.*
During Combat Actions, if you add 2 Character Points for Accuracy, they count toward all the actions in that sequence. Applying to each Shot/Melee Strike individually.

During Combat Actions if you add 2 Character Points to the Damage D Code of a weapon, it is ***applied per damaging shot/punch/melee strike/force ability that inflicts damage, individually.*** It's much more costly to increase the damage than it is to add to accuracy or defensive bonuses.

Combined Fire

If you really need to take someone down really bad, your group can *Combine Fire* on a single target.

Requirements: A Command Roll, Difficulty is 10 + 2 per additional person *Combining Fire*.

Result: Take the person with the best Combat Skill in ranged weapons and base the roll off of them. Add +2 to their end result per additional individual commanded to fire upon the target. Damage is likewise increased by +2 per additional "Shooter" and added to the end Damage result.

Note: Storm Troopers have this ability drilled into them. *Halve the difficulty of the Command Roll required to perform it.*

Suppressive Fire

You want to keep the enemy's heads down, under cover so they don't shoot you or your friends.

You pull the trigger on your single shot weapon about as fast as you can while attempting to land the shots in the general vicinity of the OpFor (Opposing Force).

Requirements: Ranged Weapon with sufficient Ammunition, minimum 5 Shots remaining. You can retain partial cover while performing this action.

Result: Each person can fire five shots. Difficulty added to the OpFor is 2 Points per individual firing to suppress. Adding to their base difficulty to hit you.

If the weapon(s) support Automatic Fire (Repeating Blasters) factor in the following.

Burst Fire Weapons:

Standard Burst: Add Difficulty 5 per individual doing this.

Medium Burst: Add Difficulty 10 per person doing this.

Full Burst: Add Difficulty 15 per person doing this

Fully Automatic Weapons: Typically, big support weapons. Add a +3DR difficulty for the OpFor to return fire, after you have determined their final difficulty to hit. *One Action or 3 Free Actions with an appropriate weapon.*

Note: If an opponent breaks cover and does not dodge, they are automatically hit by the Suppressive Fire. Resolve damage against the individual as if they had been shot by the highest damaging weapon and apply Lethality as you so choose. Typically adding the level of suppression to the Lethality of the shot (Full Burst is 15 points of Lethality, standard suppression from non Burst Fire weapons is 2 points per person combining suppression fire in Lethality).

Standard burst = 5 shots
+1D to Hit and Damage (applied to the base code of the weapon) . Singular Target
*Up to 2 targets (within reason, close together) can be fired upon, if a secondary target is chosen, –1D to hit and damage, still have to hit both targets resolved normally.

Extended burst = 10 shots
Requires a Free Action to utilize
+2D to Hit and Damage (as above). Singular Target
*Up to 3 targets, subtract 2D from the hit and damage bonus per target you fire at after the first (as above).

Full burst = 15 shots
Requires 2 Free Actions to utilize
+3D to Hit and Damage (as above). Singular Target
*Up to 4 targets (as above) -3D to hit and damage.

Automatic Fire

Again we are talking about Repeaters here. Both Burst Fire and Full Automatic Weapons. These are relatively rare, but can be found. These weapons carry a premium in cost as well as a Legality issue for anyone caught carrying them. They are highly illegal on most civilized worlds and only permitted on ones less civilized if you have the proper carry permits and background experience.

Burst Fire Weapons typically have already factored in the ammunition consumption. Standard Bursts typically only consume 1 Ammo in these cases. Extended / Medium Bursts Consume 2, and Full Bursts consume 3.

Fully Automatic Weapons
Per 30 Shots/1 Action or 3 Free Actions, 10 Degree Arc per 10 Shots
These weapons get no bonus to hit, however, they will strike all targets in a certain cone of fire, resolved normally. To use this feature, you must expend 1 Action or 3 Free Actions (Per Full Auto Burst). (Doesn't matter if it's the only mode of fire for the weapon or not).

Note: A clarification on Actions and Automatic Fire. The Free Action Cost of the Burst/Full Auto fire is in addition to taking a standard Action to fire. If you see 1 Action or 3 Free Actions that means if you don't have 3 FA remaining, you can take another action to fire Full Auto (thus 2 Full Actions for a 30 Round Automatic Burst).

Area of Effect (AoE):

Certain types of Weapons cause AoE damage. These generally consist of Explosives. Blast Radii have drop off points, however. Figure that most Grenades have the following AoE damage form point of impact.

1-2 Meters = Full Damage

3-4 Meters = ½ Damage

5-6 Meters = ¼ Damage

Most weapons of a Scale Above Character will cause AoE damage to players or their surroundings.

Speeder vs Character: AoE 1-2 meters

Walker vs Character: AoE 3-4 Meters

Snubfighter vs Character: AoE 5-6 Meters

Capital vs Character: AoE 20-30 Meters

Please refer to evasion vs AoE from Capital weaponry in the Starship Scale section for rules on avoidance.

Explosives: Grenades, Charges, Missiles, Warheads, etc.

In addition to these delivering varying degrees of AoE damage they all deliver ***Static*** Damage (6 points per D).

For Example: a Thermal Detonator causes 10D Damage, it projects its own shield in a 10 Meter Radius, everything in that radius takes 60 points of Damage. *Now that's more of a special case, highly restricted weapon with no Drop Off in damage.*

General Ranged Combat Resolution

You're looking at a couple layers of difficulty here.

1. What distance is your target to you that determines what the base difficulty is.
2. Is the target motionless? Well then that's flat Ranged difficulty.

3. Is the target moving? Walking adds 5 difficulty, running adds 10 difficulty.

4. Is the target evading (Dodging)? This adds their Dodge roll to the base difficulty in addition to the movement mode, which is always considered Running: 10 + Dodge Roll to ranged Difficulty to hit.

Ranges:

Point Blank: Anything under the Short Range minimum for your weapon is difficulty 5 to hit.

Short range: 10 Difficulty

Medium range: 15 Difficulty

Long Range: 20 Difficulty

Hand to Hand Combat

Always assume a base difficulty of 0 unless the target is prone and unconscious. Then you get an added bonus.

Difficulty:

1. Their Unarmed Combat or Melee Weapons (Parry) roll = your target. *It they are using a Melee Weapon and you are unarmed add 5 to your difficulty.*

2. If they are actively throwing themselves out of your attacks, "Dodging", convert the base difficulty to 5 and add their Dodge roll to the number for the target to hit.

3. They must *Full Dodge* in order to clear your combat range. A Full Dodge adds 10 to the base difficulty. Otherwise you can step right up and pop them in the face.

Martial Arts Advanced Proficiency: This is the gateway to more advanced combat form training and gives you the benefit of a +1D to hit and defend (dodge/ parry in close combat only) upon acquiring it for all hand to hand (unarmed) attacks.

Melee Combat

The Base difficulty is the weapon's difficulty rating.

- Their Melee Weapons roll vs yours.
- Their Full Melee Parry roll + the Base difficulty of their Melee Weapon (adds to their defense) + your Base difficulty vs your roll. Dual Wielders add ½ their second weapons's base difficulty rounding up.
- Their Unarmed Combat Roll vs yours, any failure here, within a 5 point margin, on their part means they take the hit on an arm.
- Their Dodge roll vs your Melee Combat roll, they remain in range for successive attacks.
- Their Full Dodge roll indicates they are attempting to pull out of your reach. Add 5 to their defensive roll for a Full Dodge. And they will if they succeed. You will have to close into Melee again.

Notes: Engaging an individual with a Lightsaber or Alchemical Weapon is **dangerous!** If they exceed your attack roll one of two things happens. If you are attacking them and are unarmed, you will take damage, likely losing an arm or a leg in the process. If you are attacking them with a standard Melee Weapon, and fail to connect then it's very likely to be cut in half and rendered useless.

Certain combat forms actively work to protect you from this in hand to hand combat (many Jedi Specific forms that anyone can learn, just minus Force Specific bonuses) and using items woven with Cortosis provide additional resistance vs these kinds of weapons.

With both Unarmed and Melee, you can possess advanced combat forms and utilize free actions to provide bonuses and even confuse your opponents. This was described earlier in the advanced Combat Forms sections for Unarmed and Melee Combat.

Attacking Scales Above Character Scale

It's easier hitting Scales above you. For every scale above you, you gain a +2D bonus to hit. However, scales above you resist damage more effectively. Any Scale above you has Full ***Static*** resistance to your

attacks. These level of Static resistance increases by 1 per scale you go up.

Thus: You attack and hit a Speeder, it has Nominal Resistance of 6, per D of Hull + any Pips, to resist damage. If you attack a Walker Scale craft it resists Character Scale Damage at 7 points per D + any Pips. If you Attack Snubfighter scale from Character Scale the damage resistance is 8 points per D + any Pips.

That was a general overview of combat. I touched on all the basics I could think of.

It's amazing how when I'm reviewing things I realize that I missed something rather pivotal…

Resolving Initiative

Your Initiative is determined by your Perception Attribute. You simply roll your Perception Attribute and the highest result goes first.

Again, when facing masses of enemies you should resolve their Imitative as a group and as a Nominal Value. Thus 3 points per D of Perception Attribute.

Quick Draw

There's always a rule that can overrule most things that come before them. Quick Draw is one such rule that can potentially override Initiative.

How *Quick Draw* works:

- Pull the amount of Dice you want to assign to your Quick Draw from the Combat Skill you want to use (Gunplay, Unarmed Combat, Melee Weapons, etc).
- Each D pulled out of the skill reduces it's pool of dice to actually make the attack.
- Some items will "buff" this ability. Quick Draw Holsters and weapons specially modified to draw quickly, you simply add this to your Quick Draw dice pool. Some advantages can also "buff" this ability like *Fast Reactions* if you have the appropriate Advanced Investment in it.
- Once you've determined the amount of dice, you roll it against the OpFor's Initiative (typically Perception, though they can choose to Quick Draw as well and it becomes an Opposed Roll). If you defeat your opponent's Perception / Quick Draw you resolve your Attack(s) prior to Initiative.
- Once Initiative begins your combat dice in that skill are still diminished until the following round.

Command & Tactics

Refer to the skills themselves and their enhanced descriptions at the beginning of the book. These are invaluable assets in taking on larger groups of enemies. Good planning and good Tactics will always benefit any group. Effective Command rolls will as well.

Elite Paths

Most of these will deliver direct bonuses to Personal Combat. If they're not direct, then they will likely be Command and Tactics bonuses that will inspire or even enhance your troops competency. You can only have one commander per unit/group. However, you can coordinate with the issuing of orders with a subordinate / XO.

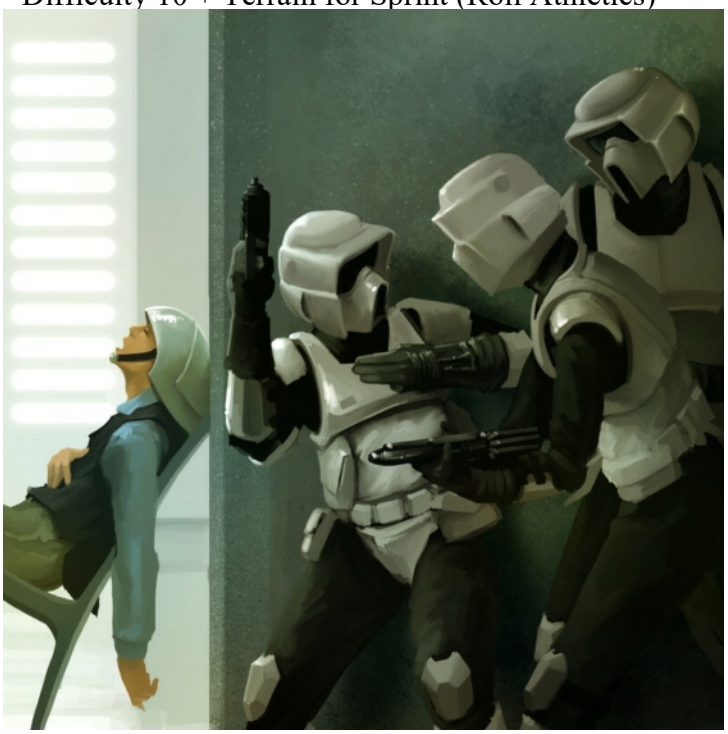
Movement

There are 4 categories: Half Move, Walk, Run, Sprint

No difficulty for Half Move used in Sneaking or Walking.

Difficulty 5 + Terrain for Run (Roll Athletics)

Difficulty 10 + Terrain for Sprint (Roll Athletics)



8

Elite Development Paths

Elite Development Paths

These are advanced core knowledge, higher levels of training and tactical ability. There is no special requirement for starting down one of these paths and you are not limited to only a single choice here. You can pursue as many as you want to. They become rather cost prohibitive, generally (not all of them) they cost 150+ Character Points to go from start to finish with. Some have additional electives you can take at certain tiers or at any time.

Costs listed are in character points per tier achieved, as far as time to acquire each tier of study, training time is similar to Martial Arts and Melee Weapon Forms, 5 Character Points per session. GM discretion will allow more or less to be absorbed based upon Instruction methods and the individual's ability to learn.

The skills are meant to enhance and refine the core characteristics of certain player builds.

Many of the modifiers apply directly to rolls and in other instances they apply directly to soak values for ships and troops under your command.

More than simple advanced skills, these Elite training packages are meant to elevate your players above and beyond the norm. In the past we have applied some of these modifiers to rolls and damage resistance's through high rolls. However, the bonuses listed here give you a tangible benefit to the trained and/or battle hardened professional.

As always, it's up to the Game Master to determine if he or she wants to allow all, some or none of these Elite Developmental Paths to exist.

I think it goes without saying, however, learning these paths typically requires a knowledgeable instructor.

This kind of training can be provided to players by the Rebel Alliance, the Empire, third party groups, etc. There can, very well, be costs associated with advancement. You can make these costs non linear (not just money/credits) and say, for example, a Starfighter Ace that is pursuing the next tier in their advancement must successfully shoot down "x" amount of enemy ships. Perhaps certain tiers even require a Capital Ship kill.

You may notice that most abilities and Advantages purchased here have a Free Action cost. That means you have to activate them for that cost, if they granted you Free Actions (like Fast Reactions does) you lose that bonus (expressed as -1FA). This reflects picking the abilities up later, rather than at Character Creation. They're still good, just not as good as buying them initially, at Character generation. *There had to be a reason why you would acquire them at Character Generation rather than later, this solves that issue.*

Advanced Pilot School

Prerequisites: *Must possess either of the following Advantages: Space Born or Enhanced Attribute (Mechanical)*

Note: *Bonuses conferred apply to Snubfighters, Speeders & Swoops the benefits are reduced to +2 pips per D (granted) in Space Transports for direct piloting, gunnery and damage reduction. Tactics and non combat abilities always apply to any craft. Some Capital Ships apply as well (GM discretion, +1 pip per D granted)*

The advanced skill confers the following fringe benefits:

15 = High level understanding of combat maneuvers +1D competency bonus to pre planning tactics. +1 to Mechanical

30 = Enhanced understanding of dog fighting +1D competency bonus to piloting rolls. Add +1D to the Armor of the fighter in the hands of the pilot only. +1 to Mechanical

40 = Enhanced understanding to effective anti capital ship tactics resulting in an additional +1D to hit and damage for any type of capital ship, + 1D bonus to damage to assault specific locations like Shield Generators, Bridge, Gun Emplacements, Hyperdrive, etc (using starfighters). (+2D for specific location). Increase pilot's maneuverability vs. Capital ships by +1D (Even anti Starfighter emplacements). *+1 to the Nominal Damage of your Starfighter vs Capital ships (only)*

50 = Battle Hardened, hardcore pilot; reduces all terrain modifiers by one level, adds +1D to gunnery. Adds +1D a competency bonus to all starship repair rolls (including weaponry, computer repair, etc). Add +1D to Sensors and communications rolls.
Add +1D to the Shields of the fighter in the hands of the Pilot only (if no Shields add an additional 1D of Armor) +1 to Technical

60 = Ace pilot; All starfighters: Reduce all damage taken by 1D, increase all damage dealt by 1D. Double fighter resistance points only in the hands of the Ace (including previous Armor and Shield Bonuses in the total before doubling), increase space units by 2, Maneuverability by 1D, reduce all terrain modifiers by one level. They know how to coax the maximum out of every craft they touch. +1 to Mechanical

Optional Skill Packages:
5 = Additional S/W/D +1 Threshold

10 = Armor Defeating Attack (1 level) (1FA)

10 = Enhanced Astrogation: +1D to Astrogation / Navigation rolls (add to skill immediately). Reduce difficulties by 1 point. (1FA)

15 = Craft Familiarity: Pick one craft +1D to Piloting, Gunnery & Repair/Mod Rolls. *This is available outside this package to anyone.* For the Advanced Pilot School character, however, increase the maximum modification range of anything they own from 1D+2 to 2D & Grant a Specialization for Free.

15 = **Race Pilot:** Increase Space Units by 1 & Atmosphere performance appropriately. (Available outside this package to anyone) (1FA)

15 = **Stunt Pilot:** Reduce Terrain DR by 1 level; reduce terrain levels by 2 for any obstacle course (even asteroid belts and oncoming space traffic patterns) (1FA)

15 = Acquire **Space Born Advantage** (Requires 6 Sessions in a Zero-G Environment, not consecutive)

20 = **Cool as Ice**: -1DR to all Willpower Rolls (1FA)

Must be proficient at base 30 point level
20 = **Expert Astrogatgation:** Reduce DR by one level and shave an additional 5% off any Hyperspace Jump's time. (1FA)

20 = I love Explosions: Reduce all AoE damage taken by 50%. Increase all AoE damage radii delivered by 10%. (1FA)

Must be proficient at base 50 point level
20 = Acquire Fast Reactions Advantage (1FA)

25 = Deflection Expert: Gain +2D to Armor & Shields of anything you pilot (If the craft doesn't have shields, add an additional 2D of armor). **Note:** Shield bonus counts towards shield regeneration. (1FA)

30 = **Master Astrogator:** Increase Hyperdrive performance by one level. Shave an additional 5% off any Hyperspace Jump's time. (2FA total)

Advanced Ground Command School

Prerequisites: *Must possess 3D of the following Advantages in any configuration: Authority, Fearless, Favor.*

An enhanced skill set that has benefits above and beyond standard Infantry training packages

The advanced skill confers the following fringe benefits:

15 = High level understanding of military ops +1D competency bonus to preplanned tactics. +1 to Knowledge

30 = Enhanced understanding of Military Formations +1D competency bonus to Command rolls. Soldiers under your command (and vehicles) ignore light stun effects / ionization effects (1D penalty negated) if the commander is in active communication with all units affected. A command roll of 20+1 per vehicle/unit of troops (10 troops per unit) will allow forces to ignore 1 wound level (including vehicles); must be actively maintained as an action thereafter to continue the benefit.
–1 to all damage taken by you & those under your command

40 = Enhanced understanding of effective anti Vehicular tactics resulting in an additional +1D to target and damage to any type of vehicle being employed to assault ground units, that includes all craft up to and including Capital Ships. +1D bonus to damage to target specific locations on vehicles only (up to and including Capital Ships using ground forces). *+1 to nominal damage for all the anti vehicle weapons you employ.*

50 = Battle Hardened, Field Commander; reduces all terrain modifiers by one level (for those under your command), adds +1D to Tactics. Adds +1D a competency bonus to First Aid & medicine rolls to those under your command (including you). A command roll of 25+1 per vehicle/unit of troops (10 troops per unit) will allow forces to negate/heal 2 wound levels (including vehicles). Usable once per combat.

60 = General; Any vehicle that is used as your mobile command. Double its Hull points, increase Damage by 1D for all its weapons and reduce all damage taken by 1D. Exemplifying the effectiveness of your command. While this vehicle is active, and can be seen by troops on the battlefield, the following benefits occur: Your troops gain a +1D Morale bonus to their primary skill and they double their willpower rolls, ***incapacitated*** troops/vehicles will operate as if stunned for 1 round, and ignore two wound levels if an active command roll of 30+1 per unit/vehicle is actively maintained as an action.
+1 to Nominal Damage for your Vehicle

Optional Packages:

5 = +1 Recovery Test Per day (1 FA)

10 = Armor Defeating Attack Advantage (1 level, 1FA)

10 = +1 to S/W/D Thresholds (Purchasable Twice)

10 = Acquire Expose Fault Advantage (1FA)

15 = Leadership: -1DR Command Rolls (1 FA)

15 = Acquire Concentration Advantage (1FA)

Must be proficient at base 30 point level
20 = Head Hunter Squad/Vehicle: Designate a single unit to search for high value targets on the battlefield. Unit gains +1D to all rolls including resistance. All member of the unit gain 1 free Character Point per round, Including any Vehicles in the unit only for damage soak, (up to a maximum of 5) *and they persist after active orders are dropped as damage soak dice.* **The order issued is 1 *Free Action* per round (must be maintained).**

Must be proficient at base 40 point level
25 = Black Operations: During any given battle you designate a single unit to employ stealth and attempt to flank enemy forces/acquire more advantageous positioning. +1D to stealth, + 1 DR to any search checks vs them. 1 *Free Action* per round

If Head Hunter Squad/Vehicle is possessed in addition to Black Ops the effects stack ***if an additional Free Action is expended and maintained*** *(can be running a Head Hunter Squad/Vehicle in addition to the black Ops unit).*

Jedi Hunter

Prerequisites: *Mundane Characters with Force Armor & Enhanced Attribute: Null Force Attribute*

An enhanced skill set that has the benefit of allowing you to kill Force Users Better.

The base advanced skill confers the following fringe benefits:

15 = Student: Can employ Lightsabers or Alchemical Weaponry if proficient and add their *Force Armor* as a bonus to Strike, Parry and Damage as if they were Jedi using Force Attribute & Lightsaber Combat.

30 = Initiate: High level understanding of unarmed fighting techniques: *Martial Arts* Advanced Proficiency Granted, Advanced anti Force Training +1D to resist/soak the effects of negative Force Powers directed at them.

40 = Blooded: Enhanced understanding of Combating Force Users +1D competency bonus to a weapon skill of choice, +1D to quick draw, +1 pip to Force Armor.

Note: The Hunter is recognizable to some force users Infamy 1 Awarded. ***Requirement:*** Have Killed a Force Sensitive

50 = Renowned Hunter: Enhanced understanding of how to fight multiple Jedi simultaneously +1D to all defensive rolls vs multiple Force Users. +1 Free Action vs Force Users (only), you may opt to use free actions for additional defensive dice vs Force Users (any defensive roll including damage resistance). This stacks with advantages like Fast Reactions, Sixth Sense and Time Sense. +1 pip to Force Armor.
Note: The Hunter is recognizable to most force users Infamy 2, Enemy 1 (Specific Type of Force User) Awarded. ***Requirement:*** Have Killed any Sub Class Force User

60 = Mage Bane: All Subclass Jedi (not Traditional Jedi) suffer a –1D Force Attribute deficiency when facing you in combat (at any range). 1 additional recovery test per day. All recovery Tests made at +2 and at 5 difficulty lower. All medical supplies utilized double their bonus to your rolls (and difficulty). Gain a 1 in 6 chance of not being surprised (stacks with sixth sense). +1 pip to Force Armor.

Note: The Hunter has attracted attention. Enemy 2 (All Subclass Jedi) Awarded, ***Requirement:*** Have Killed a Raw Jedi

70 = Legendary Void Hunter: Gain a permanent +1D evasion bonus against everyone and a 2 in 6 chance of not being surprised (stacks with sixth sense). *Time Sense* awarded due to attunement and training in Anti Force User tactics. +1D to Force Armor.
Note: The Hunter is recognizable to all force users, Infamy 3 and Enemy 3 (All Force Users) Awarded.
Requirement: Have Killed a Traditional Jedi

Optional Packages:

5 = Fleet Footed: +1 to Move, +1D to Athletics (1FA)

5 = Acquire Brawling Mastery (1/4 Cost)

15 = Focus: Gain the *Concentration* Advantage (1FA)

15 = Genetic Manipulation: Gain the *Longevity* Advantage

20 = Acquire Martial Arts Mastery (1/2 Cost)

Must be proficient at the 40 Point Level
25 = Attuned Reflexes: Gain the *Fast Reactions* & Time Sense Advantages (1 FA each to trigger)

25 = Defensive Fighter: +1 DR adjustment to all Defensive rolls (in benefit of the player) (2 FA)

25 = Acquire Archaic Melee Form at Mastery (-30 to cost)

Thoughts on Jedi Hunters:

Please note that the granted Infamy and Enemy Disadvantages specifically apply to more constrained viewpoints. The player will be infamous in Jedi circles, they will have attracted enemies that believe they are a threat to all Jedi. However, this does not preclude the player from being an active part of any ongoing campaign. Nor does it prevent them from being friends with party members that practice the Jedi Arts. The usefulness of having an "Anti-Jedi"

around is an exceptional one. They are formidable foes to any Dark Jedi you might have players face in combat.

An excellent example of a Jedi Hunter would be the Royal Guardsman of the Empire. Often taking assignments as Storm Troopers and other positions including plainclothes assassins. Armed with Cortosis woven weapons and even some Alchemical Blades they tended to be effective adversaries for Jedi. *Kir Kanos, quite capably, blind sided Luke Skywalker during the times of the Dark Empire and knocked him unconscious with ease.*

These individuals might work with the Jedi Order to root out Dark Jedi and take the fight to them. It is not an uncommon or impossible thing to believe that the Jedi Order didn't employ assets like these to hunt down Jedi that had lost their way or to root out vestiges of the Sith order. There was relative peace in the galaxy for over a thousand years at one point in time. My argument is simple, the Null-Force users have always existed. No one may sing their songs, no one will willingly talk about it but they exist nonetheless. There are two sides to every coin and as such both extremes have always existed in the galaxy. Examples can be found in the beings that feed off the force.

Notes on Mundane beings with Force Armor:
Mundane beings possessing *Force Armor* are utterly immune to the force abilities of Null Force Beings (creatures that feed on the force) like the Derripan. It does not matter how powerful they are, whether or not they are bonded to and feeding off of a Force User. They cannot be harmed by these beings' Force Abilities.

These individuals are often employed to hunt the Force Corrupted beings that inhabit the galaxy. Creatures who are so deadly to a Force User, yet, almost no threat to the Mundane with Force Armor (like Sith Abominations created with Sith Alchemy). Granted the possessed can still harm them with weaponry or standard attacks.

What does Force Armor actually do?
The 3D base Advantage is like ***Static Armor*** vs Jedi.

If you're a Jedi and you have a 3D Force Attribute or less, the base *Lightsaber Combat* (Inherent Power) does not function. Only through the usage of *Advanced Melee Combat* can you receive a bonus. It **negates** the Attribute aspect of *Danger Sense on a D for D basis*. (Does not matter if the Jedi expends a Heroic or Epic Point to Double the base attribute. Though an Epic Point's base +40 bonus is never negated.)

On a D for D basis, any ability that provides additional dice to a Jedi are Negated while in hand to hand combat (not Melee) with a Force Armor wielder (examples: *Null Force Attribute of 3D will cancel 3D of Force Attribute and reduce Control, Sense and/or Alter by any D code the Force Armor is above the Jedi's Force Attribute: Thus a Jedi triggering a power like Magnify Senses, Reduce Injury, Enhanced Melee Comba, etc. Receives this penalty*). When Using a Heroic or Epic Point, the base (or enhanced) Force Armor D Code does not Double, however the +40 granted by an Epic Point will apply to Force Armor.

A Jedi Hunter can have an additional 2D of Force Armor, which compounds the danger to Jedi, countering most if not all Jedi at a Core level. It acts as if it is Static Armor (18-30 points) vs Force Imbued Damage (not the base Lightsaber Damage, however it is effective vs Alchemical Weapons, reducing them to their base material damage bonus) & increases difficulty numbers on every level by the same degree vs Traditional Jedi Targeting them with powers like *Force Lightning*. An Epic Point's +40 bonus will apply here (not the doubled D code) to either individual.

Vs a Raw Jedi Force Armor negates negative "spell" effets vs them on a D for D basis (Does not matter if the Raw Jedi expends a Heroic or Epic Point (though the base +40 still applies) to Double the base attribute, however, they can use character points, Fetishes, Foci to imbue their spells ***past*** Force Armor unless they are in hand to hand combat). In hand to hand combat (touching), contact with a Force Armor Wielder will "dispel" spell like effects that are sustained on a D for D basis. Force Talismans will be likewise disrupted (but not destroyed and temporarily disabled).

If a Jedi possesses the *Force Potential* Advantage, it reduces the effectiveness of Force Armor by 1D. If a Jedi has purchased *Enhanced Attribute: Force Attribute* as an Advantage, this 1D bonus cannot be negated.

Advanced Naval Command School

Prerequisites: *Must possess 3D of the following Advantages in any configuration: Authority, Patron and/or Reputation Advantages*

An enhanced skill set that has benefits above and beyond standard Naval training packages

The advanced skill confers the following fringe benefits:

15 = High level understanding of military operations +1D competency bonus to pre planning tactics. +1D to your ships Armor. *+1 to your ship's Shields*

30 = Enhanced understanding of Naval Formations +1D competency bonus to Command rolls. Ion weapons suffer –1D effectiveness vs. your ship/fleet.

+1 to the Shields of your fleet ships & Starfighters even if they don't have them (not you)

40 = Enhanced understanding of effective anti Capital Ship tactics resulting in an additional +2D to target and damage to any type of Capital Ship (your ship); +1D all other ships. –1 to your Adversaries Ships shields (can be countered by same level tactician),

+1 to your Ship's Nominal Damage per gun vs Capital ships (only)

50 = Battle Hardened, Naval Officer; reduces all terrain modifiers by one level (for those under your command), adds +1D to Tactics. +1D to your ship's shields.
Adds +2D a competency bonus to all sensors and shield rolls to those under your direct command (your ship); +1D to all others.

+1 to the Shields of your Fleet, including Starfighters even if they don't have them. (not you)

60 = Admiral; Any vehicle that is used as your mobile command: Double its Hull & Shield points (include previous bonuses prior to doubling), increase Damage by 1D for all its weapons and reduce all damage taken by 1D. Exemplifying the effectiveness of your command. While your ship can be seen by your fleet, the following benefits occur: Your troops gain a +1D Morale bonus to their primary skill (starfighter pilots gain this to piloting and gunnery), consider bridge to have 1D shields for terms of targeted locations, even

if shields are knocked out.
+1D of Armor to all ships & starfighters under your command (not you) , +1D to Knowledge

Optional Packages:

10 = Acquire Expose Fault Advantage (1FA)

10 = Acquire the Fearless Advantage (10 points/level, all 3 levels available) (1FA per level to activate)

Ship Must possess Starfighter Scale weapons in the appropriate fire arc for the following ability:

15 = Anti-Starfighter Screening: Your active commands place pressure on starfighter formations in battle. Increase terrain modifiers for starfighters by 1 DR, increase starfighter gunnery vs. your troops by 1 DR. Add 1 to nominal damage of point defense weaponry. (1FA to maintain)

20 = Class Familiarity: Choose one Scale Class, +1D to all repair/mod rolls, +1D to Maneuverability, +1D to tactics for this class of vessel. +1D to Armor & Shields. *Shield bonus counts toward regeneration rates.*

Must be proficient at base 30 point level

30 = Lone Wolf: Whenever you are cut off from your fleet, operating independently (no more than 2 Capital Ships) or you only have one ship, you know how to make every moment count and stay alive. Reduce all terrain modifiers for your ship by 1. Increase the DR of all targeting you by 1. Lower the DR of anything you fire upon by 1 +1D to all repair rolls, +1D to the ships engineering skill. Add +1D to Armor and Shields as well, for all your craft (if you carry vehicles). *Shield bonus counts toward shield regeneration rates.*

Astrogation Packages may be purchased by the ship's navigator (see starfighter) at half cost.

Advanced Wet-work

Prerequisites: *Must possess the Toughness 1 & Silence Advantages*

An enhanced skill set that has benefits of allowing you to kill people better ;)

The advanced skill confers the following fringe benefits:

10 = Please Don't Hurt me: High level understanding of covert operations +1D competency bonus to pre planning tactics, +1D to tactics on the fly in the moment.

20 = Silent but Deadly: Enhanced understanding of Infiltration +1D competency bonus to Hide & Stealth rolls, +1D to damage from any stealth attack.

30 = Crowd Control: Enhanced understanding of effective anti Personnel tactics resulting in an additional +1D to target any group of people. This includes people in vehicles, as well as on foot. A +1D to all damage by area of effect (including automatic fire) blasts is also conferred. +1D to all Unarmed combat damage; when fighting 2 or more opponents in hand to hand combat you may opt to use a free action(s) to add to your parry or dodge rolls (+1D per free action used).
40 = Hard Boiled: Against all odds, you've made it this far. Assassins typically don't have long life spans. +1D to all damage resistance rolls. 1 additional recovery test per day. All recovery Tests made at +1. All medical supplies utilized double their bonus to your rolls. Gain a 1 in 6 chance of not being surprised (stacks with sixth sense).

50 = The Killer: Choose 3 tools of the trade, which you are more adept at using than others. Gain a permanent +1D bonus to damage with each, quadruple their resistance rolls (and soak points) for durability and gain a +1D competency bonus for accuracy/placement with each. Gain a permanent +1D dodge/parry bonus and a 2 in 6 chance of not being surprised (stacks with sixth sense).

Optional Packages:

5 = Fleet Footed: +1 to Move, +1D to Athletics (1FA)
5 = Hyper Movement (3 levels at 5 each) (1FA per level to maintain and trigger)
5 = +1 to S/W/D Thresholds (can be purchased 3 times)

10 = Dirty Fighter: You use anything and everything in your environment as a weapon/advantage. Per free action expended add +1D to damage (max +2D).

15 = Survival Training: +1D to all Survival rolls including endurance, lift/carry, climbing/Jumping & Athletics. Bonus will add to Planetary Systems rolls regarding survival as well. (1FA per skill effected to use)

15 = : You utilize anything at your disposal to find your mark. +1D to Streetwise, Bureaucracy, Persuasion, Interrogation, Con, Business for purposes of hunting/locating someone/something only. (1FA as survival above)
20 = Fast Reactions Advantage Granted (-1FA)

Must be Proficient at the 40 Point Level
20 = Armor Defeating Attack (All three levels Granted) (1 FA per armor type ignored)

25 = Sixth Sense Advantage Granted (-1FA)

25 = Time Sense Advantage Granted (-1FA)

Advanced Rifle Marksman

Prerequisites: *Must possess the Good Vision Advantage*

An enhanced skill set that has benefits of allowing you to kill people from range better:

The base advanced skill confers the following fringe benefits:
5 = Knowledge of the best vantage points and terrain +1D competency bonus to pre planning tactics or perception & Specialization to Gunplay Repair (rifles & carbines) (+1D)

10 = Enhanced understanding of ranged weapons +1D competency bonus to Gunplay rolls with rifles & carbines, +1D to damage from your first shot, +1D to repair & Modification rolls for Gunplay.

20 = Enhanced understanding of how to damage/cripple Vehicles resulting in an additional +1D to target and damage to any type of vehicle, includes all craft up to and including Capital ships. +2D to target and Damage specific locations (ie cockpit).

30 = Cool Head, Steady hands: Reduce all terrain modifiers by one level, Ranged weapons in your hands gain 25% to their range, ignore one wound level, +1D aim bonus for a singular shot (Stacks with aim bonuses), +1D to damage for the first shot only (stacks with previous levels naturally).

40 = Sniper Elite: Any Rifle or Carbine in your hands Gains a permanent +1D bonus to damage, quadruple their resistance rolls for durability (and soak) and gain a +1D competency bonus for accuracy. Double Search Bonuses for using a Scope or Binoculars/Macro Binocs, reduce difficulty to target location by one level. Reduce Terrain Modifiers by 1 for maneuvering to vantage points and better ground and increase the DR of people targeting you by 1 DR while actively using cover. Consider all cover to confer damage soak (even if you are shot through it) equivalent to 10 points per D of Strength you possess.

Optional Packages:

5 = Fleet Footed: +1 Move & +1D Athletics (1FA)

10 = Concentration Advantage purchasable (1FA)

15 = Optimum Cover: Consider all cover to confer +1DR for opposed to hit you, cover confers 5 points of soak per D of strength you possess (stacks with sniper elite). (1FA)

15 = Well Hidden: +2D to Hide rolls (must be stationary/prone), +2 DR for opponents to locate your position (only if you fire only once per round, +1DR if you fire twice per round, no bonus if you fire 3 times, -1DR if you fire 4 times, etc). (2 FA)

20 = Time Sense Advantage Purchasable (1FA)

Advanced Melee Combat

Prerequisites: *Must possess the Expose Fault & Skill Mastery (Melee & Unarmed) Advantages*

An enhanced skill set that has benefits of allowing you to kill people in melee better.

The base advanced skill confers the following fringe benefits:

15 = Knowledge of the best venues for a fight +1D competency bonus to pre planning tactics. +1 to s/w/d rating
+1 to Strength

30 = Enhanced understanding of melee weapons +1D competency bonus to melee hit rolls. +1 to s/w/d
+1 to Dexterity

40 = Enhanced understanding of how to mix Melee and Unarmed combat. Can perform one free action (uses both free actions) Unarmed attack in tandem with a melee attack. Adds 20 to the difficulty to damage your bare strike (lightsabers, for example have a 20 point difficulty to end up cutting your arm or leg or head off). Ignore one Stun per round. +1 to stun/ wound ratings.
+1 to Strength

50 = Fluid Movement: Reduce all terrain modifiers by one level while moving, increase base movement by 1, increase difficulty to hit you by one level (with anything), reduce difficulty to target location by one level. Ignore the penalties of one wound level. *** If Mortally Wounded, treat as incapacitated below (3D rounds before death).** *If wounded again = death after final action.* +1 to stun/wound ratings
+1 to Dexterity

60 = Melee Master: Melee Weapon in your hands Gains a permanent +1D bonus to damage, quintuple their resistance rolls for durability (and soak) and gain a +1D competency bonus for accuracy. Weapon can be thrown (and recovered) up to 3x Strength in Meters with no loss of accuracy, Situational Awareness: Cannot be surprised when your guard is up (Full Action: Allows for Full Parry OR Dodge vs a surprise attack). Ignore the penalties of two wound levels. *** If mortally wounded, you can operate as Wounded Twice for 5D rounds, at which point you die.** *If wounded again, you become incapacitated and act as if wounded thrice (-3D all actions) and subtract 2D from survival time.* **If wounded again, you die after making one final action.**
+1 to stun/Wound ratings
+1 to Strength & Dexterity
Stun/Wound rating: Increases up to 5 points

Optional Packages:

5 = Adept Footing: +1 Move & +1D Athletics, Climbing & Jumping (1FA)
5 = +1 to S/W/D Thresholds (purchasable 3 times)
5 = Armor Defeating Attack (All three Levels for Melee Attacks only) (1FA per type defeated)
5 = +1 Recovery Test/Day (purchasable 3 times) (1FA each to use)
5 = Hyper Movement (all 3 levels) 1FA per level to activate and maintain.
10 = Brawling at Mastery Level (1/2 Cost)
10 = Archaic Melee Form (-45 to cost)

The Dark Jedi

Prerequisites: *Must Possess Enhanced Attribute: Force Attribute Advantage, cannot possess the Fearless Advantage.*

Jedi Characters maintaining Dark Side Points)
A Traditional Jedi that adheres to the code of the Dark Jedi and performs a balancing act between wielding too much power and going insane.

The base advanced skill confers the following fringe benefits:

10 = Touching Evil: Each Dark Side Point Possessed confers a +1 to force Powers (Control, Sense & Alter) , this reflects advanced training that is utilized to combat Traditional Jedi. Your threshold for gaining Hatred points is increased by 1 Dark Side Point if you so choose.

20 = Forbidden Knowledge: Enhanced understanding of Combating Dark Side Powers by learning them. Choose 4 Dark Side or Sith specific powers (free slots). Any time encountered, the character has a +1D of Static resistance to them. These abilities can be employed to combat Dark Jedi without fear of generating Dark Side Points or Hatred Points so long as they are utilized to directly counter a Dark Jedi or Sith. You do not earn Dark Side or Hatred points for acquiring the 4 powers. You can possess one hatred Point at no penalty. +1 Free Action

30 = Deeper Mysteries: Gains the ability to read and speak the Sith Language fluently. Gains the Alchemical Weapon Advanced Proficiency and can utilize Sith Swords without fear of Corruption (unless the Jedi allows it). Gains the knowledge of all, known, Sith worlds and artifact/temple locations. The character can eliminate up to one Hatred Point (7 Dark Side Points) after a day spent in Emptiness, however, Emptiness no longer grants bonuses to your Force abilities. **Note:** *The character cannot be GM controlled with the acquisition of 2 Hatred Points and up to (and no more than) 7 additional dark Side Points. Increase effective Age by 1 Level (permanently)*

25 = Dark Blight: All Dark Jedi suffer a –1D Force Attribute deficiency when facing you in combat (at any range unless they possess this training). Grants 1D of Static Force Armor against Powers and all attacks of any Force user, in addition to the effect above, only if the Jedi has less than 3 Hatred Points. *Increase Effective Age by 1 level (permanently).*

20 = The Path of Power: Gain an additional +1D to Force Attribute & -1DR to all tests using dark powers that either generate a Dark Side / Hatred Point or by calling upon the Dark Side while using them. Can earn & burn 1 Hatred Point as if it were a Harmony Point, gaining all the benefits, with no penalties. *(they can have 4 Hatred Points and up to 8 additional Dark Side Points without fear of corruption). Increase effective Age by 1 Level (permanently)*

Optional Packages:

5 = +1 to S/W/D thresholds (purchasable 3 times)
5 = +1 recovery test per day (1FA)
10 = Fleet Footed:+1 to Move,+1D to Athletics (1FA)
20 = Acquire Imperial Jedi Mastery (-40 to Cost)
30 = Acquire Jedi Martial Arts Mastery (-40 to cost)
35 = Increase Dark Side Threshold by +1 (Must have the previous tier, 8 DS points generate a Hatred Point)
40 = Acquire Juyo Mastery (-65 to cost), *reduce cost*

to 20 if Imperial Jedi is already Purchased.

An Explanation on the effects of Advanced Aging:

The Jedi Life Span Extension still counts, however, the Advanced Aging effects apply to the Dark Jedi's unaltered age (original). ***Thus a Dark Jedi that was an Adult that reaches "Path of Power" is considered Very Old in their original (unmodified) life span.*** *Always assume it's the top end of that age range (100). These advanced age categories yield them no bonuses and no penalties, this merely subtracts from their maximum life span. Once you determine this, then you have to figure out where they fall on the chart. Basically, you're "only" losing 100 years of life… This can accelerate very rapidly if the Dark Jedi goes very dark and becomes unredeemable.*

The Age Categories are as follows:
The Second Column is the percentage by which you multiply the age of a species that has a longer base life span than 120 Years in order to determine the time spent at each Age Category.

Category	120 Year Lifespan	Percentage Per Age
Infant	0-5	4.25
Child	6-10	4.25
Young Adult	11-17	6.8
Adult	18-39	18.3
Middle Age	40-60	16.6
Old	61-80	16.6
Very Old	81-100	16.6
Ancient	101-120	16.6

This yields a 99.9% return, I tacked on .05 to Infancy and Childhood just to get the percentage to 100%. Should be fine for other long lived species.

For the Purposes of the Game, you won't have any penalties until you reach the Old Stage unless you actually take them as Disadvantages.

Jedi Lifespan Extension:

Per D of Force Attribute, extend a Jedi's Lifespan by 50%, Per 5D of Control, further extend a Jedi's Lifespan by 25%.

Jedi benefit in the same fashion that Longevity does (just without the 3x base lifespan).

For Each Hatred Point a Jedi Possesses, reduce their Lifespan by 5%. 7 HP = Suffer Old Aging Effect, 14+ HP = Suffer Very Old Aging effect

If the Jedi is Consumed by the Dark Side, double the Control requirement to per 10D.

(The Jedi Acquired Path of Power, as above) Lets say the Jedi has a 4D Force Attribute: That prolongs their life span by another 240 years. They have 20 years remaining on their original life span. So, their effective life span is now, only, 260 Years.

Lets say the Dark Jedi has 5D control as well, that adds another 25% (30 years). Add that to the total: 290 years remaining.

Now, they have 6 Hatred Points… That's a 30% reduction to their total life span 290 x .3 = 87. 290 -87 = 203 Years of Total Life Span.

They were an Adult before, so take 203 Years x .18.3 = 37.149 (always round up) = 38 Effective Years of Age (Even if they started at 18 originally).

This matrix must be monitored and recalculated every time they add another Hatred Point.

This Elite Path yields you a LOT of power, very quickly. *This is the cost of that power.*

Notes: If their packages are extending where they really start taking penalties with Hatred points are, like they can maintain 9 without the GM taking control, they don't suffer the Old Aging effect at 7 but at 9 and the Very Old Aging effect then happens at 18. *Please note, a Dark Jedi never benefits from the bonuses of advanced age, only the penalties when incurred by their lust for power. They must still live long enough, naturally, in order to obtain those bonuses.*

The True Jedi

Prerequisite: *Must possess the Force Potential Advantage and Moral Qualms 1: Honor Code: Will not kill an unarmed opponent, Disadvantage.*

Jedi Characters who never retain Dark Side Points, they Atone for misdeeds immediately

A Traditional Jedi that adheres to the code of the Light Side of the Force and combats evil, champions the weak, fights injustice and finds inner peace. This path, while prohibitively expensive, allows the practitioner to walk calmly in the light never fearing the dark. You are a master negotiator and you understand that the Light Side is no less powerful than the Dark. It just takes more focus, more dedication and more patience.

The base advanced skill confers the following fringe benefits:

15 = Balance in all Things: All negotiation rolls you make (including bargain) are performed at a -1DR so long as you are not pursuing selfish endeavors. You gain 1 point of resistance to negative Force abilities, spells, etc. This means you are 1 point more difficult to effect as well as you gain a +1 pip to all resistance rolls vs negative Force effects (anything that can harm or control you).

30 = Walk in the Light: Choose 4 Dark Side or Sith specific powers. Any time encountered, the character has a +3D of Static resistance to them. The character does not learn these abilities. Gain a +1D to all rolls during a session if you are slow to anger and your actions are not provoking combat. +1D to Control

60 = Unyielding Resolve: Gains the ability to read & intuitively understand non-sentient life and commune with them. The Jedi can simply talk soothingly to an enraged creature and has a calming effect. The Jedi is also -1DR to defuse a tense confrontation without violence using persuasion. All negative mental effects initiated by any means (Force or otherwise) are resisted at 2DR lower. The Jedi can enter Emptiness as if it were Hibernation Trance and double it's effects.

70 = True Path: All Dark Jedi (and Sith) suffer a –1D Force Attribute deficiency when facing you in combat (at any range). This also cancels a Dark Jedi's benefits of gaining ability against you from Touching Evil. Grants 1D of Static Force Armor

against Powers and all attacks & of any Force user, in addition to the effect above, only if the Jedi has no Dark Side Points.

80 = Paragon of the Light: Gain an additional +1D to Force Attribute & -1DR to all tests using powers that do not generate a Dark Side / Hatred Point. Can burn 1 Harmony Point, gaining all the benefits, and have it immediately restored. *(Once per session).*

Optional Packages:

5 = +1 to S/W/D thresholds

5 = +1 recovery test per day (1FA)

10 = Acquire Shii-Cho Mastery

10 = Fleet Footed: +1 to Move, +1D to Athletics (1FA)

15 = +1 Free Action

15 = Acquire Empathy (1FA)

20 = Acquire Sixth Sense (1FA)

20 = +1D to Force Attribute

20 = Acquire Jedi Martial Arts Mastery (-50 to cost)

30 = Acquire a second Jedi Specialization (Battle Master, Balanced Jedi, etc) (1FA to switch forms, 1FA to maintain both the first and second simultaneously)

The Grey Jedi

Prerequisites: *Must possess the Time Sense Advantage & the Dependents 1 Disadvantage*

Jedi that don't follow a linear spectrum of the Force
A Traditional Jedi that understands the threat of the Dark Side and embraces everything that the Jedi Order of old feared would lead to the Dark Side. This is your typical student from the Jedi Academy on Pelagia in the Tapani Sector. You embrace the fact that your are mortal, that you have passion, love and emotions. To you, these are strengths, not weaknesses. Enemies will always seek to exploit what may hurt you, however, you know the danger and you are prepared. You live a full and rich life, embracing relationships with friends, family and lovers. ***This advanced package confers the following fringe benefits:***

10 = There is Strength in Passion: Each Dark Side Point Possessed confers a +1 to force Powers (Control, Sense & Alter) , this reflects advanced training that is an understanding that the Dark Side is merely a temptation, passion has power and that power can be harnessed. You can possess up to 3 Dark Side Points at no penalty. Anything beyond this begins accruing them as if you had none to begin with. You can shed one Dark Side Point per session if you so choose.

25 = Harmony in the Force: You combat negative Force abilities at a -1DR and you gain a +1D bonus (does not count toward advancement) to all of your Force related Skills (Control, Sense, Alter and even Lightsaber / Alchemical Weapon skill). The player must not possess more Dark Side points than Force Points for this to be effective. +1D to Art skills (including Dancing). +1 to maintainable Dark Side Points.

40 = Embracing Relationships & Life: Per ally that you have present with you, gain +1 pip to resist Force related abilities & +1 pip to utilize them. Gain the Alchemical Weapon Advanced Proficiency and can utilize Sith Swords without fear of Corruption. +1D to all skills, per session, if your Dark Side Points equal your Force Points. You can posses up to 7 Dark Side Points at no penalty. You can shed up to 2 Dark Side points per session if you so choose.

55 = Through Passion I Evolve: Grants 2D of Static Force Armor against Powers and all attacks of any Force User, *also diminishes the abilities of a Null Force User by 2D*. +1D to Force Attribute & +2D to Force Potential.

70 = Sith Lords are my Speciality: Gain an additional +2D of Static Force Armor against all negative Force abilities (even weapons) & -1DR to all actions taken against Dark & all Jedi (even sub-classes), -2DR to all actions vs. Sith practitioners. This reflects a lifetime of understanding how to harness the Dark and Light sides of the Force and knowing the true path is one where you embrace both. +1 to Maintainable Dark Side Points. You are one with the Living Force.

Optional Packages:

5 = +1 to S/W/D thresholds
5 = +1 recovery test per day (1FA)
10 = +1 to S/W/D thresholds (second tier)
10 = Fleet Footed:+1 to Move,+1D to Athletics (1FA)
10 = +1 Free Action
15 = Acquire Fast Reactions (-1FA)
15 = +1 to S/W/D thresholds (third tier)
25 = +1D to Force Attribute
25 = Acquire Tapani House Guard Martial Arts
35 = Acquire Jedi Martial Arts Mastery (-35 to cost)
90 = Acquire Saber Rake at Mastery (-90 to cost)
Note: *If you are from Tapani, and you have already purchased the base Form, reduce the cost to 45, reduce the cost to Tapani Martial Arts appropriately if any levels are possessed.*

Xeno Archaeologist

Prerequisites: *Must possess the Education, Multi-Lingual Background & Subculture / Jargon Advantages, as well as, the Curiosity Disadvantage.*

An enhanced skill set that has the benefit of allowing you to rob tombs, discover lost technologies and decipher ancient languages.

This advanced path confers more than pure archeology, it represents a lifetime of placing oneself in danger and hazardous situations. Thus, it confers combat functionality and survivability in addition to other more, "pure" intellectual pursuits. It allows for the purchase of a more extensive list of useful Advantages, after the fact, at any time than you would normally possess in addition to granting some throughout the course of your progression.

The amazing benefit of this package is that it can be acquired at any time, from holonet courses, instructional holos, data pad libraries, at archives, listening to audio recordings, reading old books, etc. Assume the cost for any progression to be 2,500 credits per tier (if the cost is met, reduce CP costs by 1/2, rounding down, not the time involved to acquire however). Optional packages cannot be purchased in this manner.
The above Cost represents a CP cost reduction method. If the money is not present the tiers/packages can still be learned. Xeno-Archeological Finds, donated to a Museum, can be substituted for cash (which can be quests).

The base advanced skill confers the following fringe benefits:
15 = Student: +1D to all Scholar rolls involving research and investigation into lost knowledge. +1 to Knowledge

20 = Undergrad: High level understanding of ancient cultures, architecture and wonders. +2D to Cultures rolls, Navigation for searching ruins & avoiding dangers (sentient or traps) & tracking objects once tied to those sites or cultures. +1 to Perception

30 = Bachelor's Degree: Enhanced understanding of lost languages with the ability to decipher and communicate in those languages orally or written - 1DR to all rolls. +1D to Gunplay and Dodge. Choose one dead language (written) at fluency. +1 to Dexterity

40 = Master's Degree: Enhanced understanding of how to Coordinate a Dig site. +1D to all Command rolls, Perception, Search & Survival rolls while at or near a location of Archeological significance (regardless of whether or not you know it's there). +1D to locate/notice through investigation, computer search or raw perception/search rolls any site of significance. Choose one dead language (spoken to the one chosen above) at fluency. +1 to Knowledge

60 = Doctoral Program: Permanent –1DR to all Investigation, Search and Archeology rolls. Apply this bonus to all previous tests as well (including Gunplay and Dodge).
Choose one dead language (written and spoken) at fluency.
Choose 1 culture you are an expert on, apply a static 6

to all rolls concerning it. +1 to Strength

75 = Post Doctoral: Gain Situational Awareness AP, Teaching AS & Mental Sponge AS. If already possessed, confer 10 points toward their advancement. If Situational Awareness is already possessed, award Observant Advantage. Choose 2 Cultures you are an expert on, apply a static 6 to all rolls concerning them (can stack with above). Reputation 1 conferred, Choose one dead language (written) at fluency. +1 to Perception

100 = Indiana Jones: Confer one level of Toughness, Accelerated Healing & Fast Reactions Advantages. If Fast Reactions is already possessed confer Quick draw AP for free.
Advanced understanding of ancient technology, confers Danger Sense (Perception is Attribute, Search is Sense for determining defensive values) while at Dig sites and in Ruins. -1DR to understand/disarm/avoid traps or mechanisms. Reputation 1 (stacks) conferred, Choose one dead language (written or add spoken to the above) at fluency. +1 to Strength, Dexterity, Knowledge & Perception

Optional Packages:

5 = Acquire Brawling Mastery (1/4 Cost); (Requires Student)

5 = Acquire Fame (requires Doctoral level for Fame 1, Post Doctoral for 2 and Indiana Jones for 3)

5 = +1D to Languages (Requires Undergrad)

5 = +1D to Bureaucracy (Requires Post Doctoral)

5 = +1D to Art (Requires Bachelor's Degree)

5 = +1D to Beast Riding (Requires Undergrad)

5 = -1DR to operate & repair ancient tech (1FA)

10 = Fleet Footed:+1 to Move,+1D to Athletics (1FA)

10 = Acquire Martial Arts Mastery (1/4 Cost)

15 = Acquire Artistic Ability Advantage (1FA)

15 = Focus: Gain the *Concentration* Advantage (1FA)
25 = Acquire Archaic Melee Form (-30 to cost)

Note: Any Skill bonus acquired in an unskilled area only confers the skill (until the skill is purchased).

Advanced Criminal

Prerequisite: *Must possess Fellowship Member or Organizational Leader Advantage (Must be a criminal Organization) & the Imperial/Faction Record Disadvantage.*

An enhanced skill set that has benefits of allowing you to Evade damn near anyone better:

The base advanced skill confers the following fringe benefits:

5 = Knowledge of the best places to hide, fence or steal from +1D competency bonus to Streetwise, Pick Pocket/Palm item
Contacts 2: You gain two contacts in the underworld on one or two separate systems.

10 = Enhanced understanding of navigating pirate jump points and evading main hyperspace lanes as well as where to lay low on world +2D competency bonus to Astrogation/Navigation rolls for pirate jump points/hasty jumps. +2D for locating a good place to lay low on world.
Contacts 1: You gain another underworld contact in another system

20 = Enhanced understanding of how to secure and hide your cargo. Adds +20 to your Hide roll. This includes hidden stashes not on your ship. Furthermore, you can have one sensor shielded compartment per D of your ship's hull (3 total at 3D+2, base difficulty to detect 45 + 3 per D you have in Hide above attribute)
Contacts 2: You gain a contact that has ties to the underworld in a Sector

30 = Slick Evasion: Reduce all terrain modifiers by one level while moving, on foot or in any vehicle, increase base movement by 1, Ground speed by 10% or space units by 1.

Increase difficulty to hit you by one level (with anything), reduce difficulty to evade tractor beams, glop grenades, nets, snares, etc by one level.
Contacts 2: You gain a contact that has ties to the underworld in another sector(s)
Alternate Identity: You gain another Identity

40 = Master Smuggler: Space Transports (including Capital ships that are considered transports/ bulk freighters) piloted by you Gain a permanent +1D bonus to maneuverability, reduce all damage taken by 1D in anything (on foot, speeder, walker, starfighter or Capital ship) double their resistance rolls for durability (and soak) and gain a +1D competency bonus for piloting. This deal just went south!: You always know, moments to minutes before it happens, when a deal just turned sour (Lead time = 1 round per D in search above attribute).
+1D to all Streetwise rolls to Fence items.

Contacts 3: You gain a contact that has some level of galactic ties (might not be everywhere, but damn close)
Alternate Identity: You have yet another Alias you can go by

Optional Packages:

5 = Acquire Brawling Mastery (1/4 Cost)
5 = Fleet Footed: +1 to Move, +1D to Athletics (1FA)
5 = Acquire Hyper Movement Advantage (1 FA, 1 level)
5 = +1 S/W/D thresholds (Purchasable 3 times)
5 = Acquire Master of Disguise Advantage (1FA to trigger and maintain)
10 = Acquire Fellowship Member Advantage (with a criminal organization); *you can acquire additional fellowships at a cost of 15 per each. This will get your foot in the door, do not expect to be getting favors from it. It's more of a relationship familiarity after the first one. If the Fellowship is not of a Criminal Affiliation increase the cost to 20 for each.*
10 = +1 recovery tests/day (1FA)
10 = Acquire Luck Advantage (3 levels at 10 each), 1FA to trigger per instance used (1: First, 2: Second, 3: Third) (1FA for each free 100% evasion)
10 = Dirty Fighter: You use anything and everything in your environment as a weapon/advantage. Per free action expended add +1D to damage (max +2D or higher at GM Discretion).
15 = Professional Sleaze: +1D to Con, Hide, Stealth, Persuasion & Streetwise. Add 3 Specializations under these for free.
15 = Acquire Secret Base Advantage (1 Level)

Must be Proficient at the 30 Point Level
20 = Acquire Secret Base Advantage (1 Level); *this upgrades the previous level.*

20 = Acquire Ersatz Advantage (1FA to use)

Must be proficient at the 40 Point Level
25 = Acquire Secret Base Advantage (1 level); *this upgrades the previous level.*

30 = Acquire Organizational Leader Advantage: this is your own enterprise and is likely tied to your secret base if you possess one, *the secret base granted from Organizational Leader is another location that operates in another area of space and is likely public, as in on a planet, where you conduct Guild operations and recruitment. Your organization can be semi-legit.*

30 = Acquire a Defensive Force that is utterly loyal to you: This force consists of 40 well armed and well trained troops of at least 5D Skill and 3D attributes (across the board, basic Heroes). They remain in your employ so long as they are taken care of and provided opportunities to thrive (GM Discretion). Essentially, you must pay them or offer them the opportunity to make money illegally.

30 = Acquire a Defensive Force that is utterly loyal to you, that is vehicle or Starfighter based. Your Choice. This group has the same core stats as above, however, you only have 12 vehicles (you can mix and match ground assets and starfighters). Vehicles are derived from commonly available junk, like Zebra Starfighters and modified civilian speeders sporting armor and possibly shields.

30 = Acquire a Pirate Captain into your employ. This individual is utterly loyal and will being with him or her a Capital ship of at least Corvette Grade. Marauder Corvettes are a good choice as they are equipped with Zebra Starfighters as well as the ship itself. Nothing larger than a Frigate. You can upgrade their fleet over time to grow this asset.

Advanced Pistol Duelist

Prerequisites: *Must Possess the Fast Reactions Advantage*

An enhanced skill set that has benefits of allowing you to kill people at range better:
The base advanced skill confers the following fringe benefits:
5 = Knowledge of maintaining and modifying Guns. +1D to Gunplay Repair, +1D to Modification (stacks with repair) +1 to Dexterity

25 = Enhanced understanding of gunplay, +1D competency bonus to all hit & damage with any type of personal firearm (Blaster Pistol, Heavy Blaster Pistol, Slug Thrower, etc.). Ignore one wound level (including a complete stun by a stun weapon or gun set to stun)
You can reload as a free action.
+1 to Dexterity

50 = Enhanced understanding of how read a potentially lethal situation. Your trained eyes, ears, nose, antennae, whatever, give you a micro sixth sense allowing you to react faster than your opponents (applies to any combat situation whether you gun is drawn or not). Add +1 pip per D in search to all initiative rolls (include base attribute). This initiative bonus also applies to you dispelling a potentially lethal situation, without gunplay. Crafty players may want to use other skills and / or dialogue. (Adds to other skill rolls like con, intimidate, etc.)
You can gain an Aim bonus of +1D per free action used (up to +2D + includes any scope bonus if applicable)
+1 to Dexterity & Perception

60 = Steely Eyed, Tough as Nails: Reduce all range modifiers by one level, Pistols in your hands have 25% greater range, +1D aim bonus and damage for first shot, ignore two wound levels (including a complete stun by a stun weapon or gun set to stun)
+2 to Perception, +1 to Dexterity

75 = Clint Eastwood: Gain a permanent +1D bonus to hit and damage with any pistol, quadruple firearm resistance rolls (and soak points) for durability.
+1D to Resist Ranged Damage, +1 to Dexterity

Flawless Quick Draw: The first shot, on the draw is so fast it will not trigger a Jedi's threat response **EVER**. Negates Standard Sixth Sense as a perk, not Assassin's enhanced levels or a Jedi with the ability, to all others = Surprise round. This quick draw does not count as an action (2 Free actions). If you have a quick draw holster, double its rating. A gunman of equal or higher skill = cannot be surprised). Ignore Incapacitation counts as wounded once. Mortal wound as wounded twice. Death as Incapacitation. A second Death result as Mortal Wound, a third Death result = Death after 2 rounds. A fourth Death result = You are very, very dead.

Signature Weapon(s): must be a pistol or auto pistol Consider the weapon to be **8D** Static for Body Strength
Weapon is considered Null Force, and cannot be effected by force powers. The Gunman's gun hand & arm is also immune to force related assaults. Lightsabers/Alchemical Weapons still deliver standard damage + Strength & Lethality.
Double Damage code once per game: this will alter scale in a linear fashion with no blast radius beyond the norm for the doubled damage only. Any damage not translating to a new scale simply adds to the base damage code.

Example: *Gallandro's 6D Blaster: 2D Speeder, 2D Walker, 2D Starfighter Becomes a 6D Starfighter Scale Shot. A gun that is 5D+2 would become: 2D Speeder, 2D Walker with the remaining 1D+2 not capable of becoming another tier and adding to the base damage code: 5D+2 + 1D+2 = 7D+1 Walker Scale Shot*

Optional Packages:

5 **=** Pain Resistance (3 levels at 5 each) (1FA/level)
5 = Fleet Footed: +1 Move & +1D Athletics (1FA)
5 = +1 S/W/D Thresholds (Purchasable 3 times)
5 = Armor Defeating Attack (All three levels purchasable at 5 points each) (1FA per level defeated)
5 = Acquire Luck Advantage (All three levels purchasable at 5 points each) (1FA per level used) & 1FA per free 100% evasion.
15 = Fluid Movements: +1 DR to hit you (1FA per round)
20 = Sixth Sense Advantage (-1FA)

Advanced Engineer

Prerequisites: *Must Possess the Gifted Engineer Advantage*

An enhanced skill set that has benefits of allowing you to be more effective at directing Technical teams and initiating and completing repairs, modifications and Engineering tasks at an incredibly proficient level.

The advanced skill confers the following fringe benefits:

10 = Knowledge of maintenance procedures and processes. +1D to Command/Persuasion for leading technical teams. +1D to maximum time taken (+4D instead of +3D to rolls).
-*Choose two Specializations under Technical*

15 = Enhanced understanding of "best practices", +1D competency bonus to all technical rolls, +1 Pip per D in Knowledge to all Command/Persuasion rolls to motivate and lead teams of engineers.
-*Choose two Specializations under Knowledge*

30 = Enhanced understanding of how to develop new plans, blueprints, formatting them and using advanced holo modelling techniques to mock up a proposed design, modification or engineering enhancement to an existing product. +1 pip to Engineering for Each D in the Complementary Skill (s) that apply directly to the project being undertaken. A successful mockup/design will reduce the difficulty of an actual prototype by a level determined by the GM (usually by 1 level for ever 2 success levels of the mockup/prototype) , ***+1 to Mechanical***

60 = Expanded Technical Boundaries: You can defy the normal limits set for Engineering and Modifications due to experience and your ability to think outside the box. Typically, Modifications are limited to +1D+2, Jury Rigs to +3D and Engineering Feats, generally speaking, are like modifications (to existing tech) just cleaner and less maintenance (+1D+2). This increases any typical threshold by the following: (Three Additional Levels to all) Modification: +2D+2; Speed increases Km/h: +15% to max mod (3 additional levels, 1 per 5%); Space: +7 Jury Rig: +4D
Engineering Enhancements: +2D+2
The Level of the enhancement escalates the difficulty by one level (per pip) based upon the standard charts as a starting point or GM discretion.
+1 to Perception, +1 to Knowledge

90 = : Master Engineer: You rival individuals like Lira Wessex or Bevel Lemelisk in sheer know-how in your areas of expertise. There are, truly, few in the galaxy with your level of ingenuity and creativity. *Gain a permanent +1D bonus to all Technical Skills, x2 resistance points on any item you modify, x1.5 on Jury Rigs and x3 on system/item you Engineer personally.*

Jury Rig: As above; every success level you gain allows you to eliminate one "Wild Die" from the jury Rig that counts toward system failure.

Engineering: -2DR PER +1 pip per D in Engineering (Add advantage bonuses)
-Prototype: Success levels define flaws, so you can study and correct them.
-Enhancement: Success levels allow you to find inconsistencies and adjust them by +1 pip upward or even borrow a pip from another system to add to the current one (+2 max enhancement over base design)

Departmental Authority: People just know they're outclassed when you're around. This confers the effects of having +1D to Authority. Effectively (GM discretion). It heavily pertains to and is limited by the situation your character is in. EX: If someone is holding a gun to your head telling you to fix something or they will kill your family or friends… Your Departmental Authority will come with many strings attached, while still allowing you additional resources and funding for the project at hand.

Design Signature: Anything you work on or create can be stamped by you for recognition or copyright. You can place your credentials or signature into the design in such a fashion as any attempt to copy your tech or mod will always result in an inferior version.

Design Area Specialization: Your Engineer chooses one area of, specific, expertise that he or she is just better art than the other areas of his/her knowledge. EX: Blasters, Repulsorlift arrays, Engines, Superstructure, Armor, Turbolasers, Shields, Sensors,

Maneuvering Thrusters, etc. You will gain a permanent –1DR in this area of specialty and a +1 Level of escalation.
Definition of Escalation +1: You can **SCALE** that system one level up or down beyond standard specifications with no additional penalty.
+1D to Technical, +2 to Mechanical (in addition to bonus)

The amazing benefit of this package is that it can be acquired at any time, from holonet courses, instructional holos, data pad libraries, at archives, listening to audio recordings, reading old books, etc. Assume the cost for any progression to be 5,000 credits per tier (if the cost is met, reduce CP costs by 1/2, not the time involved to acquire however).
-The above cost represents a CP reduction method, the packages can still be learned without spending the credits.

Optional Packages: (acquirable at any time)

5 Points: Expose Fault Advantage (1FA)

5 Points: Acquire Brawling Mastery (1/4 Cost)

5 Points: Contacts Advantage (3 Levels at 5 each)

10 Points: Acquire Concentration Advantage (1FA)

10 Points: Capital Advantage Level 1 (8 Levels, 10 points per level)

15 Points: Time Sense Advantage (-1FA)

20 Points: Shakedown Cruise: *(Can be purchased by anyone with at least 4D in Engineering)*
Applies to ALL Modifications, Jury Rigs and Engineering (items, vehicles, whatever). You have the experience and the innate "feel" for how things should operate under, within and outside of nominal parameters. You can just feel your way through anything you have touched personally and you can correct certain margins of error and re-calibrate inconsistencies or simply get a leg up on the next prototype toward a final production model. (Required to create a production model)

Shakedown Cruise: Can be performed once per Prototype Phase and once at the initial production phase (3 total). Is 2 days per scale of the items operation or being onboard looking for issues. **Immediately remove 1 Flaw** after the appropriate time period of operation is exceeded. The new design allows for field refits of the item / craft at no cost.

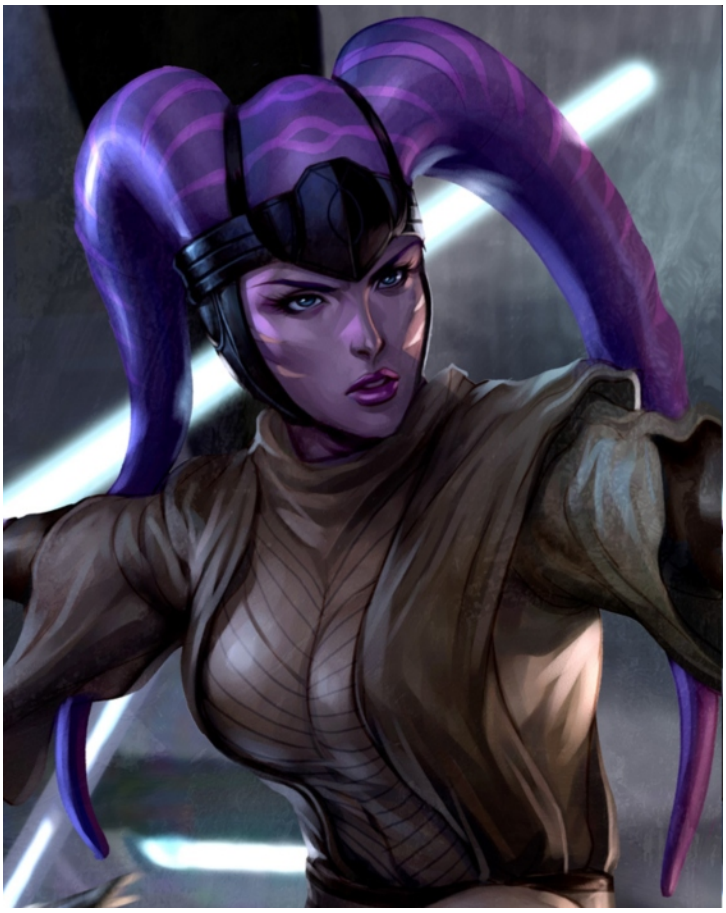
Modification & Jury Rigging Shakedown Cruises: Will remove 1 Jury Rig D (Maximum) of penalty. Will turn one pip of Modification into a formalized Engineering enhancement. (Increasing the ability to modify that area by an additional +1)

Addition Flaw Detection: -2DR Search +1pip per D in associated skill (add Advantage bonuses and Complimentary Skills where appropriate to this) to sense inconsistencies in the modification. Successful detection of flaw(s) allows for Flaw removal.
Target Numbers: Starting at 20 at Character Scale +5 per scale afterward. *Can be performed once.*

9

Non Player Characters

Rachi Sitra (Jedi Knight)



"I'm an archaeologist. The traditional robes are poorly suited for crawling through caves. Do not be concerned, my beliefs are strong and true."
—Rachi Sitra

Sitra was rescued from Ryloth a slave trader and afterward became a skilled warrior and an archaeologist. She began learning the ways of the Force eventually attained the rank of a Jedi Knight completing her trials. The construction of her own lightsaber was a turning point for Rachi that gave her life new meaning and direction. She somehow survived Order 66, the Great Jedi Purge, living long enough to witness the rise of the rebellion and the Galactic Civil War.

Race: Twi'Lek
Gender: Female
Affiliation: Old Republic/Rebel Alliance
Age: 50
Known Attributes & Skills: 0 BBY
Dex 5D - (AS) Acrobatics 3D, Melee Combat 10D+2: (AP) Lightsaber: Form 6 & 9 Expert, Jar'Kai & Kai-kan Tandem Mastery, Gunplay 5D+1, Dodge 9D, Thrown Weapons 6D, Unarmed Combat 8D, (AP) Martial Arts, Martial Arts: Jedi Martial Arts Mastery, Martial Arts General Mastery, (Tandem).

Kno 3D - Appraisal 9D+1, Art 9D+1, Bureaucracy 7D, Languages 6D+1, Scholar 9D+2, Tactics 6D, (AS) Teaching 5D+2, Technology/Science 7D+2 (Xenoarcheology 10D+1), Willpower 11D

Per 3D - Command 7D+2, Con 5D, Gambling 4D+2, Hide 9D+1, Persuasion/Bargain 10D, Search 10D, Sneak 9D

Str 2D+2 - Athletics 8D+2, Endurance 14D+2, Climbing/Jumping 9D+2

Mec 3D - Navigation 6D, (AP) Zero G Ops, Shield Ops 4D, Starship Gunnery 7D, Starship Piloting 8D.

Tec 2D+2 - First Aid 8D+1, (AS) Scientific App 5D, Computer Ops 8D+1, Droid Prog/Rep 6D+2, General Maintenance/Repair 8D+2, (AP) Lightsaber Repair, Repulsorlift Repair 4D, Security 7D

Character Points: 37
Force Points: 3
Harmony Points: 4

Force Attribute: 3D(4D+2); Control: 6D, Sense: 6D, Alter: 9D. Move: 12

Equipment: Jedi Explorer Combat Outfit +1D, Jedi Utility Belt, 2 Lightsabers, Comlink, Blaster Pistol (4D), Recording Rod, Glow Rod, Survival Backpack, Synthrope Dispenser, 2,000 Credits.

Advantages: Ambidexterity, Fast Reactions, Time Sesne, Skill Affinity: Melee Combat (-2DR), Toughness 1

Disadvantages: Hunted 5 (Death Mark/capture by Galactic Empire), Imperial Record, Infamy Survived Order 66

Mirax Terrik

As their families were close, young Mirax often stayed with the Antilles family. She developed a friendship with their son Wedge, who nicknamed her "Myra" and whom she nicknamed "Veggies". When her father was finally apprehended by CorSec and sentenced to five years of hard labor on Kessel, the still underage Mirax took control of his smuggling operation. Under her guidance, the organization maintained its profitability despite turning almost completely legitimate. Wedge occasionally performed maintenance on her ship before he defected full time to the Rebellion.

Daughter of Booster Terrik, she continued life as a savvy smuggler and Galactic Courier until later in New Republic Times.

Race: Human
Gender: Female
Affiliation: Smugglers Alliance / New Republic
Age: 18

Known Attributes & Skills: 0 BBY
Dex 3D+1 - Melee Combat 4D+2, Gunplay 6D+1, Dodge 6D, Thrown Weapons 4D, Unarmed Combat 5D, (AP) Martial Arts.
Kno 3D - Appraisal 7D+1, Art 5D+2, Bureaucracy 4D+1, Business 6D+2 (Terrik Business 8D+2), Languages 4D+1, Scholar 4D+2, Tactics 6D (Smuggling Techniques & Evasion 8D), Technology/Science 5D+2, Willpower 6D.
Per 4D - Con 6D, Gambling 8D, Hide 6D+1, Persuasion/Bargain 7D, Search 6D, Sneak 7D+1
Str 2D+2 - Athletics 5D+2, Endurance 4D+2, Climbing/Jumping 3D+2
Mec 3D - Navigation 6D, (AP) Zero G Ops, Power Suit Ops 5D+1, Shield Ops 5D, Starship Gunnery 5D, Starship Piloting 6D (Baudo Star Yacht 8D).
Tec 3D - First Aid 4D, Demolitions 5D+1, Computer Ops 5D+1, Droid Prog/Rep 3D+2, General Maintenance/Repair 4D+2, Repulsorlift Repair 5D, Security 7D+1, Starship Repair 6D, Starship Weapons Repair 4D+1

Move: 10
Force Sensitive: No
Edge Points: 6
Legend Points: 1
Character Points: 17

Equipment: Blast Vest (1D P/+2 E), DL-6H Heavy Blaster Pistol (5D) 40 Shots, Comlink, Datapad, Quickdraw Holster (+1D), Medpack, Laser Tripwire alarm system (tied to earpiece) (4 devices)

The Pulsar Skate (Modified Baudo Star Yacht)

Advantages: Sixth Sense, Spacer, Luck 1
Disadvantages: Imperial Record: Logged due to Father, Quirk: Family Criminal record 3 (Galactic): Causes odd situations, hassle with customs, legal complications, etc. (but not imprisonment). Implant Resistant

Imperial Inquisitor Jerec

Jereca powerful Miraluka Master Jedi archaeologist who turned to the Dark Side and the Empire, becoming a feared Inquisitor of the Galactic Civil War. Jerec was apprenticed to a Jedi, Jocasta Nu, and became a Jedi archaeologist himself, versed in knowledge of the Jedi's past, especially the Sith. A Jedi Master during the Clone Wars, he was on a long-term deployment searching for ancient knowledge in the Unknown Regions when Order 66 was issued. Upon his return, Jerec was found by the Inquisitorius and turned to the dark side. Jerec serves the Empire as an Inquisitor. However, Jerec is in truth devoted only to himself. One of the most powerful Dark Jedi the Empire, Jerec continually seeks ways to increase his power and take the Empire for himself. One of his chief obsessions is the Valley of the Jedi the lost planet of Ruusan, which contains vast amounts of trapped Force power. Jerec is a driven individual. Long has he known that he had limitations to his growth in the Force. Thus, the undertaking of a lifetime, the obsession that would rule him forever, to find the Valley of the Jedi, will consume him until he holds that power and ability to push beyond his limitations. He will stop at nothing to achieve his goals. His charisma is extensive and he has managed to amass several Dark Jedi followers.

Race: Miraluka
Gender: Male
Affiliation: Galactic Empire (Himself)
Age: 70
Known Attributes & Skills: 0 BBY
Dex 3D - Melee Combat 8D+2, (AP) Lightsaber, Form 1: Shii-Cho Mastery, Imperial Jedi Mastery (tandem). Dodge 7D, Thrown Weapons 6D+2, Unarmed Combat 8D, (AP) Martial Arts: Jedi Martial Arts Expert.
Kno 4D - Appraisal 9D+1, Art 7D+1, Bureaucracy 8D, Languages 8D+1, Scholar 10D+2(Force Nexus & Sites of Power 13D), Tactics 6D, Technology/Science 5D+1, Willpower 8D, Interrogation 9D
Per 4D - Command 7D, Con 7D, Persuasion/Bargain 6D, Search 8D
Str 3D - Athletics 8D+2, Endurance 8D+2, Climbing/Jumping 6D+2
Mec 2D - Starship Piloting 5D, Navigation 7D, (AP) Zero G Ops, Starship Gunnery 4D, (AP) Cap Ship Piloting, Gunnery and Shields.
Tec 2D - First Aid 6D, Medicine 4D, (AS) Scientific App 2D, Computer Ops 4D+1, Droid Prog/Rep 5D+2, General Maintenance/Repair 10D+2, (AP) Lightsaber Repair
Character Points: 21
Force Points: 3
Dark Side Points: 6
Hatred Points: 5
Force Attribute: 4D(3D); Control: 8D, Sense: 8D, Alter: 8D. Move: 10; Focused Jedi: Alteration – 2DR
Equipment: Lightsaber (5D), Dark Jedi Combat Suit (+1D), Wraith-class Super Star Destroyer
Advantages: Enhanced Attribute: Force Attribute 5, Time Sense, Obscure Knowledge: Force Potential Enhancement –1DR, Observant, Serpent Tongue, Secret Base 1, Capital 1
Disadvantages: Dark Secret 5: Betrayed the Jedi Order, Weak Connection to the Force 5, Quirk 3: Obsession with the Valley of the Jedi

Bounty Hunter Jodo Kast

Jodo Kast was a member of Alliance SpecOps and became a bounty hunter during the time of the Galactic Civil War. Kast wore Mandalorian armor similar to Boba Fett's, while he was not a Mandalorian himself. After the famed bounty hunter Boba Fett's fall into the Sarlacc, Kast even re-painted his armor to look almost identical to Fett's, in order to gain notoriety and demand larger payments. Valuing credits over ideals and loyalties, Kast worked for the Empire,Black Sun, the New Republic, or anyone who would pay him. Kast participated in a number of hunts, some successful, some, like those of Cornelius Evazan and Adar Tallon, unsuccessful. He worked for a time with fellow hunters Puggles and Trodd Zardra, before eventually going solo. Having once modeled his career after Boba Fett, Kast later established himself as a rival to Fett, concerning himself with building his reputation. Forsaking even the rules of his profession, Kast took Fett's name for the sake of higher-paying jobs, while setting the goal for himself of taking Fett's place in the top echelons of bounty hunting. Kast's impersonation of Fett eventually caught up with him, though, when the other bounty hunter sought to reclaim his own reputation. Fett baited a trap on Nal Hutta, using an alias to offer a bounty on a nonexistent man. When Kast came to Nal Hutta, Fett attacked and defeated him, leaving Kast to be killed by his own exploding jetpack.

Race: Human
Gender: Male
Affiliation: Himself
Age: 24
Known Attributes & Skills: 0 BBY
Dex 3D+2 - Melee Combat 6D+2, Gunplay 8D+1(Blaster Rifle 9D+2), Dodge 8D, Thrown Weapons 5D, Unarmed Combat 6D, (AP) Martial Arts.
Kno 2D - Appraisal 4D+2, Art 3D+1, Bureaucracy 4D+1, Business 3D+2, Languages 6D+1, Scholar 3D+2, Tactics 6D, Technology/Science 4D+2, Willpower 7D.
Per 3D - Con 7D, Gambling 7D, Hide 6D+1, Persuasion/Bargain 6D, Search 8D, Sneak 5D+1
Str 3D+2 - Athletics 7D+2, Endurance 6D+2, Climbing/Jumping 5D+2
Mec 3D - Navigation 5D, (AP) Zero G Ops, Power Suit Ops 7D, Shield Ops 5D, Starship Gunnery 6D, Starship Piloting 6D, Jet Pack Operations 6D
Tec 2D+2 - First Aid 5D, Demolitions 6D+2, Computer Ops 4D+1, Droid Prog/Rep 4D, General Maintenance/Repair 6D+2, Repulsorlift Repair 5D, Security 6D+2, Starship Repair 4D, Starship Weapons Repair 3D+2
Move: 12 (max)
Force Sensitive: Mundane
Edge Points: 4
Legend Points: 2
Character Points: 23
Equipment: Mandalorian Bounty Hunter Armor (+4D to P&E), Comlink, 2 Modified E-11 Blaster Rifles (6D), Medpack, Arm Blaster (5D), Rocket Pack Launcher (6D Speeder), Arm Synthrope dispenser/snare gun. Heavily Modified ZA-8050 Light Freighter
Advantages: Toughness 2, Observant, Fear 1, Fame, Ambidexterity, Criminal Contacts 1.

Disadvantages: Unlucky 1, Imperial Record, Alliance Record, Dark Secret 5

Generic NPCs

I wanted to present a series of stat blocks you can use for faster encounter creation here. I will be as detailed as possible while keeping it simple.
Free Actions: Low level NPCs should have no more than 1, Mid level NPCs 2-3, High powered NPCs should possess as many, if not more, than the players.
Character Points: Low Level NPCs might have 1-2. Mid level 5-10 and High level 25-50.
Heroic Points: Low level NPC's will have none, Mid level NPC's might have 1, perhaps 2. High level will possess 5-10.
Epic Points: Low & Mid level NPCs will not have these, High level NPCs will have between 1-5. *Scale the challenge appropriately.*
NPC Force Users and Null Force Users: These baddies shouldn't be coming after your players for a while. In order for these enemies to catch the attention of the players… Well, your player base would have to be almost notorious.

Even in the Rise of the Empire and Galactic Civil War eras, I would hold these opponents back for a while. I'm even factoring in the fact that you will have a couple Jedi in the party running around, being Jedi. The Empire isn't going to send their top level hunters after Jedi "sightings" *until it becomes apparent there's a real problem.*

Thug/Civilian/Average Joe, Generic NPC:
12D of Attributes (2D per Attribute), 6 Skills, 3D of Skill Dice, 0 Character Points, 0-1 Free Actions.Basic Weapons: 3D Blaster, Melee Weapons, terrible armor if any at all. Maybe 25 credits on hand each.

Average Generic NPC:
14D of Attributes, 12 Skills, 5D of Skill Dice, 5-10 Character Points, 1-2 Heroic Points, 1-2 Free Actions. Decent Weapons: 4D+ Blaster, Melee Weapons, Blast Vest (1D Physical, +1 Energy resistance) & Helmet (2D physical, 1D Energy resistance). 50-75 credits on hand each.

Moderate Generic NPC:
16D of Attributes, 18 Skills, 7D of Skill Dice, 10-15 Character Points, 2-4 Heroic Points, 2-3 Free Actions Good Weapons: 5D+ Blaster, Melee Weapons, Full Body Armor (+2D Physical, +1D Energy resistance), might have a grenade or two, might have backup in the form of a group of Thugs and Average NPCs. 250-500 credits on hand.

Skilled Generic NPC:
17D of Attributes, 24 Skills, 10D of Skill Dice, 20-25 Character Points, 3-6 Heroic Points, perhaps 1 Epic Point (maybe), 3-4 Free Actions. Great Weapons: 6D+ Blaster, Melee Weapons, Full Body Armor (+3D Physical, +2D Energy resistance), might have a couple grenades or a Thermal Detonator (12D Static Damage, 10m radius, damage doesn't drop off), will have backup in the form of a group of Thugs and Average NPC s and perhaps one or two Moderate NPCs. 1000-1500 credits on hand.

Heroic NPC:
18D of Attributes, 36 Skills, 14D of Skill Dice, Full Body Armor as above or enhanced protection like a 4D Static Shield belt (24 Resistance from all attacks). Weapons load out will be stellar, top of the line and even rare stuff. Likely a boss or a serious Imperial Commander of some repute. Will not have credits on hand, any wealth possessed is secured. You will have to hack his accounts or break into a secured and guarded facility to get to them. 30-35 Character Points, 5-8 Heroic Points, 1-2 Epic Points, 4 Free Actions.

Renowned NPC:

19D of Attributes, 44 Skills, 18D of Skill Dice, Full Body Armor/Static Shielding/etc. Amazing personal weapon(s). Probably has a retinue of followers or leads a taskforce with the goal of hunting you down.

Dangerous NPC: 20D+ of Attributes, 50 Skills, 24D of Skill Dice, the rest as above.

Examples:

Basic NPC:
Thug: 0 Character Points
STR 2D
Athletics
DEX 2D
Melee Weapons 3D, Gunplay 3D
KNO 2D
Streetwise 3D
PER 2D
Search, Con
MEC 2D
TEC 2D

Equipment: Slugthrower Pistol 3D, Combat Kinfe +1D, 25 Credits

Imperial Trooper: 1 Character Point
STR 2D
Athletics, Endurance
DEX 2D
Melee Weapons, Thrown Weapons 3D, Gunplay 4D
KNO 2D
PER 2D
Search
MEC 2D
TEC 2D

Equipment: Blaster Pistol 4D, 1 Concussion Grenade 6D Static Damage; AoE 1-2m: 6D; 3-4m: 4D; 5-6m 2D. 50 Credits

Imperial Strom Trooper: 2 Character Points

STR 2D
Athletics, Endurance
DEX 2D
Thrown Weapons 3D, Gunplay 4D, Dodge
KNO 2D
PER 2D
Search
MEC 2D
TEC 2D
Equipment: Blaster Pistol 4D, Blaster Rifle 5D, 1 Concussion Grenade 6D Static Damage; AoE 1-2m: 6D; 3-4m: 4D; 5-6m 2D. Storm Trooper Armor (2D Physical, 1D Energy)

Average NPC:
Tramp Freighter Captain: 2 Free Actions, 10 Character Points

STR 2D
Lifting/Carrying
DEX 2D
Gunplay 3D: *Blaster Pistol* 4D, Dodge, Unarmed Combat
KNO 2D
Streetwise, Scholar 2D+1: *Planetary Systems* 3D+1
PER 2D
Search, Con, Persuasion
MEC 3D
Starship Piloting 4D, Navigation 4D
TEC 3D
Starship Repair 4D

Equipment: Heavy Blaster Pistol 5D, Combat Jumpsuit (1D Physical, +2 Energy resistance), Comlilnk, 75 Credits

Moderate NPC:
Rebel Spec Ops Infiltrator: 15 Character Points, 2 Heroic Points, 3 Free Actions
STR 3D
Athletics
DEX 3D
Gunplay 4D, Dodge 4D, Unarmed Combat 4D, Martial Arts (AP), Melee Combat
KNO 2D
Streetwise, Tactics, Willpower
PER 3D
Search, Sneak 4D, Hide, Con
MEC 2D
Starship Piloting, Navigation
TEC 3D
Demolition 4D, Computer Program/Repair

Equipment: 5D Silenced Heavy Slugthrower 5 Shots, Melee Weapons, Camo Suit (+2 resistance to all), Demolitions Kit, Disguise Kit, Vibro-Knife STR+2D, 300 Credits

Skilled NPC:
Ace TIE Fighter Pilot: 20 Character Points, 3 Heroic Points, 3 Free Actions
STR 2D
Athletics, Endurance, Climbing/Jumping, Punching Bag/Tank (AP)
DEX 3D
Gunplay, Dodge, Unarmed Combat
KNO 2D
Scholar 3D: *Planetary Systems* 4D, Survival, Tactics 3D, Willpower 4D
PER 3D
Command, Search, Gambling
MEC 4D
Starship Piloting 6D: *TIE Craft* 7D, Starship Gunnery 6D: *Energy Weapons* 7D, Sensors, Shields, Navigation
TEC 3D
Starship Repair 4D, Starship Weapon Repair, Computer Program/Repair, General Maintenance/Repair

Equipment: High-G TIE Suit (+1 to damage resistance), Light Blaster Pistol 3D, 100 Shots, TIE

Helmet (+1D to Sensors), Cockpit heating and consumables unit, TIE/Interceptor

Heroic NPC:
Imperial Jedi Hunter: 35 Character Points, 8 Heroic Points, 4 Free Actions, 2 Epic Points
STR 4D
Athletics, Endurance, Climbing/Jumping, Punching Bag/Tank (AP)
DEX 4D
6D Gunplay, 7D Dodge, 8D Unarmed Combat: *Wrestling* 9D, Melee Combat, Martial Arts (AP); Brawling at Mastery (-4 Skills); Generic Martial Arts at Mastery -8 Skills (Tandem Mastery Brawling and Martial Arts)

KNO 2D
Scholar: *Planetary Systems & Jedi* 3D, Survival, Tactics, Willpower 4D, Technology
PER 4D
Command, Search 6D, Gambling
MEC 2D
TEC 2D
NULL FORCE ATTRIBUTE 3D
General Maintenance/Repair, Alchemical Weapon Creation/Repair (AP)
Disadvantages: Mundane
Advantages: Force Armor, Enhanced Attribute Null Force Attribute (-3 Skills), Fast Reactions (-3 Skills)
l Cortosis Woven Body Armor: 3D Physical, 2D Energy resistance + 2D ***Static*** Null Force Resistance (12 Points vs Force Powers and Lightsabers/Alchemical Weapons)

Renowned NPC:

Garm Bel Iblis Imperial Senator in Exile (Rebel Alliance): 40 Character Points, 9 Heroic Points, 3 Epic Points, 4 Free Actions

STR 3D
Athletics, Endurance, Climbing/Jumping, Carrying/Lifting
DEX 3D
6D Gunplay, 4D Dodge, 4D Unarmed Combat, 4D Melee Combat

KNO 3D
Appraisal 4D, Business 5D, Bureaucracy 7D, Scholar 5D, Survival, Tactics 10D: *Capital Ship* 11D, *Fleets* 11D, Willpower 4D, Technology: *Imperial* 4D, *Galactic Republic* 4D
PER 4D
Command 8D, Search, Sneak, Hide, Gambling, Persuasion 7D: *Oratory* 8D, Convincing Liar (AP)

MEC 3D
Navigation, Starship Piloting, Starship Gunnery, Starship Shields, Capital Ship Piloting (AP), Capital Ship Gunnery (AP), Capital Ship Shields (AP), Zero G Operations (AP)
TEC 3D
Computer Program/Repair, General Maintenance/repair, First Aid, Starship Repair, Capital Ship Repair (AP)

Advantages: Reputation 2: Corellian Blood Stripe Class 1 (2D -1 skill slot), Resourceful +2D Skills, Education (-1 Skill Slot), Fame 2D (-2 Skill Slots), Authority 2D (-2 Skill Slots)

In command of 4 Katana Fleet Drednaughts

Equipment: Heavy Blaster Pistol 5D, Combat Flight Suit (+1D resistance), 2500 Credits

Dangerous NPC:
Grand Admiral Grant: 50 Skill Points, 10 Heroic Points, 4 Epic Points, 4 Free Actions

20D+ of Attributes, 50 Skills, 24D of Skill Dice, the rest as above.

Pretty much the same as above, just with some reordered skills and higher a 4D Knowledge. You should get the point by now. It's not hard to do these, juts takes a bit of time to throw them together. These are merely guidelines on what has worked for me. You can generate your NPCs any way you want to. I would only Stat out NPCs you think will live long enough to matter or become a recurring threat to the players (or recurring allies).

10

Playable Sentient Species of the Galaxy

Aliens

There are so many Aliens available for playable races in the Star Wars game setting. We state that any Alien race that does not receive any sort of bonus abilities (in one of the myriad of Alien Species resources out there) are eligible for the *Resourceful Trait* under Advantages. The +4D bonus is a small gesture for most races that don't inherently get anything from choosing their race.

As for the listing of Aliens proper, you should visit D6 Holochron and pull down one of the West End Games resources or Rancorpit's Alien Guide (probably the most comprehensive out there).

I have endeavored to balance all races presented here by making their end cost 35 points. Some have a fair amount of disadvantages to offset the costs of their enhanced abilities. This took some time investment on balancing them all. What I wanted to show here is that anyone can likely take any race out of any book and make it fit and make them make sense.

It doesn't matter what species it is, I have limited the total Maximum Attributes to 24D (Total). For the most part you can get races that resemble their old statistical counterparts. You will notice certain races like the Noghri took some creative thinking. In order to limit the craziness of some racial stats *(like a Noghri starting with 4 more Attribute dice than other characters, I ended up cutting 1 free Attribute D off their starting point.. I had to, they were ridiculously over powered).* I had to re-imagine how attribute breakdowns would work. For example, By lowering a Maximum Attribute and providing a Enhanced Attribute Advantage I was able to get most of the races to look like their old counterparts (in WEG stats).

I'm not expecting to massively expand this section of the book, I've already included all the races displayed in the starting templates and any that are referenced in the Advantages Section. I added yet more from certain game settings/eras of play that were appropriate.

GM Note: If a race is displaying that they already have the "Enhanced Attribute Advantage" for a certain Attribute, it cannot be taken again at Character Creation. *As GM's you should not allow this, it allows for way too much Munchkin-ability.*

Determining Skill Bonuses & Advantage level abilities for Alien Species:

Similar to how we defined Droid equipment, you can begin to look at the descriptions of Aliens.

The Wookiee Example:
Thus if a Wookiee gains climbing bonuses for having retractable claws, you determine what kind of bonus this is. They find it dishonorable to use them in combat, and they spend much of their Young and Young Adult lives climbing trees, thus to us, it stands to reason that they are pretty damn good at climbing. It also stands to reason that they are adept at jumping from one tree to the next. They are also have extended lifespans.

Wookiee Claws: Confer either a +2D Bonus to Climbing/Jumping rolls.

Enhanced Sense of Smell +1D to Perception & Search rolls regarding scent.

Wookiees start with Climbing/Jumping.

Wookiees are all trained, from childhood to use melee weapons and utilize Unarmed Combat constantly.

Total awarded bonuses (Point Value):

Climbing/Jumping & Athletics Skill Slots (10)

+2D to Climbing/Jumping (10)

Enhanced Sense of Smell +1D to Perception & Search rolls regarding scent. (5)

Unarmed Combat Skill Slot (5)

Melee Combat Skill (5)

Long Life Span: 400+ Standard Years (Longevity conferred) (5)

Berserker Rage (+2D to Strength for 3 rounds, once per session) Willpower: Difficulty 20 to not attack Allies, modified for Relationship. 10 + 10 for duration (5 per additional round) - 20 for Willpower Stipulation = 0)

Moral Qualms Code of Honor (-5), Honors Life Debt

Understand Basic, But not speak it (-5)

Quirk, Hates Trandoshans (-5)

Move: 11/15 (10 points to go to 11, 11 to go to 12, 12 to go to 13, all cumulative)

Total Point Value: 35

Wookiee

"Let him have it. It's not wise to upset a Wookiee."
"But sir, nobody worries about upsetting a droid."
"That's 'cause droids don't pull people's arms out of their sockets when they lose. Wookiees are known to do that."
"I see your point, sir. I suggest a new strategy, Artoo. Let the Wookiee win."
—Han Solo, and C-3PO

Race: Wookiee
Encounter Frequency: Uncommon
Height: 2-2.3 meters tall

Features:
Wookiee Claws: +2D to Climbing/Jumping rolls (10)

Enhanced Sense of Smell: +1D to Search/Per rolls (5)

Climbing/Jumping, Search, Melee Weapons, Unarmed Combat Skills. (25)

Berserker Rage (+2D to Strength for 3 rounds, once per session) Willpower: Difficulty 20 to not attack Allies, modified for Relationship. 10 + 10 for duration (5 per additional round) - 20 for Willpower Stipulation = 0)

Advantages:
Longevity (5)

Disadvantages:
Moral Qualms Code of Honor (-5), Honors Life Debt
Understand Basic, But not speak it (-5)
Quirk, Hates Trandoshans (-5)

Move: 11/15 (10)

(35 Total Points)

Attribute Maximums:
DEX 3D+2, KNO 3D+1, MEC 3D+2, PER 3D+2, STR 6D, TEC 3D+2

Reproduction: They Reproduce as Humans do.

Cultural Detail:
One of the most well-known Wookiee traditions is the life debt. When a Wookiee's life was saved by someone else, even a non-Wookiee, they would frequently devote themselves to a lifetime of service to their savior and their family. Chewbacca's life debt to Han Solo, later extended to his family and his close friends, is one of the most famous examples of a Wookiee life debt. The most common Wookiee language was Shyriiwook. While they were capable of understanding Basic, they were universally incapable of speaking it due to their unique vocal structure. Shyriiwook was a language which was hard to hear and understand for Humans. Wookiees possessed a fierce style of fighting, typically eschewing standard blasters and grenades in favor of bladed weapons, such as ryyk blades, as with the Berserkers, and powerful bowcasters—weapons physically weaker species could not use effectively. Under the Wookiee code of honor, claws are never to be used in combat.

Languages: Shyriiwook & Basic (understand, not speak)

Trandoshan

"The sun has risen. Let the hunt begin."
—Garnac prepares for a hunt

Trandoshans are known galaxy wide as some of the fiercest Bounty Hunters in the galaxy.

Race: Trandoshan
Encounter Frequency: Uncommon
Height: 1.9 to 2.4 meters tall

Features:
Heat Vision: Trandoshans' vision includes the ability to see in the infrared spectrum. They can see in darkness with no penalty, provided there are heat sources. (5)

Advantages:
Enhanced Attribute (15): Strength

Fear 2 (10): Well known for being intimidating

Good Vision (10): Sensitive Eyes

Regeneration: Accelerated Healing 3 (20): Can regenerate lost limbs (fingers, arms, legs and feet). All natural healing rolls are considered to be identical to "Force Healing". *Lost limbs that are fully healed will grow back to full use in 10 days time, 10% a day.*

Disadvantages:
Quirk Clumsy (-10): Trandoshans have poor manual dexterity. They have trouble with actions which require precise finger movement & suffer a penalty of +2DR whenever they attempt an action of this kind.

Quirk: Hates Wookiees (-5): The long-standing feud between the Wookiees of Kashyyyk and the Trandoshans is deeply ingrained in both species.

Quirk: Hostility (-10): The Trandoshans are known as a belligerent species to all Non-Trandoshans.

Move: 10/12

(35 Total Points)

Attribute Maximums:
DEX 4D+2, KNO 3D+2, MEC 3D+2, PER 4D, STR 4D+2, TEC 3D+1

Reproduction: Unknown, no one cares…

Cultural Detail:
Trandoshans (T'doshok in their language) are large, bipedal reptilian humanoids from the planet Trandosha (or Dosha). They have super-sensitive eyes that can see into the infrared range and the ability to regenerate lost limbs, although very slowly, and were anatomically built heavier and stronger than most humanoids, including Humans. They also periodically shed their skin. Unlike some other reptilian humanoids, such as the Barabels and the Ssi-ruuk, Trandoshans have no tails. The Trandoshans are a warlike species who allied early with the Empire, taking Wookiees as slaves. A notable Trandoshan was Bossk, who was a long time enemy of Han Solo, Chewbacca and Boba Fett.

Languages: Trandoshan

Human

Humans are the most numerous of all species in the Galaxy. They possess multiple governing systems, motivations and an apt ability to adapt to almost any situation. This species is the most recognizable and easy to identify with. Their motives, desires, hopes and dreams can be anything. Humans tend to live passionately, fight fiercely and build industriously.

Race: Human
Encounter Frequency: Very Common
Height: 1.5-2.3 meters tall

Features:
Adaptable: There really isn't an environment or situation that the Human race cannot overcome given the proper motivation, time and willingness. The human mind has proven, over the millennia to be very astute and cunning. Free starting Survival, Persuasion & General Maintenance/Repair Skill slots. (15)

Well Equipped: Humans all begin game play with an additional 2,500 Credits in personal gear.

Advantages:
Resourceful (20) +4D to Starting Skills / Advantages

Move: 10/12

(35 Total Points)

Attribute Maximums:
DEX 4D, KNO 4D, MEC 4D, PER 4D, STR 4D, TEC 4D

Reproduction:
If you don't understand this, there's a problem ;).

Cultural Detail:
Humanity has spread itself throughout the entirety of the known galaxy and beyond. They tend to sit prominently in positions of authority in the galaxy and they are the favored species of the Galactic Empire during the Imperial Period, which tends to look down upon other races. The myriad splinter groups of the Empire generally adhered to Human supremacy and Alien enslavement as well.

While there have been despots in Humanity's history there are also many examples of movers and shakers that were benevolent. The Jedi Order, that once numbered around 20,000 strong in the galaxy was mostly Human.

Languages: Basic

Tapani Noble (Human)

The Lords of the Expanse are what the Tapani nobles are called by their vassals. The Expanse is the Tapani Sector, a large portion of space ruled largely in a modern Feudal society with all the trappings of court intrigue and warring Noble Houses.

Race: Tapani Human
Encounter Frequency: Uncommon
Height: 1.5-2.3 meters tall

Features:
All Tapani Nobility are well versed in the Arts. They begin play with the Art, Appraisal & Persuasion: *Acting* Skills. (15)

Wealth: All Tapani Nobles begin play with an additional 2,500 credits in liquid cash or equipment.

Advantages:
Fellowship Member: Nobility: Capital 1 & Authority 1 in the Noble House of Tapani. (5)

Education: Tapani Nobility is well funded and Educated. With Sector wide institutions for all citizens. +1D to Business, Appraisal & Scholar Skills. (5)

Resourceful (20) +4D to Starting Skills / Advantages

Disadvantages:
Overblown Honor: Tapani Nobles have difficulty turning down a challenge. +2DR to resist (-10)

Move: 10/12

(35 Total Points)

Attribute Maximums:
DEX 4D, KNO 4D, MEC 4D, PER 4D, STR 4D, TEC 4D

Reproduction: Human

Cultural Detail:

The Tapani Noble Houses were the ruling families of the Tapani sector. When the sector was first colonized, there were twelve houses. Two were destroyed in the civil war Shey Tapani initiated, while another seemingly collapsed on itself shortly there after. Two others were believed to be destroyed during the Cleansing of the Nine Houses. Competition between the houses is fierce, and there were several civil wars. All noble families in the sector were members of a particular house, during the Rebellion era there were seven of these coalitions of families that ruled the provinces of the sector. Of these seven, houses Mecetti, Cadriaan and Melantha were the most powerful during the era.

Tapani Nobility has engaged in honor duels for millennia. Their preferred choice of dueling is with the Lightsaber. However, Tamani nobles typically wield their own flavor of Lightsaber called the Light-Foil. If a Ligthsaber is an elegant weapon, then the Light-Foil is superbly elegant. Lighter, perfectly balanced and refined to near perfection, save one facet. Few know how to actually construct one properly. This leads to issues in operation.

Notes: Lightfoils not constructed by Jedi will flicker out on any Botch while wielding one. Re-activating one requires either one Full Action or if you possess the (AP) Lightsaber Construction/Repair ability 1 Free Action. *½ cost for them to acquire Lightsaber & Lightsaber Construction/Repair APs.*

While generally outlawed by the Empire the duels are typically tolerated and even engaged into by the Imperials themselves. The Tapani Sector is the only place in the galaxy you will still see Lightsabers in common use.

Languages: Basic

Corellian (Human)

"The Corellians build 'em the way I like 'em."
—Han Solo on Corellian freighters

Corellians were humans native to the planet Corellia. Han Solo, captain of the Millennium Falcon, was a Corellian who fought for the Rebel Alliance during the Galactic Civil War.

Race: Human (Corellian)
Encounter Frequency: Common to Uncommon
Height: 1.5-2.3 meters tall

Features:
Space faring: The Corellians are well known for their reach into the galaxy as one of the earliest system hopping entrepreneurial peoples. Free starting Starship Piloting, Starship Repair, Navigation & Persuasion Skill slots. (20)

Well Equipped: Humans all begin game play with an additional 2,500 Credits in personal gear.

Advantages:
Resourceful (10) +2D to Starting Skills / Advantages
Reputation 1 (5) (Bloodstripe 2nd Class): The Corellian Blood Stripe is a mark of honor among the Correllians and can aid in a number of negotiations and bartering.

Move: 10/12

(35 Total Points)

Attribute Maximums:
DEX 4D, KNO 4D, MEC 4D, PER 4D, STR 4D, TEC 4D

Reproduction:
If you don't understand this, there's a problem ;).

Cultural Detail:
Corellians were humans native to the planet Corellia, a temperate Core World of forests, jungles, and urban environments. The world and its natives were known for their shipbuilding, with the Corellian Engineering Corporation producing starships ranging from freighters such as the YT-1300 to cruisers like the Consular-class utilized by the Galactic Republic. Corellia is home to another less known, but no less formidable ship builder, Correlli Space. Many notable Corellians were also famed among the galaxy's greatest pilots; Corellia's luminaries included Han Solo, Wedge Antilles and Corran Horn.

Languages: Basic

Lorrdians (Near Human)

The Lorrdians, a Human culture from the planet Lorrd in the Kanz Sector, are genetically identical to baseline Humans. However, because their unique culture and history set them apart from other Humans, they are sometimes classified as Near-Humans.

Race: Lorrdian (Near Human)
Encounter Frequency: Uncommon
Height: 1.4-2 meters tall

Features:
Kinetic Communication: Lorrdians can communicate with one another by means of a language of subtle facial expressions, muscle ticks and body gestures. In game terms, this means that two Lorrdians who can see one another can surreptitiously communicate in total silence. This is a special ability because the language is so complex that only an individual raised fully in the Lorrdian culture can learn the subtleties of the language (it's undetectable to non Lorrdians). (5)

Free Persuasion/Acting Skill (5)

Advantages:
Natural Mimic: Ventriloquism Advantage (5)

Read Body Language: Empath Advantage (5)

Resourceful (5) +1D to Starting Skills / Advantages

Enhanced Attribute: Perception - Adds +1D to max Cap in addition to a free Attribute D. (15)

Disadvantages:
Moral Qualms: Sympathy for the Enslaved, will not willingly work for anyone in the possession of slaves or enslavement. (-5)

Move: 10/12

(35 Total Points)

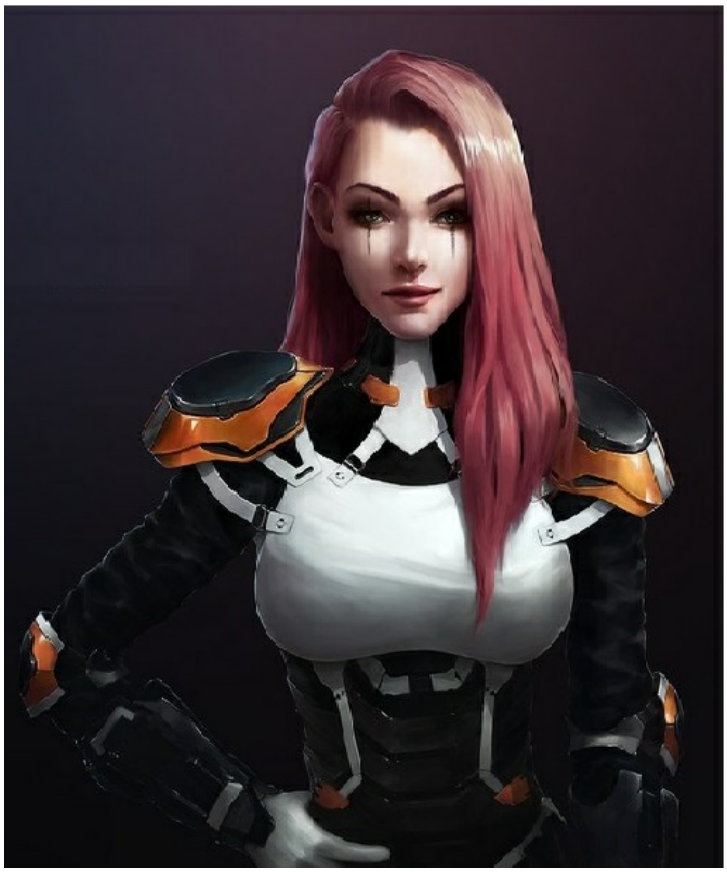
Attribute Maximums:
DEX 4D, KNO 4D, MEC 4D, PER 3D, STR 4D, TEC 4D

Reproduction: Human

Cultural Detail:
During the Kanz Disorders, the Lorrdians were enslaved by the Argazdan Myrialites who forbade them from speaking on pain of death. As a consequence, the Lorrdians were forced to develop a system of subtle gestures, facial expressions, and body postures to talk to each other. Beginning as a simple battle tongue used to co-ordinate guerrilla groups, this eventually became a sophisticated language known as "kinetic communication." This nonverbal form of communication would still be in use millennia later, during the Galactic Civil War.

They also learned how to interpret the body language of others to determine their emotional state and intentions with uncanny accuracy. By the Imperial era, Lorrdians also became among the galaxy's best mimics, able to imitate a wide variety of mannerisms and voices (even those of many non-Humans). Due to their experience as slaves under the Argazdan Redoubt, many were outspoken anti-slavery critics and activists who tried to ensure that the galaxy's populace did not forget the lessons of the Kanz Disorders.

Languages: Basic



Miraluka (Near Human)

"They claim to see on a higher plane than we do. You know, the whole Force thing? Makes me nervous."
—Atton Rand

Race: Miraluka (Near Human)
Encounter Frequency: Rare
Height: 1.4-2 meters tall

Features:
Force Sight: The Miraluka rely on their ability to perceive their surroundings by sensing the slight force vibrations emanated from all objects. In any location where the force is some way cloaked, the Miraluka are effectively blind. (5)
Force Sensitive: All Miraluka are Force Sensitive (30)

Advantages:
Force Potential: Miraluka all have an incredibly innate connection to the Force. (20)

Resourceful (5): +1D to starting Skills / Advantages

Enhanced Attribute: Perception - Adds +1D to max Cap in addition to a free Attribute D. (15)

Disadvantages:
Blind (-25) Without their Force Sight they are completely blind: Any sight based skill test will fail completely.

Ability Activation Limitation (-15): Miraluka don't have eyes. As such, any Advantage tied to actual sight cannot be taken. (GM discretion)

Move: 10/12

(35 Total Points)

Attribute Maximums:
DEX 4D, KNO 4D, MEC 4D, PER 3D, STR 4D, TEC 4D

Reproduction: Human
Cultural Detail:
The Miraluka were a Near-Human, Force-sensitive species. Their language was Miralukese, although some, like Visas Marr and the Dark Jedi Jerec, preferred Basic.

The Miraluka are a Near-Human species that differed from Humans in that they lacked eyes, only retaining vestigial eye sockets and perceived the environment around them through Force sight instead of regular vision. This vision was so strong that if a Miraluka looked upon a Jedi or Sith, they could "see" Force radiating off them. The strength of a Miraluka's connection to the Force varied by the individual. Miraluka, as Near-Humans, can interbreed with baseline humanity. Humans with Miraluka blood included Krynda and Lucien Draay.

Their adopted home world is Alpheridies, a planet the Miraluka migrated to when their original home world was rendered uninhabitable. A colony world of the Miraluka named Katarr was stripped of all life by Sith Lord Darth Nihilus in approximately 3,952 BBY, during a Jedi convocation.

Because of their connection to the Force, many Miraluka were drawn to the Jedi Order. Miraluka Jedi fought in the Great Sith War, and helped shape the Jedi Order for centuries to come. Miraluka Sith were seemingly rare, as the species' own outlooks on life and the Force were largely incompatible with Sith teachings. However, as with all who felt the Force, a fall to darkness was possible with the Miraluka just as with any other species.

Languages: Miralukese & Basic

Twi'Lek

Twi'leks, occasionally referred to as Rylothians, are a tall humanoid species whose most striking feature was a pair of long tentacles protruding from their skull, called lekku. They hail from the planet of Ryloth, in the Outer Rim Territories, and female Twi'lek were often exported offworld as slaves.

Race: Twi'Lek
Encounter Frequency: Uncommon
Height: 1.6-2.4 meters tall

Features:
Head-tails: Twi'leks can use their head-tails to communicate in secret with each other, even if in a room full of others. The complex movement of the tails is, in a sense, a "secret" language that all Twi'leks are fluent in. All Twi'Leks begin with the Art & Persuasion Skill Slots. (15)

Equipped: Twileks start with an additional 1,250 Credits of Equipment gained by tactful means.

Advantages:
Resourceful (20) +4D to Starting Skills / Advantages

Move: 10/12

(35 Total Points)

Attribute Maximums:
DEX 4D, KNO 4D, MEC 3D+1, PER 4D+2, STR 4D, TEC 4D

Reproduction: Human

Cultural Detail:
The Twi'leks had a language of their own, called Twi'leki, which combined verbal sounds and an elaborate and subtle sign language using their lekku. Twi'lek's lekku could be moved to create gestures that meant things such as hello or goodbye. For example, both lekku tips crossed twice meant "I Love You". Twi'leks were capable of speaking Galactic Basic, many with a noticeable accent; though it was possible for some to lose this accent if away from Ryloth for an extended period of time, it could still resurface. Twi'lek society is comprised of a series of clans of various sizes. When the galaxy took a sudden interest in Ryloth's wealth of ryll spice, the Twi'lek clan leaders increased production of the drug and prepared to ship it off world. Unfortunately, the clans were inexperienced in the galactic economy, and Hutt criminal cartels soon took control of the planet's mining operations. The Twi'leks were enslaved and labored in their own mines for the profit of the Hutts, or were sold outright on the open market. After generations of slavery, the Twi'lek species became far more numerous across the galaxy than on Ryloth, and most felt little connection to their own homeworld. The natural grace and exotic beauty of the female Twi'leks made them a popular target among slave traders. Slavery was the main currency of Ryloth, which is tolerated by the Galactic Republic.

Languages: Twi'Leki & Basic

Chiss (Near Human)

"The Chiss do not simply accept alien concepts without careful consideration. We certainly do not submit to domination. By anyone."
—Mitth'raw'nuruodo

Race: Near Human (Chiss)
Encounter Frequency: Rare
Height: 1.6-2.1 meters tall

Features:
Commanding Presence: Chiss grow to physical maturity at the age of twelve, they tend to be highly evolved, rugged and keen intellectuals: They begin play with the Tactics, Command, & Scholar Skill Slots (15).

Low Light Vision: (5) Chiss can see twice as far as a normal human in poor lighting conditions.

Advantages:
Expert: The 3 Skills from the above list + 1 Additional Skill of Choice receive 2D for 1D placed, maximum 2D bonus per skill (5)

Skill Mastery: Chiss receive a -1DR to the Tactics & Command Skills & gain the Art Specialization under Scholar (10)

Move: 10/12

(35 Total Points)

Attribute Maximums:
DEX 4D, KNO 4D, MEC 4D, PER 4D, STR 4D, TEC 4D

Reproduction: Human

Cultural Detail:

Outwardly, the Chiss are distinguished from baseline Humans by three clearly visible traits: blue skin, midnight-black hair, and glowing red eyes; but their blood is red. It is possible that these superficial features are the result of external factors in the biosphere of their ice-locked homeworld Csilla. Their coloration is said to be caused by the same atmospheric minerals that gave Csilla's glaciers their distinctive bluish tinge, and while less is known about the reasons for their distinctive glowing red eyes, an environmental reaction does seem to be involved, as Chiss eyes have been observed to glow more brightly in more oxygenated atmospheres.

The Chiss are in fact descents from an ancient group of Human colonists who settled in the Unknown Regions long before the foundation of the Galactic Republic and were subsequently forgotten. There was a Human sleeper ship colony established on Csilla around 27,500 BBY, though records of this are virtually nonexistent and it remains unknown how a remote area of the galaxy could have been trail blazed so far back.

Languages: Basic & Chiss

Hapan Male (Near Human)

"Never let a man become so deluded as to believe that he is the intellectual equal of a woman. It only leads him to evil."
—Hapan saying

Race: Hapan
Encounter Frequency: Rare / Uncommon after 8 ABY
Height: 1.5-2.1 meters tall

Features:
Battle Hardened Warriors: Hapan Males all begin play with Gunplay, Melee & Unarmed Combat skills & Martial Arts AP with Hapan Martial Arts at Base (50)

Advantages:
Enhanced Attribute: Strength (15): Raises their Racial Cap for Strength to Human Maximum in addition to delivering a free bonus Attribute D.

Attractive (5): All Hapan Males are Attractive

Disadvantages:
Night Blindness (-15): Due to the perpetual sunlight on their worlds they are completely blind at night, they are severely hampered in dim light as well.

Moral Qualms (-5): Subservient to Human/Hapan Females

Ability Activation Limitation(-15): Any advantage that gives a bonus to sight lowers their Night blindness by one level, however, they lose that corresponding bonus from the Advantage in Low Light and Darkness (the reduction to their Night Blindness penalty remains, however: Examples: Observant, Good Vision)

Move: 10/12

(35 Total Points)

Attribute Maximums:
DEX 4D, KNO 4D, MEC 4D, PER 4D, STR 3D, TEC 4D

Reproduction: Human

Cultural Detail:

Hapans are the near-Human natives of the Hapes Cluster, a closely packed star cluster located in the Inner Rim of the galaxy. They differed from baseline Human stock in a number of ways, most notably in that they possess poor night vision and are considered to be, on average, more attractive than the typical Human standard for beauty.

Because most of the male population, which made up the Lorell Raiders pirate gang, was largely wiped out by the Jedi around 4,000 BBY, the Hapans adopted a matriarchal society and were ruled by a Queen Mother. The first Queen Mother closed the borders of the Hapes Cluster to the galaxy at large, which resulted in the Hapans dealing with intruders swiftly and lethally. In 8 ABY, the Hapans opened their borders to the rest of the Galaxy.

Languages: Basic

Hapan Female (Near Human)

Hapan Females are the ruling class of the Hapan society. They are the officers and heads of state.

Race: Hapan
Encounter Frequency: Rare / Uncommon after 8 ABY
Height: 1.5-2.1 meters tall

Features:
Battle Hardened Warriors: Hapan Females all begin play with Unarmed Combat, Command & Martial Arts AP with Hapan Martial Arts at Base (45)

Advantages:
Enhanced Attribute: Dexterity (15): Raises their Racial Cap for Dexterity to Human Maximum in addition to delivering a free bonus Attribute D.

Beautiful (15): All Hapan Females are Beautiful

Resourceful (5): +1D to Starting Skills / Advantages

Disadvantages:
Night Blindness (-15): Due to the perpetual sunlight on their worlds they are completely blind at night, they are severely hampered in dim light as well.

Quirk (-15): Superiority Complex vs all males

Ability Activation Limitation(-15): Any advantage that gives a bonus to sight lowers their Night blindness by one level, however, they lose that corresponding bonus from the Advantage in Low Light and Darkness (the reduction to their Night Blindness penalty remains, however: Examples: Observant, Good Vision)

Move: 10/12

(35 Total Points)

Attribute Maximums:
DEX 3D, KNO 4D, MEC 4D, PER 4D, STR 4D, TEC 4D

Reproduction: Human

Cultural Detail:

Hapan females represent the top of the food chain in Hapan society, they are the Captains of their fleet, the political leaders of their society and firmly believe that they are superior to men. In addition to this, any man that steps out of line is typically dealt with in rather brutal fashion. Their society has developed a technological weapon called the Hapan gun of command. This fearsome device literally forces the target into submission.

Languages: Basic

Devaronian

Devaronians are a horned humanoid species from the world of Devaron in the Colonies, a planet of low mountains and deep valleys linked by thousands of rivers. It is believed that they are descended from a race of primates that lived in the mountains of Devaron, and that their horns are a genetic mutation that proved useful in fending off predatory birds.

Race: Devaronian
Encounter Frequency: Common to Uncommon
Height: 1.7-1.9 meters tall

Features:
Wanderlust: Devaronians do not like to stay in one place for any extended period of time. Usually, the first opportunity that they get to move on, they take. They begin play with the Navigation, Starship Piloting & Languages Skills (15)

Advantages:
Resourceful (15) +3D to Starting Skills / Advantages
Toughness 1 (5)

Move: 10/12

(35 Total Points)

Attribute Maximums:
DEX 4D, KNO 4D, MEC 3D+2, PER 4D+2, STR 4D, TEC 3D+2

Reproduction: As Human

Cultural Detail:
Devaronians are one of the more unusual races in the galaxy, with a dramatic gender dimorphism in appearance and temperament. The males are aggressive by nature, many being described as brash or bull-headed, with typically red-tinted skin and a pair of large horns growing from their heads. They take great pride in their horns, and groom them quite regularly. Many species feel uncomfortable in their presence, for they resemble the devils of a thousand different myths. Female Devaronians are covered in thick fur that ranged in color from brown to white, hornless and had prominent canine teeth. They are *normally* docile, non-aggressive creatures. They tend to be dominant in their culture, being the only ones allowed to participate in government and politics. Female Devaronians not covered with thick fur reveal two dark circles above the forehead, where the horns usually are in males. In addition, the teeth of the males are all sharp incisors, but the females also have molars and prominent canines. Their bodies are denser than most humanoids' and as a result they were heavier than their appearance would tend to indicate. Their blood is silver.

First devising the tumble hyperdrive around 27,000 BBY, Devaronians were one of the first species in the galaxy to develop interstellar travel. The males of the species had been common sights in spaceports throughout the galaxy for thousands of years by the time of the Galactic Civil War. Devaronian males were driven by an urge to wander, usually taking the first opportunity to move on from one place to another. As such, they were often found traveling the galaxy as tramp freighter captains and scouts.

Languages: Devaronian & Basic

Togorian

Togorians are a feline warrior species native to the planet Togoria. They are known for their association with the Mandalorians, and the unique cultural divisions between their sexes. Both male and female Togorians are also noted for their strong sense of honor.

Race: Togorian
Encounter Frequency: Uncommon
Height: 2.2-3 meters tall

Features:
Claws & Teeth add +1D Damage (5)
+1D to all Climbing/Jumping Rolls (5)
Climbing/Jumping, Unarmed Combat, Melee Combat Skills, Acrobatics AS & Martial Arts AP (35)

Advantages:
Hyper Movement 2 (10)

Disadvantages:
Moral Qualms: Honor: respect Life Debt & respect and uphold the Mandalorian Warrior Culture (-10)

Devotion: to their employer/profession (-5)

Can understand Basic, but not speak it (-5)

Move: 16/18

(35 Total Points)

Attribute Maximums:
DEX 5D, KNO 3D, MEC 3D+1, PER 4D, STR 5D, TEC 3D+2

Reproduction:
They reproduce as Humans do.

Cultural Detail:
As a species, they are large bipeds, with retractable claws on their hands and feet. Female Togorians are up to 2.2 meters tall, while adult males range up to 3.0 meters. They are covered in gray-white to black fur, often with more colorful spots or stripes. They have extremely dense bone tissue, allowing them to endure greater physical trauma than beings with similar physiques. Togorians evolved as nomadic hunters of creatures like the Bist and Etelo. Males wanted to continue their lifestyle as nomads, females wanted the comfort and safety of permanent camps. In other species, the conflict would have led to one lifestyle winning over the other, but both male and female Togorians were too stubborn. Eventually, the males continued their nomadic ways, riding their mosgoths and hunting, and competing in contests of prowess. Meanwhile, the females stayed in villages with pre-pubescent children, with those communes eventually growing into cities. While the males continued to hunt in the wilderness, the females tended domesticated herds and developed technology. Males would visit their mates for about a month each year, but the sexes lived completely separate lives otherwise. Whether in spite of the separation of the sexes, or because of it, Togorians are monogamous, and devoted to their chosen mates.

The Togorians were first discovered by galactic society when the Mandalorians tried to conquer Togoria. When the Togorians united to defend their planet, the Mandalorians were so impressed with the Togorians' fighting tactics and techniques that they recruited them. These Togorians were among the first non-Taung or non-Human people to join the Mandalorian ranks. When the Mandalorians were wiped out, some Togorians turned to mercenary work, bounty hunting, and joining space pirate colonies organized and controlled by the Hutts. During the final days of the Galactic Republic, a Togorian Jedi youngling escaped Order 66.

Languages: Togorian & Basic (Understand, not speak)

Duros

The Duros are a humanoid species native to the planet Duro who are among the galaxy's first space faring civilizations. Their home world is located on both the Corellian Trade Spine and at the end of the Duros Space Run, two major hyperspace routes that link Duro with other important commercial centers.

Race: Duros
Encounter Frequency: Common to Uncommon
Height: 1.8-2.2 meters tall

Features:
Starship Intuition: They begin play with the following Free skills: Starship Piloting, Starship Shields, Starship Repair, Starship Gunnery, Navigation & Sensors. (30)

Advantages:
Expert: 4 Skills from the above list to receive 2D for 1D placed, maximum 2D bonus per skill (5)

Move: 10/12

(35 Total Points)

Attribute Maximums:
DEX 4D, KNO 4D, MEC 4D+2, PER 4D, STR 3D, TEC 4D+1

Reproduction:
They lay eggs, lol

Cultural Detail:
The Duros are humanoids with smooth blue-green skin, red eyes, lipless mouths, long thin noseless faces and green blood. Olfactory organs beneath their eyes were responsible for their sense of smell. Both females and males are bald, though both genders are easily distinguished. Their large red goggle-like eyes also have slit pupils. Duros females lay eggs as they are descended from ancient reptiles, and like the Neimoidians they are born in a larval grub stage, but unlike their cousins who leave the raising of their young mainly to the state, the Duros take care of their offspring from birth.

While usually taciturn, Duros enjoyed telling stories about their travels. It was said Duros had a photographic memory when it came to the telling of tales and stories. Many Duros were pilots and explorers, and were adventurous, though sometimes rash. As one of the first cultures to develop hyperdrive spacecraft (some even believe the first), Duros-charted trade routes are among the oldest hyperspace routes still in use during the Imperial era. Even in the later periods of galactic history, Duros are still known for their superior astro-navigational skills.

Languages: Duros & Basic

Arak

It is theorized that the Arak are de-evolved Star Dragons. Perhaps a different perspective would be to call them an offshoot or genetic cousins to Star Dragons.

Race: Arak
Species: Cousin to the Star Dragon?
Encounter Frequency: Extremely Rare
Height: 2 – 2.2 meters tall

Features:
Armored Scales, Force Sensitivity
Armored Scales +1D to Physical & Energy resistance (10)

Force Sensitive (30)

Advantages:

Longevity – Lifespan +720 (840 Total) Years typically, (as per the Perk otherwise) (10 Extended Longevity)

Vacuum Resistance & Flight: (25)
Arak can survive in Vacuum and suffer no ill effects. Arak can "fly" in vacuum (Space) at their normal movement rate. They can ***levitate*** *at one quarter their movement rate in Atmosphere. While in space, Arak are immune to most types of radiation and the cold of space.*

Disadvantages:

Moral Qualms: Honor Code (–10): Respects Life Debt & honorable one on one combat challenges.

Ability Activation Limitation: Cannot become Traditional Jedi, Quixotic Jedi, Raw Jedi, Pattern Knights, Chaos Knights or Limited Force Users (–30)

Move: 10/14

(35 Total Points)

Attribute Maximums:
STR 5D, DEX 4D, KNO 5D, PER 4D, MEC 3D, TEC 3D

Reproduction: Human
Cultural Detail:
Much like Wookies the Arak find it dishonorable and disdainful to use their natural weapons to kill foes. However, where this diverges from the Wookie culture is when their friends are threatened or harmed. They will kill, by any means necessary, if their friends and loved ones are in danger. Once a Shamanic culture, with the advent and introduction to technology they shed all but the most revered of their shaman ways. They re-formed into a structured society of scholars and *White Current* Practitioners.

The Arak are generally peaceful, accepting and calm. They take their time, because they have plenty of time for everything. An Arak is like a Zen master until you threaten his or her friends.

Languages: Basic & Celestial

Noghri

Noghri (pronounced /'no.gɹi/) are a primitive humanoid species. They have steely gray or blue skin, and are extremely skilled assassins due to their abilities in stealth and hand-to-hand combat. Despite their small size, they are efficient killing machines, with claws, fangs, and a sense of smell so acute, they could smell one's bloodline. They were much like the Wookiee species culturally, in that they respected honor above all else. Noghri society is clan-based, revolving around the dukha, or community building, at the center of each village.

Race: Noghri
Encounter Frequency: Extremely Rare
Height: 1.3 meters tall

Features:
Unarmed Combat & Melee Combat Skills, Noghri Martial Arts at Base Level, Claws & Teeth: +1D to damage, Stealth: +2D when using their hide or sneak skills, Enhanced Senses: +2D when using their search skill. (55)

Advantages:
Hyper Movement 1 (5)
Enhanced Attribute: Strength (15)
Enhanced Attribute: Dexterity (15)
Enhanced Attribute: Perception (15)
(Pushes the Attribute Maximum 1D higher each, in addition to awarding a bonus Attribute D at character creation.)

Disadvantages:
Ignorance: They are almost completely ignorant of galactic affairs. May not advance any Knowledge skills except for intimidation, survival or willpower. This penalty expires after 5 game sessions.
Cannot be Mundane (-10)
Cannot Possess Force Armor (-10)
Cannot be Force Sensitive (-15)
Moral Qualms (-5), Honors life debt
Imperial/Faction Record (-5), All Noghri are cataloged and accounted for in a Database.
Enslaved: Forced Asset (-25): Applies to both the Empire and New Republic+

Move: 13/15
(35 Total Points)

Attribute Maximums:
DEX 4D+2, KNO 3D+2, MEC 3D+2, PER 3D+2, STR 4D+2, TEC 3D+2

Reproduction:
They reproduce the same as Humans do.

Cultural Detail:
They are Imperial Assassins either under the control of Vader or Thrawn depending upon the time-line. After the Thrawn era, they became Allies of the New Republic and were re-located to a world that could sustain them and allow them to prosper once more.

Languages: Basic & Noghri

Cha'o's

Humanoids that are physically similar in appearance to the Ancient Sith Race. Their appearance varies wildly, some even possess horns and resemble Demons from primitive legends.

Home World: Chaos Nodes
Species: Genetic offshoot of the Sith Race
Encounter Frequency: Extremely Rare
Height: 1.6 – 2 meters tall

Features:
Force Sensitive (30), Alchemical Weapon AP (10),

Chaos Node Awareness & Traversal: They always know, exactly, where a Chaos Node exists in each Sector of Space. They can enter and exit that realm at will so long as they are in proximity to the Chaos Node (manifesting in the galaxy as some sort of entrance/archway only visible to Force Sensitive's). (10)

Advantages:
Opposed Force Resistance: +2D to resist negative Force Effects: Increases the difficulty of "spells" and all force powers used against them by the same +2D, does not effect beneficial powers like healing. (10)

Ability Activation Limitation: Cannot become Traditional Jedi, Raw Jedi, Quixotic Jedi, Current Users or Limited Force Users (-25)

Move: 10/12

(35 Total Points)

Attribute Maximums:
Human Standard

Reproduction:
They reproduce the same as Humans do.

Cultural Detail:
The Cha'o's are elusive and prefer to remain nearby or in their Chaos Node's realm. Those that do venture out can be curious or perhaps they are investigating the presence of a nearby Pattern. They have been known to launch Campaigns against Pattern Knight holdings on occasion as the presence of a Pattern and it's Shadows tends to resonate oddly with Chaos nodes and can cause some "ordering" of the Chaos Nodes applying difficulties to Node Traversal and manifests in a myriad of structured ways inside a Chaos Node (this is not always the case). Those few that become adventurers rarely return to their point of origin.

They are aware of their resemblance and genetic ties to the Ancient Sith race. They are not a despotic race hell bent on conquering the galaxy. There is no need for them to do so, as their realms exist in every corner of the galaxy already. Largely these places have gone untouched or unnoticed.

Languages: Basic & Sith

Yevetha

"Your wars are decided by the death of a tenth of a population, a third of an army. Then the defeated surrender their honor and the victors surrender their advantage. This is called being civilized. The Yevetha are not civilized, General. It would be a mistake to deal with us as though we were."
—Nil Spaar

The Yevetha are a lithe, skeletal species indigenous to N'zoth in the Koornacht Cluster, known for their xenophobia and death-centered culture.

Home World: N'Zoth
Species: Yevethan
Encounter Frequency: Ultra Rare; Black Fleet Crisis
Height: 1.5 – 2.5 meters

Features:
Technical Aptitude (15): Yevethans have an innate talent for engineering. 1D Days of study = +2D to all Engineering, Repair and Modification rolls. Their Modifications can be a D higher than base (2D+2). *Start with* General Maint/Repair, Starship Repair, Starship Weapon Repair, AP Capital Ship Repair & Melee Combat Skills (30)
Dew Claw (5): Yevethans have large claws that retract fully into their wrist. STR+1D

Advantages:
Gifted Engineers (20)
Resourceful (5): +1D to Starting Skills / Advantages

Disadvantages:
Isolation (-5): Can only increase their knowledge of alien cultures and technologies by direct exposure. 5 game sessions prior to raising any skill related to this.
Overblown Honor (-10): *Yevethans are canny and determined fighters, eager to kill and die for their people, cause and Victory, and unwilling to surrender even in the face of certain defeat.*
Quirk Territorial (-5): *Yevethan regard all worlds within the Koornacht Cluster as theirs by right and are willing to wage unending war to purify it from alien contamination.*
Quirk Xenophobia (-15): *Repulsed by aliens, regard as vermin, and refuse to sully themselves with contact. Avoid alien contamination, including purification rituals & disinfecting procedures if they spend time with "vermin".*
Imperial/Faction Record (-5): *They are an Imperial Slave Race.*

Move: 10/12

(35 Total Points)

Attribute Maximums: DEX 4D, KNO 3D, MEC 4D, PER 4D, STR 4D, 5D TEC

Reproduction: They gestate in Birth Casks

Cultural Detail:
Yevethan culture is organized into a strict hierarchical system headed by the Darama. Politically, Yevethan society was led by a Viceroy, who also operated as the chief of state for the Duskhan League. Departments of governance, commerce, science, and culture were led by Proctors, and supported by various guilds. This structure was mirrored in the Yevethan military and shipboard staffs led by Primates. For the Yevetha, death was not to be feared. Under Yevethan law, murder only occurred when an inferior male killed one superior in their hierarchy, while slayings in the other direction were considered an acceptable occurrence.

Languages: Yevethan & Basic

Yuuzhan Vong Warrior Caste

"The Yuuzhan Vong was tall, muscular, and humanlike, but his face and body were horribly scarred and disfigured. He had no hair, and his nose was practically missing. He was horrible to behold."
—Garqi refugee

Home World: Unknown
Species: Galactic Outsider
Encounter Frequency: Nil; Depends upon Era
Height: 1.8 – 1.9 meters

Features:
Null Force, Free Unarmed and Melee Combat, Martial Arts & Alchemical Weapon skills (30)

Advantages:
Force Armor (10)
Expert: Melee & Unarmed Combat (5)
Toughness 3 (15)

Disadvantages:
Mundane (-10)
Ability Limitation: All Dark Side Powers, Telekinesis (suffocate via hardening the air around them or TK thrown objects) & Biomagnetic Telepathy ignore Force Armor. (-20)
Unmistakable Features: Self Mutilation (-15)

Move: 11/12 (10)

Attribute Maximums:
Human Standard

(35 Total Points)

Reproduction:
They reproduce the same as Humans do.

Cultural Detail:
As a group they're Genetic Supremacists hell bent on destroying all forms of Technological devices. The Yuuzhan Vong are a group of outsiders from the Galactic whole. They destroyed their home worlds The means by which they accomplished this is unknown, however, what is known is that their worlds could no longer sustain life. Thus they set out on a great journey towards what they believed to be habitable worlds to resettle and conquer. Their ships are all alive, living entities that are genetically engineered. They are a caste based society, with the Warrior caste sitting at the top.

Their scientist caste are call "Shapers" because they can literally shape worlds in the twisted image they want to, genetically perverting what they once were. Shapers can alter genetic DNA of any species warping them into slave races and they have a hatred of droids. Their Shapers are known for pulling organs out of "lesser" races and genetically grafting them into and onto their Warrior caste. They conquer and enslave every race they come across. As a society they hold pain and the enjoyment of inflicting it upon themselves as a cultural ritual of advancement, most have varied tattoos and are scarred beyond belief, though their self mutilation never impairs their ability to fight and their grafting of the organs of lesser races is meant to enhance their already grotesque prowess. A very small sect of their society does not believe in self mutilation, and they appear almost human, females tend to be naturally beautiful. As a whole, they all sever the first one to two thirds of their noses. Their ears are elongated and almost akin to those on an Elf in a fantasy setting.

They employ fearsome weapons called Amphistaves and wear living armor they are generally a match for most Jedi in close combat. They are, all, severed from the Force save for genetic abominations they call War Coordinators.

Languages: Yuuzhan Vong

Yuuzhan Vong Shaper Caste

"The caste nearest the great god, Yun-Yuuzhan, who shaped the universe from his body. It is they who know the ways of life, who bend it to our needs."
—Vua Rapuung

Home World: Unknown
Species: Galactic Outsider
Encounter Frequency: Nil; Depends upon Era
Height: 1.8 – 1.9 meters

Features:
Null Force, Free Medical Engineering Advantage, *Scholar/BioTech, First Aid/BioTech, Technology/BioTech &* Alchemical Weapon skills (60)

Advantages:
Force Armor (10)
Expert: Scholar & Technology (5)

Disadvantages:
Mundane (-10)
Ability Limitation: All Dark Side Powers, Telekinesis (suffocate via hardening the air around them or TK thrown objects) & Biomagnetic Telepathy ignore Force Armor. (-20)
Unmistakable Features: Self Mutilation (-10)

Move: 10/12

Attribute Maximums:
Human Standard

(35 Total Points)

Reproduction:
They reproduce the same as Humans do.

Cultural Detail:
This class in Yuuzhan Vong society were considered the equivalent of bioengineers and scientists. Ranging from the mighty Koros-Strohna to simple clothing, the shapers made everything, and techniques were written in instructions known as cortexes, of which there were eight. Adepts were only allowed access to information up to the Fifth cortex with Masters being the only individuals that were capable of giving access to the higher ones.

The shapers were guided by strict protocols, and deviance from these protocols was grounds for demotion to another caste, or death. This was due to the Yuuzhan Vong religious beliefs which stated that knowledge was incapable of being created as it was given to them from the mind of Yun-Yuuzhan through Yun-Harla's handmaiden Yun-Ne'Shel. As such, this caused a serious lack of ingenuity and inventiveness on the part of the shapers.

This caste worshiped a particular deity among the pantheon of the Yun'o which was Yun-Ne'Shel, the Modeler. Just as the Warrior caste emulated Yun-Yammka, the Shapers attempted to model themselves after their goddess. This meant that they did not have an excessive level of outward scarring but instead made use of necessary ones. As such, they were often fully tattooed, wore form fitting oozhiths and had special headdresses that displayed their rudimentary emotional state though at times they were capable of controlling the display of the headdress's tentacles.

Languages: Yuuzhan Vong & Basic

Yuuzhan Vong Intendant Caste

"I want many things, and in time I intend to get all of them."

—Nom Anor

Home World: Unknown
Species: Galactic Outsider
Encounter Frequency: Nil; Depends upon Era
Height: 1.8 – 1.9 meters

Features:
Null Force, Free Master of Disguise, Dual Identity & Erzats Advantages *& Persuasion, Con, Sneak, Business, Bureaucracy, Scholar &* Alchemical Weapon skills (65)

Advantages:
Force Armor (10)
Expert: Persuasion & Con (5)

Disadvantages:
Mundane (-10)
Ability Limitation: All Dark Side Powers, Telekinesis (suffocate via hardening the air around them or TK thrown objects) & Biomagnetic Telepathy ignore Force Armor. (-20)
Unmistakable Features: Self Mutilation (-15)

Move: 10/12

Attribute Maximums:
Human Standard

(35 Total Points)

Reproduction: Human

Cultural Detail:
The Intendants played a role similar to that of bureaucrats, organizers and logistics personnel in other species. They are responsible for keeping supply lines open, and for supplying the obedient with their vital needs. They also tended to the creatures made by the shapers and served as the spies and advanced scouts for invasion forces. While the warriors and priests looked down on them as devious, the Intendants did the actual governing of the Yuuzhan Vong empire, and had the ability to adapt—something the other castes lacked. Unlike the other elite castes, they did not possess a war cry and were also the smallest of the castes. The Intendants could worship any god. The Praetorite Vong are a military force of the Yuuzhan Vong that are dominated by the Intendant caste.
Before the invasion of the galaxy, the Intendant-ruled Praetorite Vong made the initial incursion onto the worlds of the Promised Land. They are led by Prefect Da'Gara and made use of a "defective" yammosk. Despite their intial progress, the Praetorite Vong were defeated which stalled the invasion until the warrior caste arrived.

As the Yuuzhan Vong began conquering more territory from the New Republic and other governments, the new territory fell under the administration of the Intendant caste.

The Intendant caste joined their brethren castes after the end of the war by living in peace on the living world of Zonama Sekot.

Languages: Yuuzhan Vong & Basic

Droids

If there is a bonus for playing every race in the galaxy, we have to consider Droids a part of that. While not uniquely Sentient, they can easily become sentient. Thus in an effort to be fair I have included this so that Droids as player characters are not at a disadvantage.

Race: Droid
Encounter Frequency: Common
Height: Varies Wildly

Features:
Life Preservation Programming(-5): or LPP, is a deeply-embedded series of commands required by law for every droid manufactured in the Old Republic and later in the Galactic Empire.

Droid Subservience (-5): Droids are unable to think outside of the box. Only through special software or hardware does this change for a base model droid.

Memory Wipe (-5): Droids can be reset to Factory Default Settings with a memory wipe. This is commonly performed so that dorids do not develop personalities.

Non-Sentient(-15): Droids do not begin the game as sentient beings, they must purchase this as an Advantage or earn it.

Restraining Bolts(-5): are small, cylindrical devices that could be affixed to a droid in order to limit its functions and enforce its obedience.

Activation/Deactivation Switch (-5): All Droids are built with a activation & deactivation switch.

Droid Toughness (10): Increase their S/W/D ratings by +2

Droids Must Recharge (0): This is roughly the same as requiring food.

Droids require Maintenance (0): This is roughly the same as sleeping

Ionization Weakness (-5):

DEMP Weakness (-5):

They're at -35 points in penalties (roughly) at game start. Thus, we will create a new Advantage for them:

Service Upgrades (35): Either these occurred because they were necessary and performed as field refits or your model of Droid was upgraded (prior to construction) to better compete on the open market. Droids begin with 3 additional Skill Slots & 4 additional Skill or *Advantage* Dice that they wouldn't normally have. *This is a GM granted boon,* as this is granted after the player has finalized his or her Droid's creation.

Move: Varies Wildly

(0 Total Points)

Droids begin play at a disadvantage wether you like it or not. It's in place to check their power level. However, with the formalization of Species templates all starting characters are starting (at least) 35 points ahead. I have added this to keep Droids on par with where they used to be.

Attribute Maximums:
As noted in the Droid Creation Rules

Cultural Detail:
Droids, less commonly known as robots and automatons, are mechanical beings that possess artificial intelligence. They are used in a variety of roles and environments, often those considered too menial or too dangerous for other species, but also in fields that required extensive specialization and knowledge. Records typically indicate that Droids have existed as long as 5,000 years prior to the Jedi Order. However, there are instances where this is simply incorrect. Droids have existed in the Star Wars Universe since the time of Xim the Despot. He had created a massive Droid Army that he ravaged the galaxy with. That places Droids in existence 20,000 years prior to the the Knights of the Old Republic Era.

Languages: Droid Language & Others

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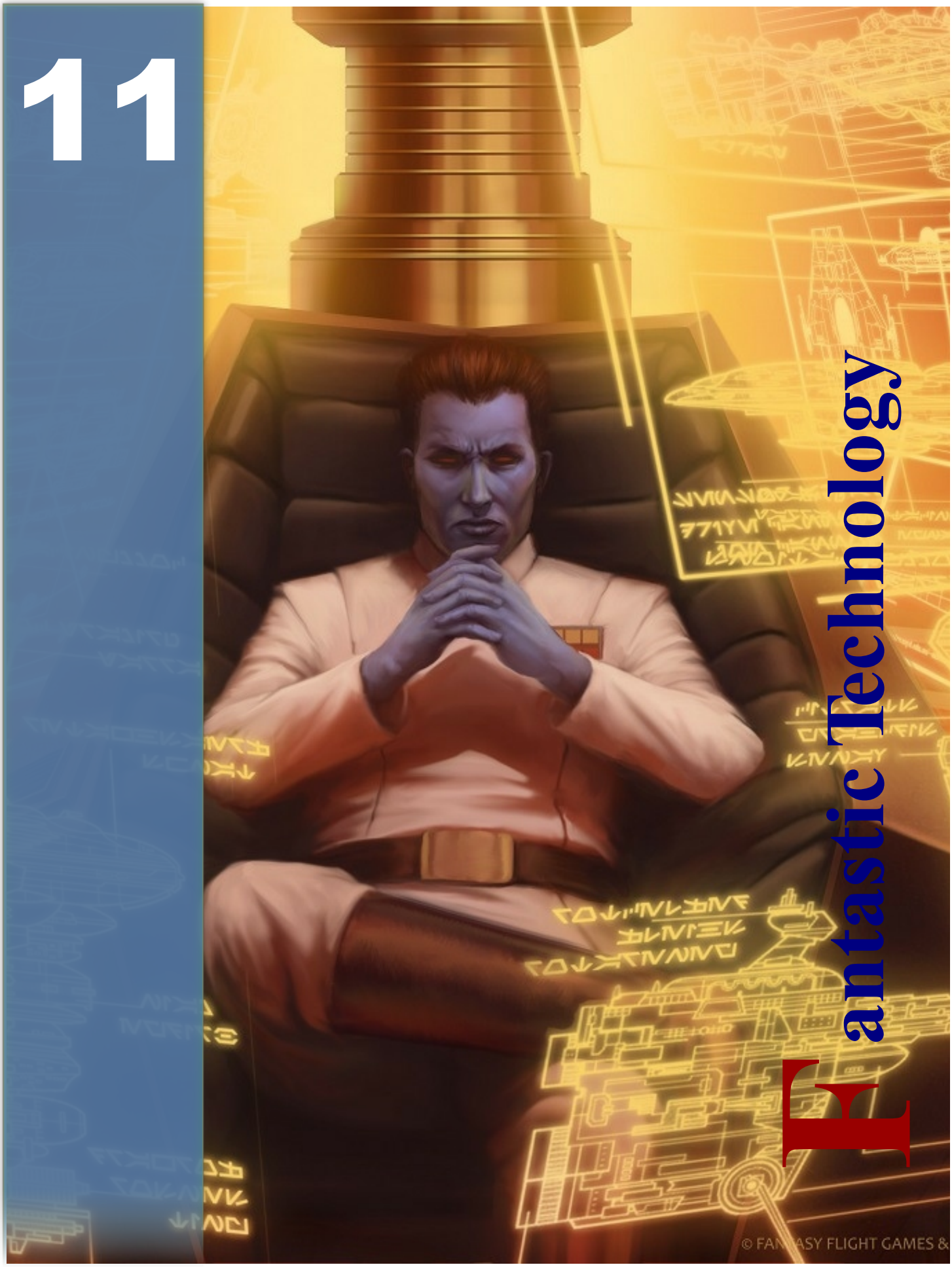

Fantastic Technology

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Legality & Availability:

We always struggle with what is and what isn't available. I had thought to import the West End Games system, however, I wanted something a bit more clear cut. The following abbreviations (in letters) breaks down what is available and where it is available.

Note:
You can acquire items that aren't readily available in your area. They just cost more. For every regional layer of space that separates you from the "home" market place of an item increase the cost by 15%.

Markets:
Refer to the region of the galaxy you currently reside. These will affect what is available. The Markets are as follows:

DC: Deep Core
CW: Core Worlds
C: Colonies
IR: Inner Rim
ER: Expansion Region
MR: Mid Rim
OR: Outer Rim
WS: Wild Space
UR: Unknown Regions
TA: Tingel Arm
BM: Black Market
(*Streetwise*, Difficulty: 20 Rare / 40 Very Rare / 60 Extremely Rare)
Everything is available on the Black Market for +25% Rare / +50% Very Rare / +100% Extremely Rare

Availability Ratings:
This specifies how likely it is that you will be able to find these items in any Market. If an item does not possess an Availability Rating, it is available everywhere.

C: Common
U: Uncommon
R: Rare
V: Very Rare
E: Extremely Rare

Era Ratings:
These items are introduced in a certain Era of Star Wars Timeline. Helpful for Era oriented gameplay settings. Some items are so old that they are no longer widely available and belong in a museum or trash bin.

X: Xim the Despot
KO: Knights of the Old Republic
PE: Pre Empire
RE: Rise of the Empire
R: Rebellion
LR: Late Rebellion
NR: New Republic
JA: Jedi Academy
L: Legacy

Legality Ratings:
These ratings represent if you can openly purchase it or if you require a specific license. If an item does not possess a Legality Rating, it is legal everywhere. Just because you don't have a permit doesn't mean you cannot acquire a weapon. It just means you're less likely to come across the item and it might cost more. However, in certain areas of space you can be arrested for carrying items that are outside your legal "carry" limits.

B: Bonded Mercenary License Required
L: Law Enforcement Credentials Required
I: Imperial Military Only
M: Mercenary License Required
P: Civilian Permit Required

Special Legality Ratings:
These rating represent items that are special cases, either illegal everywhere or legal everywhere.
X: Illegal Everywhere (Lightsabers)
D: Defensive, generally legal everywhere
PM: Planetary Militia

Licenses and Costs:
B: Bonded Mercenary License Required
You are backed by one of the Mercenary Guilds that is recognized galaxy wide and you are backed with an insurance package that guarantees your work and restraint. Cost is per Year, paid to a Mercenary House: Must possess *Fellowship Member* Advantage + 1,000 Credits annually.

L: Law Enforcement Credentials Required
You are an operating member of a legal Law Enforcement agency recognized by the galaxy. There is no cost associated with this other than you must possess the *Employed* Disadvantage. Your employment can be terminated if you violate the mandates of your organization.

I: You must be a member of the Imperial War machine (COMPNOR, Army, Navy, etc.)

M: You are a licensed Mercenary. You owe no allegiance to any Merc House. This has a lot of disadvantages, including no legal support, no insurance, no specialized training, etc.
Lifetime License: 750 Credits

P: Civilian Carry Permit. You have the right to carry these items. You are a Civilian, and your rights vary per sector of space you are in, however, the permit almost guarantees you can take these items almost anywhere.
Lifetime License: 250 Credits

X: Illegal Everywhere: You can be shot on sight for carrying items of this legality level.

D: Defensive: Legal to carry almost everywhere. A small fee (5-10 credits may be asked by local authorities in certain sectors).

PM: Some smaller worlds that have to police themselves. This rating is less restrictive than the Civilian Classification.

Blasters:

"Hokey religions and ancient weapons are no substitute for a good blaster at your side."
- Han Solo

The inner workings of blasters essentially create particle beams to inflict damage. When the trigger is pulled, the blaster chambers a small volume of the Tibanna gas into a *gas conversion enabler* (or XCiter). The XCiter excites the gas particles with energy from a power-pack, which attaches to the weapon (re loadable magazines). Afterwards, the excited gas is compressed into a beam in the actuating blaster module before being focused by first a prismatic crystal and then the galven circuitry in the barrel of the weapon.

Note: We have included extra value in purchasing *Name Brand* items. Standard Items have a Body Strength of 2D. We tweaked some of the guns to give you a reason to want to buy one over another. Pictures are widely available in the other WEG, G+ & Rancor Pit Source books.

Legality & Availability are listed on p.261-263

Generic Sporting Blaster Pistol:
Damage: 3D; Has Stun Mode
Range: 3-10/30/60
Ammo: 50; Extra Mags: 50 Credits
Era: PE+
Market: All
Availability: C
Legality: P
Cost: 700 Credits

Generic Sporting Blaster Rifle:
Damage: 4D; Has Stun Mode
Range: 6-30/90/270
Ammo: 50; Extra Mags: 50 Credits
Era: PE+
Market: All
Availability: C
Legality: P
Cost: 950 Credits

Generic, Stun Only, Blaster Pistol:
Damage: 3D Stun Only
Range: 3-10/30/60
Ammo: 15; Extra Mags: 15 credits
Era: PE+
Market: All
Availability: C
Legality: D
Cost: 350 Credits

Generic Blaster Pistol:
Damage: 4D; Has Stun Mode
Range: 3-10/30/120
Ammo: 100; Extra Mags: 75 Credits
Era: PE+
Market: All
Availability: U
Legality: P
Cost: 950 Credits

Generic Blaster Rifle:
Damage: 5D; Has Stun Mode
Range: 5-25/150/300
Ammo: 100; Extra Mags: 100 Credits
Era: PE+
Market: All
Availability: U
Legality: B, L, I, M, PM
Cost: 1,200 Credits

Blastech DL-18 Blaster Pistol:
Damage: 4D; Has Stun Mode
Range: 3-10/30/120
Ammo: 100; Extra Mags: 75 Credits
Era: PE+
Market: All
Availability: U
Legality: P
Cost: 1,200 Credits
Rugged Standard for Blaster Pistols (2D+1 Body).

Included Equipment: Maintenance tools (+1 pip to the DL-18), Custom Holster (+1 pip to quickdraw)
Can Add Scope (+1D to Aiming): 25 Credits

Blastech DL-22 Blaster Pistol:
Damage: 4D+1; Has Stun Mode
Range: 3-11/32/128
Ammo: 100; Extra Mags: 75 Credits
Era: RE+
Market: All
Availability: R
Legality: P
Cost: 1,925 Credits
Builds off the DL-18, improved in every way. (2D+2 Body),
-1DR to Modify
Included Equipment: Maintenance tools (+2 pips to DL-22),
Custom Holster (+2 pips to quick draw)
Can Add Scope (+1D to aiming): 25 Credits

Merr-Sonn Model 434 "Death Hammer" Heavy Blaster Pistol:
Damage: 5D; Has Stun Mode
Range: 3-10/40/80
Ammo: 50; Extra Mags: 100 Credits
Era: RE+
Market: ER, MR, OR
Availability: U
Legality: B, I, M
Cost: 2,025 Credits
Durasteel Plated (Body 3D+2)
Included Equipment: Maintenance tools, Holster, Scope (+1D to aiming)

Blastech DL-44 Heavy Blaster Pistol:
Damage: 5D; Has Stun Mode
Range: 3-10/25/50
Ammo: 25; Extra Mags: 100 Credits
Era: PE+
Market: All
Availability: U
Legality: B, I, M
Cost: 2,000 Credits
Rugged Standard for Heavy Blaster Pistols (2D+2 Body)
Included Equipment: Maintenance tools (+1 pip to DL-44)
Custom Holster (+1 pip to quick draw)
Scope Standard (+1D to Aiming)

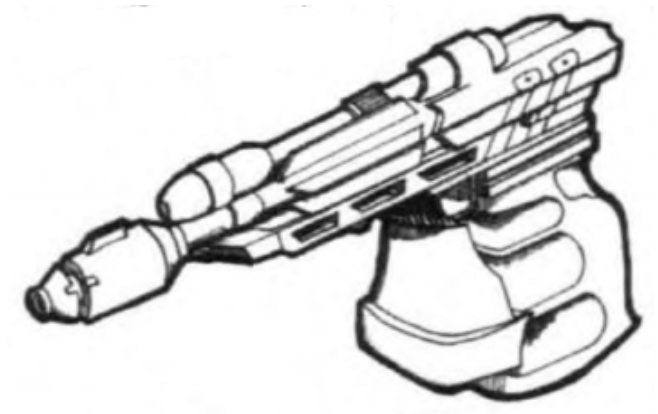
Blastech DL-6H Heavy Blaster Pistol:
Damage: 5D; Has Stun Mode
Range: 3-10/30/120
Ammo: 25; Extra Mags: 100 Credits/140 Modded
Era: R+
Market: CW, C, IR
Availability: R
Legality: B, I, M
Cost: 2,400 Credits
Blaster Pistol range with a Heavy Blaster's firepower (2D+2 Body)
Included Equipment: Maintenance tools (+2 pips to DL-6H)
Custom Holster (+2 pips to quick draw)
Scope Standard (+1D to Aiming)
After Market Mods: +25 to Ammo: 40 Credits

Caelli-Merced Series III Blaster Pistol:

Damage: 4D+2; Has Stun Mode
Range: 3-15/50/150
Ammo: 100
Era: PE+
Market: Socorro, Black Market
Availability: V
Legality: P
Cost: 3,250 Credits, Ammo Magazines: 100
(Body 3D)
The Series III Is designed for a skilled marksman. Requiring a keen eye and steady hand. This precisely

balanced weapon adds +5 to the difficulty for any user with a blaster skill of less than 4D. However, anyone with a blaster skill of 6D or higher gets a +1D to hit.
Included Equipment: Maintenance Tools (+1D for the Series III)
Integral Scope (+1D+1 for Aiming)
Custom Holster (+1D to quick draw)

Caelli-Merced Sentinel IV Heavy Blaster Pistol:
Damage: 5D+2; Has Stun Mode
Range: 2-12/36/108
Ammo: 100
Era: PE+
Market: Socorro (cost x2.5), Black Market (cost x5)
Availability: E
Legality: B, I
Cost: 4,700 Credits, Ammo Magazines: 125
(Body 4D)
The Sentinel IV designed for an advanced user. This precisely balanced weapon adds +10 to the difficulty



for any user with a gunplay skill of less than 5D but anyone with a gunplay skill of 7D or higher gets a +1D to hit & damage.
Included Equipment: Maintenance Tools (+1D to the Sentinel IV)
Integral Scope (+1D+1 for Aiming)
Custom Holster (+2D to quick draw)

Carrying a Sentinel IV is a status symbol among the Black Bha'lir. Older variations of the weapon have been passed down from one generation to the next and remain every bit as formidable as the new models coming off the line.

Note: While not a common weapon. The Sentinel IV is quite distinctive. Anyone who makes a Difficult streetwise roll and recognizes a Sentinel IV understands that whoever is carrying the weapon is not a person to be trifled with: smugglers, bounty hunters, assassins and people of a similar background only need to roll a Moderate success.

Bryar Technologies Blaster Pistol:

Damage: 5D*; Has Stun Mode
Range: 3-15/45/200
Ammo: 100
Era: RE+
Market: Not Available for Sale, Black Market (x5)
Availability: E
Legality: B, I
Cost: 5,900 Credits, Ammo Magazines: 150
(Body 3D Static)

The Bryar Techonolgies sidearm is a hybrid of a Blaster Carbine and a Heavy Pistol. Designed for impressive accuracy and range, while retaining Heavy Pistol Damage. Anyone with a Gunplay skill of 4D or higher receives a +1 pip to hit due to the weapon's balance and precision.

In addition to this, the pistol can be charged to deliver *Static Damage, per* Free Action assigned to this the weapon generates 1D of, additional, Static Damage (+3D Static Damage for 3FA: 5D + 3D Static; Consumes 1 shot per charge in addition to the standard shot: 2-4).

The weapon is highly sought after in less than legal circles and is a mark of a deadly adversary (Moderate NPC Streetwise: Confers +1D circumstance bonus to the player's interactions with criminals and Corellians).

Amber Armaments "Flatline" TS-15 Riot Gun
Damage: 8D Stun Bolt & 6D AoE blast radius stun
Range: 3-12/36/72 ; 3-9/27/36 (6D 1-3m / 5D 4-6m / 4D 7-9m)
Ammo: 30; Ammo Magazines: 45 Credits
Era: LR+
Market: ER, MR, Tapani Sector, BM
Availability: R
Legality: PM, M, I, B, L
Cost: 8,700 Credits
(Body 4D+2 *Static*)

The "Flatline" was originally designed with pacifying rioting peasants. The defensive weapon was created in the Tapani Sector, by House Amber (widely known in the sector for their popular Amber Ale Fizzy-glug products) and sold amongst the Houses as fast as they came off the line. Eventually the market was broadened. It is gaining wide acceptance among Planetary Militia & Law Enforcement everywhere, as it is a non lethal means by which Wookies and Barabel's can be taken down with an excellent chance of success.

Weapon Quality is impeccable, and it's been designed to be utilized in Melee Combat as a club for offensive purposes and as a short staff for defensive purposes.

Included Equipment: Stock (+1 pip to hit, +2D to Damage if used as a club), collapsible front stabilization grip (+1 pip to hit), Maintenance Tools, Shoulder Strap, Back, Thigh and Beast Holster (3 Bantha Hide Holsters).

Note: The Weapon itself is just under one meter in length. It can be effectively wielded as a "short staff" with both hands to parry Melee Attacks with surprising ease (+2D to Parry vs Melee Weapons).

I was in the Tapani Sector a couple years ago and I witnessed an insane riot break out outside an Amber Ale retail center. People were rioting that they had just launched a line of alcoholic products in addition to the Fizzy-Glug lines. I witnessed this ass, come out of the crowd with a Light Foil and threaten one of the House Guards that were present there. The Guardsman drew his "Flatline" from his back holster, closed with the Saber Rake, parried his Light Foil swing with the Riot Gun and then slammed the Stock in the flamboyant kids face. Lots of flying teeth… there was little more than a burn mark on the Riot Gun, maybe a smidgeon of metal fatigue.
When the House Guard cut loose on the crowd with the gun, it was end of riot in a matter of seconds.
-Kellor Tabo

Greff-Timms "Dragon" Pulse-wave Blaster
Damage: 5D Pulse Wave
Damage: 6D ***Static*** Concussion Shell (RoF:1)
Range: 3-10/20/100(P-W); 5-15/30/60
Ammo: 25; Ammo Magazines: 35 Credits (P-W)
Ammo: 6; Ammo Cylinders: 2,200* (70) (C-S)
Era: KO
Market: ER, MR, Tapani Sector, BM
Availability: E
Legality: BM
Cost: 8,650 Credits
(Cortosis Woven, Body 2D+2 *Static*)

An exceedingly rare gun, the Greff-Timms "Dragon" Pulse Wave blaster is a rugged firearm designed in an era where Jedi were abundant with a mind to being resistant to being destroyed by lightsabers and possessing a secondary fire mode, specifically designed to kill Jedi. As with all Pulse Wave weaponry, there is no stun setting. Standard Concussion shells are relatively easy to fabricate, costing about 70 credits for time and materials to

fabricate the disposable cylinder and the 6 shells it holds. However, the Concussion Shells it was designed to use were encased in a Cortosis woven sheath (much like the gun itself). Lightsabers will not *easily* destroy a Cortosis woven object. Thus when fired at a Jedi wielding a Lightsaber that actively parries the Concussion Shell, the round slips past the blade slamming into the intended target. These aren't explosive, they're essentially big bullets/slugs that are accelerated to modern speeds by a concussion charge. This mode of fire is known for emitting massive recoil as a result.

It's been roughly 3,500 years since the weapon has seen widespread production and use. Pulse Wave blasters are known for being rugged and durable, this pistol is no exception. An ancient weapon that has stood the test of time and still packs a considerable punch wether or not you are using Cortosis Woven Concussion shells or not.

Note: Anyone wielding one of these weapons can parry Lightsaber & Alchemical Weapon attacks without the fear of their weapon being destroyed easily. Cortosis Rating: 2D ***Static***

Greff-Timms Pulse-wave Blaster
Damage: 4D Pulse Wave
Range: 3-8/20/100; 3-12/24/48 (Stun)
Ammo: 50 / 10 Stun; Ammo Magazines: 40 Credits (P-W); 5 Credits (Tibanna Gas Stun)
Era: KO
Market: BM, OR
Availability: R
Legality: B, L, I, M, P
Cost: 1,600 Credits
(Body 2D *Static*)

The standard pistol that Greff-Timms and it's subsidiaries manufactured 4,000 years ago. It's a reliable pistol that originally had no stun setting. However, as time marched on it became a necessity for this feature be added to the firearm. A bit more primitive, than a switch on a modern blaster, the Greff-Timms Pulse-Wave blaster pistol has a second trigger for it's stun setting and a second barrel to allow the weapon to feature a Tibanna gas fueled stun setting.

Note: The pistol does not require a Free Action be expended to switch between firing modes.

Greff-Timms Heavy Pulse-wave Blaster
Damage: 4D / 5D Second Trigger (Pulse Wave)
Range: 3-8/20/100
Ammo: 50; Ammo Magazines: 35 Credits
Era: KO
Market: BM, OR
Availability: V
Legality: B, L, I, M, P
Cost: 1,950 Credits
(Body 2D *Static*)

Just like the standard Pulse-Wave pistol without a Stun setting. The weapon's second trigger fired the "heavy" shot and requires 2 Ammo to be expended per shot. This variant of the weapon is much harder to find.

Note: All Pulse Wave pistols except the "Dragon" are available at varying degrees of discounts on the Black Market. It's an old gun, with no real collectors value.

Repeating Weapons:

Blastech RP-2A Light Repeating Pistol:
Damage: 4D*; Light Burst +1D to hit
Range: 3-7/21/84
Ammo: 20; Extra Mags: 75 Credits
Era: PE+
Market: CW, C, IR
Availability: R
Legality: B, I, M
Cost: 2,880 Credits
Included Equipment: Maintenance tools (+2 pips)
Custom Holster (+1 Pip to Quick Draw)
Scope Standard (+1D to Aiming)

Merr-Sonn ZR-3T Medium Repeating SMG:
Damage: 6D+2*; Medium Burst +2D to hit
Range: 3-9/27/108
Ammo: 20; Extra Mags: 125 Credits
Era: GE+
Market: CW, C, IR
Availability: R
Legality: B, I, M
Cost: 6,000 Credits
Included Equipment: Maintenance tools (+1D)
Custom Shoulder Harness (+2 Pip to Quick Draw)
Scope Standard (+1D to Aiming)
Collapsible Stock (+1 to hit)

Greff-Timms RX-2K Heavy Repeating Rifle:
Damage: 8D*; Heavy Burst +3D to hit
Range: 3-9/27/108
Ammo: 20; Extra Mags: 175 Credits
Era: RE+
Market: CW, C, IR
Availability: V
Legality: X
Cost: 7,800 Credits
Included Equipment: Maintenance tools (+1D)
Custom Shoulder Harness (+2 Pip to Quick Draw)
Scope Standard (+1D to Aiming)
Collapsible Stock (+1 to hit), Muzzle Grip (+1 to hit)

Archaic Ranged Weapons:

Slugthrower Pistol:
Damage: 3D
Range: 2-8/24/48
Ammo: 20; Extra Mags: 25 Credits
Era: All
Market: All
Availability: C
Legality: All
Cost: 520 Credits

Heavy Slugthrower Pistol:
Damage: 4D
Range: 2-8/24/48
Ammo: 15; Extra Mags: 25 Credits
Era: All
Market: All
Availability: C
Legality: All
Cost: 693 Credits

Slugthrower SMG:
Damage: 5D*; Light Burst +1D to hit
Range: 2-7/21/42
Ammo: 12; Extra Mags: 75 Credits
Era: All
Market: All
Availability: C
Legality: All
Cost: 1,040 Credits

Compound Bow:
Damage: 1D+2 + Strength; Ammo Cost: 1 Cr/Arrow
Difficulty: 10
Range: 2-10/30/60
Era: All
Market: All
Availability: C
Legality: All
Cost: 310 Credits

Archaic Melee Weapons:

Combat Knife:
Damage: 1D + Strength
Difficulty: 5
Range: 1-2/6/12
Era: All
Market: All
Availability: C
Legality: All
Cost: 173 Credits

Sword:
Damage: 2D + Strength
Difficulty: 10
Range: 1/3/5 (if thrown)
Era: All
Market: All
Availability: C
Legality: All
Cost: 347 Credits

General Equipment:

Synthrope Dispenser:
Era: PE+; Cost: 65 Credits
A, small, high tech dispenser that creates rope like magic. They typically create up to 50 meters of rope that can support of to 500 kilograms.

Glow Rod
Era: KOTOR+; Cost: 55 Credits
A compact light generation device that works like a flashlight, lantern, and emergency strobe. This device is simple and rugged (Body 3D). Typically contains enough energy for 36 Hours of continuous operation.

Portable Fusion Generator
Era: PE+; Cost: 575 Credits
An Ultra-High-Tech Fusion reactor, meant to charge, and provide near limitless power for a number of applications. Can charge Droids, recharge items & weapons, and battery cells. It also tends to throw off a bit of heat, and can act as an emergency heat source (+1D to survival rolls). It is about the size of a coffee Can.

Datapad
Era: All; Cost: 175 Credits
It's a Tablet PC, with perfect touch sensitivity, it's extra durable (2D+2) and it stores a pretty amazing amount of information. For reference, it stores up to 100 Terabytes.

Portable Computer
Era: PE+; Cost: 450 Credits
It's a Laptop Computer, with everything the Datapad has plus holo recording, commlink uplink, and anything else a high end workstation computer is capable of. Storage: 100 Petabytes

Recording Rod
Era: PE+; Cost: 75 Credits
It records video and sound. Not a Holo-recoder. However it is the size of a hand held LED flashlight. It holds up to 24 Hours of High Definition recorded material.

Holo-cam
Era: PE+; Cost: 150 Credits
It records (in 3D) a 360 Degree spectrum, capable of calculating positions in real time and even estimating movements of individuals and objects that are obscured by your hand, a wall, etc. AoE Recording radius, 10m. Used as a directional recorder: range is line of sight. Recording storage: 12 Hours

Comlink
Era: PE+ (PTP link in KOTOR+ Era); Cost: 75 Credits (PTP Link Cost: 55)
It's your high tech phone that looks like a Chap stick. It has a 50km range and can be used in many ways like a smart phone, GPS data, Alarm Clock, interfaces with Datapads, tec.
-PTP links had a 15km range, 35km range if used bouncing signals off of towers.

Encrypted Comlink
Era: PE+; Cost: 220 Credits
It's a military encryption communications device that creates a VPN tunnel to like devices. You cannot be monitored talking on such a device (however if you're calling an unencrypted Comlink, someone else on the other end can eavesdrop). Difficulty to break Encryption: 40.

Survival Rations
Era: All; Cost: 5 Credits/day
A days rations is the size of a small square of cardboard (3x3").
It contains all the nutrition you need to not starve.

Survival Kit
Era: All; Cost: 3,000 Credits
Contains 10 Solar Flares, standard & solar blanket for 2, portable shelter for 2, 2 Weeks of Survival rations, Portable Fusion generator, Knife (+1D to damage), Self Charging Laser Pistol: 25 Shots, 3D Damage (no stun setting); The cell will recharge in 25 hours (1 charge per hour); range as Sporting Blaster Pistol, Emergency Beacon, 2 Breath Masks and 2 weeks of filters each, 2 Glow Rods, Datapad, 2 Synthrope Dispensers, 2 grapple attachments, climbing gear, All weather Parka, Body Glove.

Starship Toolkit
Era: All; Cost: 60, 230, 400 Credits
0D, +1D, and specialized (per model of starship +2D to repair rolls).

General Maintenance & Repair kit
Era: All; Cost: 60/200 Credits; 0D & +1D

Motion Sensor Array

Era: RE+; Cost: 170 Credits
Detects motion in a 10m radius, emits alarm noise and can silently emit one to a Comlink, Datapad, HUD or Computer. -1DR to search rolls in the 10m radius.

Macrobinoculars
Era: PE+, Cost: 660 Credits
Range: 100m/1km/4km
All search and Perception-oriented skills are increased by 3D when using the macrobinoculars to view areas more than 100 meters away. If attached to a blaster via specialized programming software, they provide a +3D bonus to all medium and long-range shots, provided the attacker is in a steady "sniper" position.

Wide-Scan Binocs
Era: All, Cost: 60 Credits
Range: 50m/500m/1.5km
Wide-scan binocs provide a +1D bonus to search skill rolls where the target individual or area lies more than 20 meters away from viewer.

Military Grade Snooper Goggles
Era: PE+, Cost: 295 Credits
Effect: Eliminates penalties to see in complete darkness, creating a near daylight equivalent field of vision.
Night vision and image enhancement goggles with integral flash/flare compensation so there is no chance of being blinded. Popular with nighttime hunters and special forces units.

Macrolenses
Era: RE+, Cost: 7,000 Credits
Availability: E, Market: BM, CW
These are worn like contact lenses, and can alter the appearance of a person's eyes. In addition to the cosmetic use, the macrolenses also add +2D to the wearer's vision-related search rolls, and they reduce all range penalties by one grade (ie, Long Range becomes Medium Range, Medium Range becomes Short Range, etc.).

Camo-Netting
Era: All, Cost: 928 Credits
Availability: U
Camo-netting adds +2DR penalty to the difficulty to detect the camouflaged object with sensor-scanning equipment at ranges greater than 50 meters. Camo-netting offers no bonus at a range of less than 50 meters.

Aquata Breather - A99
Era: PE+, Cost: 236
Availability: R
Provides up to 2 hours of breathable air through its mouthpiece. The A99 has advanced filters to allow it to function underwater, in a vacuum, and in certain poisonous environments.

Tech Scanner
Era: PE+, Cost: 1,672 Credits
The difficulty level for using this scanner corresponds to the difficulty needed to repair damaged equipment. Assume that the scanner grants it's operator a +4D bonus to sensors to their rolls to successfully scan the damage. *A character successfully using a tech scanner gains -1DR on repair rolls.*

Vac Suit
Era: All, Cost: 175 Credits
The basic EVA suit that provides 2 hours of air and environmental control. Comes with a standard helmet, no armor value.

High G-Stress Vac Suit
Era: RE+, Cost: 1,820 Credits
Provides the same function as the Vac Suit save for the fact that it carries nutritional liquids in the suit and helmet, waste recycle system, +2 Physical and Energy protection to all locations, +1D bonus to sensors from integrating system technology and a separate heating/cooling/recycling unit that allows the suit to fully sustain a pilot for up to 4 days.

Note: Double the Physical bonus for High-G Maneuvers for Endurance/Willpower rolls. Considered double (1D+1 Static Armor for any crash/ejection situation)

Breath Mask
Era: All, Cost: 75; Cartridges: 25
Provides full breathing filtration (not bodily) for 2 hours per cartridge.

Light Environmental Suit
Era: All, Cost: 175 Credits
Provides the same function as the Vac Suit with one exception, it requires a breath mask, sold separately, to be integrated for beyond it's 2 hour supply of air, environmental controls cease after 2 hours.

Medium Environmental Suit
Era: All, Cost: 700 Credits

Provides the same function as the Light EVA Suit with two exceptions, breath mask is integrated and it provides up to 4 hours of climate control. +2 to all resistance rolls for all locations.

Heavy EVA Suit
Era: KO+, Cost: 1,400 Credits
Provides the same function as the Medium EVA Suit with two exceptions, breath mask is integrated and it provides up to 8 hours of climate control. +1D ***Static*** to all resistance rolls for all locations.

Ship Suit
Era: All, Cost: 150 Credits
Provides full enviro seal and light helmet, 30 minutes of environmental support and air. Has numerous pockets and attachments and is highly popular with ship crews. Comes with utility belt and mag boots.

Body Glove
Era: PE+, Cost: 450 Credits
Provides limited climate control and decent elemental protection, is fire resistant. Provides +2 to all resistance rolls vs the elements and +2 to all Survival rolls.

Armor & Defensive Gear:

Light Shield Belt
Era: PE+, Cost: 44,000 Credits
2D ***Static*** energy barrier (all arcs) that only depletes after it's soak value is drained 6 times. Recharge: 6 Hours

Medium Shield Belt
Era: PE+, Cost: 98,000 Credits
3D ***Static*** energy barrier (all arcs) that only depletes after it's soak value is drained 9 times. Recharge: 9 Hours

Heavy Shield Belt
Era: PE+, Cost: 175,000 Credits
4D ***Static*** energy barrier (all arcs) that only depletes after it's soak value is drained 12 times. Recharge: 12 Hours

Shield Ring
Era: PE+, Cost: 67,500 Credits
5D ***Static*** energy barrier in the shape of a round buckler sized shield that only depletes after it's soak value is drained 15 times. Recharge: 15 Hours

Reflect Body Glove
Era: RE+, Cost: 900 Credits
Provides everything a Body Glove does in addition it also offers 1D of Energy protection.

Armored Vac Suit
Era: All, Cost: 870 Credits
Provides the same 2 hours of air and environment that the Vac Suit does, however, it also provides 1D Physical and Energy Protection to all locations. It is no bulkier than the standard Vac Suit.

Bounty Hunter Armor
Era: RE+; Cost: 900 Credits
Availability: R; Legality: B, I, M, PM, BM
+2D Physical, +1D Energy, No dexterity Penalty

Blast Vest
Era: All; Cost: 240 Credits
+1D Physical, +1 Energy

Blast Helmet
Era: All; Cost: 350 Credits
+1D Physical, +1D Energy

Koromundian PDS Secure Long Coat
Era: KOTOR+; Cost: 562 Credits
The long coat provides +1D Physical Protection & +2 Energy protection, can be worn over (fitted for) other armor

Versatex Survival Suit
Era: PE+, Cost: 1,339 Credits / Armor Plates: 563 Cr
Suit is waterproof and tear and pressure resistant. Micro-capillaried fabric's insulation fluids protect the wearer from temperature extremes from as low as -30º C to as high as 100º C; +3D to Survival Rolls. Suit's micro-capillaries have a limited camouflage system. By exposing the belt color sensor to the environment's predominant color, custom tinted dyes will be injected into the micro-capillaries, altering the suit's color, granting a +1D bonus to sneak and hide. Helmet has a built-in comm-link, breath mask and glow-lamp. Optional strap-on armor provides +1D physical and +2 energy protection, retaining the same camouflage capabilities.

Explosives:

Note: All Explosives are ***Static*** Damage

Det Cord
Era: All, Cost: 347 Credits / Meter
Per Meter of the cord it creates a 1D Explosion, shaped to whatever is is applied to.

Thermite Charges
Era: All, Cost: 3,150 Credits / Charge
Creates an intense, sun like, blast shaped toward whatever it is attached to. Includes Fusion Disc for adhesive. 5D Damage

Thermal Detonator
Era: KOTOR+, Cost: 6,750 Credits / Detonator
Thermal Detonators erect a 10 Meter force field, anything inside that field is annihilated by a fusion blast. 10D Damage

Concussion Grenade
Era: PE+, Cost: 4,050 Credits / Grenade
Emits a shockwave of concussive force that, literally, rips objects and people apart. 6D Damage, AoE
Range: 1-2/3-4/5-6

Frag Grenade
Era: All, Cost: 1,386 Credits / Grenade
Explodes throwing high velocity fragments in all directions. 4D Damage; AoE range: 1-2/3-4/5

High Explosive Grenade
Era: All, Cost: 1,733 Credits / Grenade
Explodes unleashing a blast of force and energy spread. 5D Damage; Aoe Range: 1/2/3

Grenade Launcher
Era: All, Cost: 350 Credits
Fires Standard Grenades
Range: 5-10/30/120
Damage: Varies
Ammo: 4 grenade magazines; Empty Mags: 5 Credits

Blasting Block
Era: All; Cost: 1,200 Credits / Block
Each block is one kilogram (2.2 lbs), and delivers 1D of Speeder Scale Damage. Must be placed and shaped appropriately for maximum effect.

Blasting Cap-D
Era: All; Cost: 100 Credits / Cap
Detonates the Blasting Block, does 2 damage by itself. Tied to remote detonator.

Remote Detonator
Era: All; Cost: 173 Credits
Detonates Blasting tied to it remotely, 1 km range

Drugs and Medical Supplies:

Death Sticks
Era: All, Cost: 20 Credits
24 in a pack, the Star Wars Equivalent of Cigarettes.

Death Stick Cartons
Era: All, Cost; 199 Credits
10, 24 Packs of Death Sticks

Glitter Stim Spice
Era: PE+, Cost: 675 Credits; 1 dose
Non addictive, but you want to be because of what this Spice does for you. One full does will raise your Perception attribute by 3D for 3 hours.
Note: You become hyper sensitive, loud noises and combat will jar your sensibilities. -2D to all skills under these circumstances.

Euphoric Stim Spice
Era: PE+, Cost: 225 Credits; 1 dose
Highly addictive, let the good times roll. Roll a D6, 1-5 and you're addict.

Sure Thing Cocktail Additive
Era: All, Cost: 300 Credits; 1 dose
If you don't know what this is, you're probably too young to play this edition of the game.
Difficulty: 60 vs Endurance / Willpower (whichever is higher), if you beat the difficulty, you know you're drugged. Exhaustion hits you in waves.

Baking Sticks
Era: All, Cost: 50 Credits; 5 Sticks
They get you "Baked", -1D to all skills while "Baked". However, creativity is expanded +1D to Art & Writing. Effect Duration: 30 minutes per Stick.
Addiction Warning: Roll a 1 on a D6 and you're hooked.

Medipack
Era:PE+, Cost: 1,260 Credits
Ultra Advanced Trauma kit that treats a single injury. *+2 to Recovery (STR) Test roll, +1 Recovery Test (immediate, only one of these can be applied per day)*

Medpack
Era: All; Cost: 175 Credits
A high tech, field kit that is generally only good for 3 applications. However it affords the user +1D to First Aid rolls, lowers the difficulties for healing and the like.

Bacta Gel Tabs
Era: PE+; Cost: 1,320 Credits; Quantity: 6 Tabs
Market: ER, MR, Tapani Sector, BM
Ultra portable Bacta treatments that add +1D to First Aid rolls, lowers difficulty for healing, etc.

Bacta Tank
Era: PE+, Cost: 1,800 Credits
Healing tank designed for use with the healing agent Bacta.

Kolto Tank
Era: KOTOR+, Cost: 1,800 Credits
Healing Tank designed for use with the healing agent Kolto.

Bacta Full Charge
Era: PE+, Cost: 1,800 Credits
Enough Bacta to fill a Bacta tank one time; 100 Kg
Good for 3 uses.

Kolto Full Charge
Era: KOTOR+, Cost: 3,600 Credits
Enough Kolto to fill a Kolto tank one time; 100 Kg
Good for 2 uses.

Chiwab Amalgamated Pharmaceuticals Company ECM-598; Advanced Medical Backpack
Era: PE+, Cost: 9,135 Credits
Note: Treat all components as requiring an Easy *First Aid* roll unless otherwise noted.

Each kit contains the following items:
Hand-Held Diagnostic Scanner: Easy first aid or Moderate sensors roll. Provides readout of patient's vital signs, specifics on injury and recommended procedures. ***Medicines:*** Anesthetics, blood pressure, respiration and pulse regulation compounds, as well as other essential medicines (for a number of common species) *9 total doses*. ***Emergency Procedures Database:*** Easy computer programming/repair roll. Based on initial scanner findings, this emergency database provides the user with a quick reference collection of treatment procedures. ***Filtration Mask:*** Supplies sufficient oxygen flow; may also be connected to one of several atmospheric compound bottles for non-oxygen breathers. ***Heat Closure Packs:*** Pressurized sealant bandages with medicines which, when exposed to air, cauterize and sterilize a wound up to 10 centimeters in diameter. *6 Bandages* ***Laser Scalpel:*** Difficult first aid roll. Precision cutting tool; 2D ***Static*** Damage.
Medicine Dispenser: Moderate first aid roll. Can be loaded with a variety of medicines. *12 Doses* ***Portable Repulsor-Stretcher:*** Collapsible one-person operation anti-grav stretcher capable of supporting up to 150 kilograms. ***Pressure Cuffs:*** Circular metal sleeves of varying diameter (5-30 centimeters) which inflate pressurized chambers around wound area. *5 cuffs* ***Sterile Heating Cloth:*** Covers an area up to 1.6 meters x 0.75 meters with a sterilized, heat-insulated covering. *12 Cloths* ***2 Universal Plasma Fluid Sacks:*** Require Moderate first aid roll. Intravenous feed provides universal plasma stabilization serums.

Chiwab Amalgamated Pharmaceuticals Company ECM-893; Ultra Medical Suite; Military Rucksack
Era: PE+, Cost: 29,430 Credits
Contains all of the above items from the Advanced Medical Backpack and adds +1D bonuses to each item. *Triple all dosages of consumables.*

Faction Specific Weapons & Equipment:

Alchemical Weapon:

Damage: **3D-5*D Static* + *Strength***
Range: Varies
Ammo: -
Era: Any
Market: Ultra Rare, Black Market (cost x5)
Availability: E
Legality: X
Cost: 2,700-4,500 Credits

Alchemical Weapons, most commonly associated with Sith Swords have an interesting history. They were actually designed to be wielded by Jedi prior to the advent of the Lightsaber. The weapon is effectively indestructible and can parry blaster bolts and directly combat Lightsabers without suffering any damage among other things. Think of it like a Vorpal Sword from Fantasy. It can do all the things a Lightsaber can do typically. However, one of few limits of such a weapon would be it not being able to channel plasma like a Lightsaber does. This would limit what you can and cannot actually cut through. A Lightsaber could cut through a starship bulkhead with ease compared to an Alchemical Sword.

Not all of the weapons are "evil" contrary to popular belief. *These are not the "magical" weapons used by Chaos and Pattern Knights.* They can be wielded by most Sub Class Jedi. Traditional jedi can even use them, as long as they are not tainted by the Dark Side. There are few weapons that break the mold of the melee variety, however, there have been known to be Alchemical Bows from time to time.

Baktoid Armory Workshop E-5 Blaster Rifle:

Damage: 5D
Range: 2-27/91/273
Ammo: 100
Era: PE
Market: Trade Federation, Black Market (cost x.5)
Availability: U
Legality: B
Cost: 1,000 Credits, Ammo Magazines: 25

1D+2 Body Strength

This is a poor knock-off of a Blastech rifle manufactured, en-masse by the Trade Federation to equip most of its forces. The E-5 blaster rifle was the standard-issue armament of the OOM and B1 battle droids and the elite BX-series droid commando. It was powerful, light and somewhat inaccurate, reflected in it's effective ranges. The weapon was prone to generate additional heat after prolonged use and was not built to last. Thus it's body code being slightly reduced from a character scale weapon (normally 2D for standard quality).

Hapan Gun of Command:

Neural Effect Blaster
Damage: **5D *Static***
Range: 3-7/25/50
Ammo: 6
Era: PE+
Market: Hapes Cluster, Black Market (cost x5)
Availability: E
Legality: X

Cost: 9,000 Credits, Ammo Magazines: 450
The gun is more dangerous than almost any other weapon because it makes victims unable to distinguish between their own thoughts and the enemy's, allowing the Hapans to control them. The guns worked by releasing an electromagnetic wave field which disable a victim's thought processes. Once affected, a victim would follow any simple command given, even blatantly suicidal ones. In fact, the Gun of Command was used as a form of execution, where the condemned male (no females were executed on Hapes under any circumstances) would be shot with the weapon, then handed a blaster and ordered to take his own life.

A successful hit with the Hapan Gun of Command lowers the target's ability to resist a command from the assailant. The target uses his willpower skill against the Gun of Command's damage dice instead of Strength. Use the chart below to determine the Gun of Command's effects:

Damage Roll > Willpower Roll Target Suffer

0-3 -1D to willpower for 1 round

4-8 -1D to willpower for 1D rounds

9-12 -2D to willpower for 2D minutes

13-15 -2D to willpower for 2D hours

16-18 -3D to willpower for 3D hours

19-21 -4D to willpower for 3D hours

22-24 -5D to willpower for 4D hours

25+ Negates willpower for 4D hours

If the target's willpower falls to 0D or below, the character will automatically accept any command from the assailant, within reason. If the assailant's command puts the target into direct harm (like walking off a balcony), the target will "snap out" of the trance, voiding the effects of the Gun of Command completely.

Amphistaff:

Bio-Alchemical Living Weapon
Damage: ***Static + Strength + Venom***
Range: 1-3/10/20 (Venom)
Ammo: Unlimited
Era: JA+
Market: Yuuzhan Vong, N/A
Availability: E
Legality: X
Cost: 5,400 Credits

The amphistaff is an organic weapon used by the Yuuzhan Vong. If used by someone familiar with its various functions, the amphistaff can be used as a quarterstaff, a two-headed spear (adds +1D to all parry rolls), a whip (adds +1D to attempts to disarm or entangle an opponent; successful hits with the whip inject venom), or a whip-spear (which shares the qualities of both the whip and the spear, though the granted bonuses are only +2 pips). In addition, the amphistaff can spit venom, or inject it with a successful whip hit that results in a damage result higher than Stunned. Either way, a victim affected by amphistaff venom must succeed at a Very Difficult Strength check. If injected, the poison reduces the victim's Dexterity score by 1D (cumulatively). If the poison is sprayed into a victim's eyes, blindness results. The effects last until the venom is treated. Statistics for amphistaff weapons are listed below:

Quarterstaff
Difficulty: Alchemical Weapons
Range: Melee
Damage: 4D Static + Strength

Two-Headed Spear
Difficulty: Alchemical Weapons
Range: Melee
Damage: 5D Static + Strength

Whip
Difficulty: Alchemical Weapons
Range: Melee
Damage: 3D Static + Strength + 2

Venom Spitter
Difficulty: Gunplay
Range: 1-3/10/20
Damage: Poison

Note: An Amphistaff can be killed/destroyed if another Alchemical Weapon or Lightsaber is driven directly down the "throat" of the staff. Only Quixotic Jedi can destroy them with Guns. Difficulty is the melee defensive roll of the opponent + 20.

Thud Bug:

Bio-Alchemical Living Weapon
Damage: ***4D Static***
Range: 1-6/20/40
Ammo: Homing, Dormant if not destroyed
Era: JA+
Market: Yuuzhan Vong, N/A
Availability: V
Legality: X
Cost: 2700 Credits

The thud bug, unlike the razorbug, is not thrown. Instead, it is released, and guides itself towards its target with an attack skill of 8D. A thud bug that misses its target will continue to attack each round until it either hits, or is destroyed. If it hits, it inflicts the listed damage. The target must also make a Moderate Strength roll to keep his footing, otherwise he is knocked prone. Once the bug hits, it returns to its dormant state until activated again.

Note: Thud Bugs can be destroyed by Alchemical Weapons, Shield Gauntlets and Lightsabers. Only Quixotic Jedi can destroy them with Guns.

Razor Bug:

Bio-Alchemical Living Weapon
Damage: ***4D Static + Strength***
Range: 1-9/27/54
Ammo: Homing, Dormant if not destroyed
Era: JA+
Market: Yuuzhan Vong, N/A
Availability: V
Legality: X
Cost: 3,000 Credits

Razor bugs are projectile biots used by the Yuuzhan Vong. Shaped from the sparkbee, the razor bug was a relative of the thud bug, but served a different purpose. Essentially living knives, razor bugs have carapaces that were capable of shredding flesh and piercing certain types of armor. When thrown, the razor bug deploys its wings which help guide it towards the target, giving it the homing capabilities similar to the thud bug. They also have a vapid tenaciousness to continue attacking a target until either it or the razor bug was subdued.

Yuuzhan Vong warriors can throw several razor bugs at once to engulf their enemies. A skilled wielder can also throw the razor bug and cause it to immediately return to their hand. Like other Yuuzhan Vong weapons, razor bugs can be integrated into a Yuuzhan Vong's chest and body.

Note: Razor Bugs can be destroyed by Alchemical Weapons, Shield Gauntlets and Lightsabers. Only Quixotic Jedi can destroy them with Guns. (+5 to difficulty to hit)

Ooglith Masquer:

Cloakers and Masquers are the two branches of the family of biotechnological bodysuits worn by the Yuuzhan Vong. Like all Yuuzhan Vong equipment and devices, these were living organisms: in effect, they functioned as a second skin for the wearer.

Bio-Alchemical Disguise
Body Strength: 2D ***Static***
Range: Personal
Ammo: 2 Hour Independent Air Supply
Era: JA+
Market: Yuuzhan Vong, N/A
Availability: V
Legality: X
Cost: 5,400 Credits

The Ooglith Masquer, similar to the Ooglith Cloaker, covers its user's body with a convincing disguise. Each Masquer is engineered to mimic a specific species. When used, an Ooglith Masquer grants a Yuuzhan Vong a -2DR bonus to their *Con: Disguise* rolls *(Does not confer additional languages or speech patterns).*

The suit also provides full environmental control as long as it is still intact. Protecting them from the Vaccuum of Space and all airborn chemical pathogens with a 2D Static bonus to resistance. Oxygen provided in environments with an absence of it: 2 Hours.

Note: Just like the ooglith cloaker, the masquer is painful to wear, and inflicts ***2D Static*** damage every time it is worn. It can also be removed by pressing a hidden organ.

Ooglith Cloaker:

Bio-Alchemical Stealth Suit
Body Strength: 2***D Static***
Range: Personal
Ammo: 2 Hour Independent Air Supply
Era: JA+
Market: Yuuzhan Vong, N/A
Availability: V
Legality: X
Cost: 5,400 Credits

The Ooglith Masquer, similar to the Ooglith Cloaker, covers its user's body with a convincing disguise. Each Masquer is engineered to mimic a specific species. When used, an Ooglith Masquer grants a Yuuzhan Vong a -2DR bonus to their *Hide and Sneak* rolls.

The suit also provides full environmental control as long as it is still intact. Protecting them from the Vaccuum of Space and all airborn chemical pathogens with a 2D Static bonus to resistance. Oxygen provided in environments with an absence of it: 2 Hours.

Note: Just like the Ooglith Masquer, the Cloaker is painful to wear, and inflicts ***2D Static*** damage every time it is worn. It can also be removed by pressing a hidden organ.

Ooglith Vac Suit:

Bio-Alchemical Stealth Suit
Body Strength: ***1D Static***
Range: Personal
Ammo: 12 Hour Independent Air Supply
Era: JA+
Market: Yuuzhan Vong, N/A
Availability: V
Legality: X
Cost: 2,700 Credits

Note: Inflicts ***1D Static*** damage every time it is worn. It can also be removed by pressing a hidden organ. Provides High G protection, environmental control and a Bio-Alchemical uplink to ship systems.

Wookiee Guided Rocket Launcher:

Damage: 6D AoE (10m Blast Radius)
Range: 10-100/250/500
Ammo: 5
Era: PE+
Market: Kashyyyk, Black Market (cost x2.5)
Availability: R
Legality: B, L, I
Cost: 3,450 Credits, Ammo reloads: 50/missile

3D+2 Body Strength

If user takes an Free Action to aim, he/she achieves a "target lock". In this mode, if roll to hit the target fails but is within five of the difficulty number, the rocket follows the target with a "tracking" ability of 4D, moves 300 meters per move and may roll once per round to hit the target, with a maximum range of 5 kilometers. If tracking rolls miss difficulty number by a total of 10 or more, the rocket has lost its target.

Lightsaber:

Damage: 4D-7D Static
Range: Melee
Ammo: Effectively Unlimited
Era: KO+
Market: Highly Restricted, Black Market (cost x5)
Availability: E
Legality: X
Value: 3,600-8,100 Credits

There is no other aspect of this setting that is more romanticized than wielding a Lightsaber. The weapon is simple, yet elegant and deadly. The damage range effectively allows you to apply some flair to the weapons. 4D Lightsabers tend to be smaller, Like Yoda's and might impart a parrying bonus to someone wielding it in their off hand. Generally speaking your run of the mill Lightsaber will not be over 5D. You could build a stronger one, however, your GM should make you pay for that investment by eitehr making you quest for the materials or charge you in credits for them.

The cost of the weapon is relative to their rarity and lethality in any era of play. However, base lightsaber construction is not difficult for a Traditional Jedi. You need only know how to construct the weapon at a basic level: **AP Lightsaber Repair/Construction**, *under General Maintenance & Repair*. Anyone can make a lightsaber, as is evidenced by the vendors in the Tapani Sector that build and sell them. However, the difficulties in assembly really delve into the "mystical" aspect of being a Jedi. *Others constructing the weapon, even with the Advanced Skill, never get it right.* Mechanical Assembly is "Easy": Difficulty 10 (with the AP, 25 Without it). *Lightfoils are 5 points easier to assemble.*

Components: A Housing, An Activation switch (or not, could be force activated), a blade emitter, some regulation electronics, a crystal and a power cell.

Actual construction costs could be nothing to a Traditional Jedi, you can salvage all the parts from almost anything in the Star Wars Universe.

Building a True Lightsaber
A Traditional Jedi needs the following: *Control, Sense and Alteration: Difficulty Moderate (15) to remove imperfections in the assembly, crystal, housing, etc. Otherwise they never work reliably.*

Since most Subclass Jedi are lacking in one all of these abilities they don't possess the ability to make them functional themselves with one exception, a *Lesser Force User.*

Grammaton Cleric Pistols (Paired)

Damage: Burst Fire: 4D ***Static***; *Nominal:* 6 (24)
Accuracy Bonus: +1D+2
Range: 3-10/30/120
Ammo: 10 Bursts; Ammo Magazines: 35 Credits
Era: KO
Market: BM, OR
Availability: E
Legality: X
5D ***Static*** Body
Cost: 8,500 Credits a set (4,250 per gun)

The chosen weapons of the Tetra-Grammaton Clerics (typically just called Grammaton Clerics). The weapons were created by a master gunsmith. Perfectly balanced and incredibly lethal for Slugthrowers. The pistols fire five round bursts of hyper grained .17 Caliber, cordite slug rifle cartridges. Cordite is readily available on most worlds as as ultra dense and heavy metal that has never been able to be manipulated or combined with another metals. However, the Grammaton Clerics have an innate ability to sense these veins of Cordite and extract the necessary matter to smelt into slugs. Grammaton clerics can detect and gather the Cordite powder that has powered over the millennia. Other ammunition can be utilized, however it suffers the same degradation against armor that standard slug throwers do. *If Cordite is used, it will bypass 2D of Physical Armor resistance.*

Availability of Cordite: U
(On any give planet)
Time to gather: 1 Day
Amount gathered: 4 Magazines worth
Time to prepare: 1 Day
Cost in materials: 5 Credits
(Replaces the slugs in standard ammo)

Of further note. The weapons are incredibly low recoil, and kick just a bit more than a Repeating Blaster SMG. However, in Zero G Environs the cleric can literally utilize the recoil of the weaponry to propel him or herself at greater speeds in a controlled fashion of movement. *Effect:* the Grammaton Cleric can move as if under *gravity* in Zero G, once per round if a single burst of the weapon is dedicated to propel him/her-self.

Item Creation: Must be a Quixotic Jedi and possess the *Alchemical Weapon Construction/Repair (AP).* Difficulty: 40; Combined Force Attribute + Sense rolled to succeed; takes 1 Day. *Can add Character Points or Heroic Points to the roll. -2DR of the Quixotic Jedi does not apply here.*

Materials Required: Slugthrower designed to the specifications of these weapons (Easy enough to find someone to do it) + 5,000 Credits per gun (cost of the weapons).

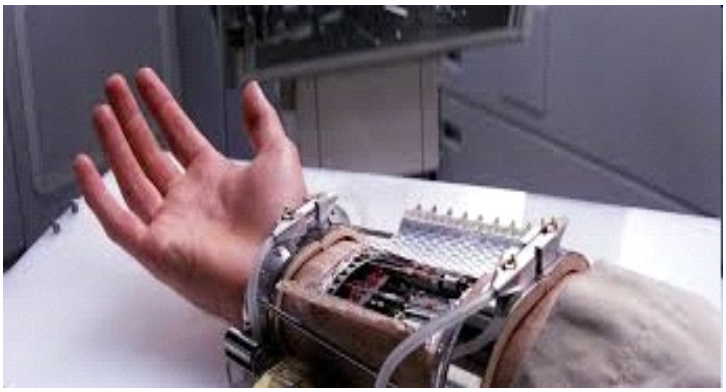
Cybernetics:

Cybernetics in the Star Wars universe can be almost anything from a Droid arm to a nearly exact replica. The setting itself does not look favorably upon those who have cybernetic replacements and, as such, these enhancements are typically masked in a synth flesh sheathe, making them effectively unnoticeable from their original, biological, counterparts.

Anyone with obvious cybernetics is widely viewed with suspicion and fear. The level of "enhancement/replacement" and the obviousness of those enhancements and replacements will determine the level of hostility, fear and disgust you will encounter.

Synthetic limbs that are indistinguishable from normal ones will not draw this level of suspicion until people discover that you possess them. In that instance, your already established relationship will help to determine if they view you as friend or foe.

This stigma is not accessible at character creation (regardless of whether or not you create a character specifically with cybernetics). Thus you cannot take it as a disadvantage.



Stigma Levels: 1-5 (-1D penalty on reaction rolls per level)
Cybernetics are grouped into three classifications:
Type A: Standard, biological looking replacement with characteristics equal to the original part.

Type B: Obvious / Droid replacement parts for the missing part
They possess they durability of the original limb with a bonus of +1D to resistance rolls.

Type A: Augmented: These enhancements take either Type 1 or 2 parts and add additional enhancements to the parts replaced.

Type B: Maximum Enhancement

Type A Stigma 1D, no matter how man parts you have

Type B Stigma 2D

Type 1: Add 1D to stigma if discovered (someone sees the implants and mechanics under the flesh)
Type 3: Add 3D to the stigma level when/if discovered.

Type A or B replacements are typically +1D more resistant to damage. Type B replacements are typically stronger +1D to STR (strength and damage).

Augments: Can add up to 1D to any attribute over the character's original base. They can add up to 1D of Advantages per augment (hand, arm, leg, foot, lungs, etc) however, the advantages must make sense for the augmented part. Can add +2 to Move (speed)

Maximum Enhancement: Can add up to 2D to any attribute over the character's original base, they can add up to 2D of Advantages per Max Enhancement. As above the abilities must make sense. Can add +4 to Move in addition to other advantages.

This entire area is completely open for interpretation and GM discretion. Cybernetics are integral into the Star Wars universe, thus I have listed this section here.

Cyber points:
These do not cause you to gain MORE Dark Side Points.

These are like Hatred points. You get one each time you replace something (arm, leg, foot, lung(s), etc) . The difference here is that you can get up to 5 before you really start incurring penalties toward loosing yourself. The penalties are minor up to that point and can be role played as the individual characters see fit.

At 6 points, you start to unhinge from reality. You automatically make this roll. (This is 1 for purposes of insanity). At 7 you must roll 2 or above (1 you

loose your mind). At 8 you must roll 3 or above (and so on and so forth).

GM takes control of the character temporarily or completely.

Cyber points only accrue as you lose organs/ limbs. Add +1 to Cyber Points if character is Augmented (only 1 no matter how many augments)

Add +2 to Cyber points if the replacements are Maximum Enhancements (only once)

Installation & Costs of Cybernetics:

This is star wars, it should be rather simple. In the original rules there was a chance of failure + a chance to botch the installation. That's a huge penalty to burden players with, thus I have created the following rules.

Note: It's starwars and there are instances of individuals using whatever was readily available to replace limbs (even droid limbs). There's no real limitation here, just be reasonable about what you allow your players to replace limbs with.

General Installation:

Any medically clean/sanitary clinic with an existing medical droid with at least 4D in medicine can install basic cybernetic replacements. You can do this yourself, at higher risk (on the fly. Base target is 5 + the conditions of the area and quality of parts used… slapping on a C3P0 droid arm on, in the middle of a battlefield would add something like +3-4 DR to the target = 20-30 difficulty)

Cost: Variable; use Character scale build rules to determine costs for the raw parts. Refer to services for additional costs from experts. (or free if you do it yourself with parts lying around).

Advanced Installation: (Augments)
These are all frowned upon and not technically illegal, however are regarded with suspicion and discrimination when detected.
Any medically clean/sanitary clinic with an existing medical droid with at least 5D in medicine can install Augmented cybernetic replacements. The presence of a significant amount of Bacta or Kolto must be present to wrap the limb with and aid in the binding of the Augments and enhanced limb / replacement to the host body.

Characters performing this surgery on themselves should start the difficulty at 20+ Conditions + 5 to the difficulty per D under 5D their medicine skill is (can be 0D for a 25 point penalty)

Cost: Variable; use Character scale build rules to determine costs for the raw parts. Refer to services for additional costs from experts.

"We can build him stronger, faster and more resilient we have the technology"

Ultra Advanced Installation:
(Maximum Enhancement)

These are all illegal.
Any medically STERILE clinic with an existing medical droid with at least 6D in medicine can install Augmented cybernetic replacements. The presence of a Bacta/Kolto and mandatory 1 day of tank time per D of enhancement is required to allow the binding of the Maximum Enhancement replacement to the host body.

Characters performing this procedure risk death or worse. Assume all difficulties are 40 Base, regardless of conditions + 5 DR per D their skill is under 6D Medicine. -1pip to DR per D their skill is over 6D. Failure means Character is maimed and requires 1 week of tank time. Botch = Character death, no matter how good your roll is.

Cost: Variable; use Character scale build rules to determine costs for the raw parts. Refer to services for additional costs from experts.

12

Starship Combat Tactics, Weaponry & Scale

Starship Defenses and Advanced Countermeasures

I have introduced new starship combat concepts in this book. This section describes how you deal with some of the new challenges you will face. In the West End Games editions of Star Wars we basically just dealt with D codes. In their starship rules you rolled to hit, if you beat the target number you did, then you rolled damage. If your damage exceeded a certain threshold a ship became ionized, lightly damaged, heavily damaged, severely damaged or it was destroyed. I never liked that a single 10D Gun emplacement on an Imperial II Star Destroyer could obliterate a Mon Calamiari ship or another Imperial II in one shot. Thus I created the granular scale mechanics that we just discussed to show starship durability.

In the old game, military ordinance (Missiles, Torpedoes, etc) were no different than say a Turbolaser for destroying another ship. In our game they are more lethal at a base level, even though gun batteries can eventually do more damage and Ultra Heavy Guns vastly exceed their damage output. Aside from dodging incoming ordinance you couldn't do much. That's what this section is all about. How you deal with incoming missiles, how you stay in a protracted naval engagement and win or live to fight another day.

We are going to talk about anything from shooting missiles down to intercepting Hyperspace Torpedoes before they destroy your ship(s). I will touch on a couple cool tricks your can use to get the drop on your opponents in space combat.

One more point to note, the commander of the ship must issue these orders in order to counter attacks and respond to combat situations. *Each action requires 1 Free Action to be expended in order to react to the fluid battle and make these spot commands on the fly. This can even happen after you have already acted, as long as you still have Free Actions remaining.*

These are the topics I am covering here:

Tractor Beam Defense

Point Defense

Flack Defense

Defensive Maneuvering

Combat Shield Tactics

Electronic Warfare

Interdiction Micro Jump

Micro Jump Evasion

Tractor Beam Defense (1FA to activate):

These aren't just good for towing ships and capturing fighters. They are effective screening devices for dealing with incoming ordinance. A tractor beam can grab onto an object and pull it toward the host ship or it can ***repulse*** the object, moving it away.

How does this apply to defense? Well, imagine incredibly high speed ordinance coming in at your ship moving around at incredible speeds. Putting up a repulse tractor out to 30 Space units is like placing brick wall in it's path. When the ordinance hits that wall it will detonate. This is the safest way to detonate incoming ordinance.

1. Your Tractor Beam must be capable of projecting into the Arc of fire where the ordinance is inbound from.

2. The Tractor beam must be the Scale of the ordinance incoming. *Capital Scale Missiles require a Capital Scale Tractor Beam to stop. Snubfighter scale ordinance requires a Snubfighter scale tractor to stop.* Sounds a bit crazy, but the latter is a very small target as opposed to the Capital Scale fired Ordinance.

3. Tractor Beams set to repulse, automatically stops a certain amount of ordinance that is incoming. There is no roll, except that the Tractor beam in question cannot perform any other function in that round or the flowing one. The gunners must remain focused on their task.

4. The D code of the Tractor Beam as a direct 1 for 1 relationship to the amount of Ordinance it can stop. Per full D Code of the Damage of a Tractor Beam one unit of incoming ordinance will be blocked. *Thus a*

4D Tractor Beam set to Repulse will destroy 4 incoming Missiles, Torpedoes, Rockets, etc.

5. You can use this to target and block *Hyperspace Torpedoes.* This is not automatic. The tractor beam can perform no additional action until the threat has passed or your ship is struck by the Torpedo.

Difficulty: A gunnery roll of 90 is required to stop a *Hyperspace Torpedo*. If you possess *Hyperspace Telemetry Sensors*, that difficulty drops to 60.

Meat Shield Defense: This is still a function of Tractor Beam Defense. It can be used to block incoming ordinance of any kind (including cannons). *This is a circumstantial tactic.* Essentially what you're doing here is picking up space debris or another stricken and/or crippled ship and putting it in line with the incoming fire. You might do this because you lost your shields on that Arc/Location of your ship or you're just tossing a wall of junk in the path of the missiles. It's circumstantial because you need to have a "dead" ship or space debris to do it.

This requires your Tractor beam to remain locked on the Debris or ship you are using as a Meat Shield. It can perform no other actions.

Difficulty: Space Debris (10): Per D of damage your Tractor beam has = 1 pip of space debris hull value (not armor) at one Scale value lower than you are. If you're already Corvette Scale then you gather Corvette grade space debris. Any attacks hitting that fire Arc/Location hit the space debris first. It remains until all it's hull points are depleted. However, incoming ALL ordinance that strikes that Arc/Location hits the debris and is destroyed, along with the Debris. *Ex: you have a 4D Tractor beam on your Frigate, you can scoop up 1D+1 (4 Pips) of Corvette Scale Debris for one Arc/Location of your ship.*

Difficulty: Stricken Ship (15): Whatever remains of the stricken ship (all it's remaining locations) is added together into one total, that is now your total "free" soak for that Arc/Location of your ship. Any attacks hitting that fire Arc/Location hit the stricken ship first. It remains until all it's hull points are depleted. *If it's hull points are completely depleted in one wave of Missiles, Torpedoes, Rockets or Bombs, the stricken ship explodes taking the rest of the hostile ordinance with it that round.*

Point Defense:

This is throwing fire at the incoming ordinance, Capital Ship weapons are completely ineffective for this. You must have a ship equipped with Snubfighter Scale guns. Your gunners must hit the incoming ordinance, with a direct cannon shot, in order to detonate them (on a 1 for 1 basis: 1 gun / 1 missile)

Targeting Conventional Munitions
Difficulty: 40 + Range + Ordinance Penalty *(the penalty the Missile, Torpedo, etc applies to being hit)*

Any Ordinance that hits in the same round it was fired or before your gunners can react is considered to be fired upon at the Snubfighter Gun's maximum minimum range. You can even hold your gunner's actions to do the above *(if it takes more than one round for the ordinance to reach your ship)*, specifically, gaining dice to their rolls for aiming. The down side to this is that the ordinance will hit your ship with *Area of Effect* damage. Granted you shot the incoming ordinance, so the maximum Short Range of the gun emplacement (Laser Cannons = 3) is what you reduce the D code of the ordinance by (9D Missile -3 = 6D). *Some point defense guns will have better maximum short range, the damage of the ordinance can never be reduced below 1D for detonating that close to your ship.*

Targeting Hyperspace Torpedoes
Difficulty: 120, *90 if you Possess Hyperspace Telemetry Sensors.*

Flack Defense (1FA to Activate):

This is typically feasible on Archaic starships that still use shells and Air/Space Burst Munitions. However, employing your own guided ordinance to achieve this works just as well if not better. This can only be emulated with Concussion Missiles and Torpedoes (because you can detonate them at any range, for 1 Free Action).

Requirements: Expend 5 Units of your own ordinance per Arc/Location you want to cover, those launchers must not have fired in that round (if you

have already taken your round) = the D Code of the ordinance is what is blocked. Ex: You fire 5 Proton Torpedoes, the have a Damage of 9D, 9 incomming missiles are destroyed.

Defensive Maneuvering (1FA to Activate):

Defensive Roll: Piloting Difficulty 10 + Terrain Difficulties (if any) = You roll your ship, presenting a fresh Arc/Location for your opponent to fire at. This can be performed while they are shelling your ship, as their rounds are landing on your hull.

Shield Another Ship: Piloting Difficulty 15 + Terrain Difficulties; The ship you want to shield must be within your standard Space Unit movement (or the speed your are moving at) in order to protect them.

Narrow Profile: Piloting Difficulty 15 + Terrain = You present your opponent with a target with the smallest surface area to land shots upon (must make sense, GM Discretion). Effect: +2DR penalty to the to hit rolls of the opposing ship for 1 round.

To maintain this, you must continuously beat the opposed ships piloting rolls. Scale differences work in and against your favor here.

Run Like Hell: Piloting Difficulty 20 + Terrain = Your ship goes from Cruising Speed (base move) to *Ludicrous Speed* (5x base move) instantly for 1 round, dropping to *All Out (4x base move)* the following round.

Roll the Hard Six: Piloting Difficulty 25 + Terrain + Scale = Your ship performs a 180 degree turn, reversing direction and immediately moves at your current movement speed in the opposite direction you were moving in. *(Scale factors into difficulty here, it gets harder to do the bigger your ship is: Any scale above Corvette is +5 Difficulty per Scale)* Effect: All attacks miss your ship in that round.

Can only be performed once per combat without issue, each additional time this is preformed in combat strip 1 pip of the ship's hull code away due to hull stress (until repaired in a dry dock).

Combat Shield Tactics (1FA to Activate):

Backup Shields: For those ships that possess these emergency generators and batteries, the difficulties for activation are listed on each ship that has them. However, for each D you possess of backup shields you have additional soak value that you can apply to your damaged shields.

If they are activated in the same round that the shield points are lost it's 1FA. If not, this will automatically be applied the next round if you request it.

Shield Rotation: If your shields are pierced or destroyed on one Arc\Location of your ship you can order your a shield operator to direct their shield to that damaged or destroyed Arc\Location.

Difficulty: 15 to Starship Shields; Effect: Pulls shields off another Arc\Location and places them in the blown Arc\Location.

Double Shields: This is incredibly difficult to perform and it places an additional strain on your shield generators, as well as, your reactor. You are literally, doubling your shield soak rating.

Difficulty: 20 + 5 Per D of your ship's shields. Ex: 20 + 3D shields (15) = 35. *Endurance:* Doubled shields will function normally, however, each round you sustain them after the *second* reduce the D Code of the generator by 1 pip until you perform repairs (does not require a dry dock, can be performed if sufficient crew is present on the ship).

Shield Interleaving Detection: This is the most difficult of the shield tactics. You are attempting to find the "seams" in the shields of a fully shielded ship so that you can either fire through the shields or fly through them.

Difficulty: 60, you can apply your Focus bonus dice if you are close enough to do this. Effect: It allows one weapon system or Snubfighter to pass between the seams in the shields of a Capital Ship. *Can only be effectively performed once per combat, per ship.*

Jedi Senses:
1. If you are a Traditional Jedi, you may add your Sense D Code to your roll. If you possess a -DR reduction granted from Either Focused or Balanced Jedi paths, you may apply it.

2. If you are a Quixotic Jedi, you may add your Sense D Code to your roll and your -2DR reduction in difficulty applies to detect the gap between the shields.
3. Force Potential will not help here.
4. However, a Limited Force User can apply any D they have in Sense to enhance their roll.

Electronic Warfare (1FA to Activate):

Maximum Sensor range is double "Search" minus 4D to reflect degraded sensor quality
1. Focus Sensor Bonus can apply, only if you are targeting one ship (possibly allowing for a positive bonus).
2. The Penalty to sensors (if any) also applies to fire control for all weapons targeting at that range. However, the reverse (positive dice) do not add to the fire control of a weapon, the best you can hope for sensor resolution at Maximum Sensor Range is 0D (even if you end up with positive dice after the -4D) .
3. All capital weaponry can fire up to +50% of their Maximum range. In addition to the sensor penalty (to fire control), anything past a weapons maximum range applies an additional +2DR penalty to hit and –2DR reduction in damage.

Base Sensor Range Difficulties:

Focus:	10 + scanner resistant materials
Passive:	40 + scanner resistant materials
Scan:	20 + scanner resistant materials
Search:	25 + scanner resistant materials

Sensor Ghost(s): Sensors can be also used to project sensor "ghosts" to confuse missile guidance and enemy ships at range as well as operate as Counter Measures & The ability to spoof sensor readings to either project false signatures with your sensor / communications suite or to even mask your own ship with static, background noise from stars, etc.

Naturally, anyone in visual range can tell that you don't have extra ships around (unless you are creative)

This is where it gets interesting. In order to draw guided ordinance away from your ship your sensor operator must create an exact sensor replica of your ship. Then move it out and away from you, this will draw away a number of guided ordinance (Missiles and Torpedoes) equal to your Focus D Code (if you have a 4D focus that's 4 Missiles or Torpedoes).

Difficulty: 15 + 5 per scale above Snubfighter/Transport your are creating a sensor ghost of (Corvette is 20, Frigate is 25, Destroyer is 30, etc).

Active Countermeasures: Difficulty Sensors 15
Can be utilized against anything projectile based. Active Countermeasures adds a static difficulty to missile targeting. This is assuming that your sensor operator is actively sending out electronic countermeasures before the targeting vessel's ordinance reaches you. Add 1 point per D in Sensors that your crewman has to the targeting difficulty for any missile / torpedo launched against you + 3 points per D of the ship(s) focus sensor D code.

Passive Countermeasures: Difficulty Sensors 20
Your sensor operator uses low level sensors for the jamming sequence. Add 1 point per D in Sensors skill + any D code (at 3 points per D) your ship has in Passive Sensors. This does not give away your position and adds to the difficulty numbers for any ship that is searching for you.

Sensor Spoof: (False Ship Image) (Sensors)
Difficulty is 20 for a ship 2 scales lower than you + 5 per Scale upward in size +1 per 5 space units the spoofed ship is from you. Your maximum range for this deception is your ship's **Scan** range.

Comm Spoof: (False Starship Chatter)
Difficulty to your Communications roll is 15 + 5 per scale above your ship class + 1 per 5 space units the chatter is from you. Reduce difficulty by 1 per D in Con you possess. Your maximum range for this is your ship's Search range.

Interdiction Micro Jump (1FA to Activate):

This is a neat trick. Essentially, you are manipulating a gravity well to perform "stunts" with your ships that your could not have otherwise performed.

Requirements: You must possess an be actively using a ship with *Gravity Well Generators*. Your fleet must have entered Hyperspace with their *Backup*

Hyperdrives. In reality, your ships are entering "hyperspace" at a fraction of the speed of light, and a fraction of your backup hyperdrive units full speeds. This allows your ships to *hang in hyperspace* near your fleet action.

You use this for the following function(s):

Pierce A Gravity Well: You use the Interdictor vessel to allow you to shield a ship(s) in your fleet from the effects of a gravity well. Thus being able to drop a ship(s) directly into high orbit of a planetary body.

Difficulty: 40 minus any bonuses you might have for advanced navigators on your ship. *If there is a Traditional Jedi, Pattern Knight or Quixotic Jedi on the ship aiding with their ability in Enhanced Astrogation cut the base difficulty in half for the navigator. Limited Force Users just don't have enough of a connection to the force to pull this off, unless they are the navigators and making the roll themselves.*

Hyperspace Telemetry Sensors also reduce the base difficulty by 10 if they exist on the ship controlling the Jump(s).

Effect: Per D Code in a gravity Well Generator, you can pull in one Capital Ship, Scale does not matter in this instance (5D generator = 5 ships).

Tactical Combat Placement: You use the Interdictor to pull in reinforcements directly into combat, with pinpoint precision, at any engagement range with opponents, facing any direction or fire Arc/Location of your enemies' ships. This can utterly surprise or defeat an opponent in short order. *Grand Admiral Thrawn was notorious for using this tactic.*

Difficulty: 20 minus any bonuses you might have for advanced navigators on your ship. *If there is a Traditional Jedi, Pattern Knight or Quixotic Jedi on the ship aiding with their ability in Enhanced Astrogation cut the base difficulty in half for the navigator. Limited Force Users just don't have enough of a connection to the force to pull this off, unless they are the navigators and making the roll themselves.*

Hyperspace Telemetry Sensors also reduce the base difficulty by 10 if they exist on the ship controlling the Jump(s).

Effect: Per D Code in a gravity Well Generator, you can pull in one Capital Ship, Scale does not matter in this instance (5D generator = 5 ships).

Micro Jump Evasion:

This is a full evasive action, taking you completely out of an engagement immediately. This is essentially a blind hyperspace jump for a couple light seconds in a random direction. It's somewhat dangerous, but not as dangerous as making a blind hyperspace jump for a prolonged period of time.

Difficulty: 40 Navigation Roll, minus any difficulty reductions you might have. You enter Hyperspace if successful and drop out almost immediately. *Cut the base difficulty in half if the navigator is a Jedi that possesses Instinctive Astrogation.*

Effect: Completely destroys the guidance of any Hyperspace Torpedoes currently targeting you. *You are lost, however, and it will take 1D6 hours for your systems to re calibrate your location to jump again. If you have Hyperspace Telemetry Sensors shave off 2 hours of the re calibration with a minimum of 1.*

If a Jedi performed the jump, they can jump away immediately if they make a Heroic (40) + Standard Jump Difficulty: Instinctive Astrogation roll

In this time, if an opponent has Hyperspace Telemetry sensors it will take them 1D6 Hours to locate you. This is very risky, completely random and it just buys you some time.

If you use this to flee an engagement, and your opponent doesn't have *Hyperspace Telemetry Sensors,* they will not be able to locate you with anything short of the Force (D6 Hours modified by proximity and relationship) or an Interdictor Class ship (D6 Hours), which can attempt to map your jump and emergence points in space.

Starship Design and Adaptation

In the pages that follow this introduction I will present dozens of examples how to build the statistics for Starships in this set of game rules. The starships for D6 Star Wars are so expansive, it would take me months if not years to get them all in one book. What I've done here is provide some of the more common examples of what you can drop right into your games. I have stated out the Rebel Alliance, Imperials as of Rise of the Empire & the Galactic Civil War as well as the Yuuzhan Vong with special rules that make their ships one heck of a threat. I've added some the the common Clone Wars Era ships as well, as they're relatively modern and added in a handful of Post Battle Endor / New Republic vessels as well. After looking at what I've created here you should be able to recreate almost any ship from any stat block you find in one of the myriad of canon source books and fan made materials.

The key points of importance here are the following:

Scale: Refer to the following Scale charts to determine all the values associated with targeting a ship by hull classification, it's actual resilience (Hull Points), it's Ablative deflection (Armor Points) and it's Shielding / Barrier Generation (Shield Points). You will note ships like the Skypray Blastboat and the Gamma Assault shuttle are no longer considered "Capital Ships due to Power Output" They are Transports with lower grade Capital Shielding (Corvette Shields).

Due to the granular nature of my rules you can mix and match scales as you deem necessary. It never made any sense to me that a Skypray Blast Boat was almost as tough as a Marauder Corvette or a Corellian Corvette. With these rules they can be appropriately defined. The breakdowns in the scale chart can directly convert book dice codes if you so choose. However, some ships like the Victory Class Star Destroyers are so close to the next scale level that I have assigned a +2D bonus to hull & Armor (not shields) to reflect that it's within 100m of being a Battleship scale vessel. Something else to think about is the Millennium Falcon, it's a Space Transport that has an Imperial 3D Shield genrator Jury Rigged into the ship's power grid. This extended resilience can easily be expressed by it

Scale Chart:

Character = 1 Point per D
Armor = 1 Point per pip
(Soak points only applies to objects)
Speeder = 2 Points per D
Armor = 4 Points per D, 1 per pip
Walker = 3 Points per D
Armor = 6 Points per D, 2 per pip
Snubfighter = 4 Points per D, 1 point per pip
Armor = 8 Points per D, 3 points per pip
Transport = 5 Points per D, 2 points per pip
Armor = 12 Points per D, 4 points per pip
Corvette = 50 points per D, 17 per pip
Armor = 75 points per D, 25 per pip
Frigate = 75 points per D, 25 per pip
Armor = 100 points per D, 34 points per pip
Destroyer = 100 per D, 34 per pip
Armor = 125 points per D, 44 points per pip
Cruiser = 125 per D, 44 per pip
Armor = 150 points per D, 50 points per pip
Battleship = 150 points per D, 50 points per pip
Armor = 300 points per D, 100 points per pip
Dreadnought = 300 points per D, 100 points per pip
Armor = 600 points per D, 200 per pip
Super Capital = 600 Points per D, 200 points per pip
Armor = 1200 points per D, 400 points per pip
Mega Capital = 1200 points per D, 400 points per pip
Armor = 2400 points per D, 800 points per pip
Battle Station = 1800 points per D, 600 points per pip
Armor = 3600 points per D, 1200 per pip
Death Star = 2400 points per D, 800 Points per pip
Armor = 4800 points per D, 1600 per pip

Armor Assumptions:

Character = None (Character Armor is +1 plus the Code)
Speeder = +2
Walker = 1D
Snubfighter = 1D
Transport = +2
Corvette = 1D
Frigate = 1D+1
Destroyer = 1D+2
Cruiser = 2D
Battleship = 3D
Dreadnought = 3D
Super Capital = 4D
Mega Capital = 5D
Battle Station = 6D
Death Star = 8D
Shields are always considered armor

having some level of Capital Grade Shielding (Likely as 3D Corvette Shields, one generator must cover the entire ship. Corvette Shields are 75 Points per D = 225 points split between the two areas, about 112 points an area).

Some ships might be engineered to be superior to the Scale they "should reside in" Like the Sun Crusher, a 50D Snubfighter Scale Ship. We might consider calling this ship something with a higher Scale Hull, just targeted as a Snubfighter. That's what I do when I use engineering to enhance the space frame of a smaller ship to a higher scale. It retains the original scale as far as targeting is concerned and it's resilience values increase as a result of the engineering enhancement.

Type of Weaponry: Not a lot of Capital ships will mix weapons types, however, the sheer insanity of not having Capital Ships with Point Defense guns is maddening. Especially after I have upgraded the rules of engagement providing rules for shooting down Military Ordinance (like Missiles and Torpedoes). I have added point defense guns to some ships and not to others. Up to you, you can start a game simple and build it over time to get to the point of a complex engagement where you require screening vessels or you start integrating point defenses on your Capital Ships.

Aside from Capital Scale guns and Snubfighter scales ones you have options for adding modifiers to weaponry like making a certain type of gun ***"Static"*** as covered earlier Static Weapons all deliver 6 points per D. However, if you have *Static* Guns Fire-Linked or in weapons Batteries you simply add any additional *Nominal Damage* to the base 6. So, a Quad Fire-Linked gun gives you +3 to *Nominal Damage*, and if it's a *Static*, Fire-Linked gun then that base damage becomes 9 (instead of just 6). Likewise, in a Quad Battery that is Static, the *Nominal Damage* 10 points (+4 for the Quad Battery + *Static* 6).

Ultra Heavy Weapons are super heavy guns that require massive power and actual ammunition costs to fire (Thus the Ammo ratings for number of shots). They deliver 100 Points of Damage per Cannon barrel. I have endeavored to tone down some of the crazy designs I used to test the mechanic initially, you will see ships like the "Quasar Fire" Bulk Carrier mounting 2 separate *Ultra Heavy* guns. That's the limit for that Scale of ship. The guns made more sense to give that glass target some level of firepower as it really only mounts 4 total weapons emplacements (I believe I mad it 3, 2 *Ultra Heavies* and a Snubfighter Scale gun).

Location Based Targeting: For all intents and purposes typically figure that most Snubfighter Scale ships and below have only one Hit Location. It's easier for faster resolution. However, if you want to add locations for survivability to ships, add one location per full 10 meters a Snubfighter Ship possesses within reason. The Gamma Assault Shuttle is a good example because the lore of the ship describes three areas on the ship, so it works. I've done the same for Transports like the YT-1300 (26m = 2 locations Forward & Aft). If you don't have shied generators in all those areas, they must share the singular generator you possess. You should endeavor not to go above 4 locations so asto not make things too complicated.

For Capital Ships, generally speaking we keep their locations locked at 4 Locations: Fore (Front) / Port (Left) / Starboard (Right) / Aft (back). I use the terms because they are essentially nautical ones and it gives the space sim part of the game more flavor. You're choice on if you want to dial it down to the basics ort not. Likewise, "***5/Arc" refers to 5 guns per facing.***

Now, what if they're big ships? Like a Dreadnought or Super Capital Scale? For 2+ Kilometer Dreadnoughts I typically add an additional 2 Locations. For 4+ Kilometer Ships I add between 2 and 4 Locations. For anything above that it's GM discretion. If you're talking a Battle Station, I would say it has between 8-12 hit locations. If it's Death Star Scale and it's a 30km sphere, you can have between 18-36 hit locations. Gets pretty crazy, but it's more realistic in reflecting the sheer threat of what you will face.

When you see the abbreviation ***"Loc(s)"*** you now know what I am talking about, ships with over 4 hit locations.

GM Discretion: Take everything here with a grain of salt. Use what you like, don't use what you don't like. It's your game, so run it the way you want to. If you have any suggestions, I would love to hear them. Shoot me an Email or post on my G+ page.

Scale Modifiers and their Effects

Your player character and any normal NPCs you find in the game will all be Character Scale, it is the lowest rating in the game and represents the equivalent of the resistance and damage potential wielded by humans and non humans (unless otherwise specified, as there are a number of races that defy the standard scale of Character, some reaching Speeder, others Walker yet others even into Capital Scales like Star Dragons for Example)

Any point based number defined after the Scale designator is a "soak" number. For ease of use purposes, NPCs and Player characters do not use soak points, it is simply an additional resilience number for objects and vehicles prior to the effected target actually having to make a D6 based resistance roll. Thus a 4D Speeder has 2 points per D of soak and is considered by default to have a certain amount of inherent armor, that amount being a +2 Pip modifier total. The overall soak for a speeder is 8 (4D at 2 points per 1D) + 2 (1 point per pip of armor) = 10. A Speeder scale object with a 4D hull can sustain 10 points of damage prior to making any sort of resistance roll.

GM Ruling: *Character Scale Weapons delivering damage to any scale above it have to deplete the* ***full Static value*** *of the next scale +1 per D. Character vs Speeder = soak per D: 7 points, Character vs Walker = Soak per D: 8 points, Character vs Snubfighter = Soak per D: 9 points, etc.*

Furthermore, each scale level reduces the damage of the weapons from the previous scale by 2D and increases bonus to hit by 2D as well. This is true up to a maximum bonus to hit of 6D. This modifier is even true upon scales above the median capital scale: Destroyer up to a maximum of 6D (unless otherwise specified). Typically, things don't change from Destroyer Scale Targeting until you get past Battleship Scale.

Once you move up from Snubfighter Scale, things get different. Snubfighter scale and below are all considered to have ONE *singular* hit location. (Unless you believe the craft is armored enough to warrant 2, like a Snubfighter scale heavy transport, medium freighter, etc.)

Anything Capital Scale up, has 4 shield generators. Some ships normally classified as Snubfighters / Transports can be capital, use your discretion on this, but as a general rule they are limited to 1 hit location.

Some capital scale or larger ships may have additional hit locations (dreadnoughts, super capitals, etc).

The Dice code of a Hull or strength rating of any object Corvette Scale and up is divided into 4 locations. You take the base code, for example a Corellian Corvette at 4D and calculate the Hull Points (50 points per D = 200) and then add that total to each section of the ship. In the past we had divided the values across the entire ship and found the totals to be too low. Ships died way too fast.

The effects of damage on any ship:

Depleting the armor value of a ship or the facing of a capital vessel or greater has, essentially, no effect on these ships' performance. It is not until you, actually, get past the armor that things begin to get hairy. Once you penetrate half a ship's normal hull points, you've got one or more hull breaches on that facing or in that freighter/snubfighter. GM discretion, however, resolve damage to affected systems logically. Damage effects applied should be Light, Moderate or Heavy. Deplete the entire hull code in that area and the Effects should be from Severe to utterly Destroyed.

In most circumstances, after a hull code's soak values are utterly depleted, you can then roll hull. However, for fast resolution, imagine this: Your capital ship had a 600 Points of armor and hull in it's Port side. Your ship just took 700 Points of damage there. You can roll Hull to resist at this point, however, I either translate the excess damage as Full or Light Lethality. Full Lethality is a 1 for 1 (over hull) difficulty increase. Light Lethality is a 1 for 5. So, even if you are going with Light Lethality and your Port side was just exceeded by 100 points, that's +20 to the difficulty roll to survive. So, that Imperial II's 10D gun batteries (which we will only roll one 10D code at this point) is 10D+20 to start. GM discretion
Thus depleting the entire hull code of a Star Destroyer on it's Port side could blow that entire section apart or

it could cripple power to that section and render all guns in that fire arc useless (including any regeneration of shields), there should be multiple hull breaches and a spectacular amount of fireworks going on. The beauty of most capital ships is that you can simply roll the ship to present a more pristine facing to absorb damage, you can angle shields to cover the stricken arcs and the warship is not, normally, out of the fight. *There is more GM discretion here, losing a section of a ship could spell doom for the vessel in that it might cascade a failure across the ship and trigger a chain reaction in ordinance that rips the ship apart.*

***Optional Rule* for Character Scale Weapons vs Speeders, Walkers & Starfighters:**
Damaged resolved vs objects at a scale higher than them can be considered ***Static*** at their rating per D in additional resistance vs damage.

How this works: the object has it's soak rating per D as a static resistance number + the difference in scale added to this rating and Strength roll.

Example: Dreadboy is firing his super modified Death Hammer pistol at a Speeder bike that is racing away from him. His pistol has a maximum mod on it, delivering 7D of Character Scale Damage. The Speeder Bike is a scale higher, which means it's a bit easier to hit (+2D). However, it's more resilient to taking damage from him. It's hull Code of 2D + 2D for the scale difference, expressed in static Terms is 8 + 2 for Armor = 10. Damage resistance is 10 + 4D vs Dreadboy's 7D Death Hammer. *I derived the soak values as follows:*

Scale Chart:

Character = 1 Point per D
Armor = 1 Point per pip
(Character Scale Soak points only applies to objects like a door or a blaster)
Speeder = 2 Points per D
Armor = 4 Points per D, 1 per pip
Walker = 3 Points per D
Armor = 6 Points per D, 2 per pip
Snubfighter = 4 Points per D, 1 point per pip
Armor = 8 Points per D, 3 points per pip
Transport = 5 Points per D, 2 points per pip
Armor = 12 Points per D, 4 points per pip
Corvette = 50 points per D, 17 per pip
Armor = 75 points per D, 25 per pip
Frigate = 75 points per D, 25 per pip
Armor = 100 points per D, 34 points per pip
Destroyer = 100 per D, 34 per pip
Armor = 125 points per D, 44 points per pip
Cruiser = 125 per D, 44 per pip
Armor = 150 points per D, 50 points per pip
Battleship = 150 points per D, 50 points per pip
Armor = 300 points per D, 100 points per pip
Dreadnought = 300 points per D, 100 points per pip
Armor = 600 points per D, 200 per pip
Super Capital = 600 Points per D, 200 points per pip
Armor = 1200 points per D, 400 points per pip
Mega Capital = 1200 points per D, 400 points per pip
Armor = 2400 points per D, 800 points per pip
Battle Station = 1800 points per D, 600 points per pip
Armor = 3600 points per D, 1200 per pip
Death Star = 2400 points per D, 800 Points per pip
Armor = 4800 points per D, 1600 per pip

Armor Assumptions:

Character = None (Character scale Armor is +1 plus the Code)
Speeder = +2
Walker = 1D
Starfighter = 1D
Transport = +2
Corvette = 1D
Frigate = 1D+1
Destroyer = 1D+2
Cruiser = 2D
Battleship = 3D
Dreadnought = 3D
Super Capital = 4D
Mega Capital = 5D
Battle Station = 6D
Death Star = 8D
Shields are always considered armor

Note: *Transport Scale simply reflects that space transports can soak a bit more damage and are less maneuverable than previous tiers. Consider Transports to be a scale modification of 1D. Thus Starfighters can target them 1D easier, while Starfighter scale weaponry does 1D less damage to them. Transports also have either 2, 3 or 4 hit*

locations depending upon size. 1 Hit location per 10m, rounding up. Unless a transport has 1 shield generator per location, it's shields are resolved as they are for a Starfighter (1 location), though they resolve with a bit more toughness.

Size Assumptions:

Character = Anyone up to 5m tall
Speeder = any speeder class vehicle (anything under 5m are character scale to hit)
Walker = Varies, walkers using legs are walker scale, fast walkers on repulsors can be speeder to hit
Snubfighter = Varies, all snubfighters are snubfighter scale for a reason.

Transport =	Typically 10+ Meters
Corvette =	60M to 199M
Frigate =	200M to 399M
Destroyer =	400M to 599M
Cruiser =	600M to 999M
Battleship =	1000M to 2000M
Dreadnought =	2001M to 4999M
Super Capital =	5000M to 10000M
Mega Capital =	10000M to 20000M
Battle Station =	20000M to 30000M radius
Death Star =	30KM radius+; per 10KM add 1D to Base Hull code; per 30KM add 1D to base Armor code (Hull and armor bumps stack only for purposes of soak, not resistance).

Optional Rule:
Like the Death Star soak bonuses you can do something similar with each class of vessel to show a greater, more granular difference between ships. To keep this simple, limit the Hull soak to no more than 2D and the Armor Gains for Soak purposes to no more than +1D

Targeting and Damage by Scale:
Scale Climbs in 2D increments for each size category, thus it's +2D bonus to hit a Speeder if you are character scale, however, your weapons are reduced in effectiveness by 2D as well. The reverse of this is that a Speeder scale weapon has a -2D penalty to hit a Character scale person or object but delivers an additional +2D damage. Weaponry above Character Scale, generally, have a blast radius. The more powerful the scale and the Die code, the bigger the explosion. ***The +/-2D holds true until you reach Destroyer Scale.*** *Then it levels off.*

Until the really big scales, ***starting at Dreadnought:***
Rather than making these scales easier to hit, these classes of vessels are much harder to pilot and evade fire less successfully.

Damage per scale:
Damage is always assumed to do the average: 3 points per D (for fast resolution)
Resistance is always assumed to be average: 3 points per D (for fast resolution)
Resistance rolls are typically unnecessary until you deplete the hull or shield points

Death Star Damage = DS Armor Points, per D

Ion cannons

Need only deliver ½ of an object's hull section in hull points to make a roll against resistance to determine level of ionization.

Demp / EMP Guns

Need only deliver ½ of an objects resistance to make a roll against resistance to determine level of destruction.

Effects for Scaling Capital Ships (Weaponry, Maneuverability, Bonus to hit)

Starfighter (Scale Down or Heavy Starfighter Weaponry Up) – 6D Difference between Starfighter and capital (Destroyer)

Corvette 2D up from Starfighter (Weaponry as destroyer)

Frigate 2D up from Corvette (Weaponry as destroyer)

Starfighters cap out at a 6D bonus to hit Capital Ships (Destroyer)

Capital (destroyer) – Default Standard Weaponry for all capital ships

Dreadnought - Increase Base Damage code of weapon 1D, Maximum maneuverability for ship of 2D, Base –1D

Super Capital – Increase Base Damage code of weapon 2D, Maximum maneuverability for ship of

0D, Base –3D

Mega Capital – Increase Base Damage code of weapon 3D, Maximum maneuverability for ship of –2D, Base –5D

Battle Station - Increase Base Damage code of weapon 4D, Maximum maneuverability –4D, Base –7D.

Death Star - Maximum maneuverability –5D, Base –8D.

Negative values add a terrain modifier to the difficulty of the pilot, to effectively evade incoming fire. Add 3 points per negative D starting at 0D for Large ships.

Damage Reduction vs Scale:

After a certain level of scale, dodging no longer seems relevant. You cannot have an Battleship evading capital ship fire like it's a Snubfighter, thus the following values represent that while you can avoid some fire, you can't dodge it all. You're going to take hits. ***For fast resolution, everything hits Corvette up without reduction to damage.***

Scale vs Capital Guns:

Character: Dodge Negates, unless caught in an AoE blast: Dodge reduces damage by 95% if AoE.

Speeder: As Character, AoE Dodge reduces Damage by 90%

Walker: Dodge Negates, unless caught in AoE blast: Dodge reduces damage by 85% if AoE.

Starfighter: Dodge Negates, AoE Dodge reduces Damage by 90%.

Space Transport: Dodge Negates, AoE Dodge reduces Damage by 85%.

Corvette: Damage Reduction: 30%; Dodge reduces damage by 65%, additional.

Frigate: Damage Reduction: 25%; Dodge Reduces damage by 60%, additional.

Destroyer: Damage Reduction: 20%; Dodge Reduces damage by 50%, additional.

Cruiser: Damage Reduction: 10%; Dodge Reduces Damage by 40%.

Battleship: Damage Reduction: 15%; Dodge Reduces Damage by 30%.

Dreadnaught: Damage Reduction: 20%; Dodge Reduces Damage by 20%.

Super Capital: Damage Reduction: 25%; Dodge reduces Damage by 15%.

Mega Capital: Damage Reduction: 30%; Dodge reduces Damage by: 10%.

Battle Station: Damage Reduction: 35%; Dodge reduces Damage by 5% (only if it is mobile)

Death Star: Damage Reduction: 40%; Dodge reduces Damage by nothing.

Weaponry Above Capital:

For Every scale above Capital (Destroyer) the guns are, reduce damage reduction by 5% vs Capital+ Ships. Double this for anything under Corvette scale.

Dreadnaught: -5% Capital / -10% Sub Corvette reduction

Super Capital: -10% Capital / -20% Sub Corvette reduction

Mega Capital: -15% Capital / -30% Sub Corvette reduction

Battle Station: -20% Capital / -40% Sub Corvette

Death Star: Negates Capital reduction / -50% Sub Corvette

-If damage reduction is eliminated and exceeded, then the remainder is additional damage delivered. Ex: Super Laser hits a Cruiser, damage reduction of 10% - 25% = -15% = +15% to super laser's damage.

For Any Scale Under Corvette, applying damage to Corvette - Cruiser = 1/2 Dodge Bonus. Battleship up = No dodge bonus.

Ultra Heavy Weaponry Negates all Damage Reduction except a successful Dodge roll. Dodge bonuses still apply.

Burst Fire Weaponry reduces Dodge bonuses by 50%, Considered AoE.

The Effects of Batteries of Guns:

(4-8 Guns per emplacement)

Allows for multiple cannons to be affixed to a single "Turret" for maximized firepower/increased chance to hit.

Per Gun added to a battery increase the fire control by +1, damage by 1D for every gun after the first, increase base damage by 1 (including the initial gun).

Ex: A battery of guns on an Imperial II Star Destroyer are listed as 10D Guns with 0D Fire Control (4 - 7D Guns), thus in the new rules they are considered 10D Guns, that deliver 7 points of damage per D, have a Fire Control of 1D.

Capital ship weaponry all have a rate of fire limitation of 1 shot per round, unless otherwise noted (like a burst-fire weapon or a rotary cannon)

The above rules apply to all types of capital guns where there are more than 1 cannon/barrel defined in the statistics, fluff or pictures of the guns.

Note: The real advantage of gun Batteries is that up to 25 Batteries can be fired together as a single targeting roll . This effectively supersedes individual fire (See command & Tactics for additional information).

Each battery fired in this fashion adds +2 (pips) to the total damage on top of any/all other bonuses. Thus, 25 batteries fired together add +50 to the total damage. 25 Imperial II 10D Gun batteries fired together yield: 1,800 points of damage (1750 + 50; does not include other bonuses to damage.

Optional Cost: Assume any weapon classified as a battery to cost the base cost of the weapon times the amount of barrels +1.

The Effects of fire Linking:

This is essentially a cheaper way to tie multiple weapons together. Typically, it is used almost exclusively to chain multiple cannons together for precision fire on Speeders up to Snubfighters.

Per cannon after the first add 1D. There is no limitation of 3 guns like the old rules, you can fire link up to 12 guns. Fire linking can add accuracy by default. However, for a decrease of 1D in damage you can add 1D to fire control.

Note: As with anything in Starwars, it can be modified or re-engineered. Thus with modifications a Fire Linkage can be modified by 1D+2 (either adding to damage or fire control; in addition to modifying the base damage of the weapons or the fire control package).

Double laser / blaster / Turbolaser Cannons:
Adds 1D, +1 to damage (4 instead of 3 per D)

Triple laser / blaster / Turbolaser cannons:
Adds 2D, +2 to damage (5 instead of 3), +1 to fire control

Quad Laser / Blaster / Turbolaser cannons:
Adds 3D, +3 to damage (6 instead of 3), +2 to fire control

Auto Blaster
Capable of Burst fire (2D fire control, 3D Damage)

Optional Cost: Assume the linkage software to cost 1.5% of each weapon added after the first.

The Effects of Ultra Heavy Guns:

These weapons represent the pinnacle of damage and range output on heavy weaponry. Typically, this only applies to surface to orbit and Naval weaponry. These are Large Bore weapons, much like what you would see on an Iowa Class Battleship. They do static Damage (similar to missiles and Torpedoes) with heavier (usually) hitting power.
Each Cannon individually does 100 damage

Thus a 4 Gun Battery does 400 damage, Fire Rate is 1/3 (Alter this as you wish, I ignore this fire rate when using full auto Rail Weaponry)
-You can increase or decrease this damage GM Call.
Range Increased by 33% (round up) over the standard weapons type they are based off (Turbolasers, Ion Cannons, etc) rounding up.

Mounting Ultra Heavy Guns:

There are limitations to how these weapons can be mounted.

*(Make or break at **GM Discretion, i.e. Acclaim Star Frigate**)*

As Planetary Defenses, almost any configuration can be used assuming there is sufficient power to operate them.

Corvette Scale is an absolute minimum for this class of weaponry on a starship.

-Corvette Scale is limited to 1 barrel total
-Frigate Scale is limited to 2 Barrels total
-Destroyer Scale is limited to 4 Barrels total
-Cruiser Scale is limited to 6 Barrels total
-Battleship Scale is limited to 8 Barrels total
-Dreadnaught Scale is limited to 9 Barrels total
-Super Capital Scale is limited to 12 Barrels total
-Mega Capital Scale is limited to 14 Barrels total
-BattleStation Scale is limited to 18 Barrels total
-Death Star Scale is limited to 36 Barrels total (anything 30KM and smaller; 4 locations)
-Death Star+ 36 Barrels per location (add 2 per additional location)
+/- 1-2 barrels per location based off the variances on sizes between each category of ship.

Missiles and Torpedoes & Other Explosive Military Ordinance:

The defining difference between Missiles and Torpedoes is speed, range and fire control.
Range Modifiers only apply to Character, Speeder, Walker scales

Starfighter and up ignore range modifiers, only accounting for terrain and penalties/bonuses vs Scale (unless you fire beyond the maximum range of the Missile or Torpedo, in which case the Missiels/Torps are considered to do full damage at a –4D penalty to hit)

Missiles and Torpedoes do Maximum Damage (6 points per D)

Starfighter Scale:

Torpedoes -4D to hit Starfighter

Missiles -2D to hit Starfighter

Base Statistics for
Munitions: Speeder, Starfighter, Walker: (All considered 2D Speeder for the actual Projectile)

Torpedoes:
Launcher Cost: Standard: 2,500; Shield Buster: 10,000
Ammo Count: 3, per additional unit increase cost of launcher by 200.
Ammo Cost: 800 (9D)
Fire Control: 2D Standard
Slow (Space 12)
Range: As listed (anything under Starfighter Scale); Starfighter: +/- 20 Units
Have Guidance, 2 passes max (re roll misses next round if no fuel left)
Detonate at any range, manually (1FA)

Advanced Torpedoes:
Use Standard Launchers
Ammo Cost: 2,400 (12D: 72); 3,000 (15D: 90)

Shield Buster
Ammo Cost: 7,200(10D: 120/20); 9,000(12D: 144/24)
Note: Double Damage to Shields, 1/3 damage to Hull/Armor
Fast (Space 16)
Range: As listed (anything under Starfighter Scale); Starfighter: +/- 30 Units
Have Guidance, 3 passes max (re-roll misses next round if no fuel left), +1D to hit starfighters
Detonate at any range (auto), manually (1FA)

Missiles:
(Multi Ordinance Launchers)
Launcher Cost: 1,000 Light; 1,500 Medium; 2,000 Heavy
Ammo Cost:250 Light (6D); 400 Medium (8D);600 Heavy(10D)
Ammo Count: 8 Light, 4 Medium, 2 Heavy: Per additional Light Increase cost of launcher by 50, 100 for Medium, 150 for Heavy
Fast (Space 16)
Range: As listed (anything under Starfighter Scale); Starfighter +/- 30 Units
Have Guidance, 2 passes max (re-roll misses next round if no fuel left)
Detonate at any range (auto), manually (1FA)

Advanced Missiles:
(Multi Ordinance Launchers)
Ammo Cost: 750 Light (9D), 1,200 Medium (11D), 1,800 Heavy (13D)
Incredibly Fast – Can Target Starfighters Effectively without penalties (Space 24)
Range: As listed (anything under Starfighter Scale); Starfighter +/- 40 Units
Have Guidance, 3 passes max
Detonate at any range (auto), manually (1FA)

Seeker Missiles:
(Multi Ordinance Launchers)
Ammo Cost: 1,500 Light (6D), 2,400 Medium (8D), 3,600 Heavy (10D)
Standard Launcher as Missiles
Fast (Space 16)
Range: As listed (anything under Starfighter Scale); Starfighter +/- 60 Units
Have Robust Guidance, 4 passes max, 4D internal homing computer + initial fire control of launcher (after the initial firing with gunnery). Can be dumb fired with internal guidance skill only (requires 1 simple action per missile, Maximum 2 simple actions per round before incurring multiple action penalties).

Detonate at any range (auto), proximity sensors (auto), manually (1FA)

Advanced Seeker Missiles:
(Multi Ordinance Launchers)
Ammo Cost: 2,500 Light (9D), 3,000 Medium (11D), 4,000 Heavy (13D)
Standard Launcher as Missiles
Incredibly Fast – Can Target Starfighters Effectively without penalties (Space 32) +1D to all scales starfighter up stacking with other scale bonuses.
Range: As listed (anything under Starfighter Scale); Starfighter +/- 80 Units
Have Robust Guidance, 5 passes max, 8D internal homing computer + initial fire control of launcher (after the initial firing with gunnery). Can be dumb fired with internal guidance skill only (requires 1 simple action per missile, Maximum 2 simple actions per round before incurring multiple action penalties).
Detonate at any range (auto), proximity sensors (auto), manually (1FA)

Rockets
(Multi Ordinance Launchers)
Interchangeable with concussion missile launchers
Ammo Cost: 125 Light (6D), 250 Medium (8D),300 Heavy(10D)
Range: 40 Units
Fast (Space 16)
Dumb Fire -2D Fire Control

Heavy Rockets
(Multi Ordinance Launchers)
Interchangeable with concussion missile launchers
Ammo Cost: 250 Light (9D); 350 (11D); 500 (13D)
Range: 30 Units
Slow (Space 12)
Dumb Fire -2D Fire Control

Ultra Heavy Rockets
Must be wing or hull mounted
Ammo Cost: 500 (14D); 700 (15D); 1,000 (16D)
Ammo Count: (Maximum) 4 / 2 / 1
Range: 20 Units
Very Slow (Space 8)
Can tie in with Fire Control of Main Guns for 1FA, -3D Fire Control (Dumb Fire as above, just worse).

Space Bombs
(Multi Ordinance Launchers)
Ammo Cost: 600 (12D); 1,800 (15D)
Ammo Count: 4 / 2
Range: 3/6/9 (2 Unit Blast Radius)
Dropped at velocity of delivery vehicle
Dumb Fire –3D to target
Massive Warhead (12D/15D)

Heavy Space Bombs
(Multi Ordinance Launchers)
Ammo Cost: 2,400 (18D); 3,600 (24D)
Ammo Count: 2 / 1
Range: 2/4/6 (3 Unit Blast Radius)
Dropped at velocity of delivery vehicle
Dumb Fire –3D to target, No fire Control Bonuses
Insane Warhead (18D-24D)

Capital Scale:

(All considered 2D Starfighter for the actual Projectile)

Torpedoes: *Represent a relatively direct fire weapon, range varies by torpedo and launcher*
Launcher Cost: 20,000
Ammo Cost: 3,000 (9D)
Ammo Count: 30 per Launcher
Range: 60 Units Standard
Weight: 75 Kilos per Torpedo; 1.5 Metric Tons per launcher
Limited Guidance, hard to intercept: -2D to opposed hit chances
Fast – Exit Velocity: 24 Space Units, 48 Space Units 2nd round
Detonate on Impact / detonate at predefined range

Missiles: *Represent an indirect fire weapon*
(Multi Ordinance Launchers)
Launcher Cost: 10,000
Ammo Cost: 1,000 (8D); 1,500 (9D)
Ammo Count: 15 per launcher
Range: 120 Units Standard
Weight: 75 Kilos per missile; 1.5 Metric Tons per launcher
Launchers are interchangeable, parts common
Guidance systems, very hard to intercept: -4D to opposed hit chances
Very Fast – Exit Velocity: 32 Space Units, 64 Space Units 2nd round

Detonate on Impact, proximity sensors, pre-defined ranges or manually

Advanced Torpedoes: *Represent a relatively direct fire weapon, range varies by torpedo and launcher*
Double Range
Ammo Cost: 6,000 (12D)
Ammo Count: 30 Per Launcher
Weight: 75 Kilos per Torpedo
Range: 120 Units
Guidance systems, very hard to intercept: -4D to opposed hit chances
Fast – Exit Velocity: 36 Space Units, 72 Space Units 2nd round
Detonate on Impact or Calibrated to detonate at predefined range

Advanced Missiles: *Represent an indirect fire weapon (Multi Ordinance Launchers)*
Ammo Cost: 2,000 (11D), 3,000 (12D)
Ammo Count: 15 per Launcher
Weight: 75 Kilos per missile
Range: 240 Units
Uses same launcher as normal missiles
Guidance systems, very hard to intercept: -6D to opposed hit chances
Very Fast – Exit Velocity: 48 Space Units, 96 Space Units 2nd round+
Detonate on Impact, proximity sensors, pre-defined ranges or manually

Rockets: *Direct Fire weapon*
(Multi Ordinance Launchers)
Ammo Cost: 500 (11D); 750 (12D)
Ammo Count: 15 per Launcher
Weight: 75 Kilos per rocket
Range: 75 Units
Launchers are interchangeable, parts common
Dumb Fire, hard to intercept: -3D to opposed hit chances
Very Fast – Exit Velocity: 32 Space Units, 64 Space Units 2nd round
Detonate on Impact

Heavy Rockets: *Direct Fire weapon*
(Multi Ordinance Launchers)
Ammo Cost: 750 (14D); 1,000 (15D)
Ammo Count: 10 per Launcher
Weight: 75 Kilos per rocket; uses standard Missile launcher
Range: 50 Units
Launchers are interchangeable, parts common
Dumb Fire, hard to intercept: -2D to opposed hit chances
Very Fast – Exit Velocity: 16 Space Units, 32 Space Units 2nd round
Detonate on Impact

Hyperspace Torpedoes: *Ultra nasty, self guiding (after targeting lock), reacquiring ordinance roughly equivalent in size and shape to an Imperial Hyperspace Message Pod.*
Range: 1 target, effectively limited by sensor range
Ammo Cost:

Standard Hyperspace Torpedo
3 Million Credits
x1/3 Hyperdrive
Range: 1 Sector
Damage: 1D Death Star Scale Munitions
Guidance: 12D
Weight: 50 Metric Tons

Advanced Hyperspace Torpedo
6 Million Credits
x1/5 Hyperdrive
Range: 2 Sectors
Damage: 2D Death Star Scale Munitions
Guidance: 12D + 1DR Penalty to hit (from countermeasures).
Weight: 100 Metric Tons

Basic Hyperspace Telemetry Sensors
Cost: 150 Million Credits (equivalent to two Imperial I Star Destroyers)
Weight: 250 Metric Tons
Range: Target a ship in the adjoining sector to your current position.
Function: Required to be able to target a moving ship in an adjoining Sector of Space. They provide early warning for a Sector Target Lock and threat warnings and ETA to Impact of inbound munitions.

Advanced Hyperspace Telemetry Sensors
Cost: 450 Million Credits (equivalent to six+ Imperial I Star Destroyers)
Weight: 500 Metric Tons
Range: Target a ship two sectors away from your current position.
Function: Required to be able to target a moving ship two Sectors Away. They provide early warning for a (Multi)Sector Target Lock and threat warnings and ETA to impact of inbound munitions.

The effects of damage to a Starship:

So, now we have these resistance values that apply to different arcs of a ship. What happens if you deplete a section? Does that mean it's destroyed? How does this work? These are all good questions I will answer.

Shield Recharge Rates:

Shield Recharge Rates are based off a Median of a "Military Grade" Shield Generator: (3D)

A 3D Generator will regenerate a Pip's worth of shielding (the actual value of this depends heavily upon it's scale), in the round after it took damage (prior to initiative) .

For Every D Code below 3D the recharge is delayed by 1 round.

For every D above 3D, add a pip to the total regeneration (maximum of 1D regenerated 5D shields).

6D & up the damage is regenerated in the same round.

8D up the damage is regenerated twice in the same round.

10D up the damage is regenerated three times in the same round.

If the Shields are Death Star Scale, the above applies in the same fashion.

Backup Shield Generators, regenerate using the above matrix.

Example: If you have 6D of backup shields and you use some or all of them, then the backup regenerates 1D+1 per round, including the round you draw from the backup.

Depleted Shields:

If you deplete shields, they're considered to be "blown" (down) on that arc. They can still regenerate if you give them enough time or you make a Starship Shields roll that's good enough (GM Discretion). Or you might divert power from another system to replenish them.

Regenerating Shields on the fly:

The order to do this requires a Starship Shields roll per system arc added (Capital Ships) / system added (Snubfighters).

Per full D you want to regenerate requires a Starship Shields roll of 40 (Heroic) if you want to do it, from scratch on your craft's power alone.

Snubfighter / Transport: 1 Action, Starship Shields roll. Difficulty: 40

Capital Ships: 1 Free Action from the Captain or XO and 1 Action from the Shield operator (Starship Shields roll). Difficulty: 40

Diverting core systems to Shields:

You can divert an entire system to your shields.

Capital (War) Ships:
That means all the weapons on that fire arc if you're in a warship. It regenerates 1D Per round that fire arc does not fire.

Capital Ships: 1 Free Action from the Captain or XO and 1 Action from the Shield operator +1 FA per additional system devoted. Difficulty: 20 -1 per additional system.

Snubfighters & Transports:
On a Snubfighter, per full system of weapons (your main guns, your concussion missile launcher(s), your ion cannons) you divert to shields you gain 1 pip of shield regeneration per round.

Snubfighter / Transport: 1 Action: Starship Shields, +1 FA per additional system devoted. Difficulty: 20 -1 per additional system.

Notes: If you're in a glorified freighter that's Corvette scale (like a Medium Transport), that's not going to do anything for you (diverting 1-3 guns). However, if you're in a Star Destroyer and you divert all your Port Side weapons to Shield Regeneration you'll instantly gain 1D of shields back per turn you do so.

Sacrificing Engines:
If you divert your engines to shields, you will gain 1 pip of shielding per Space Unit of speed you sacrifice, per round.

Snubfighter / Transport: 1 Action: Starship Shields. Difficulty: 20 -1 per space unit sacrificed.

Capital Ships: 1 Free Action from the Captain or XO and 1 Action from the Shield operator, per system devoted. Difficulty: 20 -1 per Space Unit sacrificed.

Depleted Armor:
Once you deplete Armor, it's gone. You just blow it completely off that facing of the ship in question. It must be completely replaced or repaired or you do not gain the additional soak value.

Snubfighters and Transports: They follow the same principle of Capital Ships, meaning that you have 4+ arcs of armor on any Snubfighter/Transport (some Transports have multiple hit locations). You deplete it ***Per Fire Arc***.

The Cost of Refitting Hull & Armor
It's the D Code x the Scale of the vessel per Arc. If you have to determine a value expressed in pips, each pip is considered 34% of 1 Full D.
Ex: I have 2 pips of armor I need to replace on my Aft Fire Arc. 1 pip = 34%, 2 pips = 68%, construction cost is 1,000 (Snubfighter / Transports) x .68 = 680 Credits.

Pretty Straight forward. It's essentially the same for refitting hull.

Depleted Hull:
This is where things start getting interesting. We're going to do Snubfighters and Capital Ships separately.

Snubfighter / Transport: Once the Hull Points are depleted, any remaining damage must be absorbed by the Base Hull Code. *The Base Hull's Absorption is it's Nominal Value.*

Note: This section applies to Character - Walker scales as well.

Nominal Value is 2 for Transports & 3 for Snubfighters.

Example: That means a Transport with a 4D hull has 8 points of hull resistance. A Snubfighter with a 4D hull has 12 points of hull resistance.

Soak above the damage, you're still alive. Soak equal to it or below, you've got some pretty serious problems coming your way. *The next shot or two of Nominal Damage from a ship's guns could very well vaporize your ship.*

Snubfighter / Transport Damage Levels:

Hull Value = Damage: -1D to all D Codes for 1 Round
Controls Ionized

Hull Value = 1-5 Points below Damage:
Light Damage

Hull Value = 6-10 Points below Damage:
Moderate Damage

Hull Value = 11-15 Points below damage:
Heavy Damage

Hull Value = 16-20 Points below Damage:
Severe Damage

Hull Value = 21+ Points below Damage:
Craft Destroyed

Damage Escalates: Ionization levels don't stack, however, two Light Damage results = Moderate Damage, another Light Damage result = Heavy, etc.

Light Damage: Craft suffers looses a weapons emplacement, or suffers damage to a systems. Damage to core systems is -1 pip to all D codes and Space Units &/or 100 Km/H. (50/50, roll a D6 and call 1-3/4-6 for which system is hit)

Moderate Damage: Craft looses a weapons emplacement and suffers -1D to all D Codes on the craft, further reduce Space Units by 1 &/or 100 Km/H.

Heavy Damage: Craft suffers -2D to all D Codes on the craft & further reduce Space Units by 1 &/or 100 Km/H.

Severe Damage:
Roll a D6

1-3: Craft suffers -4D to all D Codes and yet another Space Unit loss &/or 200 Km/H.

4: Craft Spins out of control, all systems failing completely in 2 rounds.

5: A piece of the craft detonates, blowing a chunk out of the craft. Reduce Hull Code by 1/2. This is permanent until repaired.

6: The craft has reached critical mass and will detonate in D6 + 1 rounds. The craft begins to break apart around you with multiple planels exploding off and random systems detonating, throwing showers of sparks everywhere. (GM roll, don't tell them how many rounds, encourage them to eject, climb out or reach an escape pod immediately)

Craft Destroyed: The craft explodes, allow for ejection or capsule (as in bridge ejection) ejection only.

Note: The Hull is not reduced for the purposes of determining damage soak.

Capital Ship:

The means by which you determine the extent of the damage is similar, however, the effects are quite different.

Capital Ship Damage Levels per section:

Hull Value = Damage: -1D to all D Codes for 1 Round
Controls Ionized

Hull Value = 1-5 Points below Damage:
Light Damage

Hull Value = 6-10 Points below Damage:
Moderate Damage

Hull Value = 11-15 Points below damage:
Heavy Damage

Hull Value = 16-20 Points below Damage:
Severe Damage

Hull Value = 21+ Points below Damage:
Section Destroyed

Nominal Resistance by Scale:
(Per D, pips do not count)
Corvette 4
Frigate 5
Destroyer 6
Cruiser 7
Battleship 8
Dreadnought 9
Super capital 10
Mega Capital 11
Battlestation 12
Death Star 16

Note: Thus a Corvette with a 4D hull has 16 Nominal points of Soak. A Frigate with a 4D Hull has 20, a Battleship with a 4D Hull has 32, etc.

Damage Escalates: Ionization levels don't stack, however, two Light Damage results = Moderate Damage, another Light Damage result = Heavy, etc.

Light Damage: The section looses 1-6 weapons systems, all D Codes (except hull) for this section are reduced by -1D, if this was the Engineering section (engines), reduce Space Units by 1 & Km/H by 100.

Moderate Damage: The section looses 2D6 additional weapons emplacements. ¼ of Craft Maneuverability is lost, all D Codes (except hull) in this section reduced by -2D, if this was the Engineering section (engines) reduce Space Units by 1 & Km/H by 100.

Heavy Damage: Section has multiple hull breaches lose 10% of your crew immediately, stack with previous tiers effects for a total of -3D to all D codes. Further reduce Space Units / Km/H by 1/100. 3D6 Additional weapons emplacements detonate. *Furthermore, Shield Generators in this section are destroyed.*

Severe Damage: Pieces of the section are on fire, and crackling with energy being vented into space/atmo from power mains. Immediately lose 5% additional crew. Reduce Space Units/KmH by 1/100 in addition to the above. 6D6 additional weapons emplacements are destroyed in this section.

Roll a D6
1: All systems in this section of the ship fail, prompting an immediate evacuation of the section.

2: Mirrors 1, however, systems continue to burn and cascade failures begin to effect all adjoining ship sections reducing their D Codes by -1D.

3: Mirrors 1 & 2, section becomes structurally unsound, reducing the hull code of the ship in that section by 2D.

4: Mirrors 1, 2 & 3 Section continues to burn until there is nothing remaining.

5: Mirrors 1, 2, 3 & 4 Section continues to burn and transfers additional damage to all other connected sections, directly to Hull points bypassing Armor and shields. For a total of 25 points multiplied by scale. (Corvette 25, Frigate 50, Destroyer 75, Cruiser 100, Battleship 125, etc)

6: Mirrors 1, 2 & 3 Section Detonates, causing equal damage to Armor and Hull on all adjoining sections. Damage is 50 points multiplied by Scale. (Corvette 50, Frigate 100, Destroyer, 150, Cruiser 200, Battleship 250, etc)

Section Destroyed: Mirrors 6 above and transfers any remaining damage from the salvo that destroyed the section to another adjoining section (GM Discretion). All of the previous tiers of penalties from Severe Damage still remain to compound other sections of the craft. (-1D to all adjoining sections and any damage carried over to them)

Loosing Multiple Ship Sections:

This is possible, however, certain events can kill a Capital Ship outright.

1. Cutting a Capital Ship in Half: Loosing the Port and Starboard on a 4 Section ship; Loosing any combination of three sections of the middle of a Dreadnought class ship; Loosing 4 sections of the mid portion of a Super capital, etc.

2. Loosing main Engineering, the entire ship detonates in D6 +2 rounds.

3. Take out the Bridge and the ship is NOT lost, most ships can be piloted from Main Engineering or a Secondary Bridge.

The Cost of Refitting Capital Hull & Armor

It's the D Code x the Scale of the vessel per Arc. If you have to determine a value expressed in pips, each pip is considered 34% of 1 Full D.
Ex: I have 2 pips of armor I need to replace on my Aft Fire Arc. 1 pip = 34%, 2 pips = 68%, construction cost is 1,000 (Snubfighter / Transports) x .68 = 680 Credits.

As above, save for the fact that the costs involved are substantially higher (Battleship is x 25,000 per pip)

Notes on Starship costs and pricing:

Obsolete Ships: An obsolete ship comes from a prior era in time. Many of these ships are no longer produced, while some may still be produced and/or refitted due to the inherent cost savings of fielding an older vessel there are some inherent penalties you incur from fielding such ships. Some of these ships are still produced by their manufacturers due to popularity or demand (Like Rendili Stardrive's Dreadnaught & Victory I Star Destroyers). Some will reflect refits some will not.

How this works: The number of defects the vessel has is the listed number and it is at the same rating. These affect entire systems on the ship.

Thus a Battleship with 4 defects has anything from the above list, if it says "No Backup Hyperdrive" that's 1 of the 4. The next damaged item could be it's main Hyperdrive. If it was a Class 1 + 4 = Class 5, if a group of weapons had 3D Fire Control -4D = 52 Point Defense guns with a -1D Fire Control, if it has a Damaged sensor suite it's either -4D to all codes or -40 to each Space unit rating. *These can all be fixed, it just takes time and money.*

Obsolete Ships all come with 1 defect per 2 scales:

Snubfighter:	1
Transport:	1
Corvette:	2
Frigate:	2
Destroyer:	3
Cruiser:	3
Battleship:	4
Dreadnought:	4
Super Capital:	5
Mega Capital:	5
Battlestation:	6
Death Star:	6

Defects / Wear & Tear:

Damaged Space Engines, Damaged Atmospheric Repulsors, Damaged Maneuverability, Damaged Hyperdrive, No Backup Hyperdrive, Damaged Nav Computer, Stripped Weapons, Replaced Weapons (inferior), Worn Weapons, Collapsed Hangar Space, Reduced Ground Compliment, Reduced Cargo Capacity, Reduced Consumables, Reduced Sensors, etc.

Purchasing an Obsolete ship: If you're paying for one at a dealership, it's likely it will come fully stocked with consumables, if not **10%** of the ***Refit / Refuel* cost** is immediately rolled into the purchase price. This will **substantially** increase the price of the vessel. *Benefits of purchasing it from a dealership:*

- The dealership can offer to repair 1 defect for an additional 5% added to the base cost of the ship (Used price).
- The dealership will waive the Refit / Refuel cost if you manage an Legendary Persuasion roll (above their opposed skill roll). If you beat their base roll, reduce the cost of the Refit/Refuel by one step per 5 points toward the additional Legendary Difficulty (60) with a minimum of 2% = 9%, 8%, 7%, 6%, 5%, etc.
- The dealership may throw in some Droids that the ship originally (or didn't) came with at a skeleton crew level for Capital ships & old Astromechs for Snubfighters and Transports. *They are notorious for providing Trade Federation Droid crew.*

Discovering a wreck or stealing a ship from a mothball yard:

- If you obtain a ship in the fashion it either has no consumables (Snubfighter or Transport) or merely days remaining (Capital Ships).
- There could be interested parties (like pirates or mothball yard guards) you have to contend with.
- The odds of old support ships / Droid crew left behind on these finds is up to the GM. Likely no more than ¼ of it's original skeleton crew / craft.

Used Ships (Non-Obsolete):

- Possess half the listed Obsolete value of flaws by scale. *Snubfighters & Transports have none.*
- They start with full consumables at no added cost.

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Starship Combat

This, essentially, resolves similar to personal combat with some key differences. Nominal damage is the basis for damage in Ship to Ship combat. Anything past "personal" engagements (Snubfighters & Transports) involves deeper commitment. Capital Ship combat will get you involved and thinking about how you can actively defend and attack an opponent. It's going to be a rare thing where you're the superior opponent in Capital Ship engagements. The players will be dealing with whatever they can cobble together or pool their finances to afford. Sure, someone can take a hit and have enough money to purchase an Imperial Star Destroyer at game start, however, Game Masters need to consider legality, black market pricing, etc and then factor these into the end all be all pricing for these kinds of endeavors.

One Imperial Star Destroyer is not going to be your bread and butter. You will die. The galaxy had something like 20,000 Imperial Class Star destroyers in it at the height of the Empire. You might survive a couple fights, but you won't survive a 3 on 1 engagement, let alone a Sector Fleet of 12 Imperial Star Destroyers, dozens of support ships and possibly a Super Class Star Destroyer. Just some food for though.

Snubfighter & Transport Scale Encounters

These will be tense engagements where a couple mistakes will either cost you your ships or your lives. These will be the most frequent encounters you will face due to the speed and availability of these types of ships. They're relatively inexpensive compared to Capital Ships.

Snubfighter / Transport vs. Snubfighter

This will resolve a lot like personal combat, first we will talk about ranges. Standard weapons have your basic range categories of Point Blank, Short, Medium and Long. However, in Space combat you can actually fire up to double your Long Range with standard guns at a significant penalty.

Range:

1. Point Blank: Anything falling under your minimum Short Range: Difficulty 5
2. Short Range: Difficulty 10
3. Medium Range: Difficulty 15
4. Long Range: Difficulty 20
5. Extreme Range = 2 x Long Range: No receive Fire Control bonus. If the range falls under your Search Sensor Range, you can target without any penalty other than Difficulty 25. If the range bleeds over into Maximum Sensor Range, then you apply the negative D Code that your Maximum Sensor Range has to your hit rolls.

Military Ordinance (Missiles, Torpedoes, Bombs, Rockets, etc)

These are defined at the end of the Scale section. A lot of these have launcher range categories, however, guided weapons like Torpedoes and Missiles simply have one range, you lock the target (or try to) and fire. Difficulty on these weapons is always base 10 + any listed difficulties for targeting certain Scales.

Snubfighter Detection

Typically you have to be actively *searching* for Snubfighters and Transports to find them due to their small size (unless they are flying in formation). If you're running Passive Sensors only it adds +10 to the difficulty for any other craft to detect you. If you are running silent (on batteries), which is very limited, this adds +20 to the base difficulty to spot you. We will assume base difficulty to detect a Snubfighter or Transport is 10.

Base detection roll on Search Sensors = 10 for any craft actively searching.

Difficulty vs a Snubighter /Transport running Passive = 20

Difficulty vs Snubfighter / Transport running on batteries or "Silent" = 30

Speed / Space Units / Atmospheric Speeds

There are a couple different types of speeds to keep in mind in ship to ship combat, these will also apply to Capital Ships as well as to Snubfighters and Transports.

Base Speed: It's what's listed on your ship stats.

It will be your "Space: 6" ; Atmosphere: 850 Km/H

Cruise: This is effectively half your standard movement. In atmosphere this is where you start out, in space you start out at Base Speed. To move to Base move in atmosphere from launch it adds 5 to your difficulty on launch. These is no difficulty transitioning from Cruise to Base move in Space.

That's your standard movement modes, Base and Cruise. However, for an additional difficulty you can crank your engines up and put on some serious speed.

Flank Speed: Piloting difficulty 10 and you can Double your Base Move. Space: 6 Becomes 12, Atmosphere: 850 Km/H becomes 1,900 Km/H.

All Out: Piloting Difficulty 15 and you can quadruple your speed. Space: 6 becomes 24 and Atmosphere: 850 Km/H becomes 3,400 Km/H.

Moving at these enhanced speeds make your piloting rolls more difficult. They reduce your evasive rolls by -1DR for *Flank Speed* and -2DR for *All Out.* However, they also add to the difficulty of anyone targeting you, 10 for *Flank* and 15 for *All Out.* (These are essentially Terrain Modifiers)

Terrain Modifiers

These will apply to Snubfighters, Transports and Capital Ships alike. What you're looking at here are obstructions, using other vessels as cover, flying through hazardous asteroid fields, moving at excessive speeds (above), etc.

I discuss terrain modifiers later in the GM Section, you're simply applying a flat difficulty number for successfully traversing the obstacles as well as applying a similar penalty for anyone you're targeting or is targeting you.

Say you are attempting to loose an Imperial Fighter squadron on your way down to a planet. What if you flew through the Inbound / Outbound system traffic as cover? That's going to be Very difficult to downright heroic depending upon the level of traffic. On less populous worlds I would set the difficulty to 25 (for you and your opponents for piloting and targeting) on heavily populated worlds like Coruscant set that difficulty to 40. Always add any elevated speeds you are moving at to both your piloting and targeting difficulties.

Snubfighter vs. Capital

Corvette vs Snubfighter is only a 2D Difference. You gain a 2D bonus to hit and have a 2D reduction of damage vs them.

Frigate vs Snubfighter is a 4D Difference. You gain a 4D bonus to hit them and have a -4D to damage vs them.

Destroyer+ is a 6D Difference. You gain a 6D bonus to hit them and have a -6D penalty to damage vs them.

Note: Any Scale beyond Destroyer no longer gives you additional dice to hit, nor does it reduce your damage. +6D / -6D is the hard limit here, for Snubfighter Scale weapons at least.

Snubfighter Damage vs Capital

In order to do Capital damage you might have to fire 2-3 times at the same location. Difficutly 5, 2-3 shots (2-3 actions) once you exceed the damage threshold the rest rolls directly into capital damage.

Here we're not so worried about static resistance's vs lower scales however no matter with the Nominal damage of your standard guns is, it is reduced to 3 points per D vs any scale higher than you.

Ex: Your quadded Laser Cannons that deliver Nominal 6(36) to Snubfighters will be 3 points per D (instead of 6) for any damage that rolls over the reduced code. 6D Snubfighter guns, 2 shots in one Capital Ship area = 12D vs a Destroyer = -6D = 6D x 3 = 18 points of damage.

Military Ordinance violates this

A 9D missile is delivering Static damage, so it's always delivering 6 points per D. Thus, with a 6D redcution in damage it's delivering 18 points per missile. *Several Snubfighters can completely chew the hell out of smaller capital ships with a pass or two of Missile, Torpedo, Rocket, Bomb, etc runs. With the difference in scale you can likely fire several with no penalty, per Snubfighter / Transport class vessel.*

Area of Effect Damage (AoE)

Sometimes you will get caught in a blast wave from massive weapons like Capital Grade Concussion Missiles or even someone detonating Torpedoes or Missiles near you.

First you have to determine your proximity to the blast. As a general rule, for Snubfighters and Transports you should give your players the benefit of the doubt and say they are on the edge of the Blast Wave. Things are fluid in space combat, especially with Snubfighters. *Now, this is a bit different from a Snubfighter scale Missile or Torpedo that actually hits you. That would be resolved with it's full damage potential.*

Typically, we're looking at ground zero being Full damage (on a 9D explosive warhead), the middling blast area being roughly 3D lower and the edge of the blast being roughly 3D lower. Scale things appropriately (not talking Scale here per se). What I mean here is if the Ordinance is 6D to begin with then Ground zero is 6D, the middling blast area is 4D and it's edge is 2D.

The example above applies to Capital Ships just as it applies to Snubfighters / Transports, save for the fact you're probably eating some of those missiles directly on your shields and hull (advanced countermeasures are discussed in the ship tactics section for intercepting and countering military ordinance).

This can get a bit nasty when you consider an Imperial commander of a Victory I that wants you dead and launches 80 Capital Scale Concussion missiles into your general vicinity and then detonates them… They're not going to hit you, but the missile's blast waves certainly can turn you, your crew and your ship in to scrambled eggs.

AoE Damage vs Lesser Scales
Snubfighter vs Character: AoE 5-6 Meters
Capital vs Character: AoE 20-30 Meters
Evasion of Blast radii:
These blast radii also apply vs Speeder and Walker Scale vehicles that have a flight ceiling of less than the blast radius.

Capital vs. Snubfighter

Unless that Capital ship has Snubfighter grade weaponry, it's got a -6D to hit you with Capital Grade weaponry. If it possesses Snubfighter Scale weapons, then targeting and damage resolves normally.

Fleet Actions

These sorts of encounters require a fair amount of forethought and planning ahead of time. You can use my quick play rules in the Scale section, if you so choose which essentially makes Warships lumbering targets that continuously pour fire into one another until they detonate or you can resolve things one ship at a time. I recommend the fast play rules for ships all taking some level of damage during each combat round they are fired upon. Save for, perhaps, fast Capital Ships like a really quick Corvette or Frigate. Both ships will be able to avoid fire from other Capital Ships (obviously the Corvette is better at it due to other Capital ships receiving a -4D penalty to hit it and the Frigate only benefits from a -2D defensive buff).

Command and Tactics

In the above actions a lot of Command and Tactics rolls will play into delivering and diminishing damage taken on both sides of the engagement. Command and Tactics can still directly benefit Snubfighters if you possess those skills. You resolve this in much the same fashion as you would for Personal combat or Capital Ships. What I said in the Personal combat section applies here as well. You can only have one real commander of your unit/force, however, your XO or a designated subordinate can unload some of the burden by issuing Commands to your troops.

During large fleet actions, individual commanders of separate ships can still roll their Tactics for Ship to Ship combat with your blanket tactical plan covering them. These benefits will directly apply to ship to ship combat (Tactics and Command) providing layered bonuses.

Elite Paths

There are several that will directly benefit Snubfighters and Capital Ships. Like the Naval Commander, or the Elite Pilot.

Character Point aids on your rolls

You can apply a certain amount of points to your rolls:

Up to 3 Character Points can be used to enhance any Non-Combat action (which also includes Piloting, even in a combat situation) Other than a Defensive one (like Dodge/Parry). Those three points cover all actions to that skill you apply them to.

Up to 3 Character Points can be spent in a round toward as many skills as necessary, as you want to, that are Non-Combat or Defensive.

Up to 2 Character Points can be spent on combat actions. For Accuracy, only, not damage from a vehicle. However, they apply separately to different combat skills.

During Combat Actions, if you add 2 Character Points for Accuracy, they count toward all the actions in that sequence. Applying to each Shot/Melee Strike individually.

Resolving Initiative

Your Initiative is determined by your Perception Attribute. You simply roll your Perception Attribute and the highest result goes first.

Note: *Now, in Starship combat this Initiative is typically dictated by the Commanding Officers (or Pilot's in a Dogfight). Thus, for simplicity's sake in large unit actions you only roll initiative for the commanders of each force.*

Lethality and your to Hit Rolls

Generally speaking, you ignore this in vehicular combat. The only time it actually matters is when a Character is attacking a higher scale attempting to do something Heroic. That's when you apply Full Lethality. To allow your Player's to shine.

14

Starships of the Galaxy

Tramp Freighters, The Rich & Criminals

Loronar Medium Transport

Craft: Loronar Corporation Light Bulk Freighter
Affiliation: General
Era: Clone Wars+ (Updated)
Type: Small Bulk Transport
Scale: Corvette *(Up scaled Heavy Transport, handles as Transport Scale)*
Length: 75 meters
Skill: Starship Piloting / Capital Proficiency reduces all targets by 1 pip & Skeleton penalty by 5.
Crew: 4, gunners: 2, skeleton: 2/+10
Crew Skill: Typically 3D+2
Passengers: 10
Cargo Capacity: (1,500): 1,498 metric tons available
Consumables: 3 Months (4.2K credit Refuel cost)
Cost: 324,000 (New); 213,000 (Used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 3
Atmosphere: 600 KmH
Hull: 3D; Hull Points: 150/Arc
Armor Points: 75/Arc
Shields: 1D; Shield Points: 75/Arc
Sensors:
Passive: 15/0D
Scan: 30/1D
Search: 45/2D
Focus: 2/3D
Maximum: 90/-2D
Weapons:
2 Auto Blaster Turrets (Burst Fire Capable)
Fire Arcs: Dorsal: Aft, Port, Starboard;
Ventral: Fore, Port, Starboard
Crew: 1
Skill: Starship Gunnery
Fire Control: (2)3D*
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 km
Damage: (3)4D*; *Nominal:* 3 (12*)
**Light Burst:* Already factored in. No action penalty, no RoF limitation.

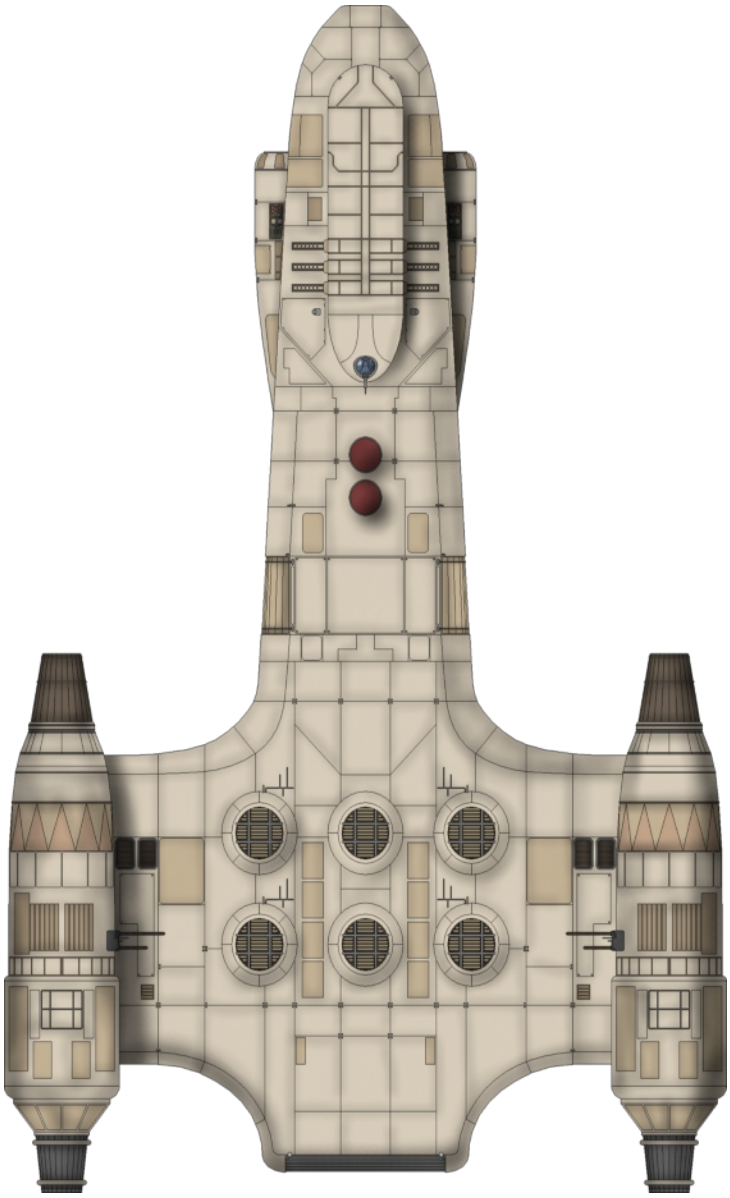
The Loronar medium transport was designed by the Loronar Corporation just prior to the Clone Wars. With a total length of 75 meters and a standard crew of four, it could carry ten passengers and 1,500 metric tons of cargo. The vessel is notoriously easy to modify, and many were converted to a variety of uses. Although not known for its speed, it performs well in its designed role and is a very durable vessel. This makes it popular among budget-minded captains who wish to avoid high maintenance bills.

Notes:

- Very Easy to Modify: -1DR to all Modifications
- Fighter Space rolled into Cargo, can support 4
- Corvette Crew & Passengers converted to Cargo
- Very Low Maintenance: ¼ Consumable Costs
- Sensors = Transport Grade, reflected in the price.

You know, if you want a cheap Capital Ship, this is the way to go. Hard to beat considering it has a full recreational deck, a fitness center, decent suites (yes you get your own rooms & refresher), there's a mess hall & an ample cargo hold. Can't beat those refit costs either.

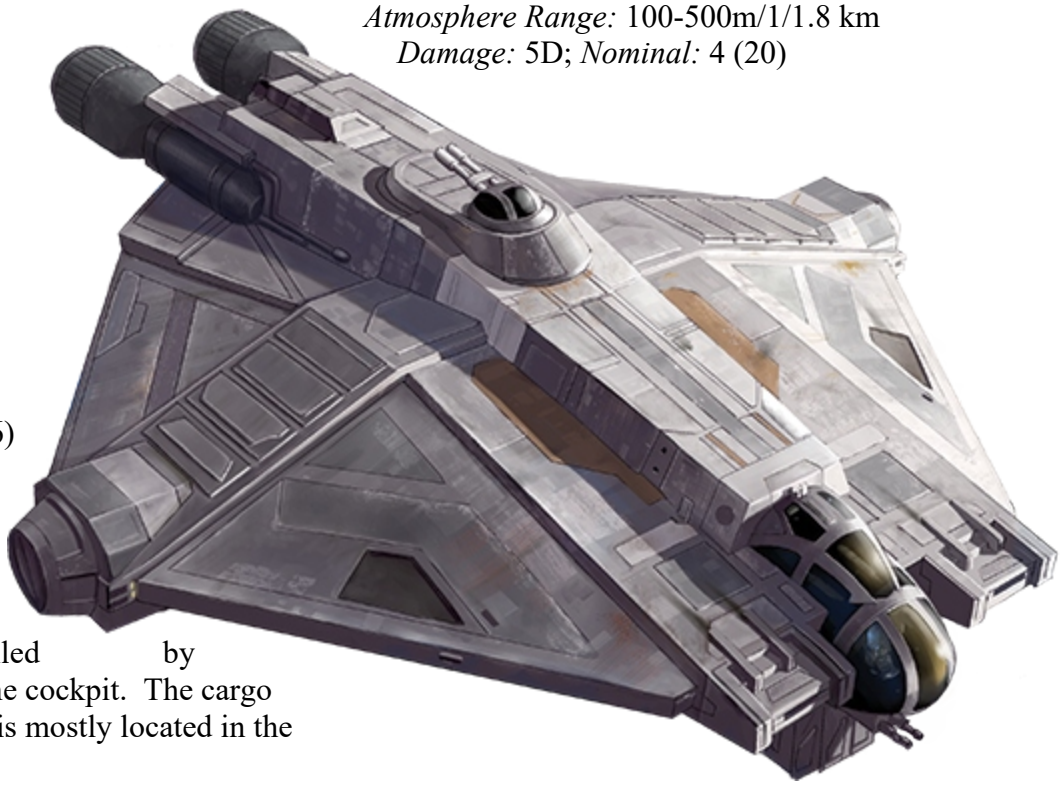
-Corwin Amber



VCX-100

Craft: Corellian Engineering Corporation: YT-2400
Affiliation: General
Era: Rise of Empire
Type: Stock Light Freighter
Scale: Transport
Length: 44 meters
Skill: Starship Piloting
Crew: 1 to 3, gunners: 2
Crew Skill: Varies Wildly
Passengers: 6
Cargo Capacity: (220): 219.9 Metric Tons Available
Consumables: 3 Months (11.6K credit Refuel cost)
Cost: 103,000 (New); 77,250 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+1
Space: 5
Atmosphere: 750 KmH
Hull: 5D; 3 Locs; Hull Points: 25/Fore, Mid & Aft
Armor Points: 8/Fore, Mid & Aft
Shields: 1D+1; Shield Points: 16/Arc
(3 Generators: Fore, Mid & Aft)
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Maximum: 80/-2D
Weapons:
2 Twin Laser Cannons
(Fire-Linked)
Fire Arcs: 1 Fore & 1 Dorsal
Crew: 1 (Pilot at 0D)
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 4D; *Nominal:* 4 (16)

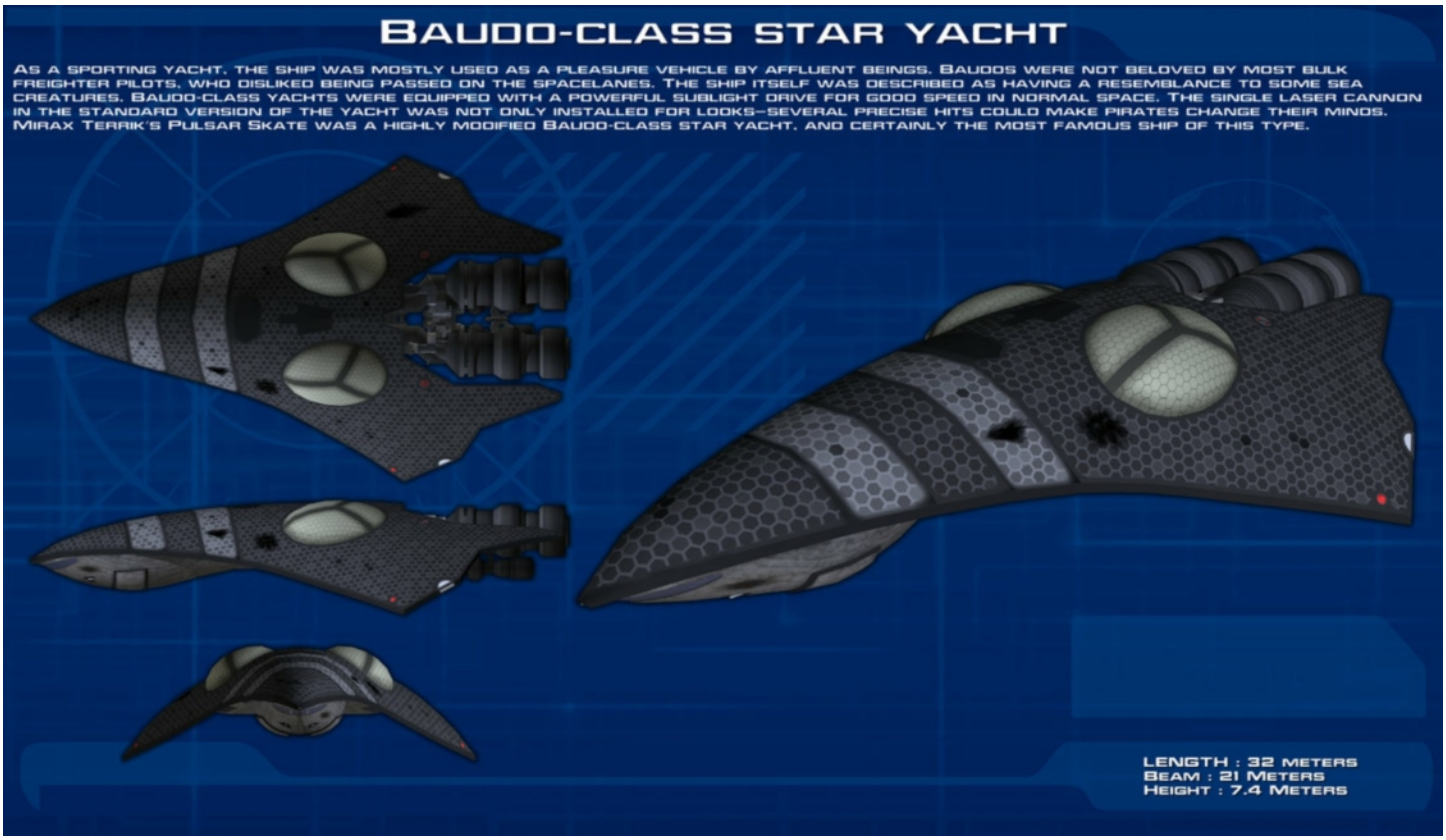
The VCX-100 has sleeping quarters and even a kitchen. Its armament comprises of a dorsal turret and a frontal-turret, the latter being controlled by a gunner in its seat or from the cockpit. The cargo bay and main entrance ramp is mostly located in the front of the freighter, below the forward-turret. VCX-100's also have a slot in between its main engines, into which a VCX-series auxiliary snubfighter can dock. It is also outfitted with a magnetic cargo clamp on its ventral plating, capable of holding several bulk containers.
Craft: C.E.C. VCX-Pinnace
Scale: Snubfighter; **Length:** 8 meters
Crew: 1; **Passengers:** 4
Cargo Capacity: (100): 60 kilograms available
Consumables: 4 days (200 credit Refuel cost)
Cost: 68,000 (New); 51,000 (Used)
Hyperdrive Multiplier: x3; **Nav Computer:** Yes
Maneuverability: 2D (2D+2 in Atmosphere)
Space: 6; **Atmosphere:** 850 KmH
Hull: 4D; Hull Points: 16; Armor Points: 8
Shields: 1D; Shield Points: 8
Sensors:
Passive: 10/0D
Scan: 20/0D
Search: 30/1D
Focus: 2/2D
Maximum: 60/-3D
Weapons:
Twin Medium Blaster Cannon (Fire-Linked)
Fire Arcs: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 km
Damage: 5D; *Nominal:* 4 (20)



Baudo Star Yacht

Craft: Corellian Engineering Corporation: YT-2400
Affiliation: General
Era: Rise of the Empire+
Type: Stock Light Freighter
Scale: Transport
Length: 32 meters
Skill: Starship Piloting
Crew: 1
Crew Skill: Typically 3D+2
Passengers: 14
Cargo Capacity: (60*): 59.9 Metric Tons Available
**100 Tons used by the luxury amenities onboard*
Consumables: 53 Days (5.3K credit Refuel cost)
Cost: 250,000 (New); 250,000 (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 2D; (4D in Atmosphere)
Space: 10
Atmosphere: 1,200 KmH
Hull: 3D; 3 Locs; Hull Points: 15/Fore, Mid & Aft
Armor Points: 8/Fore, Mid & Aft
Shields: 3D; Shield Points: 36/Fore, Mid & Aft
(3 Generators)
Sensors:
Passive: 30/1D
Scan: 45/2D
Search: 90/3D
Focus: 4/4D
Maximum: 180/-1D
Weapons:
Advanced Laser Cannon
Fire Arcs: Turret: Fore, Port, Starboard
Crew: (Pilot)
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 4D ***Static***; *Nominal:* 6 (24)

The Baudo is a luxury vessel in every sense. Sporting a full swimming pool with luxurious views of space as well as a sauna and oversized hot tub. Then there's mini night club, with two levels and the same amazing outside view. She comes equipped with a professional kitchen, a gourmet culinary droid, 3 servant droids, 4 pleasure driods & 2 BDG Bodyguard droids. In the event you require medical attention the ship is outfitted with your very own 2-1B droid and a full medical suite and Bacta Tank. *Welcome to the big leagues, you travel in style when you invest in a Baudo Star yacht.* ***Note:*** *The droids do not count against your Passenger capacity.*



YT-2400

Craft: Corellian Engineering Corporation: YT-2400
Affiliation: General
Era: Rebellion
Type: Stock Light Freighter
Scale: Transport
Length: 21 meters
Skill: Starship Piloting
Crew: 2, gunners: 1, skeleton: 1/+5
Crew Skill: Varies Wildly
Passengers: 5
Cargo Capacity: (105): 104.9 metric tons available
Consumables: 2 Months (5.6K credit Refuel cost)
Cost: 109,000 (New); 81,750 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+2
Space: 5
Atmosphere: 800 KmH
Hull: 5D; 2 Locs; Hull Points: 25/Fore & Aft
Armor Points: 8/Fore & Aft
Shields: 2D; Shield Points: 24/Fore & Aft
(2 Generators)
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Maximum: 80/-2D
Weapons:
Double Laser Cannon (Fire-Linked)
Fire Arcs: Dorsal Turret
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 5D; *Nominal:* 4 (20)

Favored by smugglers, the ship features the YT series trademark saucer-shaped hull and starboard-mounted command pod. Like most Corellian designs, the YT-2400 was fast, tough, and endlessly modifiable (-1DR). The ship is easily customized for modifications to the stock frame. Thus, the design is favored by mercenaries and smugglers, or any other being in need of a well-armed "transport". With thick armor plating and bulky engines, is can easily handle the strain of deep-space combat. The vessel had power to spare and an oversized hull begging for hot-rodded engines and powerful weapons. The aft section of the cockpit tube contained the primary escape pod, which seated six. The rounded hull area is devoted to cargo holds and ship's systems. A second escape pod, as well as the airlock, is located on the far side of the cargo compartment, directly opposite the bracing arms.

CloakShape Fighter

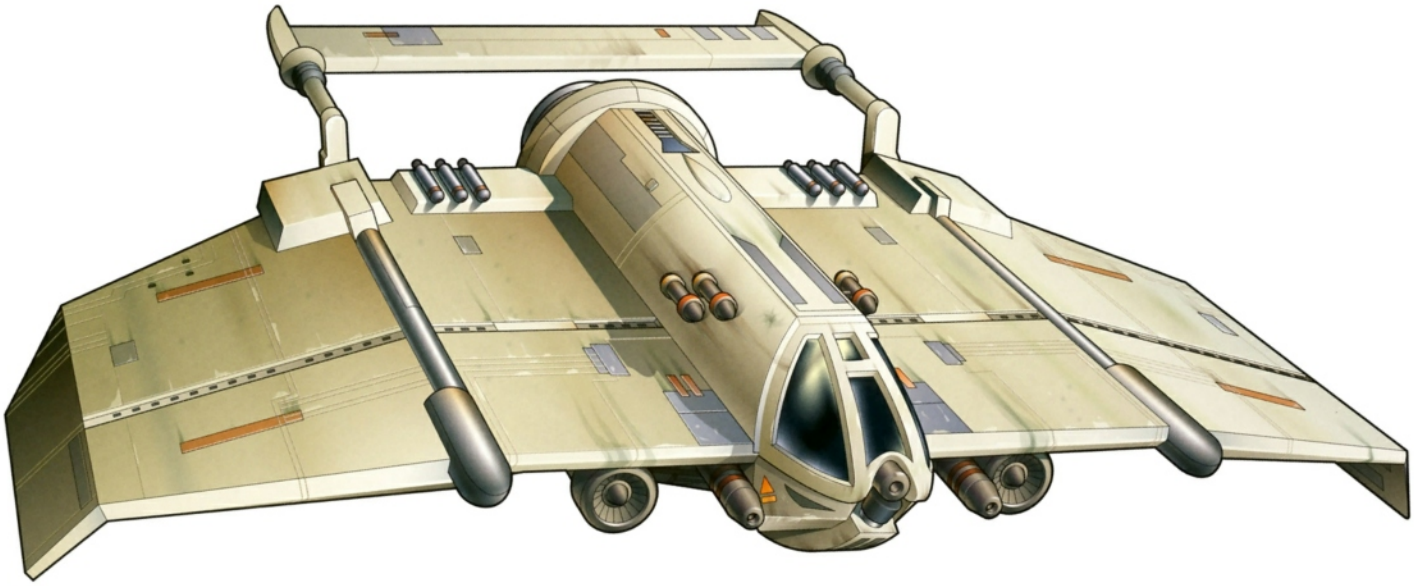
Craft: KDY Engineering CloakShape Fighter
Affiliation: General / Black Sun
Era: Old Republic (Obsolete, discontinued)
Scale: Snubfighter
Length: 15 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies Wildly
Cargo Capacity: (188): 68 kilograms available
Consumables: 8 days (80 credit refuel)
Cost: 59,000 (Used Only)
Hyperdrive Multiplier: x3
Nav Computer: Uses R1 unit: 5 jumps
Maneuverability: 2D+2 (3D+1 in Atmosphere)
Space: 7
Atmosphere: 950 kmh
Hull: 4D+2 + 2D Armor; Hull Points: 18
Armor Points: 24
Shields: 1D; Shield Points: 8
Sensors:
Passive: 50/0D
Weapons:
3 Blaster Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 km
Damage: 5D+2; *Nominal:* 5 (27)

2 Light Concussion Missile Pods (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 30 units
Atmosphere Range: 3 km
Damage: 7D; Nominal Damage: 7 (49)
Ammo: 8 Missiles/each (8 Shots total)

The reinforced hull makes the vessel quite durable and overall they are generally considered adequate for their class. They perform competently in planetary atmospheres. The fighter's simple design, modular compartments & universal adapters encourage modification, allowing them to be fitted with a variety of aftermarket systems. The Curich Engineering rear wing and stabilizer conversion kit is so common that many assume that the fighter originally came with the stabilizer.

This is what we call a "modern" CloakShape. Retrofitted with the most popular add-on parts that are widely available. The inclusion of a powerful Passive Sensor suite allows the craft to detect "something" rather than nothing at all. As the original models didn't even possess sensors. It's much more formidable than most would expect. The cartel needs pilots, you can pilot one of these babies if you join us in maintaining the peace. A good start would be if you rough up your neighbor's kid and then threaten his family for protection money. It might get your foot in the door with Black Sun.

-Mazzick



Supa Fighter

Craft: Joraan Drive Systems Supa-class Snubfighter
Affiliation: General / Black Sun
Era: Rise of Empire+
Scale: Transport *(Up Scaled Snubfighter)*
Length: 19 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 4D+2
Cargo Capacity: (238): 50 kilograms available
Consumables: 10 days (100 credit Refuel)
Cost: 198,000 (New); 149,000 (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x7
Nav Computer: Yes
Maneuverability: 1D+1 (1D in Atmosphere)
Space: 8
Atmosphere: 1,050 kmh
Hull: 5D+2; 2 Locs; Hull Points: 29/Port & Starboard Armor Points: 8/Port & Starboard
Shields: 1D+2; Shield Points: 14/Port & Starboard (2 Generators)
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 80/1D+2
Focus: 2/2D+1
Maximum: 160/-2D+1
Weapons:

2 Medium Laser Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D; Nominal Damage: 5 (30)

Ion Cannon
Fire Arc: Dorsal Turret
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D ***Static***; Nominal Damage: 6 (24)

2 Proton Torpedo Launchers
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D+1
Space Range: 20 units
Atmosphere Range: 2 km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 8 Torpedoes/ea

Some refer to this ship as a flying brick, other's call it an "Ugly". It may not be maneuverable, or pretty, but it has it where it counts. You will be hard pressed to find a single occupant Snubfighter that has integral bunk space that doubles as a refresher, a small galley and some creature comforts to help you weather a long jump. The design was custom commissioned for Black Sun and found it's place with pirates, smugglers and lone wolves, for which there are plenty in the galaxy. Joraan Drive Systems is also known for their Pinook Snubfighter, both share many of the same design elements, at a core level, including the engine.

We've always been huge fans of Joraan Drive Systems. In fact, I'm fairly certain we muscled our way into their board of directors through some pretty terrifying tactics, bribery and down right nasty threats and perhaps more than one abduction. This is one of the oddities they produced almost exclusively for Black Sun. While it's marketed at a general audience, our victims in the hyperlanes know the real truth! She packs one hell of a punch with that beauty of an Ion Cannon. Just a couple shots and most of our targets become our "guests" in short order.

-Mazzick

Pinook Fighter Mk I

Craft: Joraan Drive Systems Pinook Mk I
Affiliation: General
Era: Clone Wars (Obsolete, discontinued)
Type: Escort Snubfighter
Scale: Snubfighter
Length: 8 meters
Skill: Starship Piloting
Crew: 1
Crew Skill: Varies Wildly
Cargo Capacity: (100): 20 kilograms available
Consumables: 4 Days
Cost: 45,600 (Used Only)
Hyperdrive Multiplier: x3
Nav Computer: Limited to 5 jumps
Maneuverability: 2D (2D+1 in Atmosphere)
Space: 9
Atmosphere: 800 kmh
Hull: 3D; Hull Points: 12 / Armor: 8
Shields: 1D; Shield Points: 8
Sensors:
Passive: 10/0D+2
Scan: 20/1D
Search: 40/1D+2
Focus: 2/2D
Maximum: 80/-2D+1
Weapons:
2 Double Laser Cannons (Fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 1-300/1.2/2.5 km
Damage: 5D; Nominal: 5 (25)

Concussion Missile Launcher
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 30 Units
Atmosphere Range: 3 Km
Damage: 7D (42)
Ammo: 4

The Joraan Drive Systems Pinook Starfighter was an amazing success. Widely sold to private firms, individual systems, mercenary units, individuals and Criminal Organizations the original production run of the fighter was less refined and had a number of odd traits. However, for a small hyperspace capable fighter with missiles it was ideal for a number of applications. In the post Clone Wars era it fared very well, positioning Joraan Drive systems in a position of influence and profitability. They learned from their initial design faults and from consumer feedback and after several production runs released systems updates and field refit kits. The Mark II engineering refit improves on the design in almost every possible way.

These fighters are all over the place right now, on sale. Joraan Drive System ran a trade in deal for their new Mark II fighter and as a result the market has been flooded by these. You can likely walk in to a dealership and grab a couple newly refurbished Mark I's with a couple extras thrown in so they can get rid of them. I just bought a squadron of them for my Pira… Privateer contracted Frigate and I got all of them for a discount + they even tacked on a bit of Armor to each of them.

-"Privateer" Captain

SA-47 Hammer Head

Craft: Aerotech: SA-47
Affiliation: Independent / Black Market
Era: Rise of Empire (Civilization Pacified)
Scale: Snubfighter: Scaled down Transport*
Length: 11.5 meters
Skill: Starship piloting
Crew: 1 or 2; 1 can coordinate
Crew Skill: Varies Wildly
Cargo Capacity: (144): 59 kilograms available
Consumables: 6 days (120 credit refuel)
Cost: 154,525 (Used Only, Black Market)
Hyperdrive Multiplier: x5
Nav Computer: Yes
Maneuverability: 3D+2 (4D+2 in Atmosphere)
Space: 6
Atmosphere: 1200 Km/H
Hull: 4D + 2D Armor; Hull Points: 20
Armor Points: 32
Shields: 1D; Shield Points: 12
Sensors:
Passive: 15/0D
Scan: 20/1D
Search: 30/2D
Focus: 2/2D
Maximum: 60/-2D
Weapons:
Turbo Auto Blaster (Burst Fire)
Fire Arc: Fore / Port / Starboard
Skill: Starship gunnery
Fire Control: 3D (0D Base Fire Control)
Space Range: 1-6/18/24
Atmosphere Range: 100-600m/1.8/2.4 km
Damage: 6D ***Static***; *Nominal:* 9 (54)
Notes: A design of engineering genuis, this weapon system represents the pinnacle of Auto Blaster technology. Tibanna Gas/Hyperbaride enriched Autoblaster: Turbolaser adds 3 Nominal damage, Auto blaster controls Burst Fire. Full Burst already calculated into package. No action penalty.

8 External Hard Points
Fire Arc: Fore
Payload: 1 unit of any type of ordinance each. Can carry additional consumables (1 Day per unit).
Control System: Slaved to Multi Ordinance Launcher

Twin Auto Blaster (Fire-Linked; Burst Fire)
Fire Arc: Aft / Port / Starboard
Skill: Starship gunnery (pilot or co-pilot)
Fire Control: 3D (0D Base Fire Control)
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 km
Damage: 5D; *Nominal:* 4 (20)
Note: Full Burst already factored into the weapon system. No action penalty.

Ventral Multi Ordinance Launcher
Fire Arc: Fore / Port / Starboard
Skill: Starship Gunnery (pilot or co-pilot)
Fire Control: 3D+2
Space Range: Varies
Atmosphere Range: Varies
Damage: Varies
Ammo: 4 Units of any type of ordinance

The SA-47 hammer Head represents the pinnacle of the technological advancement of an independent system that was overrun by the Empire in the early stages of their establishment. The system possessed 4 Capital ships with incredible potential and amazing firepower. The system easily dispatched a lone Star Destroyer and caught the Empire's full attention. The response was a Sector Fleet which wiped the opposition out. Military complexes in the system were shelled from orbit and the population (near human) was pacified and then welcomed into the fold of the Empire after almost two decades. However there are those of that society that will never forget. Many joined the Alliance to Restore the Republic and transitioned directly into the Rebel Alliance with the hopes of one day freeing their system from Imperial tyranny. Many of the design lessons learned here would later be incorporated into the E-Wing Snubfighter.

Notes: She retains both the durability of the Snubfighter and a Transport. The craft can "defy" Star Wars physics, flipping end over end (requires an amazing pilot). The cockpit features a full ejection system w/repulsors 200 Km/H, Hull: 3D & Space of 1, full consumables, sensors and can land on planet safely.

Firefly-class Bulk Transport

Craft: Whedon Shipworks: Firefly Bulk Corvette
Affiliation: General
Era: Old Republic (Obsolete)
Type: Medium Bulk Transport
Scale: Corvette
Length: 120 meters
Skill: Capital Ship Piloting
Crew: 4, skeleton: 1/+5
Crew Skill: Varies Wildly
Passengers: 8
Cargo Capacity: (2,600): 2,600 metric tons available
Consumables: 6 Months (2.5K credit Refuel cost)
Cost: 262,000 (Used Only)
Hyperdrive Multiplier: x5
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 3D+2 (4D+2 Atmosphere)
Space: 8
Atmosphere: 1,200 KmH
Hull: 1D+1 + 2D Armor; Hull Points: 67/Arc
Armor Points: 225/Arc
Shields: *None*
Sensors:
Passive: 10/0D
Scan: 20/0D
Search: 40/1D
Focus: 4/2D
Maximum: 80/-3D

An old ship, designed with many oddities that don't conform with modern space travel. Namely the ship has a gravi-metric drive core whereas most ships in the galaxy use Ion Engines in space. The main drive also doubles as it's hyperdrive, however. It has two powerful, positional, Atmospheric thrusters/jet engines. While not having a robust hull classification, it has integral *Armor* that does not penalize the Design. Thus, it's a *lot* more rugged than most would assume on first glance. It's adept at Atmospheric / Gravity well flight and that's putting it mildly. It was a ship that never sold in numbers and is an incredibly rare sight. Excellent for bulk hauling, racing, as a yacht, with low crew compliment one would wonder why a ship of this class would be passed over. The answer lies in the non standard parts, the unique drive system and the overall difficulty of modification and maintenance.

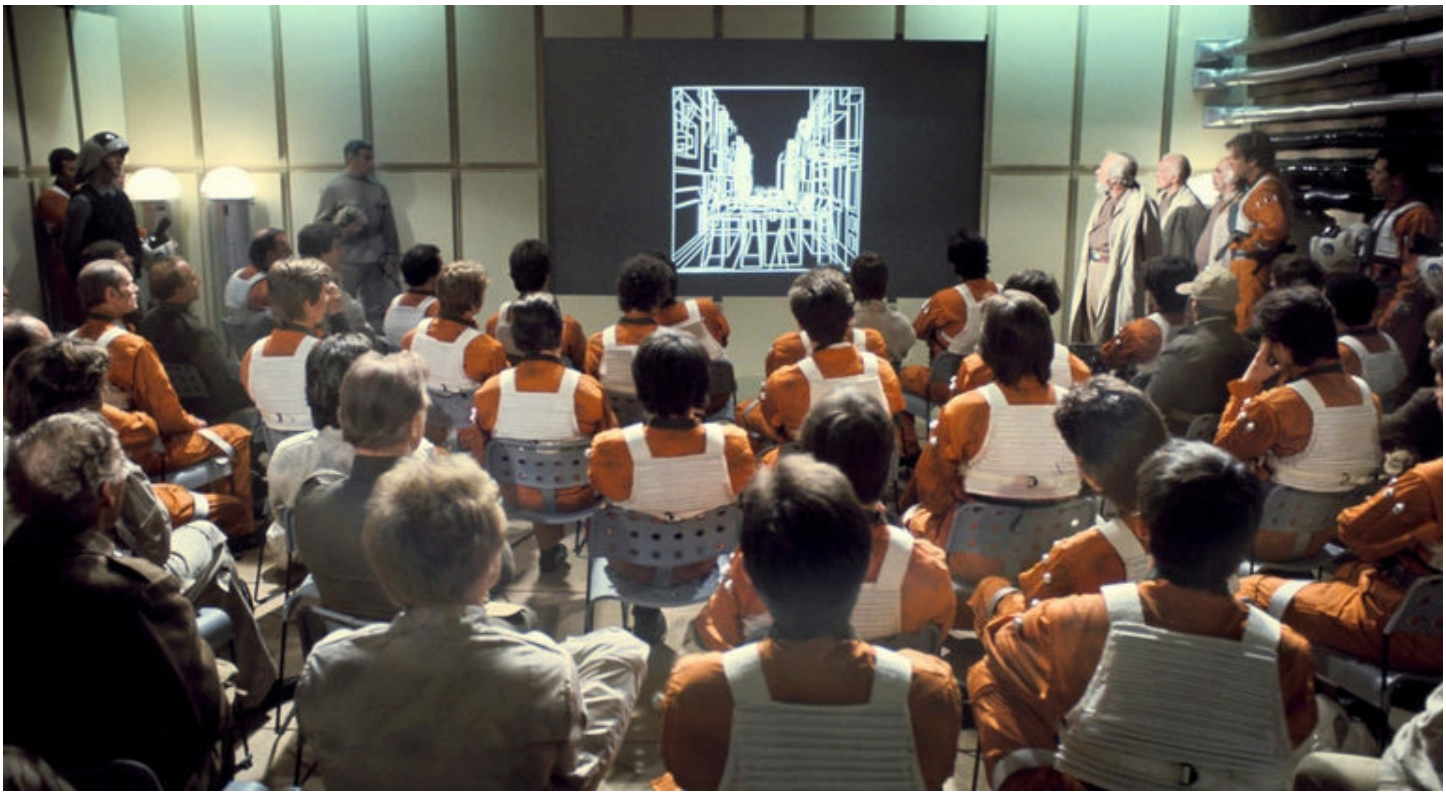
Notes:

- Fighter Space rolled into Cargo, can support 1 unit
- Optimum Slave Rigging *(design lost to time)*
- Corvette Crew & Passengers converted to Cargo
- Unique Life Support: 1/10 Consumable Costs
- Very Difficult to Modify & Maintain: +2DR

Only a true dreamer would fall in love with this ship. It's a true labor of love keeping one in the sky. While it has amenities aplenty, you will be swearing aplenty as well attempting to fabricate parts and modify her to modern standards.

-Unknown Captain

Starships Of the Rebel Alliance



A-Wing

Craft: Alliance Engineering "A-Wing"
Affiliation: Rebel Alliance
Era: Rise of Empire+
Scale: Snubfighter
Length: 9.6 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 6D
Cargo Capacity: (120): 40 kilograms Available
Consumables: 5 days (50 credit refuel)
Cost: 151,000 (New); 113,000 (Used)
Hyperdrive Multiplier: x1
Nav Computer: Limited to 2 jumps
Maneuverability: 4D
Space: 12
Atmosphere: 1,300 kmh
Hull: 3D; Hull Points: 12 / Armor Points: 8
Shields: 1D; Shield Points: 8
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 75/2D
Focus: 4/4D+1
Maximum: 150/-2D

2 Laser Cannons (Fire-Linked)
Fire Arc: Fore & Aft (if flipped)
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D; Nominal Damage: 4 (24)

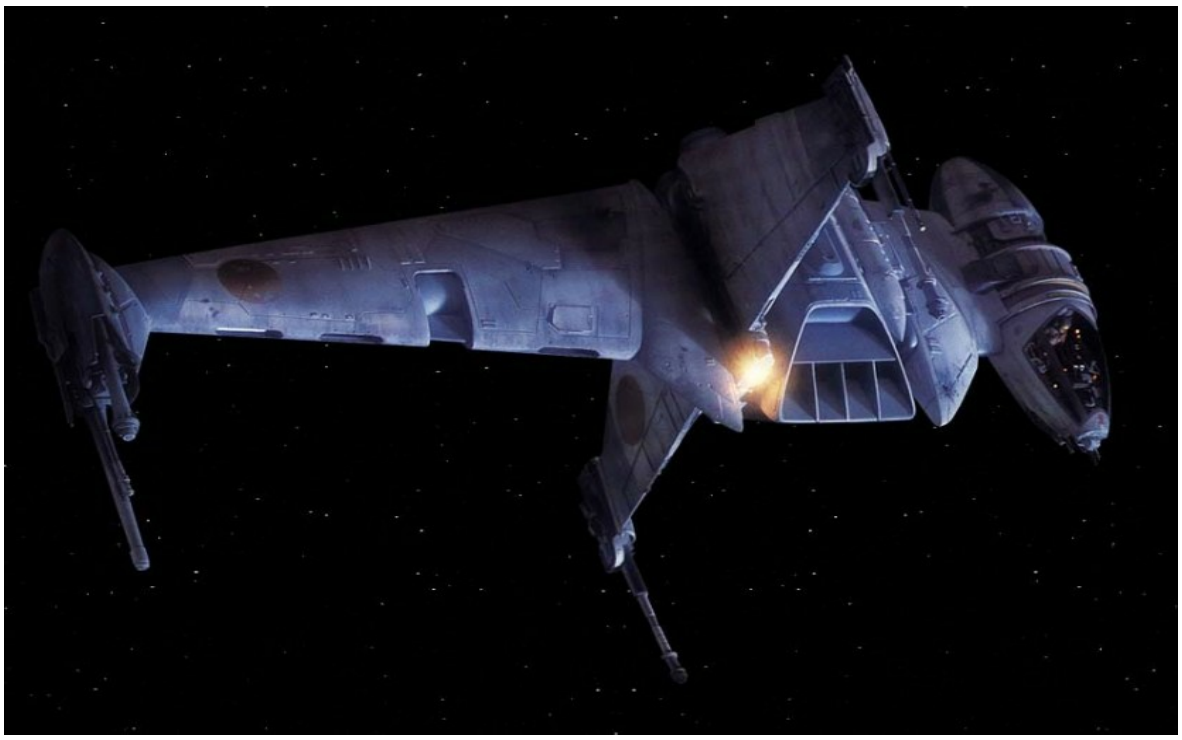
1 Concussion Missile Launcher
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 30 units
Atmosphere Range: 3 km
Damage: 8D; Nominal Damage: 6 (48)
Ammo: 4 Missiles

Enemy Targeting Jammer
Fire Arc: Any
Skill: Sensors: *Activation uses 1FA, difficulty 10, 1FA per round to continue to modulate it.*
Space Range: 15 unit radius around the A-Wing
Atmosphere Range: 3 km
Damage: -2D to Opposed Fire Control (No effect on Capital Ships)

Weap

B-Wing

Craft: Slayn & Korpil B-Wing
Affiliation: Rebel Alliance
Era: Rebellion+
Scale: Snubfighter
Length: 16.9 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 5D
Cargo Capacity: (212): 17 kilograms available
Consumables: 9 days (90 credit refuel)
Cost: 240,000 (New); 180,000 (Used)
Hyperdrive Multiplier: x2
Nav Computer: Limited to 2 jumps
Maneuverability: 2D+2 (+2DR penalty to piloting rolls until familiar with the craft)
Space: 7
Atmosphere: 950 kmh
Hull: 3D+2; Hull Points: 14 / Armor Points: 8
Shields: 2D; Shield Points: 16
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 75/2D
Focus: 4/4D+1
Maximum: 150/-2D
Weapons:
1 Heavy Laser Cannon
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km
Damage: 7D ***Static***; Nominal Damage: 6 (42)
2 Proton Torpedo Launchers
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 20 units
Atmosphere Range: 2 km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 5 Torpedoes per launcher
3 Medium Ion Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 4D+1
Space Range: 2-6/18/36
Atmosphere Range: 200-600/1.8/3.6 km
Damage: 6D; Nominal Damage: 5 (30)
2 Auto Blasters (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 5D*
Space Range: 1-5/15/20
Atmosphere Range: 200-600/1.8/3.6 km
Damage: 7D*; Nominal Damage: 4 (28)
**Extended Burst, already factored in, no action penalty, 1 Extended burst per Round.*



H-Wing

Craft: Koensayr BTS-A2 H-Wing Long-Range Strike Fighter / Bomber
Affiliation: Rebel Alliance
Era: Rebellion+
Scale: Snubfighter
Length: 17.1 meters
Skill: Starship piloting
Crew: 1; Gunners: 2
Crew Skill: Typically 5D
Cargo Capacity: (214): 24 kilograms available
Consumables: 9 days (270 credit refuel)
Cost: 299,000 (New); 222,000 (Used)
Hyperdrive Multiplier: x1
Nav Computer: Limited to 2 jumps
Maneuverability: 2D
Space: 8
Atmosphere: 1,050 kmh
Hull: 5D + 2D Armor; Hull Points: 20 / Armor Points: 32
Shields: 3D; Shield Points: 24
Sensors:
Passive: 30/1D
Scan: 65/2D
Search: 90/3D
Focus: 4/3D+2
Maximum: 180/-1D

Weapons:
1 Heavy Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 7D ***Static***; Nominal Damage: 6 (42)
2 Proton Torpedo Launchers
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 20 units
Atmosphere Range: 2 km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 6 Torpedoes each Launcher
2 Medium Ion Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 4D
Space Range: 2-6/18/36
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D ***Static***; Nominal Damage: 7 (35)

Considering the Alliance can purchase and fully refit just over five Z-95's to each singular H-Wing they can get their hands on this ship is not a frequent sight. While intended as a replacement for the Y-wing, it's prohibitive cost & high crew is what has kept the Alliance purchasing only a couple of them.

T-Wing

Craft: Incom T-Wing Snubfighter
Affiliation: Rebel Alliance
Era: Rise of Empire (Obsolete, still produced)
Scale: Snubfighter
Length: 10 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 4D
Cargo Capacity: (125): 50 kilograms available
Consumables: 5 days (50 credit refuel)
Cost: 127,000 (New); 91,000 (Used)
Hyperdrive Multiplier: x1
Nav Computer: Limited to 2 jumps
Maneuverability: 3D+1
Space: 11
Atmosphere: 1,300 kmh
Hull: 3D+1; Hull Points: 13 / Armor Points: 8
Shields: 1D+1; Shield Points: 9
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 40/2D
Focus: 2/3D
Maximum: 80/-2D
Weapons:

2 Light Laser Cannons (Fire-linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D; Nominal Damage: 4 (20)

2 Light Concussion Missile Launchers
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 30 units
Atmosphere Range: 3 km
Damage: 6D; Nominal Damage: 6 (36)
Ammo: 3 Missiles each Launcher

Limited Enemy Targeting Jammer
Fire Arc: Any
Skill: Sensors: *Activation uses 1FA, difficulty 10, 1FA per round to continue to modulate it.*
Space Range: 10 unit radius around the T-Wing
Atmosphere Range: 2 km
Damage: -1D to Opposed Fire Control (No effect on Capital Ships)

Incom intended it as a cheap replacement for the A-Wing/X-Wing… It didn't quite live up to expectations, only gaining a smidgen of maneuverability over an X-Wing and not matching the A-Wing. However, the Rebels use everything they can get their hands on, and they can build this one cheaply. Some are sold to Pirates and Privateers that fight the Empire.

X-Wing-B

Craft: Incom T-65B X-Wing Starfighter
Affiliation: Rebel Alliance
Era: Rebellion+
Scale: Snubfighter
Length: 12.5 meters
Skill: Starship piloting
Crew: 1 & Astromech Droid (can coordinate)
Crew Skill: Typically 5D
Cargo Capacity: (157): 71.25 kilograms available
Consumables: 7 days (70 credit refuel)
Cost: 171,000 (New); 129,000 (Used)
Hyperdrive Multiplier: x1
Nav Computer: No, uses Astromech Droid 10 Jumps
Maneuverability: 3D
Space: 8
Atmosphere: 1,050 kmh
Hull: 4D; Hull Points: 16 / Armor Points: 8
Shields: 1D; Shield Points: 8
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 75/2D
Focus: 3/4D
Maximum: 150/-2D

Weapons:

4 Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D; Nominal Damage: 6 (36)

2 Proton Torpedo Launchers
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 20 units
Atmosphere Range: 2 km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 3 Torpedoes each Launcher

This is the best general purpose fighter the Alliance fields. It is handed out to the elite and in emergency situations. Otherwise pilots are assigned to a Z-95.

Y-Wing

Craft: Koensayr BTL-F1 Y-wing
Affiliation: Rebel Alliance & Various
Era: Clone Wars+ (Obsolete, still produced)
Scale: Snubfighter
Length: 16 meters
Skill: Starship piloting
Crew: 1 or 2 + Astromech Droid (can coordinate)
Crew Skill: Typically 5D
Cargo Capacity: (200): 120 kilograms available
Consumables: 8 days (160 credit refuel)
Cost: 141,000 (New); 77,000 (Used)
Hyperdrive Multiplier: x1
Nav Computer: No, uses Astromech Droid 10 Jumps
Maneuverability: 2D
Space: 8
Atmosphere: 1,050 kmh
Hull: 4D; Hull Points: 16 / Armor Points: 8
Shields: 1D+2; Shield Points: 10
Sensors:
Passive: 25/0D
Scan: 35/1D
Search: 40/2D
Focus: 2/3D
Maximum: 80/-2D

Weapons:

2 Medium Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D; Nominal Damage: 4 (24)

2 Proton Torpedo Launchers
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 20 units
Atmosphere Range: 2 km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 4 Torpedoes each Launcher

This is the workhorse of the Rebel Alliance. It's one of the most common sights in any Fighter formation next to the Z-95 due to it's availability and it's existence since the Clone Wars. Considering the high availability of parts, all repairs are performed at -1DR.

Toscan 8-Q

Craft: Shobquix Yards Toscan 8-Q Starfighter
Affiliation: Rebel Alliance & Various
Era: Old Republic+ (Obsolete, no production)
Scale: Snubfighter
Length: 10.2 meters
Skill: Starship piloting
Crew: 1 (Passengers: 3*)
Crew Skill: Typically 4D
Cargo Capacity: (128): kilograms 18 Kg* available
Consumables: 5 (4*) days (50/200* credit refuel)
Cost: 26,000 (Used Only)
Hyperdrive Multiplier: x3
Nav Computer: Limited to 2 Jumps
Maneuverability: 1D (2D in Atmosphere)
Space: 5
Atmosphere: 850 kmh
Hull: 2D(3D*); Hull Points: 8(12*) / Armor Points: 8
Shields: 0D+2(1D+2*); Shield Points: 2(10)
Sensors:
Passive: 15/0D
Scan: 25/0D+1
Search: 40/1D+2
Focus: 1/2D
Maximum: 80/-2D+1

Weapons:
2 Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D; Nominal Damage: 4 (20)

This is the cheapest/oldest fighter the Alliance fields. They are typically posted to guard backwater worlds and used for limited courier service and as personal fighters for persons of interest in transit between fleets and assignments. The biggest changes to the fighter are that some of the sensors, nav computer & the Hyperdrive on the 8-Q were swapped with the Z-95's the Alliance uses in active combat duty. Modern consumable storage was addend to give it range and an almost forgettable shield generator was added, having been cobbled together with parts on hand.

**There is a "Pinnace" variant of the craft for ship to ship shuttling that adds room for 3 passengers but reduces the consumables to 1 day, increases the Shields & Hull by 1D but looses 60kg of it's cargo space.*

Alliance Z-95-AT Headhunter (Adar Tallon)

Craft: Modified Incom/Subpro Z-95 Headhunter
Affiliation: Rebel Alliance
Era: Clone Wars (Obsolete, no production)
Scale: Snubfighter
Length: 11.8 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 4D
Cargo Capacity: (148): 48 kilograms available
Consumables: 6 days
Cost: 59,000 (Used Only)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 2D (3D in Atmosphere)
Space: 7
Atmosphere: 1,150 kmh
Hull: 4D; Hull Points: 16 / Armor Points: 8
Shields: 1D; Shield Points: 8
Sensors:
Passive: 15/0D
Scan: 25/1D
Search: 50/2D
Focus: 2/2D
Maximum: 100/-2D
Weapons:

2 Triple Blasters (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 km
Damage: 5D; Nominal Damage: 6 (30)

2 Concussion Missile Launchers
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 30 units
Atmosphere Range: 3 km
Damage: 7D; *Nominal:* 6 (42)
Ammo: 4 Missiles per launcher

This is the standard Rebel Alliance refit, based on Adar Tallon's specifications. They are bought cheaply then tweaked with spare parts and common components to bring them almost on par with modern Snubfighters. These have proven to be tough, effective and tend to be a more common sight than any other fighter fielded in the early stages of the Alliance. These fighters are utilized well into and past the Yuuzhan Vong conflict.

There is a training version of this craft that is identical save for the loss of 2 days of Consumables and the inclusion of a second seat for trainees.

This craft is refit with the best components that are cannibalized from the Toscan 8-Q fighters.

Pinook Fighter Mk 2

Craft: Joraan Drive Systems Pinook Mk 2
Affiliation: General
Era: Rebellion+
Type: Escort Snubfighter
Scale: Snubfighter
Length: 9 meters
Skill: Starship Piloting
Crew: 1
Crew Skill: Varies Wildly
Cargo Capacity: (113): 13 kilograms available
Consumables: 5 Days
Cost: 140,000 (New); 106,000 (Used)
Hyperdrive Multiplier: x2
Nav Computer: Limited to 5 jumps
Maneuverability: 2D+2 (3D in Atmosphere)
Space: 10
Atmosphere: 925 kmh
Hull: 3D+1; Hull Points: 13 / Armor: 8
Shields: 1D+2; Shield Points: 10
Sensors:
Passive: 15/1D
Scan: 30/2D
Search: 45/2D+1
Focus: 2/2D+2
Maximum: 90/-1D+2
Weapons:
4 Light Laser Cannons (Fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 1-300/1.2/2.5 km
Damage: 4D+2; Nominal: 6 (26)

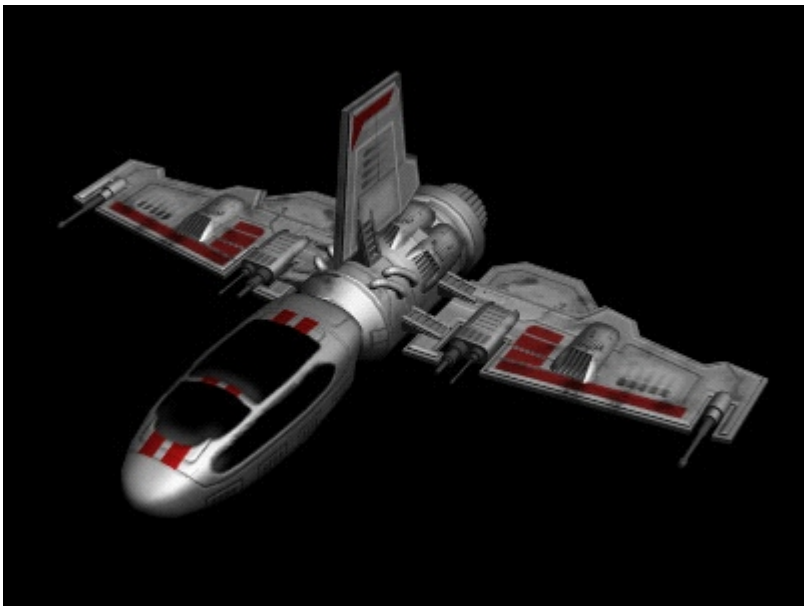
2 Medium Ion Cannons (Fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 2-4/8/32
Atmosphere Range: 2-400/1.8/3.2km
Damage: 5D; Nominal: 4 (20)

Light Concussion Missile Launcher
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 30 Units
Atmosphere Range: 3 Km
Damage: 6D (36)
Ammo: 4

The Joraan Drive Systems Pinook Mark I was an amazing success. Widely sold to private firms, individual systems, mercenary units, individuals and Criminal Organizations the original production run of the fighter was less refined and had a number of odd traits. However, for a small hyperspace capable fighter with missiles it was ideal for a number of applications. In the post Clone Wars era it fared very well, positioning Joraan Drive systems in a position of influence and profitability. They learned from their initial design faults and from consumer feedback and after several production runs released systems updates and field refit kits. The Pinook possesses the refined Transport grade drive system that made the original so popular, and so fast for a single engine craft.

I can't say a bad thing about this fighter. I own one. Honestly, while rather expensive it's a pretty damn good production run. For it's size it packs one hell of a punch. There are a couple things I did to mine that make this baby scream. I added a rotational ring to the back of the cockpit that allows me to pull off higher maneuvers while remaining utterly stable and I've modified it to eject the cockpit in the event of a catastrophic systems failure. Installing a couple light jets on the cockpit is simple and better yet the repulsors are housed in there. Make sure you keep a portable fusion jenny (like the ones in survival packs) to power the repulsors on the way down… or it will be a really hard ride.

-Iceman



Zebra II "Space Master"

Craft: Hyrotii Vehicle Works Zebra II
Affiliation: General
Era: Rebellion+
Type: Short Range Death Box
Scale: Snubfighter
Length: 8 meters
Skill: Starship Piloting
Crew: 1
Crew Skill: Varies Wildly
Cargo Capacity: (100): 30 kilograms available
Consumables: 4 days
Cost: 69,000 (New); 52,000 (Used)
Maneuverability: 2D+2 (+1 in Atmosphere)
Space: 10
Atmosphere: 1,150 kmh
Hull: 2D+3; Hull Points: 11
Armor Points: 8
Shields: 2D-2; Shield Points: 14
Sensors:
Passive: 17/0D-2
Scan: 28/1D-1
Search: 56/3D+3
Focus: 3.5/4D-6
Maximum: 112/0D
Weapons:

2 Turbolaser Cannons (Battery-Linkage)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 2-5/20/40
Atmosphere Range: 200-500m/2/4km
Damage: 8D; Nominal: 5 (40)

When each and every credit counts, you always go Zebra! That is the slogan that leads the way on their current product lineup. Mass production has … er… somewhat helped this older design. It's popularity among bandits, pirates and the less reputable and or cheapskates of the galaxy has, finally, sort of, paid off. The company has been making gains in the independent systems markets, however, where the fighter craft has been increasingly popular.

Some pundits argue that the Turbolasers, while effective, have the lowest quality standards and highest maintenance cycles of any weapon in their class. However, the people that have already died due to weapons malfunctions are the true losers here. I once knew a guy that worked on Zebra maintenance… He's dead from routine maintenance... This is likely due more to the Zebra's "perfect fire control" package which is little more than a bare bones targeting package that has been poorly modified to the maximum. The package has been known the interrupt the timing of the weapon linkage and do one of two things, one cannon will fire, followed up by a late shot from the other, or a buildup of hyperbarides will occur on the first trigger pull, and on the ***second a double power blast*** rolls out of the guns. *The flaw is actually being marketed as a good thing and optional mod packages have been released to control it.*

Double Power Shot: (1FA to Activate)
Damage: 16D*; Nominal:* 5 (80)
Ammo: 5 before Barrel Melting / Detonation

Mods:
Heavy Shot Package: 500 Credits (+5 Shots)

Linkage Smoothing (er…fixing…sort of… our shitty software): 500 Credits (3D Fire Control & + 10 Shots)

All arguments aside, the Rebel Alliance is just the sort of desperate group of individuals Hyrotii was really marketing the craft for. It's selling like hot-cakes to the poor Rebels, who deploy it on a lot of their Bulk Cruisers for short range carrier defense. Criminals, likewise are huge customers of Hyrotii.

No one is really sure how they're selling the Zebra II so cheaply. I picked up one of these just to throw in the garage. Upon tinkering with it and getting under the hood I noticed a lot of rough metal work around the serial numbers on the guns, my guess is the guns and most of the other parts are stolen from KDY and "re-branded", kind of gives me a warm fuzzy feeling.

YT-1300 Transport

Craft: C.E.C. YT-1300
Affiliation: Rebel Alliance / General
Era: Clone Wars (Obsolete, no production)
Type: Light freighter
Scale: Transport
Length: 26 meters
Skill: Starship Piloting
Crew: 1, 1 can coordinate, gunners: 2
Crew Skill: Typically 3D+1
Passengers: 4
Cargo Capacity: (89.9) metric tons; 10 *masked*
Consumables: 2 months (5,600 credit refuel)
Cost: 53,000 (Used only)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 0D+1
Space: 4
Atmosphere: 800 KmH
Hull: 4D: 2 loc(s) 20 Hull Points / 8 Armor Points
Shields: 1D: 12 Shield Points: 6 Points/Loc
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Maximum: 80/-2D

Pretty difficult to get more nondescript than a YT-Series freighter. The Rebel Alliance employs dozens of types of Corellian Engineering Corporation ships including some from Corellispace the less well known manufacturer from the Corellian Sector. These are typically disposable craft meant for "legit" cargo runs and used as standard transports. These are typically assigned to less well known units and the occassional "wild card" Spec-Ops unit.

Masked Cargo Storage
Roughly 10 metric tons of Cargo space on these vessels is scanner resistant (Difficulty: 60).

While the ships remain relatively "stock" aside from some masked cargo space, a few things have been added. Decent maneuvering thrusters have been added, standard shielding has been added as well. Everything aside from the scanner resistant hold area are well within legal parameters so as to not attract attention.

Weapons:
2 Double Laser Cannons (Fire-Linked)
Fire Arc: Dorsal & Ventral turrets
Crew: 1
Skill: Starship gunnery
Fire Control: 2D (0D if fired by the Pilot)
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D+2; *Nominal:* 4 (18)

The armament is respectable, adding the additional Ventral turret so as to give the ship decent coverage. Yet again, another modification that's well within legal parameters.

These ships are easy to modify and repair like all Corellian ships are.

Ghtroc 720 Mark I

Craft: Ghtroc Industries class 720 Freighter Mark I
Affiliation: Rebel Alliance+
Era: Rise of Empire (Obsolete, no production)
Type: Light freighter
Scale: Transport
Length: 35 meters
Skill: Starship Piloting
Crew: 1, 2-3 can coordinate
Crew Skill: Typically 3D+2
Passengers: 0 (12 No Covert Shroud)
Cargo Capacity: (75): 74.9 metric tons
(175: 174.9 No Shroud)
Consumables: 2 months
(10,500 credit refuel standard/2,100 Shroud)
Cost: Standard 49,000; Covert Shroud: 67,000
(Used only)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D+2 (2D No Shroud)
Space: 4 (5 No Shroud)
Atmosphere: 700 kmh (800 KmH No Shroud)
Hull: 3D+2: 3 loc(s) 19 Hull Points / 8 Armor Points
Shields: 2D: Shield Points: 24
Fore: 8, Mid: 8, Aft: 8
Sensors:
Passive: 15/0D (No Shroud +5)
Scan: 20/0D (No Shroud +10)
Search: 40/2D (No Shroud +20)
Focus: 2/3D
Maximum: 80/-2D (120/-2D No Shroud)

Weapons:
Double Laser Cannon (Fire-Linked)
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D+2 (0D+2 if fired by the Pilot)
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D+2; *Nominal:* 4 (18)

Covert Shroud
Snubfighter Concealment Suite
Function: Replaces Cargo with masked Snubfighter
Deployment: Destroys Freighter
Jamming: +4DR penalty to opposed Tractor Beams, Fire Control and Sensor Suites to lock onto the deployed Snubfighter.
Space Range: 3 Unit Radius around Freighter
The Covert Shroud package is meant to obscure high priority targets in the employ of the Rebel Alliance / New Republic. It completely hides a fighter in a scanner resistant hold (Base difficulty 90 to detect). Upon deployment, shaped explosive charges break the ship apart and "Chaff" is thrown in all directions around the Freighter so as to make locking onto the Snubfighter almost impossible. This will typically allow the pilot of the Snubfighter to jump into hyperspace. *The Shroud package is effective on all Snubfighters under 15 meters.*

The Transport Version is the backbone of the Alliance Haulers. Capable of being retrofitted to carry up to 35 Troops in addition to it's Crew and Passengers.

HWK-290 Light Freighter

Craft: CEC HWK-290 light freighter
Affiliation: General / Rebel Alliance / Mercenaries
Era: Clone Wars (Obsolete, no production)
Type: Heavy Courier
Scale: Transport
Length: 29 meters
Skill: Space transports: HWK-290 light freighter
Crew: 1 to 2 (Can Coordinate)
Crew Skill: Varies Wildly
Passengers: 2
Cargo Capacity: (75): 74.9 metric tons
Consumables: 2 months (2,800 credit refuel)
Cost: 85,000 (Used Only)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 850 kmh
Hull: 5D; (2 Locations) Hull Points: 25/Loc
Armor Points: 8/Loc
Shields: 1D+1; Shield Points: 13 (2 Generators)
Shield Points: 13/Loc
Sensors:
Passive: 25/0D+2
Scan: 50/1D+2
Search: 75/2D+2
Focus: 3/3D+2
Maximum: 150/-1D+1
Weapons:

4 Double Blaster Cannons (Fire-Linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-5/10/17
Atmosphere Range: 100-500m/1/1.7 km
Damage: 5D; Nominal: 7 (35)

Medium Double Blaster Cannon (Fire-Linked)
Fire Arc: Ventral Turret
Scale: Speeder
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 1-2.5/5/10
Atmosphere Range: 100-250m/500m/1km
Damage: 6D; Nominal Damage: 4 (24)

The HWK-290 is a less known starship design that closely resembles the performance characteristics of a Courier ship . It's a cramped, utilitarian ship.

Concussion Missile Tube
Fire Arc: Fore
Skill: Starship Gunnery
Space Range: 60 Units; *Atmosphere Range:* 30km
Damage: 8D; *Nominal:* 6 (48)
Ammo: 2 Seeker Missiles

More a relic of a bad marketing campaign than anything else, released at the wrong time during a war. It saw some sales though typically at the "used" price on showroom floors. Those that did pick one up weren't dissatisfied. It's a damned good ship that was ahead of it's time.

GR-75 Medium Transport

Craft: Gallowfree Yards: GR-75-Series
Affiliation: General
Era: Rise of the Empire
Type: Bulk Transport
Scale: Corvette (Up Scaled Bulk Transport)
Length: 180 meters (+1D to Hull due to size)*
Skill: Starship Piloting / Capital Proficiency reduces all targets by 1 pip & Skeleton penalty by 5
Crew: 6, gunners: 4, skeleton: 3/+10
Crew Skill: Typically 4D
Cargo Capacity: (3,760): 3,756 metric tons available
Consumables: 6 Months (21K credit Refit cost)
Cost: 254,000 (New/Used)
Hyperdrive Multiplier: x4
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 0D
Space: 2
Atmosphere: 500 KmH
Hull: 3D*; Hull Points: 150/Arc
Armor Points: 75/Arc
Shields: 1D; Shield Points: 75/Arc
Sensors:
Passive: 10/0D
Scan: 25/0D
Search: 40/1D
Focus: 2/2D
Maximum: 80/-3D
Weapons:
4 Twin Laser Cannon Turrets (Fire-Linked)
Fire Arcs: 1 Fore ,1 Port, 1 Starboard, 1 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 4D; *Nominal:* 4 (16)

These transports are just large enough to be useful for some fleet replenishment tasks - medicine, clothing, small arms, light equipment, food or fuel. Unfortunately, as the Alliance hasn't got many large craft, they are forced to push these transports to their limits. Though not specifically designed as such, medium transports can also carry passengers. A few have been converted into miniature hospitals, communications centers, and so forth. Medium transports are virtually helpless in battle. They are slow, unwieldy, and very lightly armed and shielded. They are small enough to be vulnerable to Snubfighter attacks, but not so small that they aren't tempting targets for capable warships. The best thing that can be said about them is that they are cheap. The Alliance got most of its medium transports direct from the manufacturer, Gallofree Yards Inc., buying through third-party agents for well below suggested retail price when Gallofree went bankrupt several years back. Rebel spacers insist the Empire was fully aware the Alliance was buying the transports, but they let them purchase them anyway because they thought the ships would cause more grief than good.

Notes:

- Corvette Crew, Passengers, Snubfighters & 3 Months of Fuel converted to Cargo
- Guns reflected at Snubfighter, no markup
- Sensors = Transport Grade, reflected in the price.

MC60D Battle Cruiser

Craft: Mon Calamari MC60D Star Cruiser
Affiliation: Rebel Alliance
Era: Rebellion+
Type: Star cruiser
Scale: Battleship
Length: 1,000 meters
Skill: Capital Ship Piloting
Crew: 3,600, gunners: 150, skeleton: 2,250/+10
Crew Skill: Typically 6D
Passengers: 3,600 (troops)
Cargo Capacity: (10,000): 61 metric tons available
Consumables: 4 years (113 Million Refit cost)
Cost: 101 Million Credits (New); 75.8 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x7
Nav Computer: Yes
Maneuverability: 3D
Space: 7
Hull: 7D; Hull Points: F:1050/P:1050/S:1050/A:1050
Armor Points: F:900/P:900/S:900/A:900
Shields: 5D* F:1500/P:1500/S:1500/A:1500
*MC60D star cruisers have 10D of back-up shields. When a die of shields is lost, if the shield operators can make an Easy *capital ship shields* total, one of the backup die codes of shields can be brought up to increase the shield back to 5D.
Sensors:
Passive: 50/2D
Scan: 70/3D
Search: 150/4D
Focus: 6/5D
Maximum: 300/0D

These are hand built warships were designed for battle unlike the MC80's which are converted civilian cruise liners.

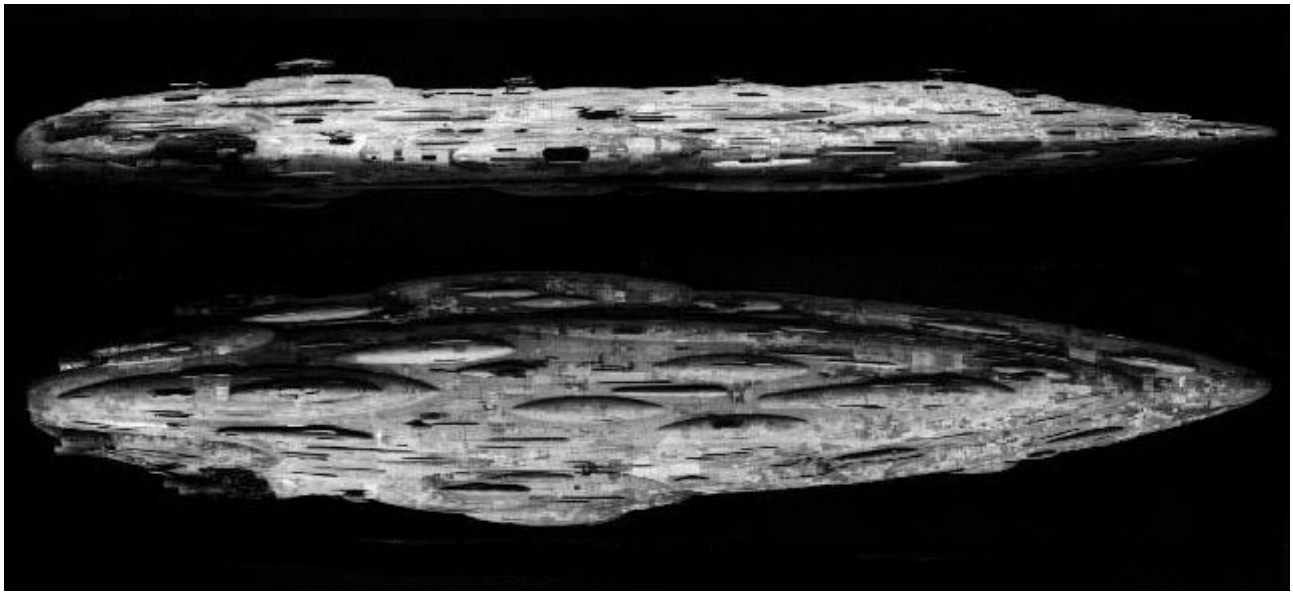
Weapons:
52 Quad Turbolaser Batteries
Fire Arc: 13 Fore, 13 Port, 13 Starboard, 13 Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D+1
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D; Nominal 7 (35)

20 Quad Ion Cannon Batteries
Fire Arc: 8 Fore, 4 Port, 4 Starboard, 4 Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 5D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D; Nominal: 7 (28)

6 Tractor Beam Projectors
Fire Arc: 1 Fore, 2 Port, 2 Starboard, 1 Aft
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D

Hangar Space: 48 Snubfighters & 10 other craft (transports, support ships, etc.)

Ground Compliment: 1 Prefab Base, 12 T-47's, 6 Hover Tanks, 2 Landing Barges



Neutron Star-class Bulk Cruiser

Craft: Rendili StarDrive's Neutron Star Bulk Cruiser
Affiliation: Rebel Alliance
Era: Clone Wars (Obsolete, still produced)
Type: Freighter/Frigate/Patrol Vessel
Scale: Cruiser
Length: 600 meters
Skill: Capital Ship Piloting
Crew: 1,883, gunners: 117, skeleton: 1,215/+10
Crew Skill: Typically 4D
Passengers: 1,782 (troops)
Cargo Capacity: (6,000): 48 metric tons available
Consumables: 2 years (29 Million Refit cost)
Cost: 19 Million (New); 10.5 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 5D+2; Hull Points: 713/Arc
Armor Points: 300/Arc
Shields: 2D+1 Shield Points: 350/Arc
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 125/3D
Focus: 5/3D+2
Maximum: 250/-1D

These ships were based off the aging Old Republic Dreadnought Cruisers and as such any such Cruisers found could be scrapped to refit these "Freighters". The stats reflect the Rebel Alliance refit of these craft using older Dreadnought components that were widely available due to the sheer quantity of Dreadnoughts that exist in the galaxy (many sitting in mothball yards and listing in space from countless battles over the millennia).

The Rebels have added 10 Quad Laser cannons to fill in a deficiency of point defenses on the Aft arc of the ship. The hangar has been expanded to house of to 36 Snubfighters and 3 Transports. Consumables have been brought in line with the Dreadnoughts of old and they have received a marginal engine refit. Along with a handful of the most easily acquired Capital Weapons from the old Dreadnought series Cruisers. The durability of the ships have been elevated to Dreadnought standards as well. These ships would come to be the mainstay of Rebel Resistance Operations in the galaxy, often operating independently in Imperial held sectors and supporting Rebel cells and destabilization efforts.

Weapons:

40 Quad Laser Cannons
Fire Arc: 10 Fore, 10 Port, 10 Starboard, 10 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 5D; Nominal: 6 (30)

25 Quad Turbolaser Batteries
Fire Arc: 6 Fore, 7 Port, 7 Starboard, 5 Aft
Crew: 3
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-20/40/80
Atmosphere Range: 6-40/80/160 km
Damage: 5D; Nominal: 7 (35)

2 Tractor Beams
Fire Arc: 1 Port, 1 Starboard
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
A*tmosphere Range:* 2-10/30/60 km
Damage: 4D; Nominal: 7 (28)

Snubfighter Compliment: 48 Fighters, 4 Transports

Ground Compliment: 2 Landing Barges, Small Prefab Base, 12 T-47's, 6 TX-130's

Quasar Fire-class Bulk Cruiser

Craft: Modified SoroSuub Quasar Fire Bulk Cruiser
Affiliation: Rebel Alliance
Era: Rebellion+
Type: Snubfighter Carrier
Scale: Frigate
Length: 350 meters
Skill: Capital Ship Piloting
Crew: 236, gunners: 26, skeleton: 157/+10
Crew Skill: Typically 4D
Passengers: 140 (techs); 70 (troops)
Cargo Capacity: (3,500): 43 metric tons available
Consumables: 1 year (1.8 Million Refit cost)
Cost: 3.3 Million (New); 2.5 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 3D+2; Hull Points: 275/Arc
Armor Points: 134/Arc
Shields: 1D+2 Shield Points: 168/Arc
Sensors:
Passive: 40/1D+2
Scan: 80/2D+2
Search: 120/3D
Focus: 5/4D
Maximum: 240/-1D

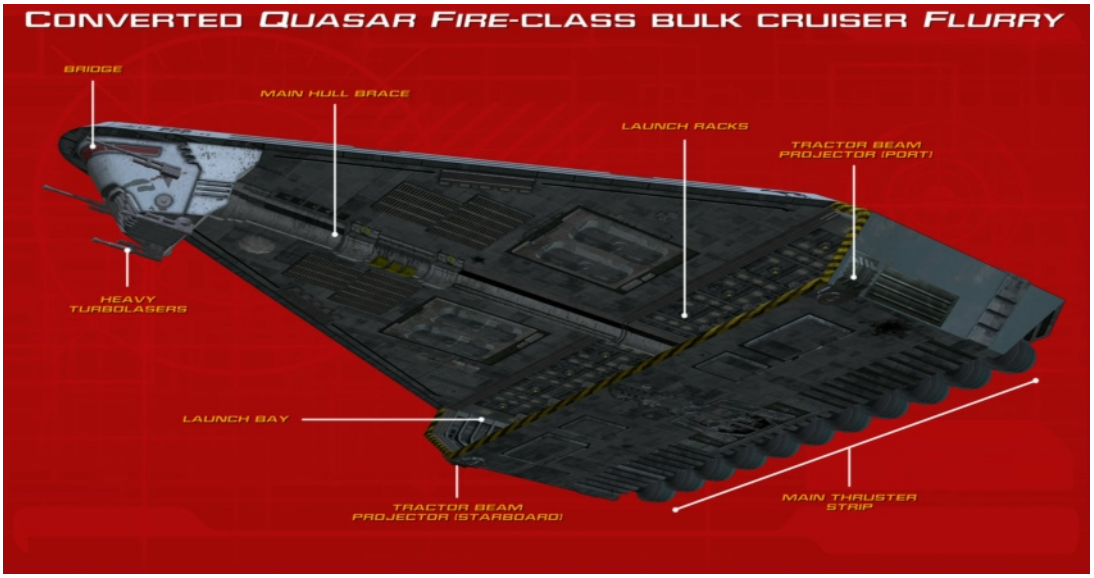
These ships are modern refits of SoroSuub Quasar Fire Bulk Cruisers that were clandestinely donated to the Rebel Alliance by the SoroSuub Corporation. The Rebels refit them to act as carriers and armed them with whatever their power systems could handle. Seeing as there was little actual space and hull area to place defenses, they opted for a pair of Ultra Heavy Turbolasers that were salvaged from Trade Federation ships and placed a heavy chin turret, just under the bridge for it's only, meager, point defense. The craft relies heavily upon it's Snubfighter compliment for defense overall. This is an effective carrier, that is cheap to maintain and field overall. It's limited armament is formidable enough to deter pirates and smaller Imperial craft, however, any prolonged engagement will surely see the craft destroyed.

Weapons:

2 Ultra Heavy Turbolaser Cannons
Fire Arc: 1 Fore/Port; 1 Fore/Starboard
Crew: 8
Skill: Capital Ship Gunnery
Fire Control: 2D+2
Space Range: 4-20/47/98
Atmosphere Range: 8-40/94/196 km
Damage: 100
Rate of fire: 1/3
Ammo: 80 Per Gun

1 Dual Heavy Turbolaser Battery
Fire Arc: Fore/Port/Starboard (Chin Turret)
Crew: 2
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 2-12/25/50
Atmosphere Range: 200m-1.2/2.5/5 km
Damage: 8D; Nominal: 5 (40)

4 Tractor Beams
Fire Arc: 1 Fore, 1 Port, 1 Starboard, 1 Aft
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D; Nominal: 7 (28)
Snubfighter Compliment: 48 Snubfighters, 3 Transports



Corellian CR90 Corvette

Craft: Corellian Engineering Corporation CR90
Affiliation: Rebel Alliance/General/Empire
Era: Rise of Empire+
Type: Mid-sized multi-purpose vessel
Scale: Corvette
Length: 150 meters
Skill: Capital Ship Piloting
Crew: 51, gunners: 18, skeleton: 34/+5
Crew Skill: Typically 4D
Passengers: 45 (troops)
Cargo Capacity: (1,500): 1,422 metric tons available
Consumables: 6 Months (24K Credit Refit cost)
Cost: 2.4 Million (New); 1.8 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 950 KmH
Hull: 4D; Hull Points: 200/Arc
Armor Points: 75/Arc
Shields: 2D Shield Points: 150/Arc
Sensors:
Passive: 20/0D
Scan: 40/0D
Search: 80/1D
Focus: 2/2D
Maximum: 160/-3D

The galactic standard for a counselor's ship. It can perform well as a screening vessel, a light combatant vs pirates (many of these ships are owned by pirates) and a heavy courier.

The Rebel Alliance fields several custom models of this ship. Some of the modifications expand upon the mid section of the hull structure and formalize either 1 or 2 Snubfighter launch bays (*Port or Starboard or both depending upon the resources available at the time of construction)*, turning the ship into a micro carrier. Each launch bay adds an additional 1,000 Metric Tons of Cargo space to the vessel and each additional raises the Hull code of the ship by 1D. Each hangar allows the ship to carry 4 additional Snubfighters (Each Hangar costs 120,000 credits and subtracts 400 Metric tons from cargo).

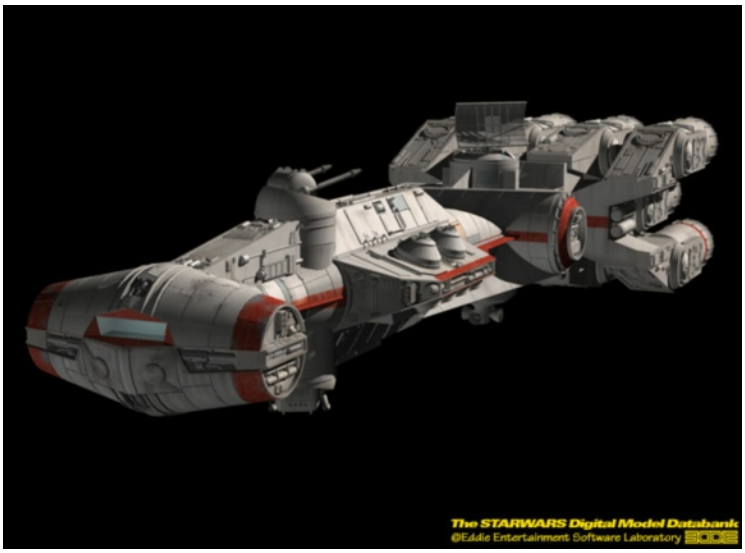
As with most Corellian vessels, this ship is rather modifiable and flexible for multiple roles. Apply the standard bonuses that Corellian Freighters receive to this ship for the purposes of customization and repair.

Weapons:
6 Double Turbolaser Batteries
Fire Arc: 2 Fore/Port/Starboard, 1 Fore/Port, 1 Fore/Starboard, 1 Aft/Port, 1 Aft/Starboard
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 600m-30/70/150 km
Damage: 5D; Nominal: 5 (25)

6 Double Laser cannons
Fire Arc: 1 Fore, 2 Port, 2 Starboard, 1 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 5D; Nominal: 4 (20)

Escape Craft:
Faberstien-Lago 37s emergency escape pods (8, ventral)
Armed Faberstien Maximum capacity life ships (4, dorsal)

Docking Bays:
Ventral Snubfighter-scale landing bay, up to 4 Snubfighters can be carried and launched one at a time. Also possesses 2 Universal docking collars, 1 Port and 1 Starboard.



Corellian Gunship

Craft: Corellian Engineering Corporation DP20
Affiliation: Rebel Alliance/General/Empire
Era: Rebellion+
Type: Mid-sized screening warship
Scale: Corvette
Length: 120 meters
Skill: Capital Ship Piloting
Crew: 40, gunners: 36, skeleton: 27/+5
Crew Skill: Typically 4D+2
Passengers: 36 (troops)
Cargo Capacity: (1,200): 872 metric tons available
Consumables: 5 Months (20K Refit cost)
Cost: 4.5 Million (New); 3.4 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D+2
Space: 8
Atmosphere: 1,000 KmH
Hull: 4D + 1D+2 Armor; Hull Points: 200/Arc
Armor Points: 200/Arc
Shields: 2D+1 Shield Points: 175/Arc
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 100/3D
Focus: 5/4D
Maximum: 200/-1D

These ships are pure military vessels. Capable of directly acting as screening & picket ships, pocket warships and sector patrol vessels. Very few of these have fallen into pirate hands due to their effective and deadly nature. These small ships are quite formidable for their size. They lack the Ventral docking bay that their Cousin the Corellian Corvette has, having only a universal docking collar in it's place. The interior tends to be a bit more cramped than the Corellian Corvettes and are more akin to being a crewman on a 20th Century submarine.

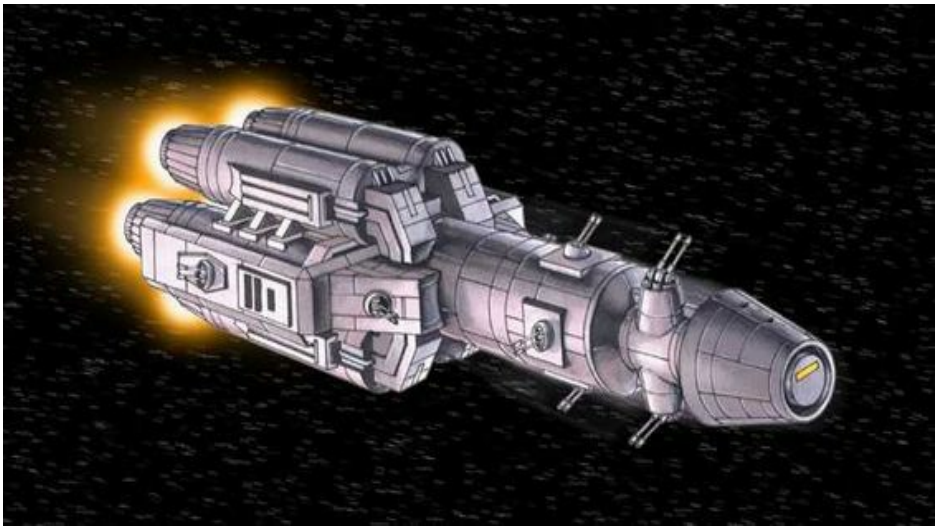
Weapons:
8 Double Turbolaser Batteries
Fire Arc: 2 Fore/Port/Starboard, 1 Fore/Port, 1 Fore/Starboard, 1 Aft/Port, 1 Aft/Starboard, 2 Aft/Port/Starboard
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D; *Nominal:* 5 (25)

8 Quad Laser cannons (Fire-Linked)
Fire Arc: 2 Fore, 2 Port, 2 Starboard, 2 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 6D; Nominal: 6 (36)

4 Concussion Missile Tubes
Fire Arc: 2 Fore, 2 Aft
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 6-30/70/150
Atmosphere Range: 1.2-60/140/300 km
Damage: 9D; Nominal: 6 (54)
Ammo: 15 per Launcher (3 Reloads in storage)

Escape Craft:
Faberstien-Lago 37s emergency escape pods (8 ventral, 4 dorsal)
Armed Faberstien Maximum capacity life ships (2 dorsal, 2 ventral)

Docking Bays:
2 Universal Docking Collars & a small ventral craft bay capable of housing 4 Snubfighters & 2 Shuttles, deployable 1 at a time.



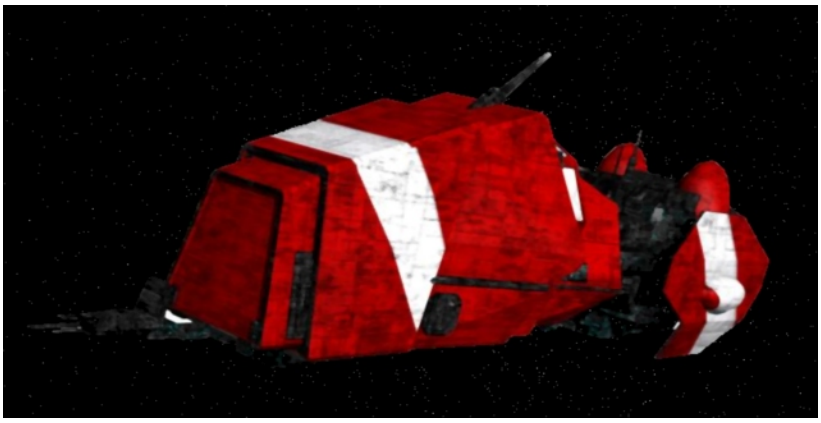
Alderaanian War Frigate

Craft: Alderaanian War Frigate
Affiliation: Alderaan / Rebel Alliance
Era: Clone Wars+ (Re-Engineered)
Type: Alderaanian War Frigate
Scale: Frigate
Length: 250 meters
Skill: Capital Ship Piloting
Crew: 168, gunners: 57, skeleton 112/+5;
Crew Skill: Typically 7D
Passengers: 147 (troops)
Cargo Capacity: (2,500): 41 Metric Tons Available
Consumables: 1 year (143K Refit cost)
Cost: 9.1 Million (New); 6.8 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x4
Nav Computer: Yes
Maneuverability: 3D
Space: 8
Atmosphere: 900 kmh (can land on planet surface)
Hull: 6D + 2D of Armor; Hull Points: 450/Arc
Armor Points: 334/Arc
Shields: 2D+2; Shield Points: 268/Arc
Sensors:
Passive 50/1D
Scan 80/2D
Search 160/3D
Focus 5/3D+2
Maximum 320/-1D
Weapons:
10 Quad Turbolaser Batteries
Fire Arc: 3 Port & Starbord, 2 Fore & Aft
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-25/50/75
Atmosphere Range: 6-50/100/150 km
Damage: 8D; Nominal: 7 (56)
12 Quad Light Turbolaser Batteries
Fire Arc: 3 Fore & Aft, 3 Port & Starboard
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 6-50/100/150 km
Damage: 4D; Nominal: 7 (28)
6 Heavy Ion Cannons (Battery-Linked)
Fire Arc: Fore
Crew: 6
Skill: Capital ship gunnery
Fire Control: 5D+2
Space Range: 3-30/60/90
Atmosphere Range: 6-60/120/180 km
Damage: 10D; Nominal: 9 (90)
12 Light Quad Guns
Fire Arc: 3 Fore / Port / Starboard /Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2 km/2.5 km
Damage: 4D; Nominal: 6 (24)
5 Tractor Beam Projectors
Fire Arc: 2 Fore, 1 Port, 1 Starboard, 1 Aft
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

Snubfighter Complement: 24 Z-95-AT, 1 Ghtrok 720 Mark I - *Covert Shroud* (X-Wing)

Ground Compliment: 4 T-47's, 4 TX-130's

The Alderaanian War Frigate is a rare ship in the Rebel Alliance. There are only two known to exist, the "Another Chance" which was the original ship salvaged from the Graveyard of Alderraan and a newly constructed vessel (displayed here). The plans for their construction were recovered and the Rebel Alliance has since begun full scale construction. The ship was ahead of it's when introduced just prior to the Clone Wars. Even now, it is a formidable multi-role military craft capable of policing sectors and engaging warships twice it's size. The new production run is expected to build six per year.



Liberator Cruiser

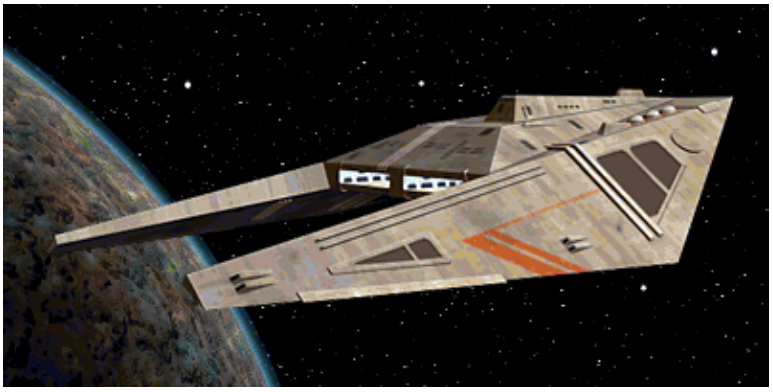
Craft: SoroSuub Liberator
Affiliation: Empire / Rebel Alliance / New Republic
Era: Rebellion+
Type: Line Warship
Scale: Battleship
Length: 1,040 meters
Skill: Capital Ship Piloting
Crew: 4,680, gunners: 190, skeleton 3,120/+15;
Crew Skill: Typically 6D
Passengers: 3,744 (troops)
Cargo Capacity: (10,400): 20 metric tons available
Consumables: 4 Years (132.7 Million Refit cost)
Cost: 101 Million (New); 75.8 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D+1
Space: 7
Atmosphere: 1,000 KmH (can land on planet surface)
Hull: 7D; Hull Points: 1,050/Arc
Armor Points: 900/Arc
Shields: 3D+2; Shield Points: 1,100/Arc
Sensors:
Passive 50/1D
Scan 100/2D
Search 150/3D
Focus 5/3D+2
Maximum 300/-1D
Weapons:
60 Quad Turbolaser Batteries
Fire Arc: 20 Fore, 20 Fore/Port/Aft, 20 Fore/Starboard/Aft
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-25/50/75
Atmosphere Range: 6-50/100/150 km
Damage: 6D; Nominal: 7 (42)

60 Quad Ion Cannon Batteries
Fire Arc: 20 Fore, 20 Fore/Port/Aft, 20 Fore/Starboard/Aft
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 5D; Nominal: 7 (35)

20 Concussion Missile Launchers
Fire Arc: 5/Arc
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 6-50/100/150
Atmosphere Range: 6-50/100/150 km
Damage: 9D; Nominal: 6 (54)
Ammo: 15 Missiles/Launcher (3 reloads in storage)
24 Quad Laser Cannons (Fire-Linked)
Fire Arc: 6/Arc
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2 km/2.5 km
Damage: 5D; Nominal: 6 (30)
6 Tractor Beam Projectors
Fire Arc: 3 Fore, 1 Port, 1 Starboard, 1 Aft
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

Expanded Fighter Complement: 72 Snubfighters, 4 Transports/Assault Ships, 4 Shuttles
Standard Ground Compliment: 12 T-47's, XT-130's, 1 Prefab Garrison, 6 Light Artillery Emplacements, 3 Landing Barges

The Liberator is designed to be a match for an Imperial I Star Destroyer. This is one of the most formidable craft that the Rebels have managed to acquire for their war efforts. Sullust tends to sneak one of these ships to the Rebel Alliance every year. In addition to the ships that other conglomerates purchase on behalf of the Rebels.



Mon Calamari MC80 Star Cruiser

Craft: Mon Calamari MC80
Affiliation: Rebel Alliance
Era: Rebellion+
Type: Star cruiser
Scale: Battleship
Length: 1,200 meters
Skill: Capital Ship Piloting
Crew: 5,400, gunners: 142, skeleton: 3,600/+15
Crew Skill: Typically 5D
Passengers: 4,320 (troops)
Cargo Capacity: (12,000): 36 metric tons available
Consumables: 4 years (152 Million Refit Cost)
Cost: 34.3 Million (New); 25.7 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 6D; Hull Points: 900/Arc
Armor Points: 900/Arc
Shields: 3D * Shield Points: 900/Arc
* MC80 star cruisers have 6D of back-up shields. When a die of shields is lost, if the shield operators can make an Easy *capital ship shields* total, one of the backup die codes of shields can be brought up to increase the shield back to 3D.
Sensors:
Passive: 40/1D
Scan: 60/2D
Search: 120/3D
Focus: 4/4D
Maximum: 240/-1D

These are converted luxury liners and it shows… Completely refit and *eventually formalized as a warship line with the MC80B much later.* These ships are mass produced about as fast as the Mon Cal shipwrights can spit them out. They're big, so they can take some punishment and even more so thanks to Mon Calamari *Backup Shield* technology. They need all the durability they can get, because they are quite weak for line ship combatants in the firepower department.

The weapons were designed to be easily procured and assembled, an important thing with the Empire locking down the galaxy and cutting off trade routes that would otherwise provide them with the proper components to arm them better. All components are built and assembled at their home shipyard.

Weapons:
48 Quad Light Turbolaser Batteries
Fire Arc: 12 Fore, 12 Port, 12 Starboard, 12 Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D; Nominal 7 (28)
20 Quad Ion Cannon Batteries
Fire Arc: 8 Fore, 4 Port, 4 Starboard, 4 Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D+1; Nominal: 7 (22)
6 Tractor Beam Projectors
Fire Arc: 1 Fore, 2 Port, 2 Starboard, 1 Aft
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Hangar Space: 60 Snubfighters, 4 Transports, 8 Support Ships
Ground Compliment: 2 Prefab Bases, 20 Fixed Artillery, 24 Air Speeders, 8 Medium Hover Tanks, 12 Speeder Bikes, 3 Landing Barges

Nebulon-B Frigate

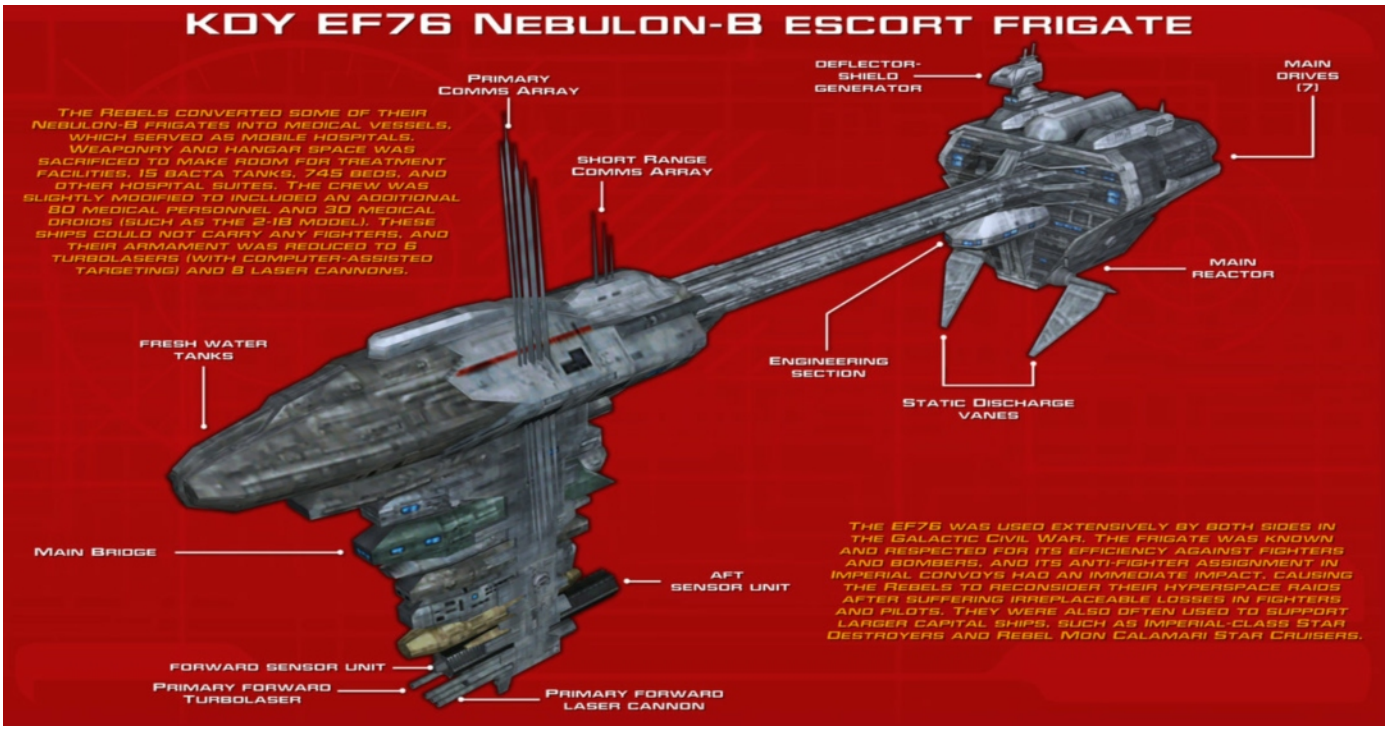
Craft: Kuat Drive Yards' Nebulon-B Frigate
Affiliation: Empire / Rebel Alliance / General
Era: Rise of Empire+
Type: Escort Starship
Scale: Frigate
Length: 300 meters
Skill: Capital Ship Piloting
Crew: 405, gunners: 54, skeleton: 270/+20
Crew Skill: Typically 4D
Passengers: 180 (troops)
Cargo Capacity: (3,000): 32 metric tons available
Consumables: 1 year (2.5 Million Refit cost)
Cost: 6.2 Million (new); 4.7 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 800 kmh
Hull: 3D+2; Hull Points: 450/Arc
Armor Points: 334/Arc
Shields: 2D; Shield Points: 268/Arc
Sensors:
Passive 40/0D
Scan 75/1D
Search 150/3D
Focus 4/4D+2
Maximum 300/-1D
Weapons:

12 Quad Turbolaser Batteries
Fire Arc: 6 Fore, 3 Port, 3 Starboard
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-25/50/75
Atmosphere Range: 6-50/100/150 km
Damage: 5D; Nominal: 7 (35)

12 Quad Laser Cannons (Fire-Linked)
Fire Arc: 3/Arc
Crew: 1
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2 km/2.5 km
Damage: 5D; Nominal: 6 (30)

2 Tractor Beam Projectors
Fire Arc: 2 Fore/Port/Starboard (turrets)
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

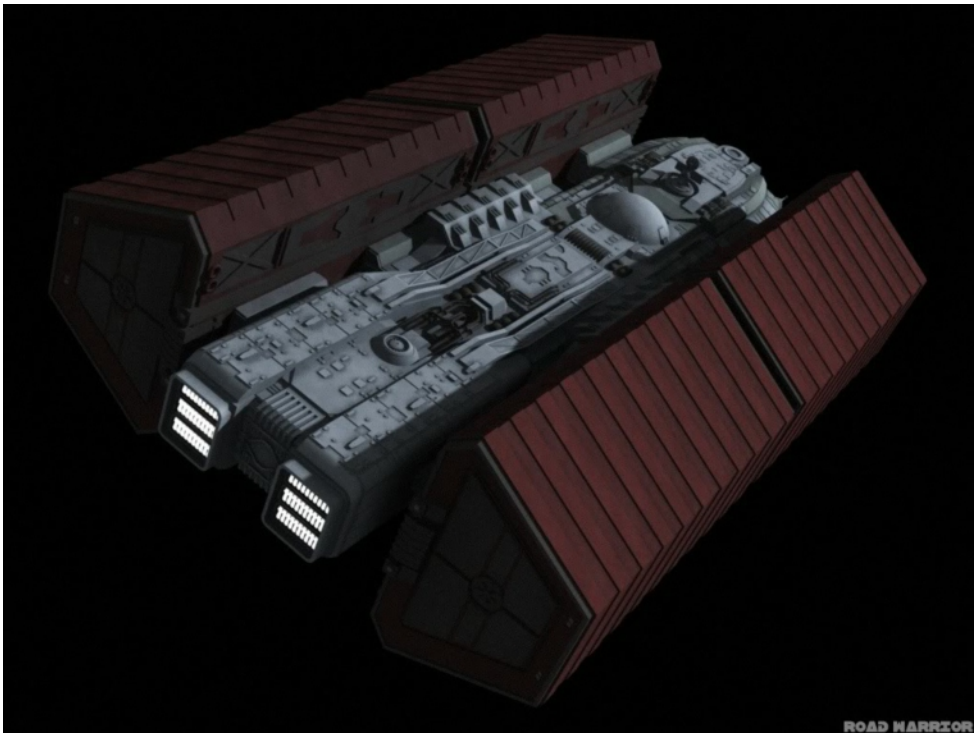
Snubfighter Complement: 1 Squadron + 2 Other Craft + 1 Universal, External Dock (Anything up to, and including a Corvette can dock)
Ground Compliment: 12 Military Air Speeders, 1 small prefab base, 4 Med Hover Tanks, 4 Speeders



Rebel Landing Barge

Craft: Alliance Engineering: Drop Shuttle
Affiliation: Rebel Alliance
Era: Rebellion+
Type: Cargo Barge
Scale: Corvette
Length: 100 meters
Skill: Capital ship piloting
Crew: 4, skeleton: 2/+15
Crew Skill: Typically 3D+2
Passengers: 165 (troops)
Cargo Capacity: (1,000): None available
Consumables: 5 Days (8.5K Refit cost)
Cost: 36K (New); 27K (Used)
Hyperdrive Multiplier: None
Hyperdrive Backup: None
Nav Computer: None
Maneuverability: 0D
Space: 2
Atmosphere: 200 Km/H
Hull: 1D; 1 Location; Hull Points: 50
Armor Points: 75
Shields: 1D; Shield Points: 75
Sensors:
Passive: 20/0D
Search: 40/1D
Barge Size: 4 Units per barge
Barge Capacity: 4 Units of ground forces & 165 Troops/ea

The Rebel Landing Barge is an interesting craft, highly modular and generally sits in hangars disassembled. The Barge breaks into 5 pieces, the core of the ship and 4 stack-able cargo containers and can be stowed vertically to maximize space on any ship. It heavily resembles a Bulk Freighter, that's no surprise as it essentially copied the core design and adapted it to a much smaller ship.



Starships Of the Imperial Navy

Republic TIE Fighter

Craft: Republic Sienar Systems T.I.E. Republic
Affiliation: Late Galactic Republic / Early Empire
Era: Clone Wars
Scale: Snubfighter
Length: 6.3 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 5D
Cargo Capacity: (158*): 78 kilograms available
Consumables: 5 days
Cost: 67,000 (Used, 2 eras old, mass produced)
Hyperdrive Multiplier: x3
Nav Computer: Uses Astromech Unit 10 Jumps
Maneuverability: 2D (1D in Atmosphere)
Space: 8
Atmosphere: 1,050 kmh
Hull: 3D; Hull Points: 12 / Armor Points: 8
Shields: 1D; Shield Points: 8
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Maximum: 120/-2D
This was the test bed for the Modern TIE fighter. There are several notable differences with this fighter that were removed from later, mass produced, models. "Modern" versions of the TIE fighter generally lack shields, Hyperdrive, Astromech unit, the advanced (light) concussion missile ports, internal atmosphere and inertial dampers, decent atmospheric repulsor units (believe it or not this one has some), good consumables, cargo space & the modern TIE fighters all lack the Ejection couch that this one possesses. Pilots could also crawl into the "arms" of the fighter to perform repairs and to set up additional storage & hidden cargo and even additional bunk space. *Effectively doubling the craft's Cargo capacity**.
Weapons:
2 Laser Cannons (Fire-linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D; Nominal Damage: 4 (16)
4 Light Concussion Missile Ports (Fire-linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 9D; Nominal Damage: 9 (81)
Ammo: 1 Missile per Launch Port
(Experimental Missile System, could be modified to house more missiles)

TIE/In Fighter

Craft: Sienar Fleet Systems T.I.E. - In
Affiliation: Empire / General
Era: Rise of the Empire+
Scale: Snubfighter
Length: 6.3 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 5D
Cargo Capacity: (79): 39 kilograms Available
Consumables: 2 days (20 Credit refuel cost)
Cost: 66,000 (New); 49,000 (Used)
Maneuverability: 2D (0D in Atmosphere)
Space: 10
Atmosphere: 1,200 KmH
Hull: 2D; Hull Points: 8 / Armor Points: 8
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Maximum: 120/-2D

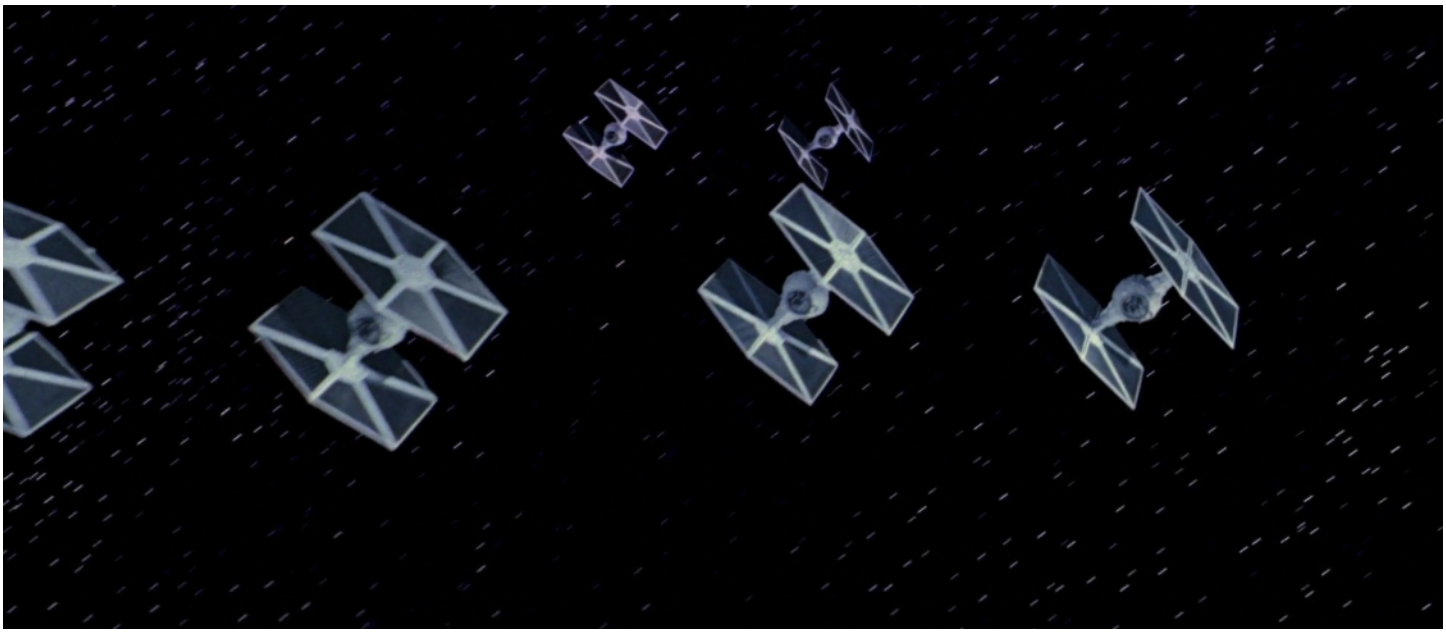
The Mainstream TIE Fighter, lacking in all refinements and creature comforts. No ejection seat, no atmosphere, limited inertial dampers, limited repulsorlift assist for atomspheric flight and the most advanced sensors and weapons package in the galaxy, because it's all micro-nized.

Around the time of the Battle of Yavin a field refit came down the line which allowed the TIE fighters to mount 4 Concussion missiles on racks, two per wing. They were slaved to the fire control of the main guns and only weapon system could be fired in that round and gain the benefit of that fire control.

Weapons:
2 Laser Cannons (Fire-linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D; Nominal Damage: 4 (20)

2 Concussion Missile Racks (Optional)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D* (Uses Cannon controls)
Space Range: 30 Units
Atmosphere Range: 60 Km
Damage: 7D; Nominal Damage: 6 (42)
Ammo: 2 Missiles per rack
Cost: 1,500 Credits per rack
Weight: 2.5 Kg/Rack; 2.5 Kg/Missile

The Concussion Missile Racks were not seen often. These modifications were typically saved for specific fighter pilots that had distinguished themselves in battle (elite pilots).



TIE/SA Bomber

Craft: Sienar Fleet Systems T.I.E. - SA
Affiliation: Empire
Era: Rise of the Empire+
Scale: Snubfighter
Length: 7.8 meters
Skill: Starship piloting
Crew: 1 (up to 6 Passengers*)
Crew Skill: Typically 5(4*)D
Cargo Capacity: (195): Full (85 Kg on Shuttle)
Consumables: 2(3*) days (20/210 Credit Refuel cost)
Cost: 99,000 (New); 74,000 (Used)
Maneuverability: 0(1*)D (-2(1*)D in Atmosphere)
Space: 6 (7*)
Atmosphere: 950 KmH
Hull: 4D + 1(2*)D Armor; Hull Points: 16
Armor Points: 16 (24*)
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 50/2D
Focus: 3/2D+2
Maximum: 100/-2D
This is the mainstay bomber of the Imperial forces. It has all the drawbacks that the TIE/In has in addition to being a lumbering brick with even less maneuverability than the TIE/In fighter.
Weapons:
2 Laser Cannons (Fire-linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D; Nominal Damage: 4 (20)
Multi-Ordinance Launcher
Fire Arc: Fore, Aft & Below (Ventral Turret)
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: Varies per Ordinance Type
Atmosphere Range: Varies per Ordinance Type
Damage: Varies per Ordinance Type
Ammo: Varies per Ordinance Type
Concussion Missile Magazines hold 42, 8D+ Missiles.
Proton Torp Launchers hold 42, 9D+ Torpedoes.
Space Bomb Launchers hold 42, 12D+ Bombs.
Rocket Launchers hold 42, 10D+ Rockets.

Notes: If they were carrying advanced ordinance the values change (Like seeker missiles, Advanced Missiles or Torpedoes, Advanced Space bombs or Heavy Rockets) The launcher can also handle other specially packed payloads, 27 air-deployed mines, 30,000 plastic leaflets. ***The Bomb Bay doubles the craft's Cargo Capacity.***
*There is a refit of this chassis called the TIE Shuttle. It strips out the bomb bay and adds Atmosphere and seating for six passengers. Also increases the Maneuverability by 1D, the Armor by 1D, Space speed by 1 and the consumables by 1 day. (Add 7,000 Credits to the cost of the ship)

TIE/Gt Fighter

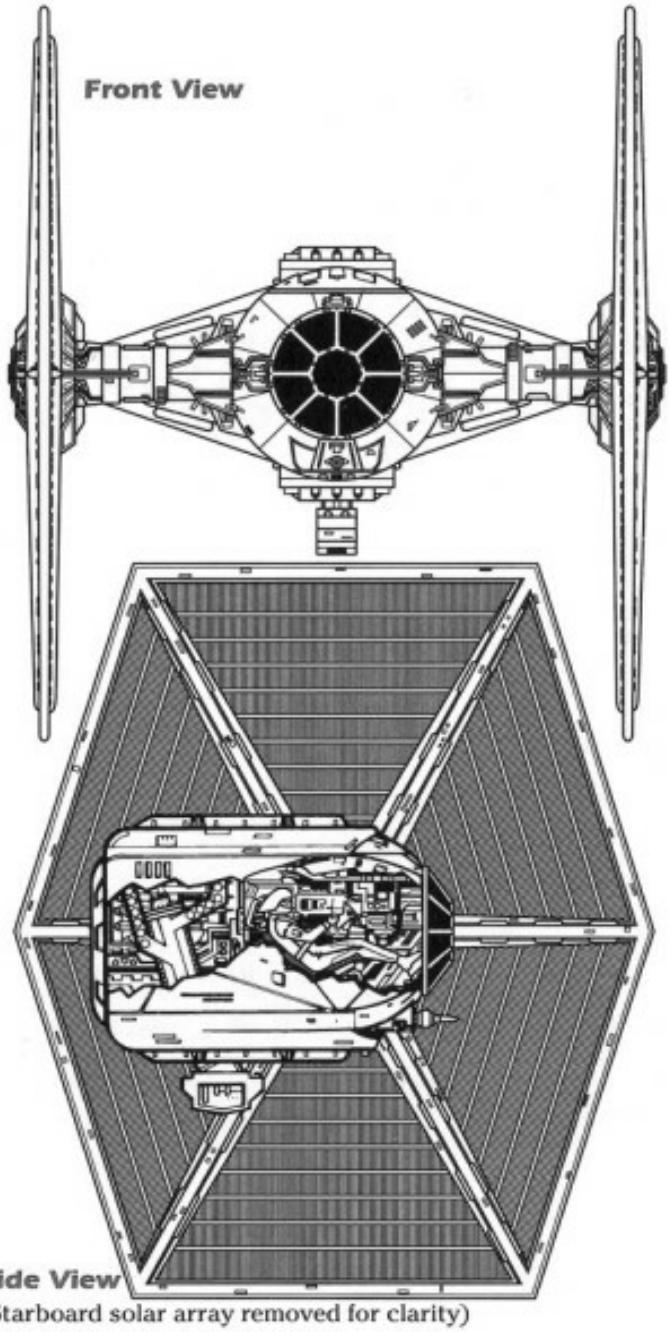
Craft: Sienar Fleet Systems T.I.E. - Gt
Affiliation: Empire
Era: Rise of the Empire+
Scale: Snubfighter
Length: 6.3 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 4D
Cargo Capacity: (79): 1.5 kilograms available
Consumables: 2 days (20 Credit Refuel cost)
Cost: 85,000 (New); 64,000 (Used)
Maneuverability: 1D (0D in Atmosphere)
Space: 7
Atmosphere: 800 KmH
Hull: 2D; Hull Points: 8 / Armor Points: 8
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Maximum: 120/-2D

A smaller version of the TIE Bomber.

Weapons:
1 Laser Cannon
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D; Nominal Damage: 3 (12)

Multi-Ordinance Launcher
Fire Arc: Fore, Aft & Below (Ventral Turret)
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: Varies per Ordinance Type
Atmosphere Range: Varies per Ordinance Type
Damage: Varies per Ordinance Type
Ammo: Varies per Ordinance Type
Concussion Missile Magazines hold 24, 8D+ Missiles.
Proton Torp Launchers hold 24, 9D+ Torpedoes.
Space Bomb Launchers hold 24, 12D+ Bombs.
Rocket Launchers hold 24, 10D+ Rockets.

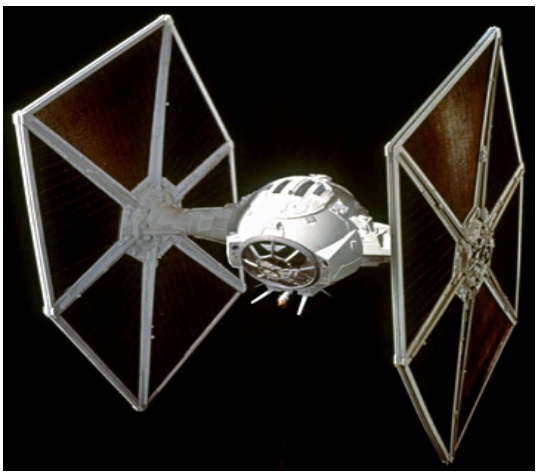
If they were carrying advanced ordinance the values change (Like seeker missiles, Advanced Missiles or Torpedoes, Advanced Space bombs or Heavy Rockets) The launcher can also handle other specially packed payloads, 12 air-deployed mines, 20,000 plastic leaflets.



TIE/Fc Fire Control

Craft: Sienar Fleet Systems T.I.E. - Fc
Affiliation: Empire
Era: Rise of the Empire+
Scale: Snubfighter
Length: 6.3 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 5D
Cargo Capacity: (79): 59 kilograms
Consumables: 2 days (20 Credit Refuel cost)
Cost: 76,000 (New); 57,000 (Used)
Maneuverability: 3D (1D in Atmosphere)
Space: 10
Atmosphere: 1,050 KmH
Hull: 2D; Hull Points: 8 / Armor Points: 8
Sensors:
Passive: 30/0D
Scan: 40/1D
Search: 80/3D+2
Focus: 6/4D
Maximum: 160/-0D+1
Weapons:
1 Laser Cannon
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D; Nominal Damage: 3 (12)

The TIE/fc improves the fire control of another capital ship or snubfighter by their Fire Control Package (+2D). They need only make a successful "Search" roll to grant this bonus. This does not apply to just a single gunner (it applies to all targeting the ship).



TIE/Rc Reconnaissance

Craft: Sienar Fleet Systems T.I.E. - Rc
Affiliation: Empire
Era: Rise of the Empire+
Scale: Snubfighter
Length: 6.3 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 5D
Cargo Capacity: (79): 59 kilograms available
Consumables: 2 days (20 Credit Refuel cost)
Cost: 84,000 (New); 63,000 (Used)
Maneuverability: 3D+1 (1D+1 in Atmosphere)
Space: 11
Atmosphere: 1,200 KmH
Hull: 2D; Hull Points: 8 / Armor Points: 8
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 90/4D
Focus: 8/5D
Maximum: 180/0D
Weapons:
1 Laser Cannon
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D; Nominal Damage: 3 (12)

TIE Advanced x1

Craft: Sienar Fleet Systems T.I.E. Advanced
Affiliation: Empire
Era: Rise of the Empire (Obsolete, not produced)
Scale: Snubfighter
Length: 7.8 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 6D
Cargo Capacity: (196*): 136 kilograms available
*Based off the Republic TIE
Consumables: 4 days (40 Credits Refuel cost)
Cost: 97,000 (New); 73,000 (Used)
Hyperdrive Multiplier: x2
Nav Computer: Limited to 10 Jumps
Maneuverability: 3D+1 (2D+1 in Atmosphere)
Space: 11
Atmosphere: 1,250 KmH
Hull: 4D; Hull Points: 16 / Armor Points: 8
Shields: 2D; Shield Points: 16
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Maximum: 120/-2D
Weapons:
2 Heavy Laser Cannons (Fire-linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 7D; Nominal Damage: 4 (28)

TIE Interceptor

Craft: Sienar Fleet Systems T.I.E. Interceptor
Affiliation: Empire
Era: Rise of the Empire+
Scale: Snubfighter
Length: 6.6 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 5D
Cargo Capacity: (83): 23 kilograms available
Consumables: 3 days (30 Credits Refuel cost)
Cost: 80,000 (New); 60,000 (used)
Maneuverability: 3D+2 (2D in Atmosphere)
Space: 11
Atmosphere: 1,250 KmH
Hull: 3D; Hull Points: 12 / Armor Points: 8
Sensors:
Passive: 25/1D
Scan: 40/2D
Search: 60/2D
Focus: 4/3D+2
Maximum: 120/-2D
Weapons:
4 Laser Cannons (Fire-linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D; Nominal Damage: 6 (36)

(*Can Mount Concussion Missiles on Racks as per the TIE\In)*

TIE/Ad Advanced / Avenger

Craft: Sienar Fleet Systems T.I.E. Advanced - Ad
Affiliation: Empire
Era: Rise of the Empire+
Scale: Snubfighter
Length: 7.8 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 6D
Cargo Capacity: (196): 1 kilogram available
*Based off the TIE Advanced x1
Consumables: 4 days (40 Credit Refuel cost)
Cost: 194,000 (New)
Hyperdrive Multiplier: x1
Nav Computer: Limited to 10 Jumps
Maneuverability: 5D (3D in Atmosphere)
Space: 15
Atmosphere: 1,450 KmH
Hull: 3D + 1D Armor; Hull Points: 12
Armor Points: 16
Shields: 3D; Shield Points: 24
Sensors:
Passive: 25/1D+1
Scan: 40/2D
Search: 60/3D+2
Focus: 4/4D
Maximum: 120/-0D+1
Weapons:
4 Laser Cannons (Fire-linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D; Nominal Damage: 6 (36)

Tractor Beam
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-8/15/20
Atmosphere Range: 100-800m/1.5/2 km
Damage: 5D

Multi-Ordinance Warhead Launcher
Fire Arc: Fore, Aft & Below (Ventral Turret)
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: Varies by Munitions Type
Atmosphere Range: Varies by Munitions Type
Damage: Varies by Munitions Type
Ammo: 24

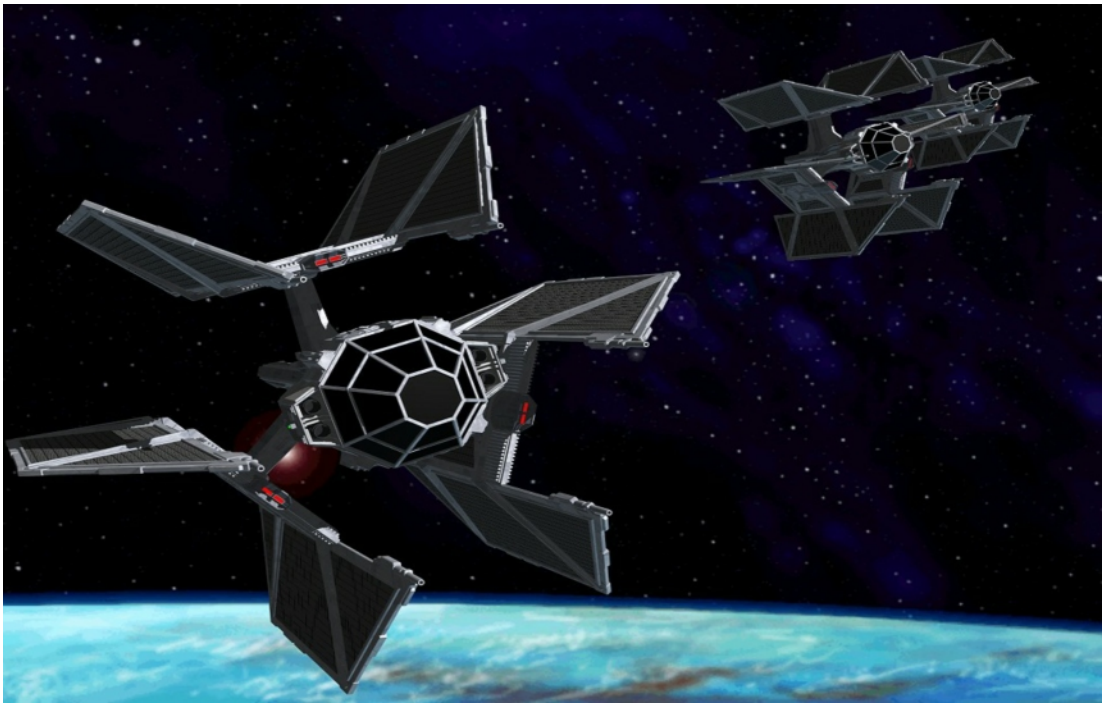
TIE/D Defender

Craft: Sienar Fleet Systems T.I.E. Defender
Affiliation: Empire
Era: Rise of the Empire+
Scale: Snubfighter
Length: 8.2 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 6D
Cargo Capacity: (205): 0 kilograms available
*Based off the TIE Avenger
Consumables: 5 days (50 Credit Refuel cost)
Cost: 234,000 (New)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 6D (4D in Atmosphere)
Space: 17
Atmosphere: 1,550 KmH
Hull: 4D + 2D Armor ; Hull Points: 16
Armor Points: 24
Shields: 4D; Shield Points: 32
Sensors:
Passive: 30/1D+2
Scan: 50/2D+1
Search: 75/4D
Focus: 5/4D+2
Maximum: 150/0D
Weapons:
4 Laser Cannons (Fire-linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D; Nominal Damage: 6 (36)

2 Ion Cannons (Fire-linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D; Nominal Damage: 4 (16)

Tractor Beam
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-8/15/20
Atmosphere Range: 100-800m/1.5/2 km
Damage: 5D

Multi-Ordinance Warhead Launcher
Fire Arc: Fore, Aft & Below (Ventral Turret)
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: Varies by Munitions Type
Atmosphere Range: Varies by Munitions Type
Damage: Varies by Munitions Type
Ammo: 12



Skypray Blast Boat

Craft: Sienar Fleet Systems GAT-12g Skypray
Affiliation: Empire / General
Era: Rise of the Empire+
Type: Defense and patrol blastboat
Scale: Transport
Length: 25 meters
Skill: Starship Piloting
Crew: 2, 1 can coordinate, gunners: 2; Skeleton: 1/+5
Crew Skill: Typically 4D+1
Passengers: 0
Cargo Capacity: (5): 4.8 metric tons available
Consumables: 1 Month (1,400 Credit Refuel cost)
Cost: 181,000 (New), 135,750 (Used)
Hyperdrive Multiplier: x2
Nav Computer: Limited to 4 Jumps
Maneuverability: (1)0D+2; (2)1D+2 in Atmosphere (Armor reduction)
Space: (8)7 (armor reduction)
Atmosphere: 1,200 kmh
Hull: 2D+1 + 1D Armor: 2 loc(s) 12 Hull Points, 20 Armor Points (Fore & Aft)
Shields: 2D *Corvette*: 150 Shield Points; 75 Fore/Aft
Sensors:
Passive: 35/1D
Scan: 60/1D+2
Search: 100/2D
Focus: 3/2D+2
Maximum: 200/-2D
Weapons:
Double Laser Cannon (Fire-Linked)
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D; Nominal Damage: 4 (20)

3 Medium Ion Cannons (Fire-Linked)
Fire Arc: Fore
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-6/18/36
Atmosphere Range: 6-12/36/72 km
Damage: 6D; Nominal Damage: 5 (30)

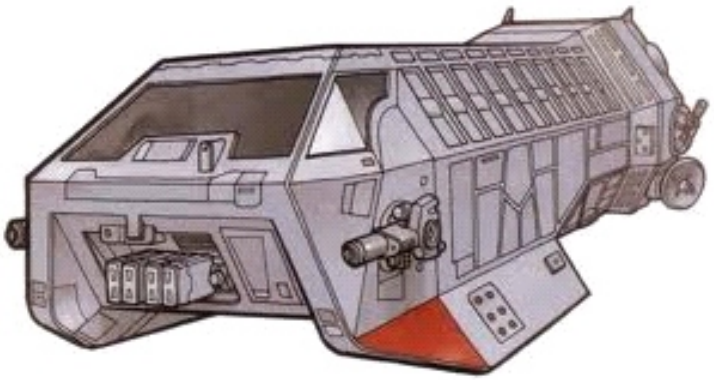
Proton Torpedo Launcher
Fire Arc: Fore
Crew: 1 (Same gunner as the Ion Cannon)
Skill: Starship gunnery
Fire Control: 2D
Space Range: 20 Units
Atmosphere Range: 20 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 12 Torpedoes

Tractor Beam Projector
Fire Arc: Fore
Crew: 1 (same gunner as the Ion Cannon)
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 100-500m/1.5/3 km
Damage: 6D

Gamma Assault Shuttle

Craft: Telgorn Corp *Gamma*-class Assault Shuttle
Affiliation: Empire
Era: Rise of the Empire+
Type: Assault shuttle
Scale: Transport
Length: 30 meters
Skill: Starship Piloting
Crew: 2, gunners: 3, skeleton: 1/+10
Crew Skill: Typically 4D
Passengers: 35 (space troopers)
Cargo Capacity: None
Consumables: 1 week (2,000 Credit Refuel cost)
Cost: 338,000 (New); 275,000 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x18
Nav Computer: Limited to 3 jumps
Maneuverability: (2)0D (armor reduction)
Space: (8)6 (armor reduction)
Atmosphere: 800 Kmh
Hull: 3D+2 + 2D Armor
Hull Points: 19 Fore, 19 Mid, 19 Aft
Armor Points: 32 Fore, 32 Mid, 32 Aft
Shields: 4D+2 *Corvette*; Shield Points: 350
Shield Points: 175 Fore, 100 Mid, 75 Aft
Sensors:
Passive: 40/1D
Scan: 80/1D+2
Search: 130/3D
Focus: 4/3D
Maximum: 260/-1D
Weapons:
4 Heavy Blaster Cannons
Fire Arc: Turret
Crew: 2 guns are handled by "gunner 1," two guns are handled by "gunner 2"
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D ; Nominal: 3 (18)
2 Tractor Beam Projectors
Fire Arc: Front
Crew: 1 (gunner 3)
Skill: Starship Gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 100-500m/1.5/3 km
Damage: 6D

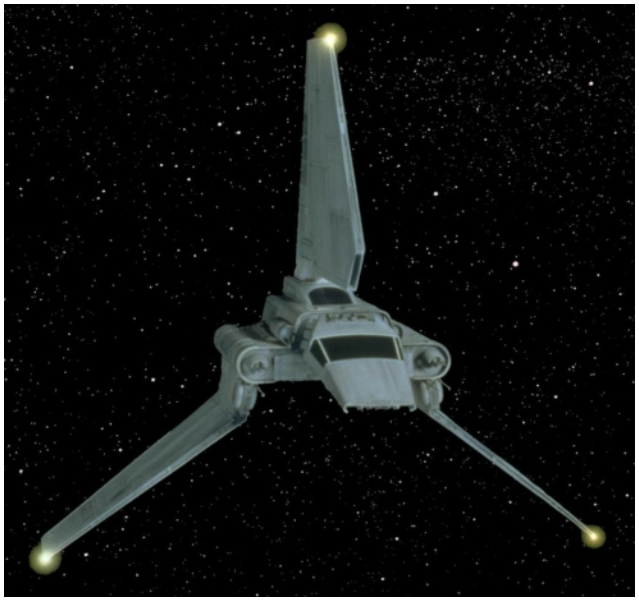
Concussion Missile Launcher
Fire Arc: Front
Crew: 1 (gunner 3)
Skill: Capital Ship Gunnery
Fire Control: 2D+1
Space Range: 180 Units
Atmosphere Range: 3 km
Damage: 4D; *Nominal:* 6 (24 Capital); *Ammo:* 30
In a standard operation, a *Gamma*-class assault shuttle pulls up near an enemy ship and take hold of it with its tractor beam harpoon. It then launches its space troopers to seize control of the vessel, sometimes crippling the ship beforehand with a few well-placed missile shots. These ships are composed of three sections. The first section is the command crew cockpit, where a crew of five controls the shuttle & monitors its space troopers as well. The second section, the main body, is where the space troopers are carried. There are forty holding compartments for space trooper armor. While being stored in the assault shuttle, the space troopers' power armor is constantly being recharged. Each compartment is equipped with a fold-away door, allowing the shuttle to quickly launch its troopers into space. To protect its valuable cargo of elite space troopers, assault shuttles are very well shielded. Unlike most combat ships, which devoted 25% of their power to shields, the shields of a *Gamma*-class assault shuttle took up a full 62% of its power, with over half of that directed to the ship's front arc. This allows assault shuttles to withstand heavy damage as they pull up near hostile ships.
What they don't list on the space trooper recruitment poster is that this ship is a death-trap. If you lose life support in the main cabin (which happens more often than one might suspect) the main hold is neither pressurized nor does it contain atmosphere. Poor space troopers have to live in their armor for up to 1 Week. Can you imagine shitting in your suit for a week prior to deployment? Nasty!



Lambda Shuttle

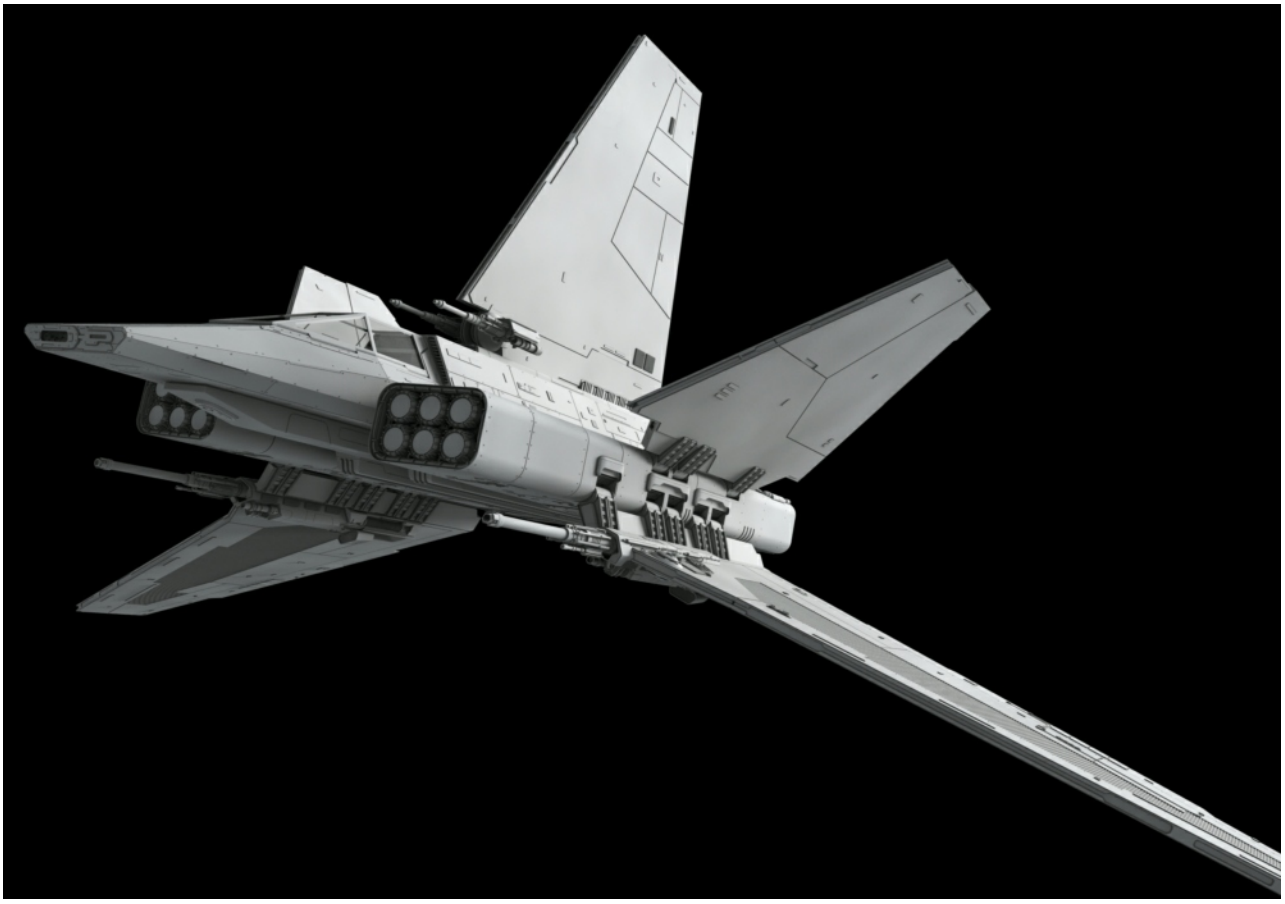
Craft: Sienar Fleet Systems Shuttle
Affiliation: Empire
Era: Rebellion+
Type: *Lambda*-class Shuttle
Scale: Transport
Length: 20 meters
Skill: Space transports: *Lambda* Shuttle
Crew: 2 (can coordinate), gunners: 2, Skeleton: 1/+10
Crew skill: Typically 5D
Passengers: 20
Cargo capacity: (10): metric tons available
Consumables: 2 months (16,800 Credit Refuel cost)
Cost: 140,000 (New); 105,000 (Used)
Hyperdrive multiplier: x1
Hyperdrive backup: x10
Nav Computer: Yes
Maneuverability: (2)1D (armor reduction)
Space: (6)5 (armor reduction)
Atmosphere: 850 kmh
Hull: 4D + 1D Armor; Hull Points: 20
Armor Points: 20 (2 Locations)
Shields: 1D+2; Shield Points: 16 (8 per location)
Sensors:
Passive: 25/1D
Scan: 50/2D
Search: 60/2D
Focus: 3/3D
Maximum: 120/-2D
Weapons:
3 Double Blaster Cannons
Fire arc: 2 Fore, 1 Aft
Crew: 1 (Pilot & Co-Pilot each crew 1 guns)
Skill: Starship gunnery
Fire control: 2D
Space range: 1-3/12/25
Atmosphere range: 100-300/1.2/2.5 km
Damage: 4D; Nominal Damage: 4 (16) / 3 (12) Aft
2 Double Laser Cannons (Fire-linked)
Fire arc: Fore
Crew: 1
Skill: Starship gunnery
Fire control: 3D+1
Space range: 1-4/12/25
Atmosphere range: 100-400/1.2/2.5 km
Damage: 4D; Nominal Damage: 5 (20)

Sienar Fleet Systems *Lambda*-class shuttle based on a tri-wing design with a central stationary wing flanked by a pair of folding wings. When in flight position, the wing configuration resembled an inverted Y. When landing, the lower wings folded upwards. This design feature was implemented as a means to protect the ship's occupants as it touches down. The Lambda was designed as both a cargo and troop transport could carry 80 tons or more than 20 soldiers. It had a crew of six: a pilot, co-pilot, navigator, communications officer,gunner, and engineer. A shuttle could be piloted by a skeleton crew consisting of a single officer during emergencies. It is also equipped with a Class 1 hyperdrive its mission profile involved traveling across the galaxy. The cockpit is at the front of the craft, and the boarding ramp was behind and under it. Its main drive units were capable of reaching speeds of 850 kilometers an hour, or 50 MGLT. Air intakes are on the fuselage, and formation lights were at the end of the wings. The Lambda is reasonably well-armed, with three double cannons (one rear-mounted) and two double cannons forward. The military version built by Spaceworks armed with ten laser cannons. It was also protected by a powerful deflector shield, which is powered by a pair of. A Lambda is covered by a heavily reinforced hull capable of deflecting laser fire. The shuttle class is so well armed that it is able to travel across the galaxy without an escort, thus making it suitable for covert operations. Additionally, the shuttle is equipped with a state-of-the art communications grid. In an emergency the cockpit could be jettisoned from the main body and travel a short distance under sublight speed. The lifeboat does not have enough space for all passengers when the shuttle had its full complement and therefore priority is given to the most senior officers on-board.



Xg-1 Assault Gunboat

Craft: Cignus SpaceWorks Alpha Class Star Wing
Affiliation: Empire
Era: Rebellion+
Type: Assault fighter/gunboat
Scale: Transport
Length: 15 meters
Skill: Starship Piloting
Crew: 1
Crew Skill: Typically 5D
Cargo Capacity: (75): 74.8 metric tons available
Consumables: 1 Month (350 Credit Refuel cost)
Cost: 168,000 (New); 121,000 (Used)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 950 kmh
Hull: 3D+2; Hull Points: 19 / Armor Points: 8
Shields: 2D; Shield Points: 24
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 75/2D
Focus: 4/4D+1
Maximum: 150/-2D
Weapons:
2 Medium Laser Cannons (Fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 6D; Nominal: 4 (24)
2 Ion Cannons (Fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-6/18/36
Atmosphere Range: 100-600m/1.8/3.6 km
Damage: 4D ; Nominal: 4 (16)
2 General Purpose Warhead Launchers
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: Varies
Atmosphere Range: Varies
Damage: 8D Missile, 9D Torpedo, 10D Rocket, 12D Space Bombs
Ammo: 36 units/ea launcher



YT-1760

CEC YT Series Freighter
Craft: CEC YT-1760
Affiliation: Empire, Licensed Couriers
Era: Rise of Empire+
Type: Light freighter
Scale: Starfighter
Length: 20 meters
Skill: Space transports: YT-1760
Crew: 1, gunners: 2
Crew Skill: Varies widely
Passengers: 3
Cargo Capacity: (100): 99.9 metric tons available
Consumables: 2 Months (4,200 Credit Refuel cost)
Cost: 130,000 (New), 98,000 (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 1,100 kmh
Hull: 3D: (2 Locations) *Hull Points:* 15/Loc
Armor Points: 8/Loc
Shields: 2D: *Shield Points:* 24/Loc
(2 generators, Fore & Aft)
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 70/2D
Focus: 2/3D
Maximum: 140/-2D
Weapons:
2 Laser Cannons
Fire Arc: Dorsal & Ventral Turrets
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D*; Nominal: 3 (12)*

Designed as a light courier and fast luxury transport it sacrifices cargo space for pervasive luxury and spacious cabins. All passengers receive one discrete cabin with a small refresher, locker and desk in addition to their bed. Even the chairs at every duty station are covered in high quality Nerf Hide seat leathers that are supple and comfortable. Even the galley is comfortable and well equipped with the latest in Caf Shoppe Brewing with a variety of universal reloads for no less than 16 different brews. The main table is fully holo equipped and can be used for a variety of games as well as full holo communications. It's med bay is unparalleled in a ship of this class, it sports a full dual Med bunk system and an Emergency Bacta Tank with provisions for 2 uses. The only thing out of place here is the Vintage FX Medical droid hard wired next to the tank. It's about the only place where the designers went "cheap". It is modestly equipped with both a Dorsal and Ventral turret. These turrets may be fired from on remote the bridge at a –2D penalty to fire control (full remote control).

All modifications to the vessel are at one difficulty level lower, as is typical with most Corellian Engineering Corporation ships.

E-9 Heavy Explorer

Craft: Loronar E-9 Explorer
Affiliation: Empire, Licensed Explorers, General
Era: Rise of the Empire+
Type: Long-range scout
Scale: Transport, Fore & Aft hit locations
Length: 45 meters
Skill: Starship Piloting
Crew: 4, gunners: 2, skeleton: 2/+5
Passengers: 8
Cargo Capacity: (225): 223 metric tons available
Consumables: 1 Year (53,900 Credit Refit cost)
Cost: 225,000 (New), 170,000 (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x2
Nav Computer: Yes
Maneuverability: (3)1D (armor reduction)
Space: (8)6 (armor reduction)
Atmosphere: 950 kmh
Hull: 5D + 2D Armor; 3 Locs; Hull Points: 25/Loc Armor Points: 32 Armor Points/Loc
Shields: 3D: Shield Points: 36/Loc (3 Generators)
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 120/3D+2
Focus: 4/4D+1
Maximum: 240/-1pip
Weapons:
2 Dual Laser Cannons
Fire Arc: 1 ventral turret, 1 dorsal turret
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere: 100-300m/1.2/2.5 km
Damage: 4D*; Nominal:* 4 (16)

Carried Craft: CS-1 cargo sled

Designers at Loronar have truly outdone themselves with this vessel. While some may simply look at the price tag and scoff, turning to other ships like the YT-1760 which is appointed just as comfortably corporations and governments take notice. The E-9 sports all the luxury of the 1760, in fact designers took note of it's popularity and incorporated competitive products. Naturally one of the main complaints of long deep space scouting missions was the overall outcry for creature comforts. The E-9 provides all of these. From the spacious Galley, to the larger crew cabins sporting Desks with computer terminals, a Vid Viewer on the wall opposite the Bed, a full refresher, Expansive gear lockers, and room for personalization. The Vid Viewer is holo cross compatible and will project holo video (not 2 way). The Med Bay sports a 2-1B Droid and 9 Extra Bacta charges.

One of the best selling points is that the designers took care to make certain the ship is legal in every way. No other ship in service can fly the space lanes with standard Class Three shielding and not get hassled. Nothing about the main guns is illegal, however they sport Military Grade Fire control and can be fired from two bridge stations at a minor –1D penalty if the ship is operating with limited crew. In the event of an emergency where the hyperdrive fails… Most people would die before they were able to limp back to civilized space, not on the E-9. She has a tried and true, Ion Shielded (+4D Static Armor resistance) Class 2 Hyperdrive. Often overlooked but making a comeback is the inclusion of good old standard armor plating. The ship is designed for the long tour, and comes with a full set of repair plates (10 Metric tons of cargo on new purchase).

The only failing point is that in keeping the ship legal the maneuvering thrusters & engines aren't quite up to snuff for it's mass with the added armor plating. Per full (fore & aft) D of Armor you strip (or gets shot off) you gain 1D of Maneuverability & a space of 1(up to +2D & 2).

Strike-class Cruiser

Craft: Loronar Strike-class Cruiser
Affiliation: Empire / General / Rebel Alliance
Era: Rebellion+
Type: Modular Multipurpose Warship
Scale: Destroyer
Length: 450 meters
Skill: Capital Ship Piloting
Crew: 628, gunners: 140, skeleton 405/+15;
Crew Skill: Typically 4D+2
Passengers: 446 (troops)
Cargo Capacity: (4,500): 70 metric tons available
Consumables: 2 years (9.3 Million Refit cost)
Cost: 12.1 Million (New); 9.1 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 6D; Hull Points: 600/Arc
Armor Points: 169/Arc
Shields: 2D+2; Shield Points: 338/Arc
Sensors:
Passive 30/0D
Scan 50/1D
Search 100/2D
Focus 4/3D
Maximum: 200/-2D
Weapons:
10 Quad Turbolaser Batteries
Fire Arc: 4 Fore, 3 Port, 3 Starboard
Crew: 4
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-25/50/75
Atmosphere Range: 6-50/100/150 km
Damage: 7D; Nominal: 7 (49)

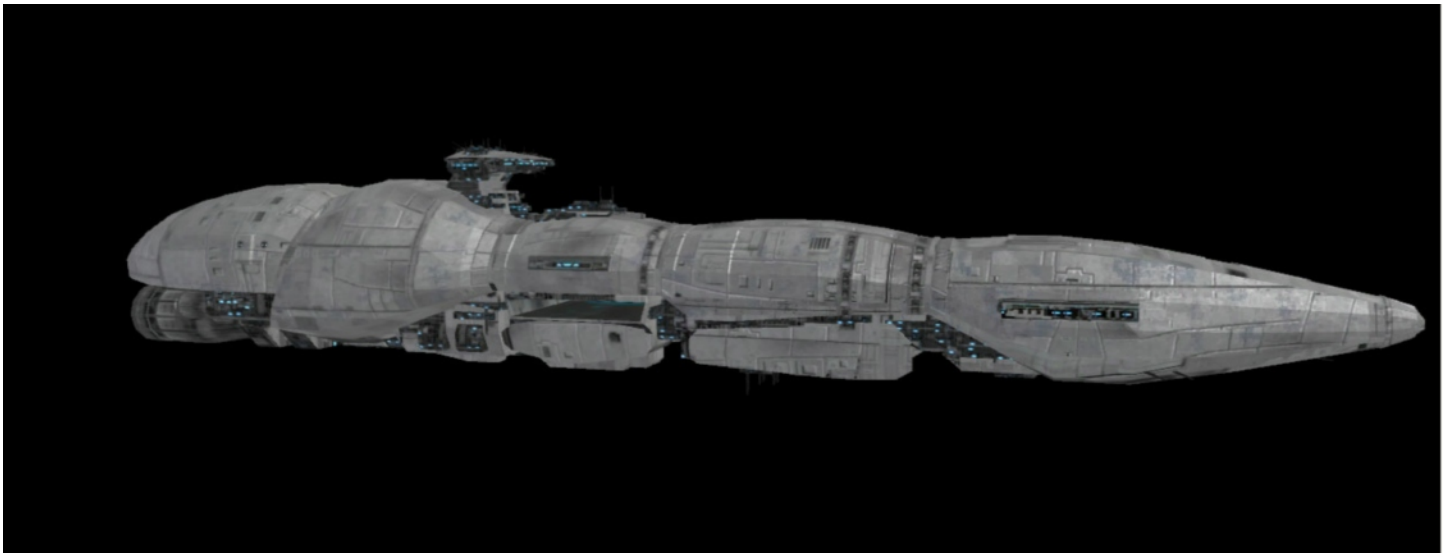
20 Dual Turbolaser Batteries
Fire Arc: 5/Arc
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 6-50/100/150 km
Damage: 5D; Nominal: 4 (20)

10 Double Ion Cannons Batteries
Fire Arc: 4 Fore, 3 Port, 3 Starboard
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D; Nominal: 4 (16)

10 Tractor Beam Projectors
Fire Arc: 2 Fore, 3 Port, 3 Starboard, 2 Aft
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

Expanded Snubfighter Complement: 24 TIE Craft, 6 Assault Gunboats, 6 Skypray Blastboats

Ground Compliment: Small Imperial Garrison (Low Orbit deployable), 1 Landing Barges, 2 AT-AT, 4 AT-ST, 5 Military Speeder Bikes.



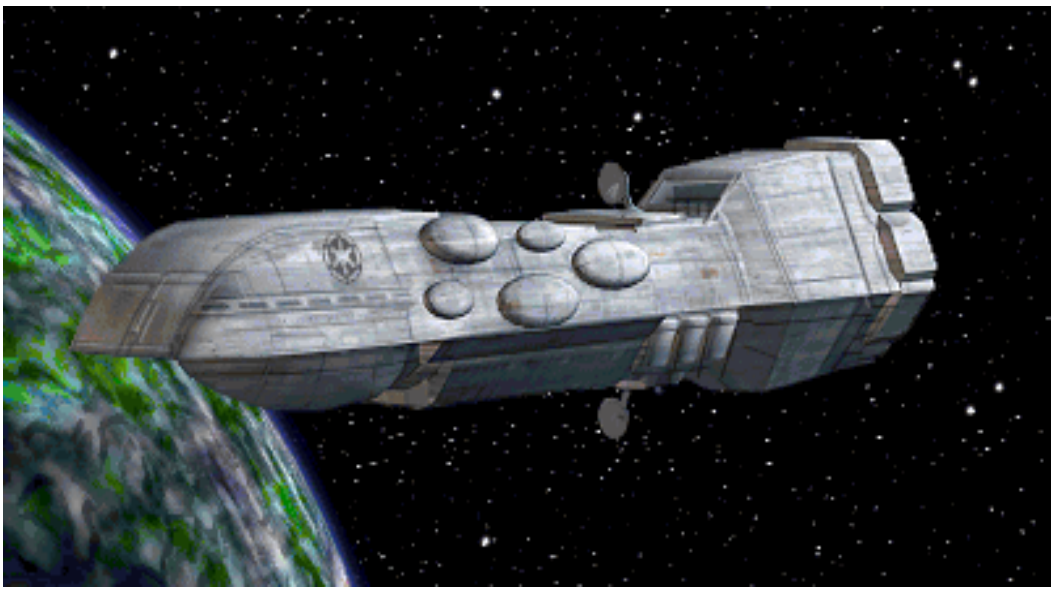
Dreadnaught Cruiser

Craft: Rendili StarDrive's Dreadnaught
Affiliation: Empire / General / Rebel Alliance
Era: Old Republic+ (Obsolete, no production)
Type: Heavy Cruiser
Scale: Cruiser
Length: 600 meters
Skill: Capital Ship Piloting (Archaic Starship)
Crew: 5,022, gunners: 110, skeleton 3,240/+25;
Crew Skill: Typically 4D+1
Passengers: 1,782 (troops)
Cargo Capacity: (6,000): 5 metric tons available
Consumables: 2 years (53.2 Million Refit cost)
Cost: 10.4 Million (New); 7.8 Million (Used)
(3 Generations Old, Mass Produced)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 4
Hull: 5D+2 + 1D Armor; Hull Points: 713/Arc
Armor Points: 450/Arc
Shields: 2D+1; Shield Points: 350/Arc
Sensors:
Passive 30/0D
Scan 50/1D
Search 100/2D
Focus 4/3D
Maximum: 200/-2D
Weapons:
20 Quad Turbolaser Batteries
Fire Arc: 5/Arc
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-25/50/75
Atmosphere Range: 6-50/100/150 km
Damage: 8D; Nominal: 7 (56)
10 Quad Ion Cannon Batteries
Fire Arc: 5/Port & Starboard
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-12/25/50
Atmosphere Range: 6-24/50/100 km
Damage: 4D; Nominal: 7 (28)
10 Double Light Turbolaser Batteries
Fire Arc: 2 Fore, 3 Port, 3 Starboard, 2 Aft
Crew: 2
Skill: Starship gunnery
Fire Control: 3D
Space Range: 3-12/25/50
Atmosphere Range: 300m-1.2/2.5/5 km
Damage: 8D; Nominal: 4 (32)

Standard Snubfighter Complement: 24 TIE Craft, 3 Assault Gunboats, 3 Skypray Blastboats, 4 TIE Shuttles

Standard Ground Compliment: Standard Imperial Garrison (Low Orbit deployable), 2 Landing Barges, 2 AT-AT, 4 AT-ST, 6 AT-PT, 4 74-Z Bikes.

Imperial Refit took this archaic vessel's crew requirements from 16,000 to Just over 5,000. It's weapons have been somewhat updated as well. Regardless, this is a *shit* positing for a commanding officer. Only the Dregs of the Imperial Navy are given these commands in backwater sectors of the Galaxy.



Carrack Light Cruiser

Craft: Damorian Manufacturing's Carrack-class
Affiliation: Empire / General / Rebel Alliance
Era: Rise of the Empire (Obsolete, still produced)
Type: Picket Ship
Scale: Frigate
Length: 350 meters
Skill: Capital Ship Piloting
Crew: 315, gunners: 88, skeleton 210/+10;
Crew Skill: Typically 4D+1
Passengers: 210 (troops)
Cargo Capacity: (3,500): 2,156 metric tons avail
Consumables: 1 year (2.4 Million Refit cost)
Cost: 8.4 Million (New); 6.3 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Hull: 5D + 2D+2 Armor; Hull Points: 375/Arc
Armor Points: 398/Arc
Shields: 2D+2; Shield Points: 268/Arc
Sensors:
Passive 30/0D
Scan 50/1D
Search 100/2D
Focus 4/3D
Maximum: 200/-2D
Weapons:

10 Quad Turbolaser Batteries
Fire Arc: 5/Arc
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-25/50/75
Atmosphere Range: 6-50/100/150 km
Damage: 8D; Nominal: 7 (56)
20 Heavy Laser Cannons
Fire Arc: 5/Arc
Crew: 2
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 7D; Nominal: 3 (21)
6 Tractor Beam Projectors
Fire Arc: 1 Fore, 2 Port, 2 Starboard, 1 Aft
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

Standard Snubfighter Complement: 4 TIE/Rc on external racks. 3 additional Tie Craft per rack inside the hold & 2 TIE Shuttles. Only 4 can be deployed at a time. (18 total)

Bayonet-class Cruiser

Craft: Sienar Fleet Systems' Bayonet-class
Affiliation: Empire
Era: Rise of the Empire (Obsolete, still produced)
Type: Light Cruiser
Scale: Frigate
Length: 200 meters
Skill: Capital Ship Piloting
Crew: 135, gunners: 32, skeleton: 90/+5;
Crew Skill: Typically 4D+2
Passengers: 120 (troops)
Cargo Capacity: (2,000): 40 metric tons available
Consumables: 1 year (1.1 Million Refit cost)
Cost: 5.9 Million (New); 4.4 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 3D
Space: 8
Atmosphere: 950 Km/H
Hull: 4D; Hull Points: 300/Arc
Armor Points: 134/Arc
Shields: 2D+2; Shield Points: 268/Arc
Sensors:
Passive 40/1D
Scan 80/3D
Search 160/4D
Focus 6/4D+2
Maximum: 320/0D
Weapons:
8 Quad Turbolaser Batteries
Fire Arc: 4 Fore/Port/Aft &
4 Fore/Starboard/Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 6-50/100/150 km
Damage: 8D; Nominal: 7 (56)

8 Double Heavy Laser Cannons
(Fire-Linked)
Fire Arc: 2/Arc
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 8D; Nominal: 4 (32)

2 Tractor Beam Projectors
Fire Arc: 1 Fore, 1 Aft
Crew: 4
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

Standard Snubfighter Complement: 8 TIE Craft, 2 Assault Gunboats

Standard Ground Compliment: 2 AT-ST, 2 Speeder Bikes, Small Deployable Garrison, 3 military Swoops

These are fast ships just like the Carrack, however, they can pursue prey into a planet's atmosphere and even land. Thus they are very effective at rooting out pirates. They can make formidable picket ships as well.

Imperial Interdictor cruiser

Craft: Sienar Fleet Systems' Immobilizer 418
Affiliation: Empire
Era: Rise of the Empire
Type: Interdictor-class heavy cruiser
Scale: Cruiser
Length: 600 meters
Skill: Capital Ship Piloting
Crew: 3,766, gunners: 28, skeleton: 2,430/+20; (High Maintenance)
Crew Skill: Typically 5D
Passengers: 1,782 (troops)
Cargo Capacity: (6,100): 68 metric tons available
Consumables: 2 Years (43 Million Refit cost)
Cost: 18.4 Million (New); 13.8 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 5D; Hull Points: 625/Arc
Armor Points: 300/Arc
Shields: 3D; Shield Points: 450/Arc
Sensors:
Passive 30/1D
Scan 75/2D
Search 150/3D
Focus 5/4D
Maximum: 300/-1D
Weapons:
20 Quad Laser Cannons (Fire-Linked)
Fire Arc: 5/Arc
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 5D; Nominal: 6 (30)

4 Gravity Well Generators
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: Projects a 150 Space Unit cone from each turret, in any direction. The width of the cone starts out small and expands: Short 5 Units, Medium 75 Units, Long 150 Units.
Damage: (Special) Blocks Hyperspace Travel
Weight: 60 Units (15 Units Each)

2 Tractor Beam Projectors
Fire Arc: Ventral Turrets
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

Snubfighter Complement: 12 TIE Craft, 6 Assault Gunboats, 6 Skypray Blast Boats, 5 Lambda Shuttles

Notes:

- Traded in 1 unit of fighters for 100 Tons

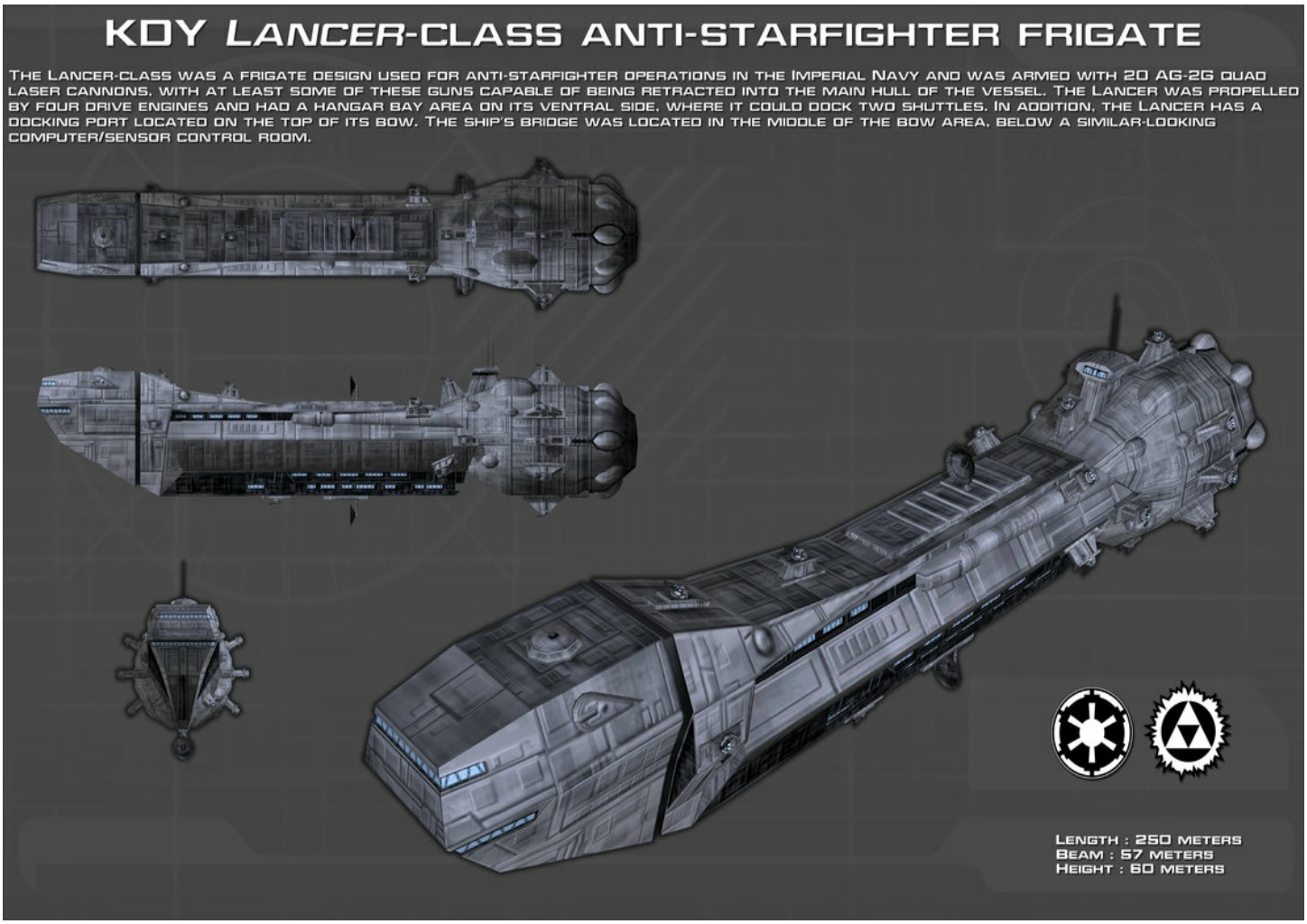
Lancer-Class Frigate

Craft: Kuat Drive Yard's Lancer-class Frigate
Affiliation: Empire
Era: Rebellion
Type: Anti-Starfighter screening vessel
Scale: Frigate
Length: 250 meters
Skill: Capital Ship Piloting
Crew: 225, gunners: 20, skeleton: 150/+10;
Crew Skill: Typically 4D
Passengers: 150 (troops)
Cargo Capacity: (2,500): 1,960 metric tons available
Consumables: 1 Month (138K Refit cost)
Cost: 5.8 Million (New); 4.4 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 4D; Hull Points: 300/Arc
Armor Points: 134/Arc
Shields: 2D+2; Shield Points: 268/Arc

Sensors:
Passive 35/1D
Scan 60/1D
Search 100/2D
Focus 3/2D+1
Maximum: 200/-2D

Weapons:
20 Quad Laser Batteries
Fire Arc: 5/Arc
Crew: 1
Skill: Capital ship gunnery
Fire Control: 5D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 6D; Nominal: 7 (42)

Standard Snubfighter Complement: Ventral Landing Bay: 1 Skypray Blastboat, 2 Assault Gunboats, 12 TIE Craft, 2 TIE Shuttles, 1 Universal docking collar (Fore Starboard)



Victory I Star Destroyer

Craft: Rendili Star Drive's Victory I
Affiliation: Empire / Republic / Rebellion
Era: Clone Wars+ (Obsolete, still produced)
Type: Victory-class Star Destroyer
Scale: Cruiser (Heavy +2D to all hull/armor values size close to battleship)
Length: 900 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 2,825, gunners: 250, skeleton: 1,822/+5
Crew Skill: Typically 5D
Passengers: 2,673 (troops)
Cargo Capacity: (9,000): 65 metric tons available
Consumables: 4 Years (88.5 Million Refit cost)
Cost: 52 Million (New); 39 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D (2D in Atmosphere)
Space: 4
Atmosphere: 800 kmh (can land on planet surface)
Hull: 6D + 2D Armor; Hull Points: 750/Arc
Armor Points: 600/Arc
Shields: 3D+1; Shield Points: 500/Arc
Sensors:
Passive 40/1D
Scan 70/2D
Search 150/3D
Focus 4/3D+2
Maximum 300/-1D

Weapons:
10 Quad Turbolaser Batteries
Fire Arc: 5 Fore/Port/Aft & 5 Fore/Starboard/Aft
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
(5D with Gunnery Helmet)
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 8D; Nominal Damage: 7 (56)

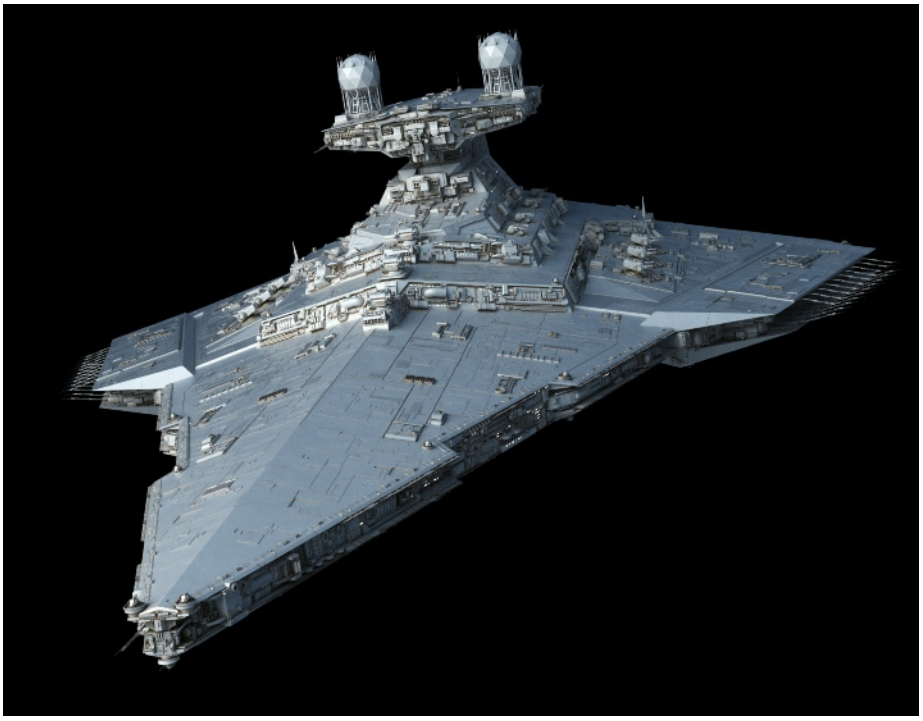
40 Double Turbolaser Batteries
Fire Arc: 10 Fore, 10 Port, 10 Starboard, 10 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 4D
(5D with Gunnery Helmet)
Space Range: 3-12/25/50
Atmosphere Range: 300m-1.2/2.5/5 km
Damage: 5D; Nominal Damage: 5 (25)

80 Concussion Missile Launchers
Fire Arc: 20 Fore, 20 Port, 20 Starboard, 20 Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D (3D with Gunnery Helmet)
Space Range: 120
Atmosphere Range: 240 km
Damage: 9D (54)
Ammo: 165 Per Launcher

10 Tractor Beam Projectors
Fire Arc: 4 Fore, 2 Port, 2 Starboard, 2 Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D (5D with Gunnery Helmet)
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D

Expanded Snubfighter Complement: 4 squadrons TIE Craft, 4 Assault gunboats, 4 Skypray Blastboats, 1 Orbital Night Cloak

Ground Compliment: 2 AT-AT, 2 AT-ST, 12 AT-PT, 2 Floating Fortress, 4 Military Speeder Bikes, 4 Medium Hover Tanks, 1 Pre Fab Garrison (Imperial Standard), 3 Landing Barges



Victory II Star Destroyer

Craft: Rendili Star Drive's Victory II
Affiliation: Empire
Era: Rise of Empire (Obsolete, still produced)
Type: Victory-class Star Destroyer
Scale: Cruiser (Heavy +2D to all hull/armor values size close to battleship)
Length: 900 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 2,825, gunners: 198, skeleton: 1,822/+5
Crew Skill: Typically 5D
Passengers: 2,673 (troops)
Cargo Capacity: (9,000): 48 metric tons available
Consumables: 4 Years (87.7 Million Refit cost)
Cost: 40 Million (New); 30 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x7
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 6D+2 + 2D Armor; Hull Points: 838/Arc
Armor Points: 600/Arc
Shields: 3D+2; Shield Points: 550/Arc
Sensors:
Passive 50/1D
Scan 85/2D+1
Search 175/3D+2
Focus 5/4D
Maximum 350/-1
Weapons:
30 Quad Heavy Turbolaser Batteries
Fire Arc: 15 Fore/Port/Aft &
15 Fore/Starboard/Aft
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
(5D with Gunnery Helmet)
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 10D; Nominal Damage: 7 (70)
24 Double Turbolaser Batteries
Fire Arc: 6/Arc
Crew: 1
Skill: Starship Gunnery
Fire Control: 4D
(5D with Gunnery Helmet)
Space Range: 3-12/25/50
Atmosphere Range: 300m-1.2/2.5/5 km
Damage: 5D; Nominal Damage: 5 (25)

30 Quad Ion Cannon Batteries
Fire Arc: 15 Fore/Port/Aft & 15 Fore/Starboard/Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
(5D with Gunnery Helmet)
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 5D; Nominal Damage: 7 (35)

12 Tractor Beam Projectors
Fire Arc: 4 Fore, 3 Port, 3 Starboard, 2 Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D (5D with Gunnery Helmet)
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

Expanded Snubfighter Complement: 4 squadrons TIE Craft, 6 Assault gunboats, 6 Skypray Blastboats, 1 Orbital Night Cloak

Ground Compliment: 4 AT-AT, 6 AT-ST, 4 Military Speeder Bikes, 1 Pre Fab Garrison, 2 Floating Fortresses, 3 Landing Barges, 8 Heavy Hover Tanks

Imperial I Star Destroyer

Craft: Kuat Drive Yards' Imperial I
Affiliation: Empire
Era: Rise of Empire
Type: Ship of the Line
Scale: Battleship
Length: 1,600 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 11,520, gunners: 260, skeleton: 7,460/+20
Crew Skill: Typically 4D+2
Passengers: 8,952 (troops)
Cargo Capacity: (16,000): 70 metric tons available
Consumables: 6 years (478.9 Million Refit Cost)
Cost: 69.3 Million (New); 52 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 7D; Hull Points: 1,050/Arc
Armor Points: 900/Arc
Shields: 3D; Shield Points: 900/Arc
Sensors:
Passive 50/1D
Scan 100/3D
Search 200/4D
Focus 6/4D+2
Maximum: 400/0D

Weapons:
60 Quad Turbolaser Batteries
Fire Arc: 30 Fore/Port/Aft &
30 Fore/Starboard/Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
(5D with Gunnery Helmet)
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 6D; Nominal Damage: 7 (42)
60 Quad Ion Cannon Batteries
Fire Arc: 30 Fore/Port/Aft &
30 Fore/Starboard/Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
(5D with Gunnery Helmet)
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D; Nominal Damage: 7 (28)
10 Tractor Beam Projectors
Fire Arc: 4 front, 2 left, 2 right, 2 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D (5D with Gunnery Helmet)
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

Snubfighter Complement: 6 squadrons of TIE Craft, 3 Assault gunboats, 2 Skypray Blastboats, 2 Gamma Assault Shuttles, 1 Orbital Night Cloak

Ground Compliment: 20 AT-AT, 20 AT-ST, 12 TIE/Gt, 12 Speeder Bikes, 20 Heavy Hover Tanks, 2 Pre Fab Garrisons (Imperial Standard), 5 Landing Barges

Imperial II Star Destroyer

Craft: Kuat Drive Yards' Imperial II
Affiliation: Empire
Era: Rebellion
Type: Ship of the Line
Scale: Battleship
Length: 1,600 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 11,520, gunners: 310, skeleton: 7,460/+20
Crew Skill: Typically 4D+2
Passengers: 8,952 (troops)
Cargo Capacity: (16,000); 70 metric tons available
Consumables: 6 years (480 Million Refit Cost)
Cost: 78.2 Million (New); 58.7 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 7D+1; Hull Points: 1,100/Arc
Armor Points: 900/Arc
Shields: 3D; Shield Points: 900/Arc
Sensors:
Passive 50/1D
Scan 100/3D
Search 200/4D
Focus 6/4D+2
Maximum: 400/0D

Weapons:
50 Quad Heavy Turbolaser Batteries
Fire Arc: 25 Fore/Port/Aft &
25 Fore/Starboard/Aft
Crew: 3
Skill: Capital ship gunnery
Fire Control: 1D
(2D with Gunnery Helmet)
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 10D; Nominal Damage: 7 (70)
50 Quad Turbolaser Batteries
Fire Arc: 25 Fore/Port/Aft &
25 Fore/Starboard/Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
(3D with Gunnery Helmet)
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 8D; Nominal Damage: 7 (56)

20 Quad Ion Cannon Batteries
Fire Arc: 10 Fore/Port/Aft &
10 Fore/Starboard/Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
(5D with Gunnery Helmet)
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 5D; Nominal Damage: 7 (35)

10 Tractor Beam Projectors
Fire Arc: 4 front, 2 left, 2 right, 2 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D (5D with Gunnery Helmet)
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

Snubfighter Complement: 6 squadrons of TIE Craft, 3 Assault gunboats, 2 Skypray Blastboats, 2 Gamma Assault Shuttles, 1 Orbital Night Cloak

Ground Compliment: 12 AT-AT, 12 AT-ST, 12 TIE/Gt, 12 Speeder Bikes, 12 Heavy Hover Tanks, 2 Pre Fab Garrisons (Imperial Standard), 5 Landing Barges

Tector-class Star Destroyer

Craft: Kuat Drive Yards' Tector
Affiliation: Empire
Era: Rebellion
Type: Ship of the Line
Scale: Battleship
Length: 1,600 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 11,520, gunners: 832, skeleton: 7,460/+20
Crew Skill: Typically 4D+2
Passengers: 2,425 (troops)
Cargo Capacity: (24,000); 6 metric tons available
Consumables: 6 years (341.4 Million Refit Cost)
Cost: 259.3 Million (New); 259.3 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x3
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Hull: 8D + 6D Armor; Hull Points: 1,200/Arc
Armor Points: 2,700/Arc
Shields: 5D; Shield Points: 1,500/Arc
Backup Shields: 10D
Sensors:
Passive 50/1D
Scan 100/3D
Search 200/4D
Focus 6/4D+2
Maximum: 400/0D
Weapons:
100 Quad Heavy Turbolaser Batteries
Fire Arc: 50 Fore/Port/Aft &
50 Fore/Starboard/Aft
Crew: 3
Skill: Capital ship gunnery
Fire Control: 1D; (2D with Gunnery Helmet)
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 10D; Nominal Damage: 7 (70)

100 Quad Turbolaser Batteries
Fire Arc: 50 Fore/Port/Aft &
50 Fore/Starboard/Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D; (3D with Gunnery Helmet)
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 8D; Nominal Damage: 7 (56)

100 Quad Ion Cannon Batteries
Fire Arc: 30 Fore/Port/Aft &
30 Fore/Starboard/Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D; (5D with Gunnery Helmet)
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 5D; Nominal Damage: 7 (35)

100 Heavy Double Turbolaser Batteries
Fire Arc: 30 Fore/Port/Aft &
30 Fore/Starboard/Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D; (4D with Gunnery Helmet)
Space Range: 2-6/18/32
Atmosphere Range: 200-600m/1.8/3.2 km
Damage: 4D ***Static***; Nominal Damage: 8 (32)

16 Tractor Beam Projectors
Fire Arc: 4 Fore, 4 Port, 4 Starboard, 4 Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D (5D with Gunnery Helmet)
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D
Notes:

- It trades in all it's support ships for 8,000 Tons
- It trades in 6,500 troops for another 1,300 Tons

Super-Class Star Destroyer

Craft: Kuat Drive Yards' Super Star Destroyer
Affiliation: Empire
Era: Rebellion
Type: Command Ship
Scale: Super Capital
Length: 8,000 meters
Skill: Capital ship piloting
Crew: 105,000, gunners: 1,790, skeleton: 60,000/+10
Crew Skill: Typically 6D-8D
Passengers: 90,000 (troops)
Cargo Capacity: (80,000): 65 metric tons available
Consumables: 31 Years (23.5 Billion Refit cost)
Cost: 1.32 Billion (New); 1 Billion (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: None
Space: 4
Hull: 10D; 8 Locations: Hull Points: 6,000/loc
Armor Points: 4,800/loc
Shields: 8D; Shield Points: 9,600/loc
Sensors:
Passive 75/1D+2
Scan 150/3D+2
Search 300/5D
Focus 8/6D+2
Maximum: 600/1D
Weapons:
500 Quad Heavy Turbolaser Batteries
*Fire Arc: 2*00 Fore, 125 Port, 125 Starboard, 50 Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 1D
(2D with Gunnery Helmet)
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 10D; Nominal Damage: 7 (70)

250 Quad Ion Cannon Batteries
Fire Arc: 100 Fore, 50 Port, 50 Starboard, 50 Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
(5D with Gunnery Helmet)
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 5D; Nominal Damage: 7 (35)

250 Concussion Missile Launchers
Fire Arc: 50 Fore, 75 Port, 75 Starboard, 50 Aft
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
(3D with Gunnery Helmet)
Space Range: 120 Units
Atmosphere Range: 240 km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 480 Per Launcher

40 Tractor Beam Projectors
Fire Arc: 10/Arc
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D (5D with Gunnery Helmet)
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

Snubfighter Complement: 30 squadrons of TIE Craft, 12 Assault gunboats, 12 Skypray Blastboats, 4 Lambda Shuttles, 12 Gamma Assault Shuttles

Ground Compliment: 60 AT-AT, 60 AT-ST, 36 TIE/Gt, 48 Speeder Bikes, 32 Med Hover Tanks, 30 Heavy Hover Tanks, 4 Pre Fab Garrisons, 10 Floating Fortresses, 20 Landing Barges, 16 LAAT/II

Imperial Landing Barge

Craft: KDY & Imperial Engineering: Drop Shuttle
Affiliation: The Empire
Era: Rise of Empire+
Type: Cargo Barge
Scale: Corvette
Length: 120 meters
Skill: Capital ship piloting
Crew: 4, gunners: 5; skeleton: 2/+15
Crew Skill: Typically 4D+1
Passengers: 213 (troops)
Cargo Capacity: (1,200): None available
Consumables: 15 Days (33.3K Refit cost)
Cost: 188K (New); 141K (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 0D (1D Atmosphere/gravity Wells)
Space: 3
Atmosphere: 300 Km/H
Hull: 1D+2; 1 Location; Hull Points: 84
Armor Points: 75
Shields: 1D+2; Shield Points: 125
Sensors:
Passive: 20/0D
Scan: 30/1D
Search: 40/2D
Focus: 2/3D
Maximum: 80/-2D

Weapons:
5 Double Laser Cannons
Fire Arc: 4 Fore/Port/Starboard, 1 Aft/Port/Starboard
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 4D; Nominal: 4 (16)

Barge Size: 4 Units per barge
Barge Capacity: 4 Units of ground forces & 213 Troops/ea

The Imperial Landing Barge is essentially a more robust version of the Sentinel Landing craft. The Barge folds up neatly, folding its wings, compacting nose section and retracting it's tail fin, and can be stacked inside a warship for easy storage. It heavily resembles a Bulk Freighter, that's no surprise as it essentially copied the core design and adapted it to a much smaller ship. It's armed, unlike the Rebel Landing Barge, carrying decent forward firepower and one small turret aft. Overall, it's a superior, military, craft. A fully fledged, small military transport. While not incredibly durable, is formidable enough to defend it's occupants.

Starships Of the Clone Wars

Venator-class Star Destroyer

Craft: Kuat Drive Yards Venator-class
Affiliation: Empire / Republic / Rebel Alliance
Era: Clone Wars+
Type: Heavy Carrier
Scale: Battleship
Length: 1,137 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 5,472, gunners: 232, skeleton: 3,420/+15
Crew Skill: Typically 4D+1
Passengers: 4,104 (troops)
Cargo Capacity: (11,370): no metric tons available
Consumables: 4 Years (151 Million Refit cost)
Cost: 34.6 Million (New); 26 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D+1
Space: 8
Atmosphere: 975 kmh (can land on planet surface)
Hull: 5D+1; Hull Points: 800/Arc
Armor Points: 900/Arc
Shields: 3D+1; Shield Points: 1,000/Arc
Sensors:
Passive 40/1D
Scan 70/2D
Search 150/3D
Focus 4/3D+2
Maximum 300/-1D

Weapons:

8 Quad Heavy Turbolaser Batteries
Fire Arc: 4 Fore/Port/Aft & 4 Fore/Starboard/Aft
Crew: 5
Skill: Capital ship gunnery
Fire Control: 4D
(5D with Gunnery Helmet)
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 10D; Nominal Damage: 7 (70)

2 Ultra Heavy Double Turbolaser Batteries
Fire Arc: All, Dorsal & Ventral (Turret)
Crew: 30
Skill: Capital ship gunnery
Fire Control: 4D
(5D with Gunnery Helmet)
Space Range: 4-20/47/98 (Sensor Range*)
Atmosphere Range: 8-40/94/196 km
(Sensor Range*)
Damage: 200
RoF: 1/3
Ammo: 160 Shots each

32 Point Defense Laser Cannons
Fire Arc: 8 Fore, 8 Port, 8 Starboard, 8 Aft
Crew: 3
Skill: Starship Gunnery
Fire Control: 3D
(4D with Gunnery Helmet)
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 4D ***Static***; Nominal Damage: 6 (24)

4 Proton Torpedo Launchers
Fire Arc: 4 Fore
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D (3D with Gunnery Helmet)
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D (54)
Ammo: 180 Per Launcher

8 Tractor Beam Projectors
Fire Arc: 3 Fore, 2 Port, 2 Starboard, 1 Aft
Crew: 3
Skill: Capital ship gunnery
Fire Control: 3D (4D with Gunnery Helmet)
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D

Expanded Snubfighter Complement: 72 Fighters, 3 Shuttles

Ground Compliment: 24 LAAT Gunships, 24 AT-TE, 6 Military Speeder Bikes, 8 SPHA-T Artillery, 1 Prefab Garrison, 9 XT-130's

Acclamator II-class Assault Ship

Craft: Rothana Heavy Engineering Acclamator-class
Affiliation: Empire / Republic / Rebel Alliance
Era: Clone Wars+
Type: Assault ship
Scale: Cruiser
Length: 752 meters
Skill: Capital ship piloting
Crew: 3,139, gunners: 156, skeleton: 2,025/+15
Crew Skill: Typically 4D
Passengers: 2,228 (troops)
Cargo Capacity: (7,520): no metric tons available
Consumables: 3 Years (63.8 Million Refit cost)
Cost: 18.2 Million (New); 13.7 Million (Used)
Hyperdrive Multiplier: x.75
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: None
Space: 7
Atmosphere: 1,000 kmh (can land on planet surface)
Hull: 3D+1; Hull Points: 419/Arc
Armor Points: 300/Arc
Shields: 2D+1; Shield Points: 350/Arc
Sensors:
Passive 40/1D
Scan 70/2D
Search 150/3D
Focus 4/3D+2
Maximum 300/-1D

Weapons:
12 Quad Turbolaser Batteries
Fire Arc: 6 Fore/Port/Aft & 6 Fore/Starboard/Aft
Crew: 4
Skill: Capital ship gunnery
Fire Control: 4D
(5D with Gunnery Helmet)
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D; Nominal Damage: 7 (49)

24 Point Defense Laser Cannons
Fire Arc: 6 Fore, 6 Port, 6 Starboard, 6 Aft
Crew: 3
Skill: Starship Gunnery
Fire Control: 3D
(4D with Gunnery Helmet)
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 4D ***Static***; Nominal Damage: 6 (24)
6 Assault Concussion Missile Launchers
Fire Arc: 4 Fore, 1 Port, 1 Starboard
Crew: 3
Skill: Capital ship gunnery
Fire Control: 3D (4D with Gunnery Helmet)
Space Range: 120 Units
Atmosphere Range: 240 km
Damage: 9D (54)
Ammo: 75 Per Launcher

6 Tractor Beam Projectors
Fire Arc: 3 Fore, 1 Port, 1 Starboard, 1 Aft
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D (3D with Gunnery Helmet)
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D

Snubfighter Compliment:

12 V-19 Torrents, 12 Y-Wing, 12 V-Wings, 2 Transports

Ground Configuration:

12 LAAT Gunships, 12 AT-TE, 6 Military Speeder Bikes, 6 SPHA-T Artillery, 5 Heavy Walkers, 1 prefab Garrison, 2 Landing Barges, 2 74-A's

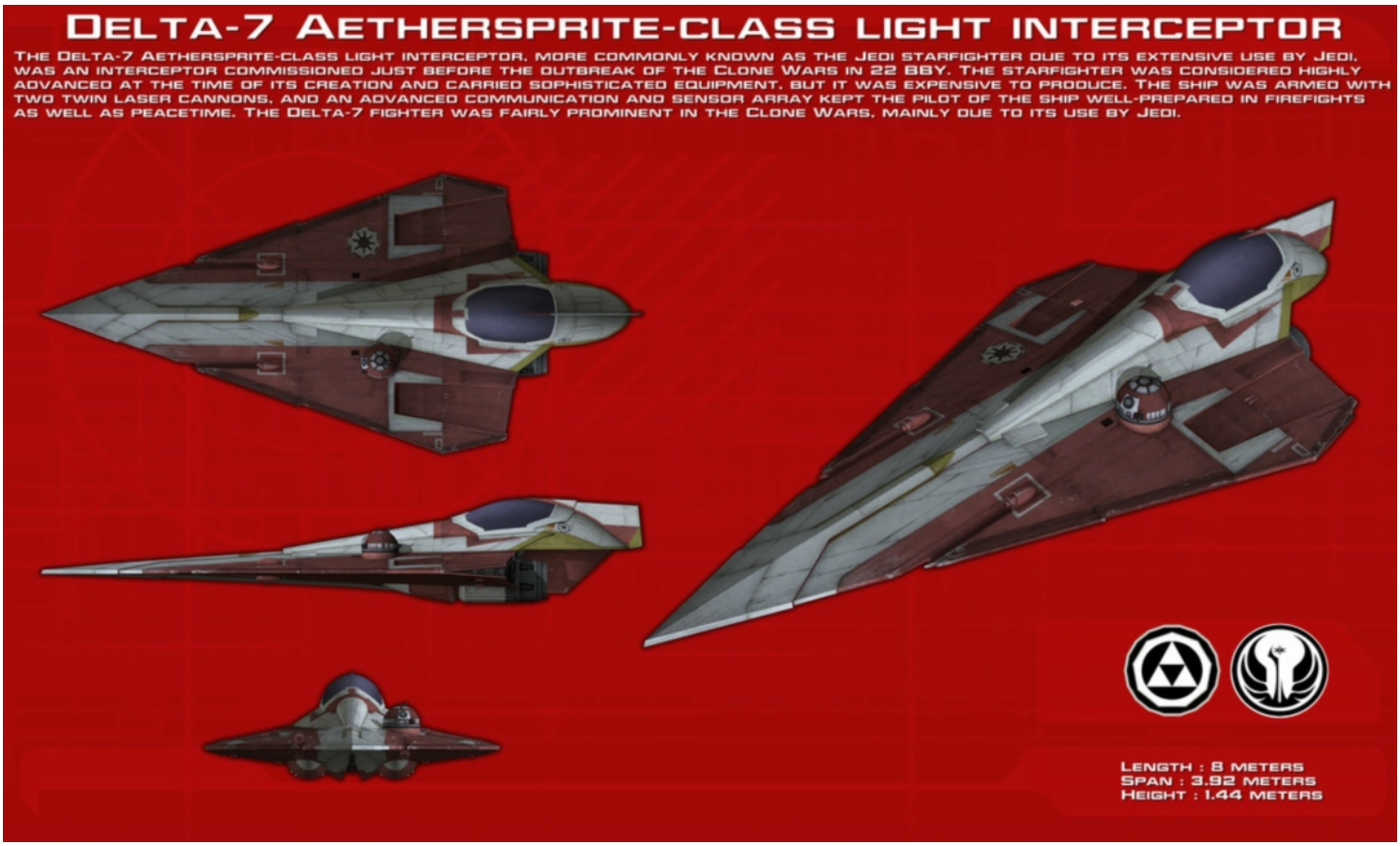
Aethersprite

Craft: Kuat Systems Engineering: Delta-7-Class
Affiliation: Galactic Republic
Era: Clone Wars (Obsolete, discontinued)
Scale: Snubfighter
Length: 8 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 5D+
Cargo Capacity: (100): 10 kilograms Available
Consumables: 5 days (50 credit refuel)
Cost: 60,000 (Used Only)
Hyperdrive Multiplier: x1*
Nav Computer: None, uses Astromech: 10 Jumps
Maneuverability: 3D (3D+2 in Atmosphere)
Space: 8
Atmosphere: 1,050 Km/H
Hull: 3D + 1D Armor; Hull Points: 12
Armor Points: 16
Shields: 2D; Shield Points: 16
Sensors:
Passive: 25/1D
Scan: 45/2D
Search: 65/2D+2
Focus: 3/3D+1
Maximum: 100/-1D-1

Weapons:
4 Light Laser Cannons
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D; *Nominal:* 6 (36)

Commissioned specifically for the Jedi the fighter was in exclusive and frequent use by them by the time of the Clone Wars. The fighter actually became somewhat scarce, as it was never produced in quantity. Thus many Jedi began utilizing the Eta-2 Actis Interceptor as a direct result. In most instances the Atersprite is a superior design. While lacking the overall speed of the Eta-2, the design was commissioned based upon some level of durability. Ben Kenobi's surviving his encounter with Boba Fett is a clear example of this.

Notes: Uses the TransGalMeg Industries Hyperdrive booster ring (x1; 2D Hull) for Hyperspace Jumps (Cost: 26,000). Holonet Transceiver standard (simultaneous 3-D video and communications). *The Droid, contrary to popular belief, is removable and can release itself underneath the Snubfighter.*



V-Wing

Craft: Kuat Systems Engineering: Nimbus-Class
Affiliation: Galactic Republic
Era: Clone Wars (Obsolete, discontinued)
Scale: Snubfighter
Length: 7.9 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 4D
Cargo Capacity: (98): 78 kilograms Available
Consumables: (4 days): 15 Hours* (40 credit refuel)
Cost: 69,000 (Used Only)
Maneuverability: 4D+1 (3D in Atmosphere)*
Space: (17)* 8
Atmosphere: (1,450)* 1,150 Km/H
Hull: (3D): 2D*; Hull Points: 8 / Armor Points: 8
Shields: 1D; Shield Points: 8
Sensors:
Passive: 20/0D
Scan: 30/1D
Search: 50/2D
Focus: 3/3D
Maximum: 100/-2D
Weapons:
2 Twin Laser Cannons (Fire-Linked)*
Fire Arc: Fore & Aft (if flipped)
Skill: Starship gunnery
Fire Control: 2D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D; Nominal: 5 (15)

The Clone War saw some massively experimental and mass produced designs emerge. The V-Wing is one such design. Not an incredibly rugged Snubfighter, nor well armed, due to rushed production. It was effective, to a degree. After the Clone Wars the design would be scrapped and the engineering details buried, that is until Sienar Fleet Systems purchased the engine design and incorporated it directly into it's Advanced TIE Fighter program, the end result being the TIE Defender with a *nearly identical* pair of engines. The Rebel Alliance would later copy the weapons system rotation & *essentially* the design for the A-wing. *Without the plans there was a lot of guesswork involved.*

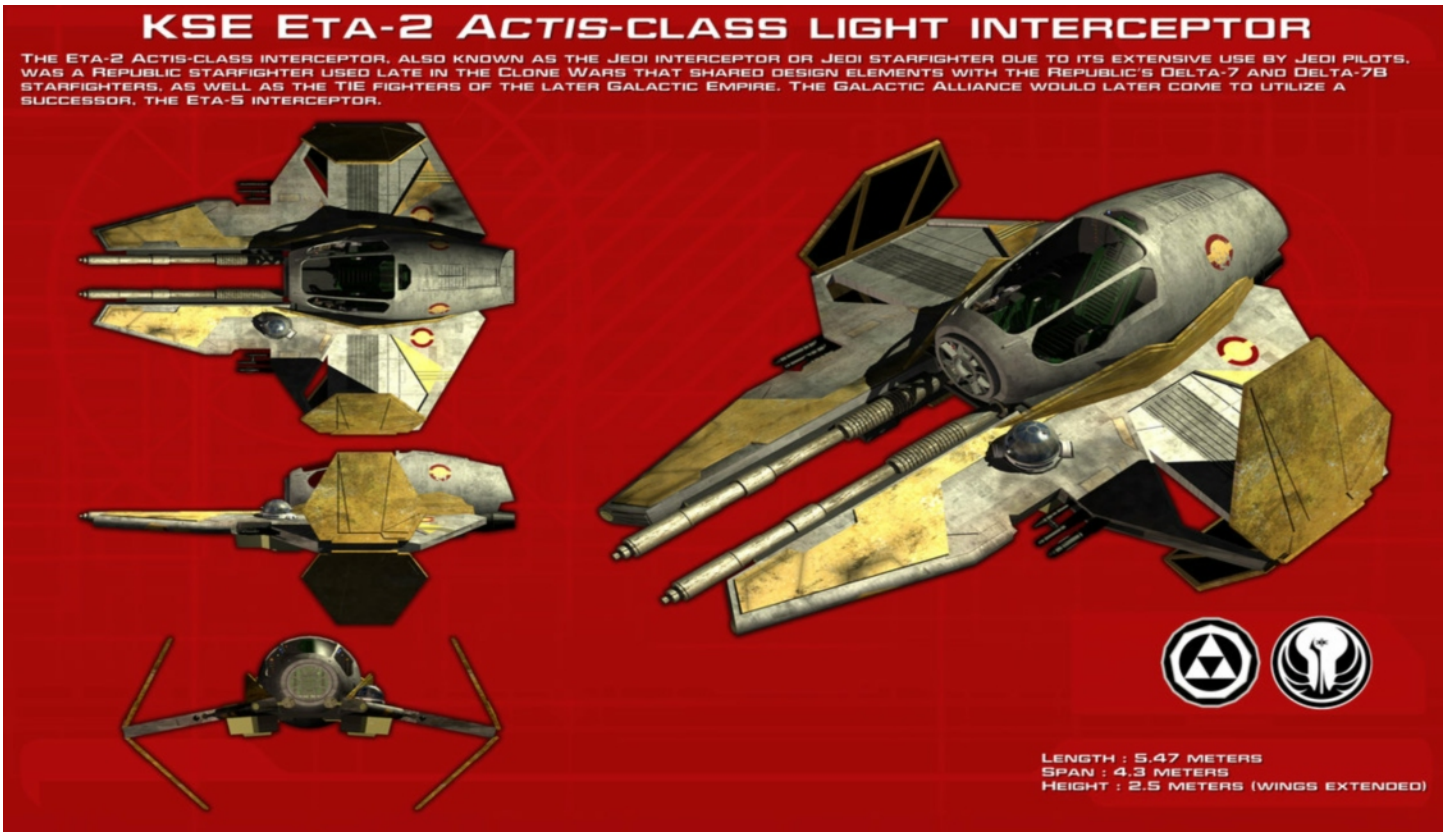
***Notes:** The V-Wing was rushed into production as a Prototype and it suffers from a number of design flaws not limited to: Low consumables/high refuel cost, weak main armament, substandard hull plating, poor atmospheric performance, unreliable top speeds. *While in service it remained in Prototype phase.*

Actis Interceptor

Craft: KSE/Sienar Fleet Systems: Eta-2 Actis-Class
Affiliation: Galactic Republic
Era: Clone Wars (Obsolete, discontinued)
Scale: Snubfighter
Length: 5.47 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 5D+
Cargo Capacity: (70): 0 kilograms Available
Consumables: (4 days): 2 Days* (40 credit refuel)
Cost: 75,600 (Used Only)
Hyperdrive Multiplier: x1*
Nav Computer: None, uses Astromech: 10 Jumps
Maneuverability: 4D+2
Space: (15)*: 13
Atmosphere: 1,350 Km/H
Hull: (3D+1):2D+1*; Hull Points: 12/Armor Points: 8
Shields: (3D): Non functional*
Sensors:
Passive: 10/0D
Scan: 15/1D
Search: 20/2D
Focus: 2/2D+1
Maximum: 40/-2D
Weapons:
2 Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D; Nominal: 4 (20)
2 Light Ion Cannons (Fire-Linked)
Fire Arc: Fore & Aft (if flipped)
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 100-500m/1.5/3 Km
Damage: 4D; Nominal: 4 (16)

The Clone War saw some massively experimental and mass produced designs emerge. The Eta-2 is another design. Rushed into production it still formidable. Co-produced by Kuat Systems Engineering and Seinar Fleet Systems, this would become the basis for the "Republic TIE" and later be evolved into the TIE Advanced & Avenger Programs.

Notes: The V-Wing was rushed into production as a Prototype and as such it suffers from a number of design flaws not limited to: Low consumables/high refuel cost, non functional shields, poor space performance, weak sensor suite, substandard hull plating, etc. It can use a Hyperdrive Ring for Jumps. *While in service it remained in Prototype phase.*



ARC-170

Craft: Incom/Subpro: Aggressive ReConnaissance
Affiliation: Galactic Republic
Era: Clone Wars (Obsolete, discontinued)
Scale: Snubfighter
Length: 14.5 meters
Skill: Starship piloting
Crew: (3): 1 pilot, 1 gunner, 1 commander
Crew Skill: Typically 4D
Cargo Capacity: (182): 7 kilograms available
Consumables: 8 days (240 credit Refuel cost)
Cost: 90,000 (Used Only)
Hyperdrive Multiplier: x1.5
Nav Computer: None, uses Astromech: 10 Jumps
Maneuverability: 3D
Space: 8
Atmosphere: 1,150 kmh
Hull: 5D + 2D Armor; Hull Points: 20
Armor Points: 24
Shields: 1D+2; Shield Points: 10
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 70/2D
Focus: 3/3D+1
Maximum: 140/-2D

Weapons:
2 Medium Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 6D; *Nominal:* 4 (24)

2 Laser Cannons (Fire-Linked)
Fire Arc: Turret: Aft/Port/Starboard
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; *Nominal:* 4 (20)

Proton Torpedo Launcher
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 20 Units
Atmosphere Range: 2 Km
Damage: 9D; *Nominal:* 6 (54)
Ammo: 16 Torpedoes

Note: Holonet Transceiver standard (simultaneous 3D video and communications)

Banking Clan Communications Frigate

Craft: Hoersch-Kessel Drive Munificent-class
Affiliation: Separatists / Pentastar Alignment
Era: Clone Wars+
Type: Holonet Broadcast Ship
Scale: Cruiser (+1D to Hull & Armor)
Length: 825 meters
Skill: Capital ship piloting
Crew: 864, gunners: 341, skeleton: 557/+5
Crew Skill: Typically 3D / 5D
Passengers: 2,451 (troops)
Cargo Capacity: (8,250): 25 metric tons available
Consumables: 3 Years (42.2 Million Refit cost)
Cost: 24.7 Million (New); 18.6 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D+2
Space: 7
Hull: 4D+2; Hull Points: 588/Arc
Armor Points: 450/Arc
Shields: 3D+1; Shield Points: 500/Arc
Sensors:
Passive 40/1D
Scan 70/2D
Search 100/3D
Focus 4/3D+2
Maximum 200/-1D
Weapons:
Ultra Heavy Double Turbolaser Battery
Fire Arc: Fore / Port / Starboard (Turret)
Crew: 35
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 4-20/47/98 (Sensor Range*)
Atmosphere Range: 8-40/94/196 km (Sensor Range*)
Damage: 200
RoF: 1/3
Ammo: 320 Shots

Ultra Heavy Double Ion Cannon Battery
Fire Arc: Fore / Port / Starboard (Turret)
Crew: 20
Skill: Capital ship gunnery
Fire Control: 2D+1
Space Range: 1-14/34/67 (Sensor Range*)
Atmosphere Range: 2-28/68/134 km (Sensor Range*)
Damage: 200
RoF: 1/3
Ammo: 320

26 Dual Turbolaser Batteries
Fire Arc: 1 Fore, 11 Port, 11 Starboard, 3 Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D; Nominal Damage: 5 (25)

20 Light Triple Turbolaser Batteries
Fire Arc: 1 Fore, 11 Port, 11 Starboard, 3 Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D+2
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 3D; Nominal Damage: 6 (18)

38 Point Defense Laser Cannons
Fire Arc: 9 Fore, 10 Port, 10 Starboard, 9 Aft
Crew: 3
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 3D ***Static***; Nominal Damage: 6 (18)

Hyperwave Jammer
Fire Arc: All
Crew: 10
Skill: Communications
Space Range: 150 Unit Radius
Damage: The powerful communications arrays can also be used to jam enemy craft in nearby space, causing a penalty on sensors and communications rolls (+2DR for Snubfighters/Transports, +1DR for capital ships). The same penalty is applied to the fire control of any weapon fired at the communications frigate. The jammer is selective enough not to affect friendly ships, and it effects everything within it's radius *(Weighs 15 Units).*

Also Establishes it's own Holonet, effectively linking with other ships or Holonet Relay Stations to allow near simultaneous communications across vast distances.

Snubfighter Complement: 48 Droid Fighters, 3 Shuttles

Ground Compliment: 12 AAT-2's, 6 Droid Walkers, 12 Air Support, 6 Landing Barges, 7 STAP/H, 6 Hailfire Droids

Commerce Guild Support Ship

Craft: Hoersch-Kessel Drive's Recusant-class
Affiliation: Separatists / Pentastar Alignment
Era: Clone Wars+
Type: Heavy Screening Warship
Scale: Battleship
Length: 1,187 meters
Skill: Capital ship piloting
Crew: 1,425, gunners: 296, skeleton: 891/+5
Crew Skill: Typically 3D / 5D
Passengers: 4,274 (troops)
Cargo Capacity: (11,870): 12 metric tons available
Consumables: 4 Years (92.3 Million Refit cost)
Cost: 39.8 Million (New); 29.8 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D+2
Space: 8
Hull: 4D+1; Hull Points: 650/Arc
Armor Points: 900/Arc
Shields: 3D; Shield Points: 900/Arc
Sensors:
Passive 30/1D
Scan 60/2D
Search 90/3D+2
Focus 6/4D
Maximum: 180/-0D+1
Weapons:

Ultra Heavy Quad Turbolaser Battery
Fire Arc: Fore / Port / Starboard (Turret)
Crew: 35
Skill: Capital ship gunnery
Fire Control: 3D+1
Space Range: 4-20/47/98 (Sensor Range*)
Atmosphere Range: 8-40/94/196 km (Sensor Range*)
Damage: 400
RoF: 1/3
Ammo: 160 Shots

Ultra Heavy Double Turbolaser Battery
Fire Arc: Fore / Port / Starboard (Turret)
Crew: 35
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 4-20/47/98 (Sensor Range*)
Atmosphere Range: 8-40/94/196 km (Sensor Range*)
Damage: 200
RoF: 1/3
Ammo: 320 Shots

10 Quad Turbolaser Batteries
Fire Arc: 2 Fore, 3 Port, 3 Starboard, 2 Aft
Crew: 4
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 8D; Nominal Damage: 7 (56)

42 Dual Laser Cannon Batteries
Fire Arc: 10 Fore, 11 Port, 11 Starboard, 10 Aft
Crew: 3
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 5D; Nominal Damage: 5 (25)

60 Point Defense Laser Cannons
Fire Arc: 10 Fore, 20 Port, 20 Starboard, 10 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 3D ***Static;*** Nominal Damage: 6 (18)

Snubfighter Complement:

72 Droid Fighters, 4 Shuttles

Ground Compliment: 24 AAT-2's, 6 Hailfire Droids, 6 Droid Walkers, 24 Air Support, 7 Landing Barges, 5 STAP/H

Trade Federation Battleship

Craft: Hoersch-Kessel Drive's Lucrehulk-class
Affiliation: Separatists / Pentastar Alignment
Era: Clone Wars+
Type: Invasion / Sector Command Ship
Scale: Dreadnought
Length: 3,170 meters
Skill: Capital ship piloting
Crew: 5,231, gunners: 1,002, skeleton: 3,170/+5
Crew Skill: Typically 3D / 5D
Passengers: 16,484 (troops)
Cargo Capacity: (31,700): 56 metric tons available
Consumables: 12 Years (1 Billion Refit cost)
Cost: 125 Million (New); 92.1 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 6D; 6/Locs Hull Points: 1,800/Loc
Armor Points: 1,800/Loc
Shields: 4D; Shield Points: 2,400/Loc
Sensors:
Passive 45/1D
Scan 90/2D
Search 120/3D+2
Focus 8/4D
Maximum: 240/-0D+1
Weapons:
42 Quad Heavy Turbolaser Batteries
Fire Arc: 10 Fore, 11 Port, 11 Starboard, 10 Aft
Crew: 5
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 11D; Nominal Damage: 7 (77)

168 Quad Turbolaser Batteries
Fire Arc: 42 Fore, 42 Port, 42 Starboard, 42 Aft
Crew: 4
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 8D; Nominal Damage: 7 (56)

44 Point Defense Laser Cannons
Fire Arc: 11 Fore, 11 Port, 11 Starboard, 11 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 3D ***Static;*** Nominal Damage: 6 (18)

Snubfighter Complement: 192 Droid Fighters, 5 Shuttles

Ground Compliment: 40 AAT-2's, 30 Hailfire Droids, 30 Droid Walkers, 36 Air Support, 15 Landing Barges, 11 STAP/H

Trade Federation Freighter

Craft: Hoersch-Kessel Drive's Hulk Freighter-class
Affiliation: Separatists / Independent Bulk Haulers
Era: Clone Wars+
Type: Bulk Freighter
Scale: Dreadnought
Length: 3,170 meters
Skill: Capital ship piloting
Crew: 1,109, gunners: 40, skeleton: 365/+5
Crew Skill: Typically 3D / 4D
Passengers: 80
Cargo Capacity: (31,700): 28,460 metric tons avail
Consumables: 1 Year (4.6 Million Refit cost)
Cost: 28 Million (New); 21 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: None
Space: 4
Hull: 5D; 6/Locs Hull Points: 1,500/Loc
Armor Points: 1,800/Loc
Shields: 2D; Shield Points: 1,200/Loc
Sensors:
Passive 20/0D
Scan 40/1D
Search 80/2D
Focus 2/2D
Maximum: 160/-2D

Weapons:
40 Point Defense Laser Cannons
Fire Arc: 10 Fore, 10 Port, 10 Starboard, 10 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 3D ***Static;*** Nominal Damage: 6 (18)

Ship Compliment:
8 Trade Federation C-9979 Landing Ships (Landing Barges)

Trade Federation Providence Battleship

Craft: Pammant Docks Providence-class
Affiliation: Separatists / Pentastar Alignment / Rebel Alliance
Era: Clone Wars (Obsolete, no production)
Type: Command Ship
Scale: Battleship
Length: 1,088 meters
Skill: Capital ship piloting
Crew: 1,306, gunners: 468, skeleton: 816/+5
Crew Skill: Typically 3D / 5D
Passengers: 3,917 (troops)
Cargo Capacity: (10,880): 18 metric tons available
Consumables: 4 Years (87.7 Million Refit cost)
Cost: 102.9 Million (New); 74.3 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 8
Hull: 6D; Hull Points: 900/Loc
Armor Points: 900/Loc
Shields: 3D+2; Shield Points: 1,100/Loc
Sensors:
Passive 45/1D
Scan 90/2D
Search 120/3D+2
Focus 8/4D
Maximum: 240/-1
Weapons:
14 Quad Turbolaser Batteries
Fire Arc: 4 Fore, 5 Port, 5 Starboard
Crew: 4
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 8D; Nominal Damage: 7 (56)

Ultra Heavy Double Ion Cannon Battery
Fire Arc: Fore / Port / Starboard (Turret)
Crew: 20
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-14/34/67 (Sensor Range)
Atmosphere Range: 2-28/68/134 km (Sensor Range)
Damage: 200
RoF: 1/3
Ammo: 320

124 Proton Torpedo Launchers
Fire Arc: 20 Fore, 50 Port, 50 Starboard, 4 Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 4-24/60/120
Atmosphere Range: 8-48/120/240 km
Damage: 12D (72)
Ammo: 120 Advanced Torpedoes Per Launcher

36 Dual Laser Cannon Batteries
Fire Arc: 9 Fore, 9 Port, 9 Starboard, 9 Aft
Crew: 3
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 5D; Nominal Damage: 5 (25)

12 Point Defense Laser Cannons
Fire Arc: 3 Fore, 3 Port, 3 Starboard, 3 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 3D ***Static;*** Nominal Damage: 6 (18)

8 Tractor Beam Projectors
Fire Arc: 2 Fore, 2 Port, 2 Starboard, 2 Aft
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

Expanded Snubfighter Complement: 72 Droid Fighters, 4 Shuttles

Ground Compliment: 20 AAT-2's, 4 Hailfire Droids, 8 Droid Walkers, 12 Air Support, 6 Landing Barges

Tri-Fighter

Craft: Colla Designs: Tri-Fighter
Affiliation: Separatists
Era: Clone Wars (Obsolete, discontinued)
Scale: Snubfighter
Length: 5.4 meters
Skill: Starship piloting
Crew: Droid Brain
Crew Skill: 4D+1 all skills
Cargo Capacity: (73): 0 kilograms available
Consumables: 4 days (20 credit refuel)
Cost: 63,280 (Used Only)
Maneuverability: 2D+1
Space: 8
Atmosphere: 1,050 kmh
Hull: 4D; Hull Points: 16 / Armor Points: 8
Sensors:
Passive: 20/0D
Scan: 45/1D
Search: 60/2D+1
Focus: 3/3D
Maximum: 120/-1D+2

Weapons:

Medium Laser Cannon
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D; Nominal Damage: 3 (15)
Note: Weapon fires once per round as a Free Action for the Droid.

3 Light Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D; Nominal Damage: 5 (20)

Buzz Droid Missile Launcher
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 30 units
Atmosphere Range: 3 km
Damage: None, see note.
Ammo: 6 Missiles
Note: Buzz Droids (4/missile) have 1D Character Scale Body Strength and deliver 1D (3) Snubfighter Scale damage per round each. Each Droid has a 25% chance to lock onto any ship in it's path (missiles must be fired *ahead* of the targeted craft).
Difficulty to hit: -2DR of what it would be to normally strike the target.

Droid Snubfighter

Craft: Xi Char Variable Geometry: Vulture-Class
Affiliation: Separatists
Era: Clone Wars (Obsolete, discontinued)
Scale: Snubfighter
Length: 3.5 meters
Skill: Starship piloting
Crew: Droid Brain
Crew Skill: 4D+1 all skills
Cargo Capacity: (44.5): 0 kilograms available
Consumables: 3 days (15 credit refuel)
Cost: 51,000 (Used Only)
Maneuverability: 2D+1
Space: 10
Atmosphere: 1,200 kmh
Hull: 4D; Hull Points: 16 / Armor Points: 8
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Maximum: 120/-2D
Weapons:
2 Blaster Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 0D
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 km
Damage: 5D; Nominal Damage: 4 (20)
2 Energy Torpedo Launchers
Fire Arc: Fore
Skill: Starship Gunnery
Scale: Speeder
Fire Control: 0D
Space Range: 20 units
Atmosphere Range: 2 km
Damage: 9D*; Nominal:* 6 (54)
Ammo: 4 Torpedoes/Launcher

Droid Snubfighter

Craft: Xi Char Variable Geometry: Vulture-Class
Affiliation: Separatists
Era: Clone Wars (Obsolete, discontinued)
Scale: Snubfighter
Length: 6.9 meters
Skill: Starship piloting
Crew: Droid Brain
Crew Skill: 4D+1 all skills
Cargo Capacity: (87): 0 kilograms available
Consumables: 4 days (20 credit refuel)
Cost: 79,300 (Used Only)
Maneuverability: 1D+1
Space: 7
Atmosphere: 1,350 kmh
Hull: 4D; Hull Points: 16 / Armor Points: 8
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 50/2D
Focus: 3/2D+1
Maximum: 100/-2D

Weapons:
2 Blaster Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 km
Damage: 5D; Nominal Damage: 4 (20)
2 Energy Torpedo Launchers (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D+1
Space Range: 20 units
Atmosphere Range: 2 km
Damage: 10D*; Nominal:* 7 (70)
Ammo: 8 Torpedoes/Launcher (8 Total Shots)
Proton Bomb Launcher
Fire Arc: Below
Skill: Starship Gunnery
Fire Control: -2 Pips
Space Range: 3/6/9
Atmosphere Range: 300/600/900 m
Damage: 13D*; Nominal:* 6 (78)
Ammo: 24 Proton Bombs

Trade Federation Landing Ship

Craft: Hoersch-Kessel Drive's C-9979
Affiliation: Separatists / Independent Bulk Haulers
Era: Clone Wars+
Type: Cargo Barge
Scale: Frigate
Length: 370 meters
Skill: Capital ship piloting
Crew: 4, gunners: 3, skeleton: 2/+5
Crew Skill: 4D all skills
Passengers: 832 (troops)
Cargo Capacity: (5,600): 2 metric tons available
Consumables: 10 Days (84K Refit cost)
Cost: 749K (New); 551K (Used)
Hyperdrive Multiplier: None
Hyperdrive Backup: None
Nav Computer: None
Maneuverability: None
Space: 2
Atmosphere: 300 Km/H
Hull: 1D; Hull Points: 75/Loc
Armor Points: 134/Loc
Shields: 1D; Shield Points: 100/Loc
Sensors:
Passive 10/0D
Scan 20/0D
Search 40/1D
Focus 2/2D
Maximum: 80/-3D

Weapons:

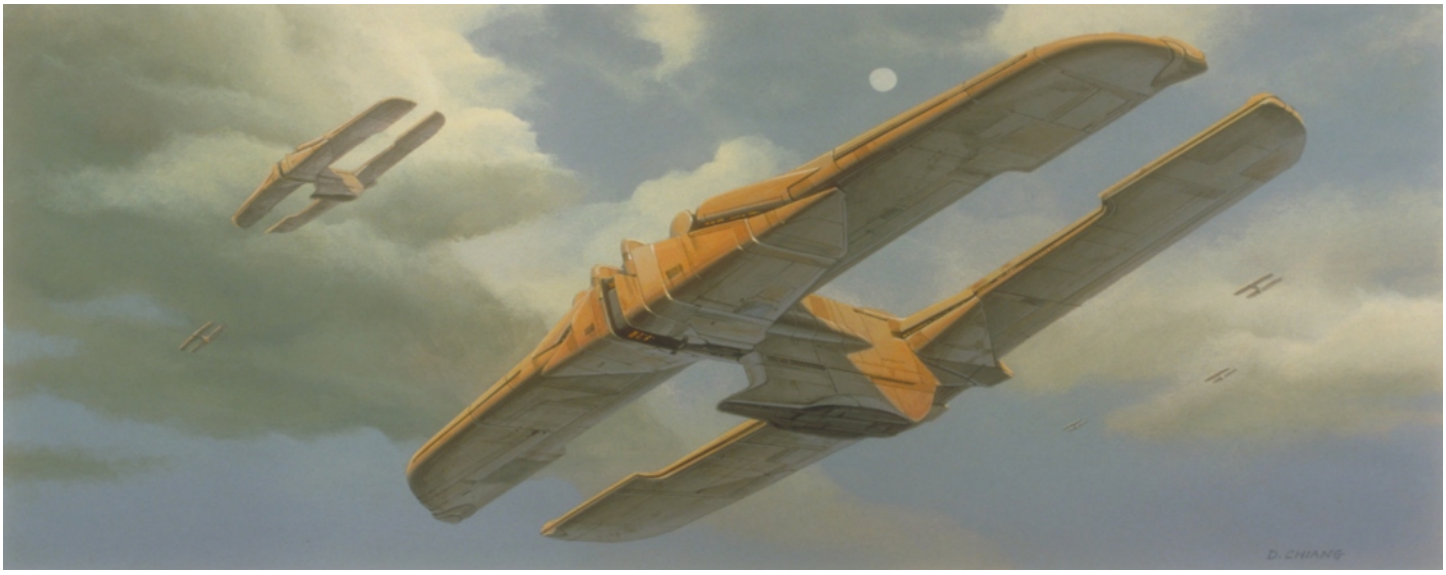
3 Point Defense Laser Cannons
Fire Arc: 1 Fore/Port, 1 Fore/Starboard, 1 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 3D ***Static;*** Nominal Damage: 6 (18)

Barge Size: 4 Units per barge
Barge Capacity: 12 Units of ground forces & 832 Troops/ea

Notes:

- Fighters not converted to cargo, minimalist design
- Literally, the ship is a Droid. Crew space is provided in the event it is used as a person shuttle for oxygen based life forms.

The Trade Federation Landing ships are designed to transfer cargo from their cargo vessels to planetary surfaces, and are adapted to transfer troops and military vehicles in the same manner. The adaptations made are fairly minimal, with the installation of shields, weapons and facilities for the fast unloading once the ship reached the planets surface. As non-combatant vessels Landing Ships mainly survived the battles of the Clone Wars, and were sold off in the years following the destruction of the Trade Federation. *The ship is rather modular, and can be broken down into six pieces for easy stowage, the wings, the bridge and the main hold all disassemble.*



Starships Of the New Republic Period

HWK-300 Light Freighter

Craft: Corelli Space HWK-300 light freighter
Affiliation: Licensed Bounty Hunters, Law Enforcement & Couriers
Era: New Republic
Type: Space Transport (Re-Engineered)
Scale: Transport
Length: 19 meters
Skill: Space transports: HWK-290 light freighter
Crew: 1 to 2 (Can Coordinate); (+ 2 fold away seats)
Crew Skill: Varies Wildly
Passengers: 2
Cargo Capacity: (45): 44.9 Metric Tons
Consumables: 2 Months
Cost: 209,000 (New); 261,250 (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 3D
Space: 10
Atmosphere: 950 kmh
Hull: 4D+2; (2 Locations) Hull Points: 24/Loc Armor Points: 8/Loc
Shields: 2D; Shield Points: 24 (2 Generators) Shield Points: 24/Loc
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 75/3D
Focus: 4/4D
Maximum: 150/-1D
Weapons:
4 Light Double Laser Cannons (Battery-Linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D+2; Nominal Damage: 8 (42)

Heavy Double Turbolaser Battery
Fire Arc: Ventral Turret
Scale: Speeder
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-2.5/5/10
Atmosphere Range: 1-250/500/1km
Damage: 8D; Nominal Damage: 5 (40)

The HWK-300 is a less known starship design that closely resembles the performance characteristics of a Courier ship and has some of the amenities of a yacht. It's seating and bunks are of better than normal quality while still remaining rugged enough to qualify the interior as "sporty".

The craft originally debuted as the, HWK-290 a CEC design that saw limited exposure and poor sales. The original craft was 29 meters long, twice as expensive, carried 2 more passengers and double the cargo space. It was completely unpopular as it looked nothing like their typical designs and was poorly received as a result. The design sat for decades prior to being acquired by Corelli Space. The most notable instance of the HWK-290 is the Moldy Crow, that was piloted by Kyle Katarn and Jan Ors.

The HWK-300 represents a bit of a departure from the original craft (which Corellispace has since renewed production and is competing well and directly with the YT-2400 from CEC) being 10 meters shorter, carrying the same passengers and just over half the cargo. However, it's become an enthusiast sensation at its introductory price point outselling the New Ghtroc and even the Corellian YT-1760 by wide margins.

The craft has the handling of a Snubfighter and the performance of one as well. It sports the original engines from it's progenitor, This vessel is highly sought after by Mercenaries, Race pilots, Enthusiasts and even fighter pilots. It's bigger brother has become a more common sight in the space lanes, while the HWK-300 is typically seen only in the hands of experts and those lucky few that have managed to get a hold of one.

Good luck getting one of these babies for cheap. The resale on used ones is almost double what the company is selling them for. The interior is even sportier, than the original. I've been on their official wait list for over 3 years now…

YT-1300

CEC YT Series Freighter
Craft: CEC YT-1300S (Sport Model)
Affiliation: General
Era: New Republic
Type: Light freighter
Scale: Starfighter
Length: 25 meters
Skill: Space transports: YT-1300
Crew: 1, 1 can coordinate, gunners: 2
Crew Skill: Varies widely
Passengers: 4
Cargo Capacity: (150): 149.9 metric tons available
Consumables: 2 months (5,600 credit refuel cost)
Cost: 92,000 (new); 69,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 900 kmh
Hull: 5D: (2 Locations) 25 Hull Points/Loc
8 Armor Points/Loc
Shields: 1D: 12 Shield Points/Loc (2 generators, Fore & Aft)
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Maximum: 80/-2D
Weapons:
1 Corellian Quad Laser Cannon
Fire Arc: Dorsal Turret
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D*; Nominal: 6 (30)*

The Legendary YT-1300 returns! The design that inspired over five decades of galactic citizens to leave the safety of their worlds and reach out into the stars. Now with newly re-engineered cargo bays, engines, flight endurance, hull strength, armament, agility and more!

There is nothing quite like a YT-1300. Pictured is the sport model, with centralized cockpit. No other starship in the galaxy can match her wide availability of after marked modifications that are readily available and ready to drop right in! Yes, this is the entrepreneur's dream come true! Sporting updated bantha hide surfaces, holo table, holonet transceiver, and a Capitan's cabin to die for, complete with gravity controlled hot tub!

Corellian Engineering Corporation is proud to reintroduce you to the ship design that became a legend in the hands of it's owners, one last time. For a limited time only, the YT-1300 will be sold at it's original factory price.

All repairs & modifications to the vessel are at two difficulty levels lower.

I was walking into a local CEC store to pickup some parts for my YT-2400 and when I saw this, I traded the old bird in, on the spot. They even gave me a fair trade, I paid nothing, and they brought her up to the 2400's specs for brand loyalty. Repairs are effortless, Solo is going to be so pissed when he sees my ship!
-Dash Rendar

Ghtroc 720 Mark II

Ghtroc 720 Freighter Mk II
Craft: Ghtroc/Karn Industries class 720 Mark II
Affiliation: General
Era: New Republic
Type: Light freighter
Scale: Starfighter
Length: 35 meters
Skill: Space transports: Ghtroc freighter
Crew: 1, 2-3 can coordinate gunners: 2 (can be fired by pilot or 1-2 bridge crew with –2D fire control)
Crew Skill: Varies wildely
Passengers: 10
Cargo Capacity: (175): 174.9 metric tons available
Consumables: 2 Months (10,500 credit refuel cost)
Cost: 138,000 (New), base model; 103,000 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+2
Space: 5
Atmosphere: 800 kmh
Hull: 4D+2 (3 locations); Hull Points: 24/Loc
Armor Points: 8/Loc
Shields: 2D
Shield Points (24); 8/Loc (Fore, Mid, Aft)
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/3D
Focus: 2/4D
Maximum: 120/-1D
Weapons: (up to a total of 7 Turrets & 2 Multi ordinance launchers on gun ship models)
2 Double Laser Cannons
Fire Arc: Varies
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D; *Nominal Damage: 4 (16)*

The Ghtroc 720 Mk II is a 3 deck freighter meant to compete with anything that Corellian Engineering or Corellispace produces at the entry level. Offering a robust armament of 2 double, turreted laser cannons and an optional 3rd for the pilot or co-pilot to fire directly with benefit of fire control. The other two, when operated remotely suffer a –2D fire control penalty.

Aggressively priced, and well equipped she comes with a list of optional additions: Extra Shielding (3D), a dorsal mounted double laser cannon turret and the cockpit fired double as well as a class 1 hyperdrive and enhanced engines (6), better maneuverability (2D) and sensor array enhancement. Her consumables can also be doubled at a minor loss of 35 metric tons of space. She has largely been redesigned to offer the best cargo capacity of any light freighter in her class. The vessel can be outfitted with any number of other standard weaponry including quadlasers and torpedos or missiles to fill in the gaps of a system defense gun ship.

Her hull has been tweaked to resolve any deficiency compared to standard Corellian vessels and generally exceeds most of their base models by a wide margin. Already sporting tweaked sensors and enhanced range.

This ship, a hot commodity after re-introduction, is highly sought after by Pirates and Criminals… It sports some of the best places to stow cargo with a +1DR to hide.

CEC ZA-8050

Craft: CEC ZA-8050 light freighter
Affiliation: General
Era: New Republic
Type: Light freighter
Scale: Starfighter
Length: 23 meters
Skill: Space transports: ZA-8050
Crew: 1 & 1 can coordinate, gunners: 2 (can be fired from Bridge at –2D)
Crew Skill: Varies Wildly
Passengers: 4
Cargo Capacity: (115): 114.9 metric tons available
Consumables: 2 Months (5,600 Credit Refuel cost)
Cost: 117,000 (New); 88,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Atmosphere: 800 kmh
Hull: 4D; (2 Locations) Hull Points: 20
Armor Points: 8
Shields: 1D; Shield Points: 12 (1 Generator), 6/Loc
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 70/2D
Focus: 2/3D
Maximum: 140/-2D
Weapons:
2 Quad Light Laser Cannons
Fire Arc: Turret (Dorsal & Ventral)
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 4D*; Nominal:* 6 (24)

This was Corellian Engineering Corporation's initial response to the introduction of the Ghtroc II. The ship is smaller and sacrifices passenger space compared to the other vessel, however, in it's own right the craft is still very capable. Sporting many stock Corellian systems at a base level. Even the fire control on the guns is basic until you consider the volume of fire coming off the emplacements themselves. It was meant as an inexpensive ship to release fast, and fill in gaps where the CEC was loosing financial ground to the Ghtroc II. It incorporates a multi deck cargo system similar to the Ghtroc series with a pair of cargo elevators in addition to the main boarding ramp. *The ship is easy to maintain in addition to the standard Corellian designs which make it easy to modify. -1DR to all repairs and modifications.*

Here's another little gem I literally stumbled across the first day it hit the showroom floor. I bought the floor model after some maneuvering and got it for the "used" price. One hell of a deal. Quite the upgrade from my old Ghtroc 720 since I couldn't find one of the new ones… They're in demand, and now, these are too. Just that they're available. CEC is a huge company. I have to note that I was surprised how readily the parts from my old 720 drop into this baby. It's clear CEC engineered it that way. I dropped the cockpit guns right on this baby, there were power conduits pre run to a modular port… I stripped my old 720 to bitch this baby out.

- Dugeor "Blind Eye" Spirro

Z-95-AF5 Headhunter

Craft: SubPro Corp Z-95-A-F5
Affiliation: Any
Era: New Republic
Scale: Snubfighter *(Transport Upscale)*
Length: 13 meters
Skill: Starship Piloting
Crew: 1 or 2 (Co-pilot can coordinate)
Crew Skill: Varies Wildly
Cargo Capacity: (162.5): 22.5 kilograms
Consumables: 7 Days (140 Credit Refuel cost)
Cost: 161,000 (New); 121,000 (Used)
Hyderdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 3D
(4D in Atmosphere / Gravity Wells)
Space: 10
Atmosphere: 1,350 kmh
Hull: 5D + 2D armor; Hull Points: 25
Armor Points: 32
Shields: 2D; Shield Points: 24
Sensors:
Passive: 25/0D
Scan: 40/1D
Search: 55/2D
Focus: 2/2D
Maximum: 110/-2D
Weapons:
2 Medium Laser Cannons (Fire-linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D ***Static***; *Nominal:* 7 (42)

2 Concussion Missile Launchers
Fire Arc: Front
Skill: Missile weapons: concussion missiles
Fire Control: 2D
Space Range: 30 units
Atmosphere Range: 3 km
Damage: 8D; *Nominal:* 6 (48)
Ammo: 8 per Launcher

The Z-95 Headhunter, a legend reborn!
Based off the legendary durability of the old Z-95 designs and created an evolutionary craft. SubPro has cunningly integrated maximum armor plating into the superstructure. Designed with easily replaceable armor tiles. They increased the magazine capacity for the missiles by 1 per bay and added a robust standard armament. The new design shares more of the look of Old Republic fighter craft like the ARC-170. Her maneuverability was updated to modern standards and speed was increased to exceed the X-Wing and compete directly with other cutting edge heavy fighters. She retains her atmospheric performance edge as well. ***Note:*** It targets as a Snubfighter, however, it's hull durability, power systems, engines and shields are all Transport Scale. *No Armor performance penalty.*

I haven't been so excited to see more legitimate competition enter the market place. Apparently, a disgruntled group of Frei-Tek, Incom & Seinar Fleet Systems engineers left their respective companies and pooled their capital together to purchase the defunct SubPro Corporation. They hit the ground running with this baby. This fighter will give an E-Wing a run for it's money. I bought mine the moment it hit the market. It has a "vintage" high tech HUD not seen since the days of Old Republic. The second seat even converts into a full sized double bed. Chicks dig it!
- Jak Hob "SubPro Super Fan"

What people don't realize is that the engineering geniuses over at SubPro actually used their heads. They built this baby out of civilian transport grade materials. It yielded a much more rugged space frame that's easier to work with and much cheaper to mass produce. I can use almost any ship scrap to repair it.
-Wedge Antillies
(-1DR to all Repairs & Mods)

TIE/LN-S

TIE Fighter

Craft: Sienar Fleet Systems TIE/Ln-S
Affiliation: Empire
Era: Late Rebellion
Type: Space superiority fighter
Scale: Snubfighter
Length: 6.3 meters
Skill: Starship Piloting
Crew: 1
Crew Skill: Typically 5D
Cargo Capacity: (79): 9 kilograms
Consumables: 3 days (30 Credit Refuel Cost)
Cost: 84,000 (New); 63,000 (Used)
Maneuverability: 2D+2 (-2D in Atmosphere / Gravity Wells)
Space: 11
Atmosphere: 1,250 kmh
Hull: 2D+1; Hull Points: 9 / Armor Points: 8
Shields: 2D; Shield Points: 16
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Maximum: 120/-2D
Weapons:
2 Laser Cannons (Fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-4/16/33
Atmosphere Range: 100-400/1.6/3.3 km
Damage: 6D+2; Nominal: 4 (26)

2 Missile Racks (Considered 1 Launcher)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2 (Slaved to Main Fire Control)
Space Range: 30 Units
Damage: 8D (48)

Due to numerous field trials and over 2 decades of service the fighter has finally begun to show its deficiencies. Inability to repair easily coupled with lack of combat durability have led way to some notable enhancements for the venerable fighter.

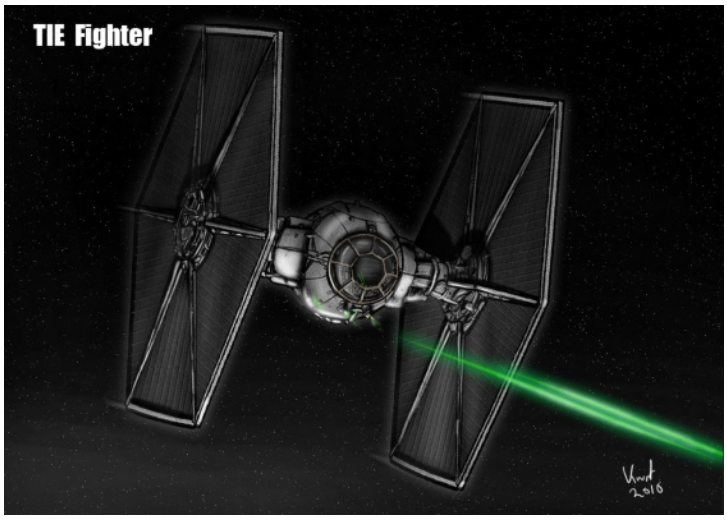
One notable tweak to the design that was heavily field tested with during the crisis with Admiral Zarrin. When the fighter was outfitted with 4 Concussion missiles, slaved to the fire control of the main guns. This allows for additional flexibility to give the fighter added punch and allows it to operate in a similar capacity to most Rebel fighters, as a limited bomber.

Twenty years of research at Maw Installation yielded a couple notable improvements that were able to be incorporated into the basic design at no additional cost. By tweaking the ion engines coupled with a slight refinement to the mass production process has yielded an increase in performance. The fighter now equals the base speed of the interceptor.

Another notable feature much sought after from various commanders includes an ejection couch. This is a request that comes from Grand Admiral Thrawn, who has in recent months, made a very compelling argument that pilots should not be wasted and that a pilot who survives multiple engagements is going to be a pilot that will more effectively deal with future threats.

The benefits of this new development trickled down the line to other TIE Models as well.

Don't let the enhancements fool you, this craft is still a deathtrap. I have it on good authority that occasionally the overtaxed reactors on these babies have unpredictable results, especially now with shields. Pilots have been cooked in their acceleration couches, literally…

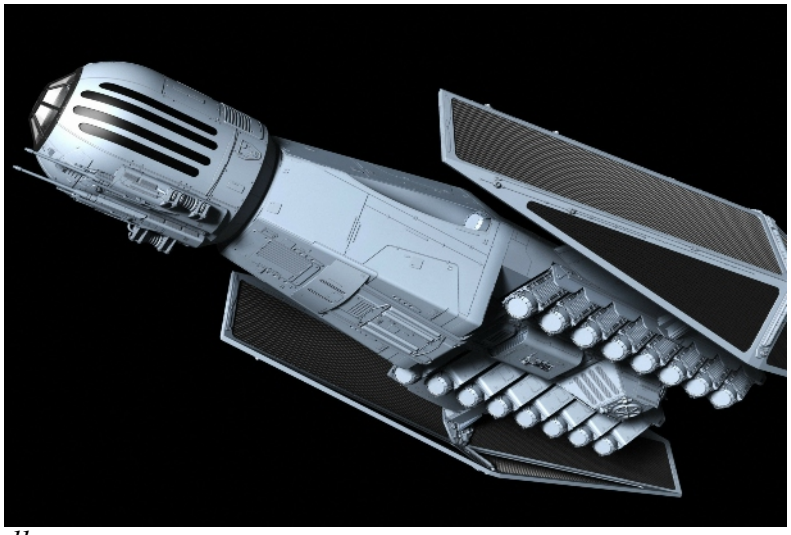


Scimitar Assault Bomber

Craft: Sienar Fleet Systems T.I.E. - Scimitar
Affiliation: Empire
Era: Thrawn Trilogy+ (New Republic)
Scale: Snubfighter
Length: 13.8 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 5D
Cargo Capacity: (172.5): 7.5 kilograms
Consumables: 6 days (60 Credit Refuel cost)
Cost: 131,000 (New); 98,000 (used)
Maneuverability: 3D (2D in Atmosphere)
Space: 10
Atmosphere: 850 KmH
Hull: 5D + 2D Armor; Hull Points: 20
Armor Points: 32
Shields: 3D; Shield Points: 24
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Maximum: 120/-2D
The brainchild of Grand Admiral Thrawn, specifically designed to compete with the ever evolving New Republic Snubfighter threat.
Weapons:
2 Laser Cannons (Fire-linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-4/16/33
Atmosphere Range: 100-400/1.6/3.3 km
Damage: 6D; Nominal Damage: 4 (24)

Multi-Ordinance Launcher(s)
Fire Arc: Ventral & Fore (Concussion Missile Ports)
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: Varies per Ordinance Type
Atmosphere Range: Varies per Ordinance Type
Damage: 9D (Concussion Missiles); Varies per Type
Ammo: 24 Concussion missiles + one other type
Proton Torp Launchers hold 48, 9D+ Torpedoes.
Space Bomb Launchers hold 48, 12D+ Bombs.
Rocket Launchers hold 48, 10D+ Rockets.
If they were carrying advanced ordinance the values change (Like seeker missiles, Advanced Missiles or Torpedoes, Advanced Space bombs or Heavy Rockets) The launcher can also handle other specially packed payloads, 27 air-deployed mines, 30,000 plastic leaflets.

The Scimitar is designed to carry 16 Concussion Missiles (8 per Forward launch tube) in addition to a secondary payload for the Ventral deployment mechanism.



TIE Interceptor II

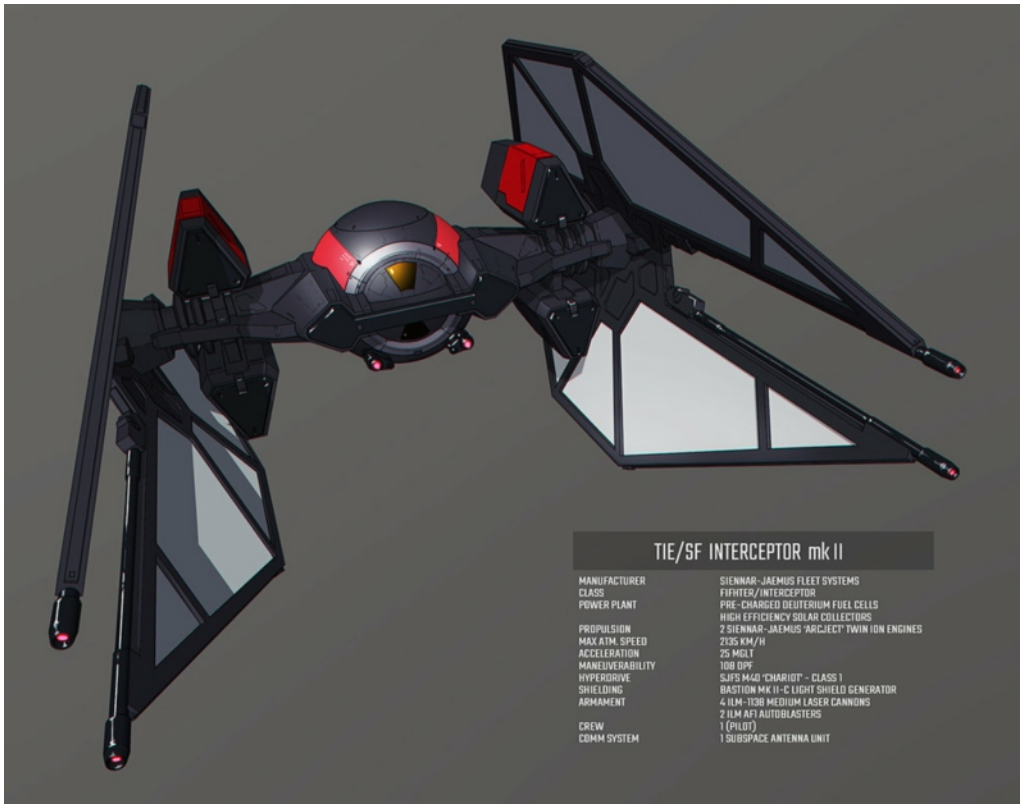
Craft: Sienar Fleet Systems T.I.E. Interceptor Refit
Affiliation: Empire
Era: Thrawn Trilogy
Scale: Snubfighter
Length: 7.2 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 5D
Cargo Capacity: (90): No space available
Consumables: 4 days (40 Credit Refuel cost)
Cost: 118,000 (New); 88,000 (used)
Maneuverability: 4D (2D+2 in Atmosphere / Gravity Wells)
Space: 12
Atmosphere: 1,400 KmH
Hull: 3D+2; Hull Points: 14 / Armor Points: 8
Shields: 3D; Shield Points: 24
Sensors:
Passive: 25/1D
Scan: 40/2D
Search: 60/2D
Focus: 4/3D+2
Maximum: 120/-2D

Weapons:

4 Laser Cannons (Fire-linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-4/16/33
Atmosphere Range: 100-400/1.6/3.3 km
Damage: 7D; Nominal Damage: 6 (42)

2 Missile Racks (Considered 1 Weapon)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D+2 (Slaved to Main Fire Control)
Space Range: 30 Units
Damage: 9D (54)
Ammo: 2 Missiles each rack

Another notable feature much sought after from various commanders includes an ejection couch. This is a request that comes from Grand Admiral Thrawn, who has in recent months, made a very compelling argument that pilots should not be wasted and that a pilot who survives multiple engagements is going to be a pilot that will more effectively deal with future threats.



Authority IRD Assault Fighter

Craft: Authority IRD-AF
Affiliation: Corporate Sector Authority
Era: New Republic
Type: Multipurpose aerospace fighter
Scale: Starfighter
Length: 8.5 meters
Skill: Starfighter piloting: IRD
Crew: 1
Crew Skill: 7D Average
Cargo Capacity: (107): 7 kilograms
Consumables: 4.5 days (45 Credit Refuel cost)
Cost: 171,000 (New); 123,000 (Used)
Maneuverability: 3D+2
Space: 11
Atmosphere: 1,350 kmh
Hull: 4D: Hull Points: 16 / Armor Points: 8
Shields: 4D: Shield Points: 32
Sensors:
Passive: 25/0D+1
Scan: 50/1D+1
Search: 60/2D
Focus: 3/2D+2
Maximum: 120/-2D
Weapons:
Heavy Twin Laser Cannon (Fire-Linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 7D; *Nominal:* 6 (42)

2 Concussion Missile Tubes
Fire Arc: Front
Skill: Missile weapons: concussion missiles
Fire Control: 4D
Space Range: 60 units
Atmosphere Range: 60 Km
Damage: 10D: (60)
Ammo: 8 Advanced Missiles Per Launcher

CSA has long fielded their own craft in sector defense. Their IRD followed with the IRD-A and now the IRD-AF, a generational advancement on the base craft. It is reaping the benefits of mass production refinements and a substantial armament upgrade. The overall length of the craft has been reduced by 1 meter at some additional gains to performance due to mass reduction.

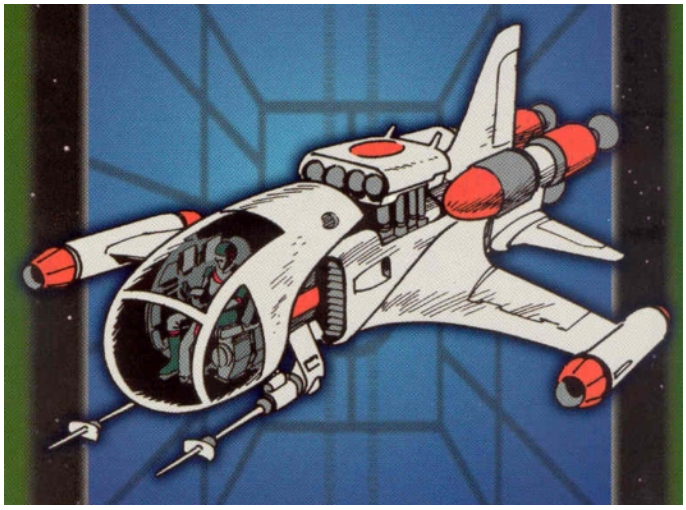
There is an optional under chassis attachment for the IRD series fighters. A modular hyperdrive that uses a droid brain and expands the consumables of the craft:

Consumable Expansion: + 2 Days (20 Credit Refuel)
Hyperdrive Sled: 5D Droid Navigation assistance, 5 Jumps, x1 Hyperdrive; Cargo Cost: External, reduce Maneuverability by 1 pip and space by 1
Price: 22,500 Credits

The entire cockpit will jettison in the event of severe man body damage. The cockpit has limited control systems allowing for repulsor assisted re-entry, mild maneuvering thrusters and a fair amount of life support.

Craft: Authority IRD-AF Ejection Capsule
Type: Life Pod
Scale: Starfighter
Cargo Capacity: 40 kilograms
Consumables: 3 days
Cost: Not available for sale
Maneuverability: 1D (-2D in Atmosphere)
Space: 2
Atmosphere: 250 kmh
Hull: 4D
Sensors:
Same package as Ship (they're located in the cockpit)

Don't let the advancements fool you, as an Authority IRD pilot you're likely to start in a stock IRD. If you survive your first tour and distinguish yourself you might get assigned an IRD-A and then after additional distinguished service you might just get promoted to one of these babies… More than likely after all your friends are already dead and you don't have a soul left or the will to live or fight… You get one of these...



E-Wing-A/B/C/D

Craft: Frei'Tek Inc. E-wing Starfighter: Type A
Affiliation: New Republic
Era: A: New Republic, B: Dark Empire, C: Black Fleet Crisis, D: Yuuzhan Vong Era
Scale: Snubfighter
Length: 11.2 meters
Skill: Starship piloting
Crew: 1 & Astromech Droid (can coordinate)
Crew Skill: Typically 6D
Cargo Capacity: (140): 55 kilograms
Consumables: 6 days (60 Credit Refuel cost)
Cost: 26,400 (Prototype); 154,900 (Used)
Hyderdrive Multiplier: x2
Nav Computer: No, uses Astromech Droid
Maneuverability: 3D+1
Space: 11
Atmosphere: 1,250 kmh
Hull: 5D + 1D Armor
Hull Points: 20 / Armor Points: 16
Shields: 1D; Shield Points: 8
Sensors:
Passive: 30/0D
Scan: 55/1D
Search: 85/2D+1
Focus: 5/4D
Maximum: 170/-1D+2

Weapons:
3 Medium Auto Blaster Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 4D+2*
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 km
Damage: 7D*; Nominal: 6 (42)
(Eject able in the event of catastrophic failure)

Notes: *Type A only:* When a pilot rolls a mishap while firing the blaster cannon, roll on the table below:
1-3 Blaster cannon functions normally.
4 Blaster cannon shorts out for 1 round but can be repaired by a Very Easy starship weapon repair roll by the Astromech unit.
5 Blaster cannon burns out. Cannot be repaired in battle. With replacement parts, starship weapon repair difficulty is Moderate and takes one hour.
6 Blaster cannon will explode in 1D rounds doing 6D Static damage.
*Light Burst already factored in, no action penalty

Proton Torpedo Launcher
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 20 units
Atmosphere Range: 2 km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 8 Torpedoes

Craft: Frei'Tek Inc. E-wing Starfighter: Type B
Affiliation: New Republic
Era: Dark Empire
Scale: Snubfighter
Length: 11.2 meters
Skill: Starship piloting
Crew: 1 & Astromech Droid (can coordinate)
Crew Skill: Typically 6D
Cargo Capacity: (140): 55 kilograms
Consumables: 6 days (60 Credit Refuel cost)
Cost: 170,000 (New); 129,000 (Used)
Hyderdrive Multiplier: x2
Nav Computer: No, uses Astromech Droid
Maneuverability: 3D+1
Space: 11
Atmosphere: 1,250 kmh
Hull: 5D + 1D Armor
Hull Points: 20 / Armor Points: 16
Shields: 1D+2; Shield Points: 10
Sensors:
Passive: 30/0D
Scan: 60/1D
Search: 85/2D+2
Focus: 5/4D
Maximum: 170/-1D
Weapons:
3 Medium Auto Blaster Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 4D+2*
Space Range: 1-5/10/20
Atmosphere Range: 100-500m/1/2 km
Damage: 7D+1*; Nominal: 6 (43)
*Light Burst already factored in, no action penalty

Proton Torpedo Launcher
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 20 units
Atmosphere Range: 2 km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 8 Torpedoes

Craft: Frei'Tek Inc. E-wing Starfighter: Type C
Affiliation: New Republic
Era: Black Fleet Crisis
Scale: Snubfighter
Length: 11.2 meters
Skill: Starship piloting
Crew: 1 & Astromech Droid (can coordinate)
Crew Skill: Typically 6D
Cargo Capacity: (140): 40 kilograms
Consumables: 7 days (70 Credit Refuel cost)
Cost: 186,000 (New); 139,500 (Used)
Hyderdrive Multiplier: x1.5
Nav Computer: No, uses Astromech Droid
Maneuverability: 3D+2
Space: 12
Atmosphere: 1,250 kmh
Hull: 5D + 1D Armor
Hull Points: 20 / Armor Points: 16
Shields: 2D; Shield Points: 16
Sensors:
Passive: 30/0D+1
Scan: 60/1D+1
Search: 85/3D
Focus: 5/4D
Maximum: 170/-1D
Weapons:
3 Heavy Blaster Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 5D*
Space Range: 1-5/10/20
Atmosphere Range: 100-500m/1/2 km
Damage: 7D+2*; Nominal: 8 (44)
*Light Burst already factored in, no action penalty

Proton Torpedo Launcher
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 20 units
Atmosphere Range: 2 km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 8 Torpedoes

9 External Ordnance Hard Points

Note: The E-wing/C may be fitted with up to 9 concussion missiles, 9 proton torpedoes, or any combination of the two. Other ordnance includes various free-fall bombs, a pair of "eggs", 4 heavy rockets, or 2 heavy space bombs.

Craft: Frei'Tek Inc. E-wing Starfighter: Type D
Affiliation: New Republic
Era: Yuuzhan Vong Era
Scale: Snubfighter
Length: 11.2 meters
Skill: Starship piloting
Crew: 1 & Astromech Droid (can coordinate)
Crew Skill: Typically 6D
Cargo Capacity: (140): 40 kilograms
Consumables: 7 days (60 Credit Refuel cost)
Cost: 200,000 (New); 175,000 (Used)
Hyderdrive Multiplier: x1
Nav Computer: No, uses Astromech Droid
Maneuverability: 4D
Space: 13
Atmosphere: 1,250 kmh
Hull: 5D + 1D Armor
Hull Points: 20 / Armor Points: 16
Shields: 2D+2; Shield Points: 18
Sensors:
Passive: 35/0D+2
Scan: 65/1D+2
Search: 90/3D+1
Focus: 6/4D
Maximum: 180/-2

Weapons:
3 Heavy Blaster Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 6D*
Space Range: 1-6/12/24
Atmosphere Range: 100-500m/1/2 km
Damage: 8D+2*; Nominal: 6 (50)
*Medium Burst already factored in, no action penalty

Proton Torpedo Launcher
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 40 units
Atmosphere Range: 4 km
Damage: 12D; Nominal Damage: 6 (72)
Ammo: 8 Advanced Torpedoes

9 External Ordnance Hard Points

Note: The E-wing/C may be fitted with up to 9 concussion missiles, 9 proton torpedoes, or any combination of the two. Other ordnance includes various free-fall bombs, a pair of "eggs", 4 heavy rockets, or 2 heavy space bombs.

X-Wing-B

Craft: Incom T-65C X-Wing Snubfighter
Affiliation: New Republic
Era: New Republic+
Scale: Snubfighter
Length: 12.5 meters
Skill: Starship piloting
Crew: 1 & Astromech Droid (can coordinate)
Crew Skill: Typically 5D+2
Cargo Capacity: (157): 51.25 kilograms available
Consumables: 7 days (70 credit refuel)
Cost: 184,000 (New); 142,000 (Used)
Hyperdrive Multiplier: x1
Nav Computer: No, uses Astromech Droid 10 Jumps
Maneuverability: 3D+1
Space: 9
Atmosphere: 1,100 kmh
Hull: 4D+1; Hull Points: 17 / Armor Points: 8
Shields: 1D+2; Shield Points: 10
Sensors:
Passive: 30/0D
Scan: 60/1D
Search: 80/2D
Focus: 3/4D
Maximum: 160/-2D

Weapons:

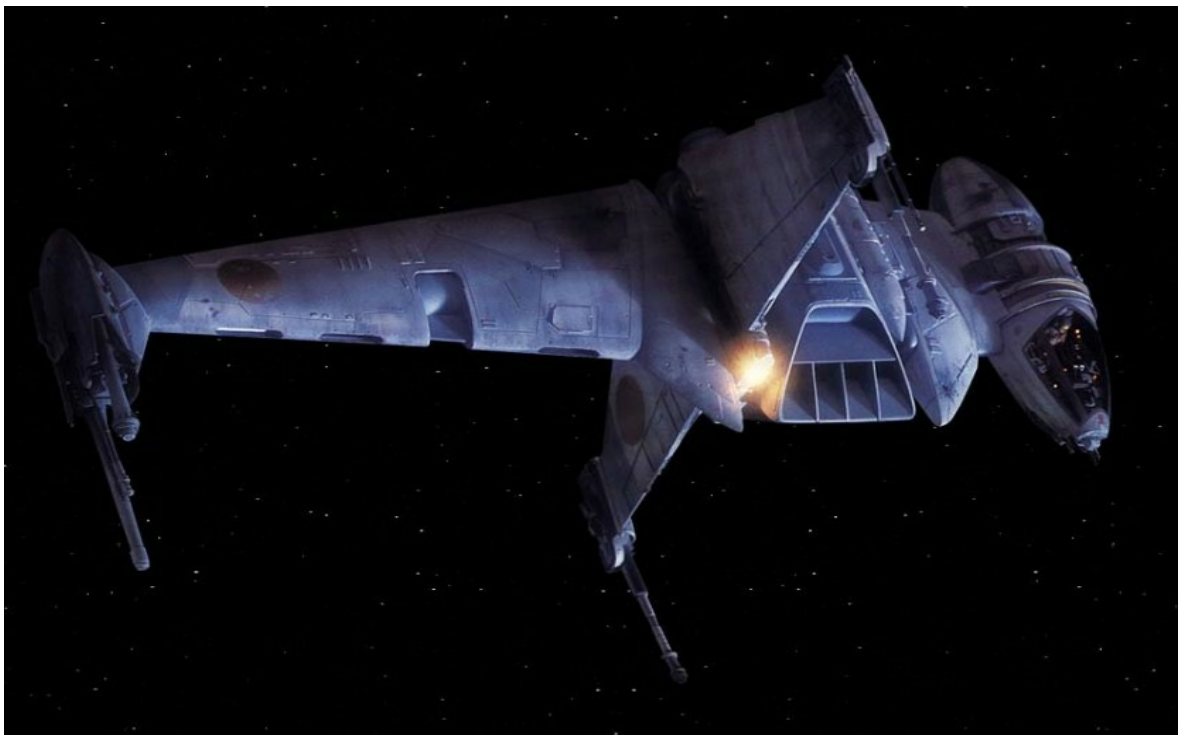
4 Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D+2; Nominal Damage: 6 (38)

2 Proton Torpedo Launchers
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 20 units
Atmosphere Range: 2 km
Damage: 10D; Nominal Damage: 6 (54)
Ammo: 3 Enhanced Torpedoes/Launcher

This is the best general purpose fighter the Alliance fields. It is handed out to the elite and in emergency situations. Otherwise pilots are assigned to a Z-95.

B-Wing

Craft: Slayn & Korpil B-Wing II
Affiliation: New Republic
Era: New Republic+
Scale: Snubfighter
Length: 16.9 meters
Skill: Starship piloting
Crew: 1 + 1 can coordinate
Crew Skill: Typically 5D+2
Cargo Capacity: (212): 0 kilograms available
Consumables: 5 days (100 credit refuel)
Cost: 278,000 (New); 218,000 (Used)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 3D (+1DR penalty to piloting rolls until familiar with the craft)
Space: 8
Atmosphere: 1000 kmh
Hull: 5D; Hull Points: 20 / Armor Points: 8
Shields: 3D; Shield Points: 24
Sensors:
Passive: 35/1D
Scan: 60/2D
Search: 80/3D
Focus: 5/4D+2
Maximum: 160/-1D
Weapons:
2 Heavy Laser Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km
Damage: 8D ***Static***; *Nominal:* 8 (64)
1 Proton Torpedo Launcher
Fire Arc: Fore
Skill: Starship Gunnery (co-pilot)
Fire Control: 3D
Space Range: 30 units
Atmosphere Range: 3 km
Damage: 12D; Nominal Damage: 6 (72)
Ammo: 6 Advanced Torpedoes
2 Heavy Ion Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 4D
Space Range: 2-6/18/36
Atmosphere Range: 200-600/1.8/3.6 km
Damage: 6D; Nominal Damage: 4 (24)
2 Auto Blasters (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery (co-pilot)
Fire Control: 5D*
Space Range: 1-5/15/20
Atmosphere Range: 200-600/1.8/3.6 km
Damage: 7D*; Nominal Damage: 4 (28)
**Extended Burst, already factored in, no action penalty, 1 Extended burst per Round.*



Endurance Fleet Carrier

Craft: Republic Engineering Corp: Endurance-Class
Affiliation: New Republic
Era: New Republic
Type: Fleet Carrier
Scale: Battleship
Length: 1,040 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 4,992, gunners: 72, skeleton: 3,120/+10
Crew Skill: Typically 5D
Passengers: 2,311 (troops)
Cargo Capacity: (10,400): 0 metric tons available
Consumables: 4 Years (113.6 Million Refit cost)
Cost: 37.8 Million (New); 28.4 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 1,000 Km/H
Hull: 8D; Hull Points: 1,200/Arc
Armor Points: 900/Arc
Shields: 3D; Shield Points: 900/Arc
Sensors:
Passive 50/1D
Scan 100/2D
Search 150/3D
Focus 5/3D+2
Maximum 300/-1D
Weapons:
12 Quad Heavy Turbolaser Batteries
Fire Arc: 12 Fore/Port/Aft & 12 Fore/Starboard/Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 10D; Nominal Damage: 7 (70)
24 Corellian Quad Laser Cannons
Fire Arc: 6/Arc
Scale: Snubfighter
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 5D; *Nominal:* 6 (30)
8 Quad Ion Cannon Batteries
Fire Arc: 4 Fore/Port/Aft & 4 Fore/Starboard/Aft
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 7D; Nominal Damage: 7 (49)
16 Tractor Beam Projectors
Fire Arc: 4 Fore, 4 Port, 4 Starboard, 4 Aft
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Expanded Snubfighter Complement: 24 E-Wing-Bs, 48 X-Wing-Cs, 48 Z-95-AF5s, 24 B-Wing II's, 1 Transport
Ground Compliment: 4 Landing Barges, 4 Floating Fortresses, 24 T-47's, 24 TX-130's, 12 LAAT/I's1 Standard Prefab Base, 2 Small Prefab bases

Nebula Star Destroyer

Craft: Republic Engineering Corp: Nebula-Class
Affiliation: New Republic
Era: New Republic
Type: Battleship
Scale: Battleship
Length: 1,040 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 4,992, gunners: 232, skeleton: 3,120/+10
Crew Skill: Typically 5D
Passengers: 3,511 (troops)
Cargo Capacity: (10,400): 66 metric tons available
Consumables: 4 Years (134.5 Million Refit cost)
Cost: 116.2 Million (New); 87.1 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D+2
Space: 8
Atmosphere: 1,000 Km/H
Hull: 8D; Hull Points: 1,200/Arc
Armor Points: 900/Arc
Shields: 5D; Shield Points: 1500/Arc
Sensors:
Passive 50/2D
Scan 100/3D
Search 150/4D
Focus 10/5D
Maximum 300/0D
Weapons:
40 Superior Quad Turbolaser Batteries
Fire Arc: 12 Fore/Port/Aft & 12 Fore/Starboard/Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 4-20/42/85
Atmosphere Range: 8-40/84/170 km
Damage: 13D; *Nominal:* 7 (91)
40 Heavy Quad Turbolaser Batteries
Fire Arc: 12 Fore/Port/Aft & 12 Fore/Starboard/Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 10D; *Nominal:* 7 (70)
24 Corellian Quad Laser Cannons
Fire Arc: 6/Arc
Scale: Snubfighter
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 km
Damage: 6D; *Nominal:* 6 (36)
24 Quad Ion Cannon Batteries
Fire Arc: 4 Fore/Port/Aft & 4 Fore/Starboard/Aft
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 7D; *Nominal:* 7 (49)
8 Tractor Beam Projectors
Fire Arc: 2 Fore, 2 Port, 2 Starboard, 2 Aft
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
8 Concussion Missile Launchers
Fire Arc: Turret: All
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 240
Atmosphere Range: 480 km
Damage: 12D; *Nominal:* 6 (72)
Ammo: 150 Advanced Missiles/Launcher
Snubfighter Complement: 12 E-Wing-Bs, 24 X-Wing-Cs, 36 Z-95-AF5s, 12 B-Wing II's, 8 Shuttles

Ground Compliment: 1 Standard Prefab Base, 4 Landing Barges, 24 TX-130's, 4 Floating Fortresses, 24 T-47's, 12 LAAT/I's, 12 Swift 4's, 12 74-Z's

Yevethan Thrustship

Craft: Yevethan Armadia-class Thrustship
Affiliation: Yevetha
Era: New Republic
Type: Armadia-class
Scale: Destroyer (Up-scaled Frigate & Shield Gen)
Length: 240 meters
Skill: Capital ship piloting: Armadia-class
Crew: 216, gunners: 99, skeleton 144/+15
Crew Skill: 4D+2 in all appropriate skills
Passengers: 144 (troops)
Cargo Capacity: (2,400): 69 metric tons available
Consumables: 1 Year
Cost: 21.6 Million (New); 16.2 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x4
Nav Computer: Yes
Maneuverability: 3D
Space: 8
Atmosphere: 950 kmh
Hull: 6D + 3D+1 Armor; Hull Points: 600/Location; Armor: 625/Location
Shields: 5D; Shield Points: 625/Location
Sensors:
Passive 50/1D
Scan 100/3D
Search 200/4D
Focus 5/4D+2
Maximum: 400/-0D

Weapons:

8 Heavy Quad Turbolaser Batteries
Fire Arc: All
Crew: 3
Skill: Capital ship gunnery
Fire Control: 3D+1 (4D+1 with Gunnery Helmet)
Space Range: 4-20/45/90
Atmosphere Range: 8-40/94/196 km
Damage: 12D; *Nominal:* 7 (84)

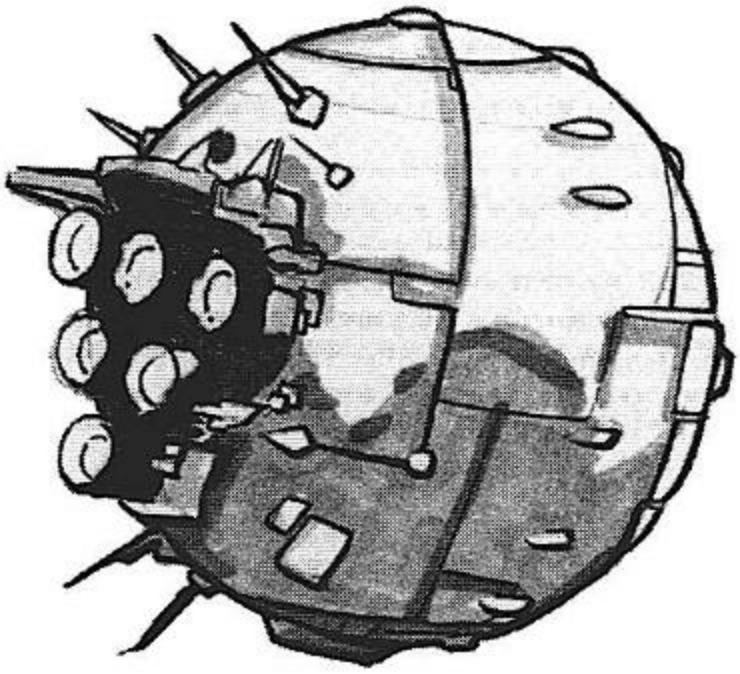
3 Proton Torpedo Launchers
Fire Arc: Fore
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 3D (4D with Gunnery Helmet)
Space Range: 4-24/80/160
Atmosphere Range: 8-48/160/320km
Damage: 15D; *Nominal:* 6 (90)
Ammo: 30 Advanced Torpedoes Per Tube
(5 Reloads/ea in storage)

12 Concussion Missile Launchers
Fire Arc: All
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D (5D with Gunnery Helmet)
Space Range: 240
Atmosphere Range: 480 km
Damage: 14D; *Nominal:* 6 (84)
Ammo: 15 Advanced Missiles Per Launcher
(5 Reloads/ea in storage)

4 Gravity Bomb Launchers
Fire Arc: Fore
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 4D (5D with Gunnery Helmet)
Space Range: 2-12/30/60 (6 Units Per Round)
Damage: 24D; *Nominal:* 6 (144)
Ammo: 3 Gravity Bombs Per Launcher
(10 Reloads/ea in Storage)

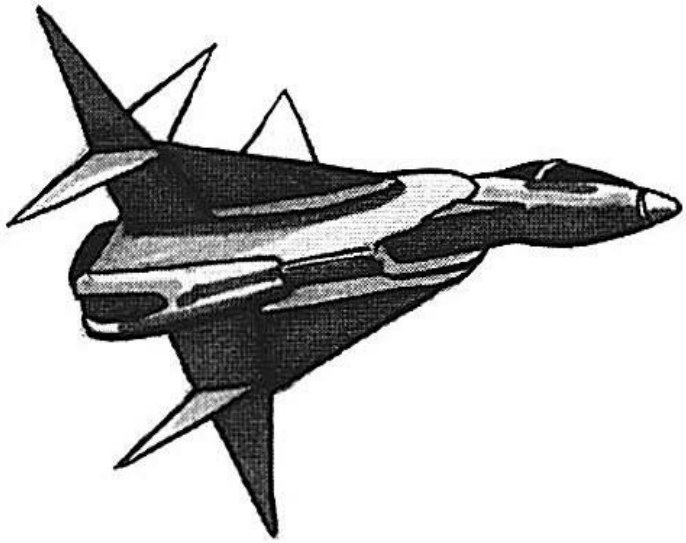
6 Quad Ion Cannon Batteries
Fire Arc: All
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D (5D with Gunnery Helmet)
Space Range: 3-15/35/70
Atmosphere Range: 6-30/70/140 km
Damage: 8D; Nominal: 7 (56)

Snubfighter Compliment: 12 Type-D Snubfighters, 2 Lambda Shuttles



Yevethan Snubfighter

Craft: Type-D Snubfighter
Affiliation: Yevetha
Era: New Republic
Type: Escort Snubfighter
Scale: Snubfighter
Length: 12 meters
Skill: Starship piloting: Type-D
Crew: 1
Crew Skill: Typically 5D
Cargo Capacity: (150): 5 kilograms available
Consumables: 6 Days (60 Credit Refuel cost)
Cost: 176,000 (New); 144,000 (Used)
Maneuverability: 3D+2; 4D+2 in Atmosphere
Space: 14



Atmosphere: 1,550 kmh
Hull: 4D+1D Armor; Hull Points: 16 / Armor: 16
Shields: 4D; Shield Points: 32
Sensors:
Passive: 30/1D
Scan: 50/2D
Search: 80/3D
Focus: 4/4D
Maximum: 160/-1D
Weapons:

3 Yevethan Laser Cannons (Battery-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 1-300/1.2/2.5 km
Damage: 8D; Nominal: 6 (48)

1 Yevethan Concussion Missile Launcher
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 40 Units
Atmosphere Range: 4 km
Damage: 13D; Nominal: 6 (78)
Ammo: 8 Advanced Heavy Missiles

Hapan Battle Dragon

Craft: Olanji/Charubah: Battle Dragon
Affiliation: Hapan
Era: Old Republic-NewRepublic+
Type: Heavy assault warship
Scale: Destroyer (+1D to Hull & Armor due to size)
Length: 500 meters
Skill: Capital Ship Piloting
Crew: 698, gunners: 228, skeleton 450/+15
Crew Skill: 6D+2 in all appropriate skills
Passengers: 768 (troops)
Cargo Capacity: (5,000): 65 metric tons available
Consumables: 2 Years (13 Million Refit cost)
Cost: 29 Million (New); 23.3 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 7D+2 + 3D+1 Armor; Hull Points: 868/Loc; Armor: 757/Location
Shields: 3D; Shield Points: 375/Location
Sensors:
Passive 50/0D
Scan 100/3D
Search 200/4D
Focus 6/4D+2
Maximum: 400/0D
Weapons:
40 Hapan Quad Turbolaser Batteries
Fire Arc: Rotational: All
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 10D; *Nominal:* 7 (70)
RoF: 1/3 (Archaic Turbolasers)

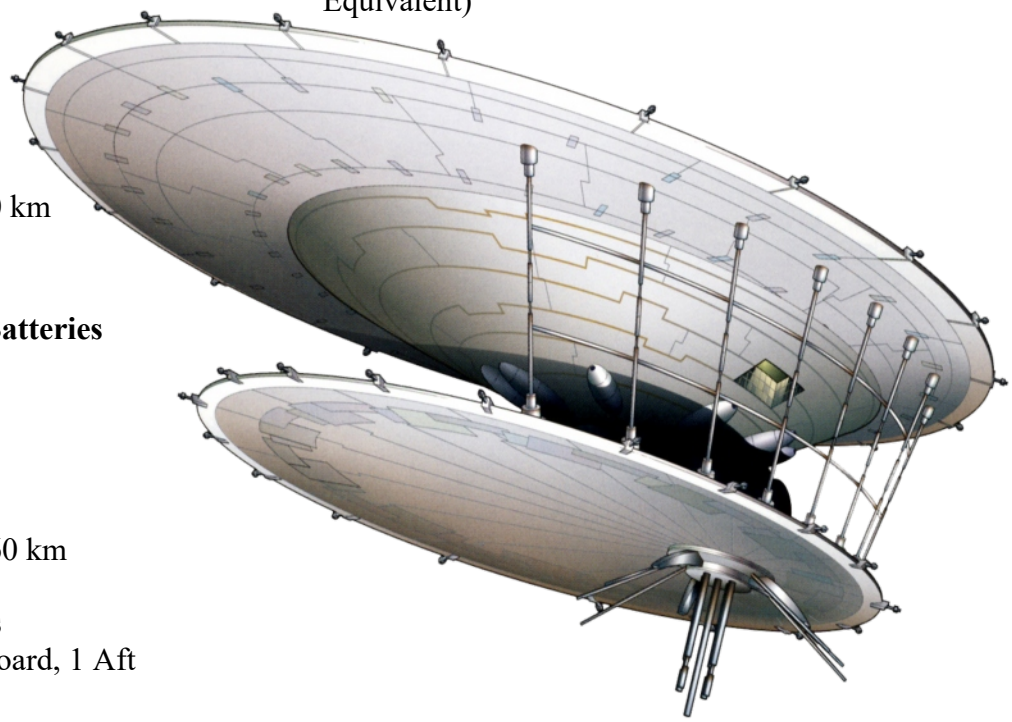
40 Hapan Quad Ion Cannon Batteries
Fire Arc: Rotational: All
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 2-20/50/80
Atmosphere Range: 4-40/100/160 km
Damage: 6D; *Nominal:* 7 (42)
4 Pulse Mass Generator Tubes
Fire Arc: 1 Fore, 1 Port, 1 Starboard, 1 Aft
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 5D
Space Range: 1-25/75/150
Damage: 24D; *Nominal:* 6 (144)*
Ammo: 15 Pulse Mass Mines per Launcher
Note: If coming out of Hyperspace due to Pulse Mass Hyperspace Flack. Blocks hyperspace travel, each mine equals a 30 unit diameter.

2 Hapan Triple Ion Cannon Batteries
Fire Arc: Dorsal & Ventral Turrets: All
Crew: 2
Scale: Snubfighter (Downscaled Capital Guns)
Skill: Starship Gunnery
Fire Control: 3D+2
Space Range: 1-10/25/50
Atmosphere Range: 100m-1Km/2.5/5 Km
Damage: 5D+2; *Nominal:* 6 (32)

4 Hapan Tractor Beam Projectors
Fire Arc: Rotational: All
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 Km
Damage: 7D; *Nominal:* 3 (21)

Snubfighter Compliment: 24 Miy'til Fighters, 4 Miy'til Bombers

Ground Compliment: 1 Landing Barge (Imperial Equivalent)



Hapes Nova Battlecruiser

Craft: Hapan Consortium Hapes Nova-Class
Affiliation: Hapan
Era: Old Republic-NewRepublic+
Type: Heavy assault warship
Scale: Destroyer
Length: 400 meters
Skill: Capital Ship Piloting
Crew: 558, gunners: 119, skeleton: 360/+15
Crew Skill: 6D+2 in all appropriate skills
Passengers: 614 (troops)
Cargo Capacity: (4,000): 30 metric tons available
Consumables: 2 Years (9.9 Million Refit cost)
Cost: 17.3 Million (New); 13 Million (Used)
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Hull: 5D + 1D+1 Armor; Hull Points: 500/Location; Armor: 375/Location
Shields: 2D + 2D Backup Shields ; Shield Points: 250/Location
Sensors:
Passive 40/1D
Scan 75/3D
Search 150/4D
Focus 5/4D+2
Maximum: 300/0D
Weapons:
25 Hapan Quad Turbolaser Batteries
Fire Arc: 5 Fore, 5 Port, 5 Starboard, 5 Aft, 5 Turret: All Arcs
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 10D; *Nominal:* 7 (70)
RoF: 1/3 (Archaic Turbolasers)

10 Hapan Quad Ion Cannon Batteries
Fire Arc: Fore
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 2-20/50/80
Atmosphere Range: 4-40/100/160 km
Damage: 6D; *Nominal:* 7 (42)

24 Point Defense Guns
Fire Arc: 6 Fore, 6 Port, 6 Starboard, 6 Aft
Crew: 1
Scale: Snubfighter
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D **Static**; *Nominal:* 6 (30)

4 Hapan Tractor Beam Projectors
Fire Arc: 1 Fore, 1 Port, 1 Starboard, 1 Aft
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 Km
Damage: 7D; *Nominal:* 3 (21)

Snubfighter Compliment: 16 Miy'til Fighters, 6 Miy'til Bombers, 1 Boarding Shuttle

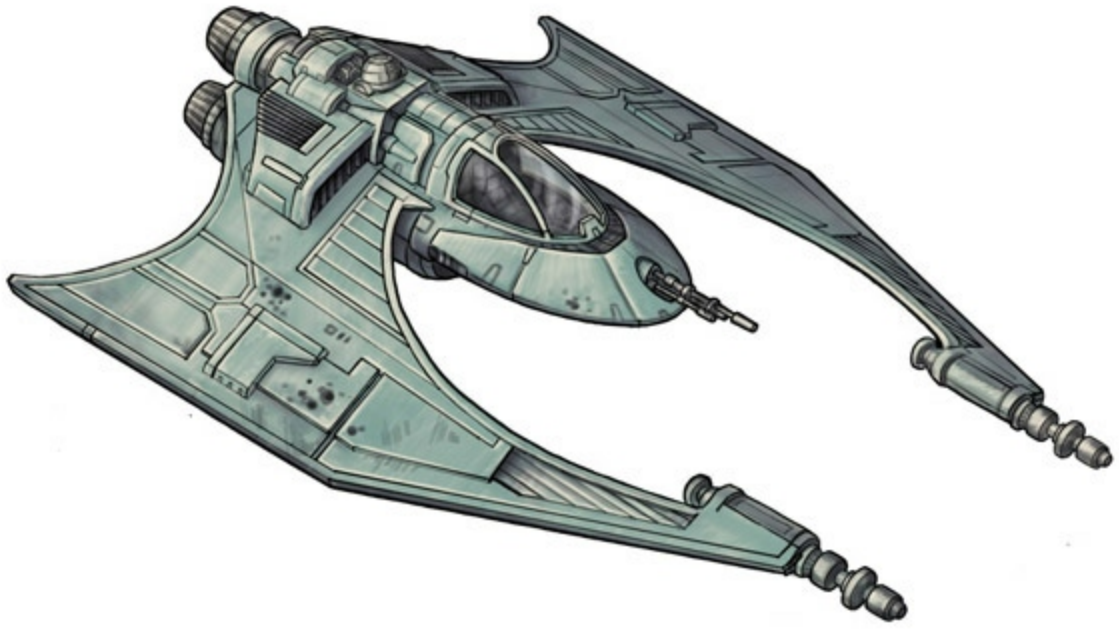
Ground Compliment: 1 Landing Barge (Imperial Equivalent)

Miy'til Fighter

Craft: Hapan Cluster Miy'til Fighter
Affiliation: Hapan
Era: Rise of Empire-New Republic+
Scale: Snubfighter
Length: 10 meters
Skill: Starship piloting
Crew: 1 & Astromech Droid (can coordinate)
Crew Skill: Typically 4D
Cargo Capacity: (125): 20 kilograms available
Consumables: 5 days (50 credit refuel)
Cost: 142,000 (New); 106,000 (Used)
Hyperdrive Multiplier: x1.5
Nav Computer: No, uses Astromech Droid 10 Jumps
Maneuverability: 3D (3D+1 in Atmosphere)
Space: 9
Atmosphere: 950 kmh
Hull: 3D+1; Hull Points: 10 / Armor Points: 8
Shields: 1D+1; Shield Points: 11
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 75/2D+2
Focus: 3/2D+1
Maximum: 150/-1D+1
Weapons:
2 Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 3D+1
Space Range: 1-4/15/30
Atmosphere Range: 100-400m/1.5/3 Km
Damage: 5D; Nominal Damage: 4 (20)

3 Light Ion Cannons (Fire-Linked)
Fire Arc: Fore (Bow Mounted)
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-5/20/40
Atmosphere Range: 100-500m/2/4 Km
Damage: 4D; Nominal Damage: 5 (20)

1 Concussion Missile Launcher
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 30 units
Atmosphere Range: 3 km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 10 Missiles



Miy'til Assault Bomber

Craft: Hapes Consortium Miy'til Assault Bomber
Affiliation: Hapan
Era: Rise of Empire-New Republic+
Scale: Snubfighter
Length: 20 meters
Skill: Starship piloting
Crew: 2, gunners: 1 (turret) & Astromech Droid (can coordinate)
Crew Skill: Typically 4D
Cargo Capacity: (250): 0 kilograms available
Consumables: 10 days (300 credit refuel)
Cost: 187,000 (New); 140,000 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: No, uses Astromech Droid 10 Jumps
Maneuverability: 2D+2 (3D in Atmosphere)
Space: 8
Atmosphere: 850 kmh
Hull: 4D+1 + 2D Armor; 2 Locations; Hull Points: 13
Armor Points: 24: 13/24 Fore & 13/24 Aft
Shields: 2D; Shield Points: 16 Fore, 16 Aft
(2 Shield generators, Fore & Aft)
Sensors:
Passive: 30/1D
Scan: 60/1D
Search: 80/3D
Focus: 3/2D
Maximum: 160/-1D+1
Weapons:
2 Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 3D+1
Space Range: 1-4/15/30
Atmosphere Range: 100-400m/1.5/3 Km
Damage: 6D; *Nominal*: 4 (24)

2 Concussion Missile Launchers (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 5D
Space Range: 40 units
Atmosphere Range: 4 km
Damage: 13D; *Nominal:* 7 (91)
Ammo: 26 Advanced Missiles/Launcher (13 Shots)

2 Laser Cannons (Fire-Linked)
Fire Arc: Ventral Turret: All Arcs
Skill: Starship gunnery
Fire Control: 3D+1
Space Range: 1-4/15/30
Atmosphere Range: 100-400m/1.5/3 Km
Damage: 4D; Nominal Damage: 4 (16)

Starships Of the Yuuzhan Vong

Yuuzhan Vong Starship Rules

The core technology of the Yuuzhan Vong is the Dovin Bassal, effectively their Void based technology. It's not so much the firepower of their Plasma based weapons that is the real threat. While incredibly formidable for what they are, it's their Void technology that poses the real threat. We call them Void Generators for simplicity. They also have the blanket benefits of their War Coordinators (or Yammosks) which are reflected in the enhanced Crew skills of their ships.

Void Generators

They effectively act as shields for their craft with one core difference. Whereas a standard shields absorb "x" amount of damage prior to having to roll their D code to see if they are "blown", the Yuuzhan Vong Void Generator's Static value will never deplete. It will continuously eat weapons fire, at it's Static value, all day long. Any individual attack that exceeds the Static value of a Void generator will pass through into the hull directly. Combining fire will not enhance your damage, each individual weapons emplacement must deal with the Void generator's Static value. This makes the Yuuzhan Vong incredibly lethal. Anyone unprepared to face their starships in combat will surely die.

ANY military ordinance (Missiles, Rockets, Bombs, Torpedoes, etc) that is fired at a Void Generator is "Swallowed" into an Singularity and tossed into another dimension.

Snubfighters have 1 generator.
Capital ships have 4 (one per arc), unless otherwise noted.

Other Abilities of a Void Generator:

1. Void Generator's on Vong capital Ships can strip shield protection of the arc of another ship within 30 space units. They can effect one arc per generator used. This delivers their full soak rating in damage to the opposed shield arc(s).
2. They can be used as if they are Tractor Beams within 30 space units and have an equivalent strength and fire control at their D code rating.

How do you defeat a Void Generator?

Void Generators can only handle a certain volume of weapons fire, per generator. That's only partially correct. Void generators intelligently anticipate *Direct Attacks*. So technically even a squadron of fighters against even one Coral Skipper most likely wouldn't get a shot past their Void Generators.

There are a couple methods that can defeat a Void Generator's defenses:

- Stutter Fire
- AoE-MPD: Area of Effect Munitions Pre-Detonation
- Masking fire with a White Current Illusion (Standard Force based illusions have no effect)
- Firing from a Shadow into real-space (Pattern Knight)
- Burst Fire Weapons

Now, *Individual Direct Attacks with High Volume* will confuse the Void Generator. It's like putting someone into a high pressure situation and they crack under pressure, because after all the Void Generators are alive. They are directed by their own integral, "hardwired" Biological programming. The Void Generator is anticipating a singular / powerful multi cannon shot that all strikes pretty much simultaneously. When those Weapons Batteries and Fire Linked are all split up to fire individually in an alternating staggered fire pattern, these Generators can become overwhelmed. Splitting up batteries and fire control is typically called "Stutter Fire".

Any weapons system with an **individual cannon** cannot perform this function, unless it is a *Burst Fire Weapon* (like an Auto Blaster, Rail Gun or Archaic Auto Cannon/Machine Gun).

How Stutter Fire Works:

However many cannons/barrels that a weapons system possesses add to the volume of fire the weapon can output per Stutter Shot.

Snubfighter Scale Weaponry and below:
One Free Action is required to break up a Fire Linked System into it's constituent, individual, cannons.
One Free Action is required to switch from Stutter Fire mode back to Linked of Battery fire.

Capital Scale Weaponry:
One Full Action is required to switch to Stutter Fire.
One Full Action is required to switch back to Battery or Linked Fire.

An Example:
An X-Wing possesses 4 Cannons, thus with broken fire linkage and staggered shots an X-Wing will fire 4 Stutter Shots in one Action. An A-Wing with it's weapons configured in the same fashion can only fire 2 Stutter Shots per Action.

The D code rating of the Void Generator is directly proportional to how much Stutter Fire is required to defeat it.

Snubfighter Scale:
Per Full D a Void generator can handle 6 Stutter Shots before being overloaded.
Per Pip a Void Generator can handle 1 additional Stutter Shot.

Capital Scale:
Per Full D a Void generator can handle 12 Stutter Shots before being overloaded.
Per Pip a Void Generator can handle 2 additional Stutter Shot.

The effect to an Overloaded Void Generator:
It's protection drops for 1 round.

So, your pilot uses 1FA to switch to Stutter fire, takes 2 Stutter Fire Shots (2 Actions) with their X-Wing and Overloads the Void Generator then uses 1FA to switch back to linked fire and puts a Quad Linked blast directly into the Coral Skipper's hull…. ***That's pretty damn hard to do, it's supposed to be.***

AoE-MPD:
Area of Effect Munitions Pre-Detonation is a bit trickier, you have to judge the rough edge of the Singularity (which you cannot see) that's being generated by the Void Generator and detonate your ordinance before it is swallowed by the singularity.

This is the easier method.

Vs Snubfighters:
The detonated ordinance will strip the "Shielding" of the Void Generator against Snubfighters on a D for D basis. Thus: An X-Wing firing a Proton Torpedo at a Coral Skipper pre-detonates the Torpedo. That's 9D of Snubfighter Scale vs the 1D Corvette Scale Void Generator (+2D for Corvette) = 3D. The Void Generator is disabled for 1 round.

Targeting with Aoe-MPD:
You only have to hit the rough area near the Snubfighter or capital ship +2DR (a GM determined target that's much lower than targeting the ship proper, probably around a difficulty of 10-15+2DR = 20-25). The difficulty is so the munitions don't get swallowed by the singularity. ***This can be more difficult if the target is highly evasive.***

Vs Capital Ships:
Ordinance detonated in this fashion follows the same targeting matrix, however, the Void Generators act as if they were actually *standard shields. You must deplete their soak values prior to getting them to drop for 1 round.*

White Current Illusions:
Likely due to their incredibly close connection to the force their illusions are incredibly believable. While in personal combat they might be far less effective vs a Yuuzhan Vong Warrior, their illusions are believable to the Yuuzhan Vong ships themselves.

Their illusions will allow the shots to completely ignore the presence of Void Generators.

Each, individual cannon or barrel must be masked as if it were 1 "spell function". Basically 5 difficulty per shot that bypasses a Void Generator (so 6 shots bypassing the Void generator is a difficulty of 30 + Proximity/Distance Difficulties = probably around 35-45).

Firing from a Shadow into Real-Space:
For this to work, a Pattern Knight (or multiple ones working together) must enter a Shadow and remain in contact with another Jedi that is using Projective Telepathy (or similar ability) to direct them on where to fire the moment they tear a trans-dimensional hole back into Real-Space. They must fire from within the Shadow Dimension. And only get one shot before passing back into Real-Space.

Requirements: Enough Pattern Knights to pull a starship into and out of a shadow dimension. A Jedi (or Pattern Knight using a Trump Card) on the outside with Projective Telepathy to direct their fire.

Limitations: Only a single arc of weapons may fire

Burst Fire Weapons:

Automatic Weapons, as in fully automatic starship weaponry will effectively turn all Yuuzhan Vong Void Generators into standard shields. The sheer unrelenting volume of fire coming out of these weapons overwhelms the Void Generator's ability maintain a Static Soak value.

The Effect: Burst Fire Weapons are considered to deliver Static Damage to Void Generators (as in 6 per D + any Linking or Battery Fire). Void Generators must replenish their "shields" by following standard shield recharge rates. If a Void generator is not pierced, the Void Generator remains at it's "Damaged" value until it fully regenerates.

Coral Skipper

Craft: Bio-Alchemical Yorik-et Snubfighter
Affiliation: Yuuzhan Vong
Era: Jedi Academy
Type: Escort Snubfighter
Scale: Snubfighter
Length: 13 meters
Skill: Starship piloting: Yorik-et
Crew: 1
Crew Skill: 5D in all skills
Cargo Capacity: 130 Kg
Consumables: 6.5 Days
Cost: N/A
Maneuverability: 4D+1
Space: 13
Atmosphere: 1,200 kmh
Hull: 5D; Hull Points: 20 / Armor: 8
Void Generator: 1D ***Static*** Corvette: 75 Soak/***attack 6 Stutter Shots to Overload***
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 90/3D
Focus: 3/4D
Maximum: 180/-1D
Weapons:
2 Plasma Cannons (Battery Linkage)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 4D+1
Space Range: 1-3/12/25
Atmosphere Range: 1-300/1.2/2.5 km
Damage: 8D ***Static***; Nominal: 8 (64); Capital: 16 Dmg

Yorik-Trema Landing Craft

Craft: Bio-Alchemical Yorik-Trema Transport
Affiliation: Yuuzhan Vong
Era: Jedi Academy+
Type: Troop Transport
Scale: Transport
Length: 144 meters
Skill: Starship piloting: Yorik-et
Crew: 2
Crew Skill: 5D in all skills
Passengers: 234
Cargo Capacity: (720): None available
Consumables: 6 Months
Cost: N/A
Maneuverability: 3D+1
Space: 10
Atmosphere: 1,050 kmh
Hull: 10D+2; Hull Points: 54 / Armor: 8
Void Generator: 2D ***Static*** Corvette: 150 Soak/***attack 12 Stutter Shots to Overload***
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 90/4D
Focus: 3/4D
Maximum: 180/0D
Weapons:
Hardened Yorik-Coral Ram Prow
Fire Arc: Fore
Skill: Starship Piloting;
Destroyer Scale boarding device
Space Range: Ramming
Atmosphere Range: Ramming
Damage: 10D ***Static***; *Nominal:* 26 (260); 60 per round after ward when it "chews" through the hull. +20 to *Nominal* damage to to *All Out* ramming Speed
Note: Ignores Shields

1 Dual Plasma Cannon (Battery-Linkage)
Fire Arc: Fore, Port, Starboard, Aft (Acts as Turret)
Skill: Starship gunnery
Fire Control: 4D+1
Space Range: 1-3/12/25
Atmosphere Range: 1-300/1.2/2.5 km
Damage: 10D ***Static***; Nominal: 8 (80); Capital: 28 Dmg

Note: The Yorik-trema can punch through the hull of an opposing ship and clamp its "mouth" over the resulting breach. The troops aboard the ship can then use the resulting hole to board the enemy ship. Yorik-tremas resemble a bloated mass of molting tissue. As it descends into an atmosphere, the yorik-trema is protected by a thick shell from artillery fire covering its ventral surface. The shell is ablative and would wear away under heavy fire, however it also has regenerative properties and could heal quickly, even when under attack. Yorik-tremas are often escorted by several Coralskippers but they are not unarmed. When attacked, the yorik-trema sprouts a pair of hornlike projections that are actually weapons capable of firing damaging plasma bolts at planetary weapons emplacements and even small, swift starfighters. The yorik-trema possesses several sensors that track the movements of its escort Coralskippers and can also quickly identify enemy craft. These sensors resembled large, alien eyes.

Each yorik-trema is divided into two sections. The forward section had only enough room for a pilot and a commander while the large rear section held up to 30 slave soldiers, mainly Chazrach, along with 6 full-fledged Yuuzhan Vong warriors. The yorik-trema can also carry vehicles. For landing, the yorik-trema has several sharp claws capable of landing on any terrain, even on rocky cliffs, snowy plains or buildings. Once the vehicle lands, the yorik-trema use several hollow molleung worms that extend from its sides. These worms served as disembarking tubes for the soldiers, who pour onto the battlefield. The molleung worms are also living creatures that can lash out at enemy troops to clear a landing zone. The yorik-trema can also attach to enemy ships, where it chews a large hole in the vessel's hull.

Unit Cost: 4

A-vek Iiluunu Fighter Carrier

Craft: Yuuzhan Vong A-vek Iiluunu
Affiliation: Yuuzhan Vong
Era: Jedi Academy
Type: Snubfighter Carrier
Scale: Cruiser
Length: 800 meters
Skill: Capital ship piloting
Crew: 3,348, gunners: ???, Skeleton: 2,160/?
Crew Skill: 6D (8D*) in all appropriate skills
Passengers: 2,376 (troops)
Cargo Capacity: (8,000): 40 metric tons avail
Consumables: 3.1 Years
Gravitic-Drive Multiplier: x3
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Hull: 6D+1; Hull Points: 794/Location; Armor: 300/Location
Void Generators: 2D **Static**; Shield Points: 300/Location per ***attack***
Sensors:
Passive 40/1D
Scan 80/2D
Search 120/3D
Focus 4/3D+2
Maximum: 240/-1D

Weapons:
20 Plasma Projectors (3 Gun Batteries)
Fire Arc: 8 Fore, 4 Port, 4 Starboard, 4 Aft
Crew: ???
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 9D Static; Nominal: 9 (81)
Ammo: ???

Expanded Compliment:
63 Yorik-et Coralskippers & 11 Yorik-Trema landing craft

Special Abilities:
*Yammosk Bonus: The +2D bonus from the ship's Yammosk has been applied to totals marked with **

Chuun M'arh Frigate

Craft: Yuuzhan Vong Chuun M'arh
Affiliation: Yuuzhan Vong
Era: Jedi Academy
Type: Escort Frigate
Scale: Destroyer
Length: 440 meters
Skill: Capital ship piloting
Crew: 614, gunners: ???, Skeleton: 396
Crew Skill: 6D (8D*) in all appropriate skills
Passengers: 436 (troops)
Cargo Capacity: (4,400): 86 metric tons available
Consumables: 1.7 Years
Gravitic-Drive Multiplier: x3
Nav Computer: Yes
Maneuverability: 3D
Space: 6
Hull: 4D+1; Hull Points: 434/Location; Armor: 213/Location
Void Generators: 1D+1 **Static**; Shield Points: 169/Location per ***attack***
Sensors:
Passive 35/1D
Scan 70/2D
Search 105/3D
Focus 3/3D+2
Maximum: 210/-1D
Weapons:
30 Plasma Projectors (3 Gun Batteries)
Fire Arc: 15 Fore, 5 Port, 5 Starboard, 5 Aft
Crew: ???
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 9D Static; Nominal: 9 (81)
Ammo: ???

12 Plasma Cannons (Battery Linkage)
Fire Arc: 3 Fore, 3 Port, 3 Starboard, 3 Aft
Skill: Starship gunnery
Fire Control: 4D+1
Space Range: 1-3/12/25
Atmosphere Range: 1-300/1.2/2.5 km
Damage: 8D *Static*; Nominal: 8 (64); Capital: 16 Dmg

Expanded Snubfighter Compliment:
34 Yorik-et Coralskippers & 3 Yorik-Trema landing Craft

Special Abilities:
*Yammosk Bonus: The +2D bonus from the ship's Yammosk has been applied to totals marked with **

A flexible vessel that fulfills a number of roles in a conflict, the ro'ik chuun m'arh frigate is an important part of the Yuuzhan Vong warfleet. Created from living yorik coral, the ro'ik chuun m'arh was the equivalent of a New Republic escort frigate or an Imperial Lancer-class frigate.

The fully-grown ship could reach 440 meters in length, significantly larger than the enemy equivalents, but most documented vessels of this type were significantly smaller. The Gift of Anguish was around 200 meters long, and Nom Anor's personal ship Ksstarr was around 150 meters. The eight frigates that fought in the fleet of Supreme Commander Komm Karsh in the Second Battle of Obroa-skai were also around this size.

The ro'ik chuun m'arh frigate was adaptable during combat, able to take on various missions. In battle, it could serve as an assault vessel, or an escort for larger ships, or provide battle support to wounded vessels. Away from the front line, this type was capable of serving as a long-range reconnaissance ship, a courier for high-ranking individuals, a cargo transport, troop carrier, or patrol picket. In the last three roles, ships often carried boarding skiffs, each capable of carrying one hundred warriors, either to the surface of a planet or to board another starship.

Despite its firepower and versatility, the ro'ik chuun m'arh could not use its dovin basals to generate an effective interdiction field - though it often allowed larger ships to do this, while concentrating on destroying enemy forces.

I'Friil Ma-Nat Corvette

Craft: Yuuzhan Vong I'Friil Ma-Nat
Affiliation: Yuuzhan Vong
Era: Jedi Academy
Type: Corvette
Scale: Frigate
Length: 310 meters
Skill: Capital ship piloting
Crew: 279, gunners: ???, Skeleton: 186
Crew Skill: 6D (8D*) in all appropriate skills
Passengers: 186 (troops)
Cargo Capacity: (3,060): 60 metric tons available
Consumables: 1.2 Years
Gravitic-Drive Multiplier: x3
Nav Computer: Yes
Maneuverability: 3D
Space: 9
Hull: 3D; Hull Points: 225/Location; Armor: 134/Location
Void Generators: 1D **Static**; Shield Points: 100/Location per ***attack***
Sensors:
Passive 30/0D
Scan 60/1D
Search 90/2D
Focus 3/4D
Maximum: 180/-2D
Weapons:
20 Plasma Cannons (Battery Linkage)
Fire Arc: 8 Fore, 4 Port, 4 Starboard, 4 Aft
Skill: Starship gunnery
Fire Control: 4D+1
Space Range: 1-3/12/25
Atmosphere Range: 1-300/1.2/2.5 km
Damage: 8D *Static*; Nominal: 8 (64); Capital: 16 Dmg

Expanded Compliment:
30 Yorik-et Coralskippers & 4 Yorik-Trema landing Craft

Special Abilities:
*Yammosk Bonus: The +2D bonus from the ship's Yammosk has been applied to totals marked with **

Classified by the New Republic as a corvette analog, the glossy, black vessel measured roughly 315 meters on each side of its roughly pyramid-like shape.

Weapon systems include twenty yaret-kors and several dovin basals. The corvette analogs are deployed to support Coral Skipper units by providing cover against small capital ships in engagements and egress actions.

In addition, because its dovin basals were too weak to create an interdiction field, the ship was limited to pursuit and patrol missions when not supporting Coral Skippers. Not all Yuuzhan Vong corvette analogs were as large as the standard I'Friil Ma-Nat, however. The Exquisite Death, for instance, was only 122 meters long, with a crew of approximately ninety-eight.

Kor Chokk Grand Cruiser

Craft: Yuuzhan Vong Grand Cruiser
Affiliation: Yuuzhan Vong
Era: Jedi Academy
Type: Flagship
Scale: Super Capital
Length: 8,180 meters
Skill: Capital ship piloting
Crew: 1,134,975 gunners: ???, Skeleton: 613,500/???
Crew Skill: 8D (10D*) in all appropriate skills
Passengers: 1,042,950 (troops)
Cargo Capacity: (81,800): 80 metric tons available
Consumables: 32 Years
Gravitic-Drive Multiplier: x3
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 11D+2; 8 Sections; Hull Points: 7,000/Location; Armor: 4,800/Location
Void Generators: 6D+2 **Static**; Shield Points: 44,000/Location per ***attack***
Sensors:
Passive 60/2D
Scan 120/3D
Search 240/4D
Focus 6/5D+2
Maximum: 480/-0D
Weapons:
960 Plasma Projectors (3 Gun Batteries)
Fire Arc: 120 Per Hull Section (8 Sections); 240/Arc
Crew: ???
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 9D Static; Nominal: 9 (81)
Ammo: ???

320 Plasma Cannons (Battery Linkage)
Fire Arc: 40 Per Hull Section (8 Sections); 90/Arc
Skill: Starship gunnery
Fire Control: 4D+1
Space Range: 1-3/12/25
Atmosphere Range: 1-300/1.2/2.5 km
Damage: 8D *Static*; Nominal: 8 (64); Capital: 16 Dmg

Special Abilities:
*Yammosk Bonus: The +2D bonus from the ship's Yammosk has been applied to totals marked with **

Expanded Compliment: 455 Coral Skippers, 40 Yorik-Trema landing craft

In battle, the Kor Chokk maneuvers little, preferring to intimidate the enemy with its presence alone. However, the grand cruiser is far from being unarmed and has almost 1,300 yaret-kors and many large dovin basals that acted like an interdiction field that could capture enemy vessels.

While New Republic and Imperial Remnant vessels were repaired and advanced between battles, Kor Chokk cruisers began life as smaller ships, though the more battles they endured, the larger they grew. Parts of obsolete ships were also grafted onto Kor Chokk grand cruisers, building up its structure and covering wounds.

Additionally, the advances ensured that undamaged portions of host vessels were put to good use. The idea of grafting new elements onto the frame after a victory had its roots in Yuuzhan Vong society itself, where Warriors escalated themselves with organic implants to mark their successes.

These grafts resulted in the most powerful and infamous of these cruisers being massive, terrifying sights, littered with protrusions and new weapons or defenses. One of the Kor Chokk grand cruisers, Shedao Shai's Legacy of Torment, hardly appeared to be a spaceship at all; its implants had turned it into some kind of hideous mobile weapons tower. The Legacy of Torment would be responsible for the destruction of Ithor's climate.

Though all Kor Chokk grand cruisers differ in shape, all share a number of traits. All grand cruisers feature multiple docking arms, from which their Coral Skipper squadrons are launched. These arms make up the bulk of the Grand Cruiser, and take up much of the ship's 'cargo space'. The ships were also protected on all sides by plasma launchers and dovin basals.

Miid Ro'ik Warship

Craft: Yuuzhan Vong Miid Ro'ik
Affiliation: Yuuzhan Vong
Era: New Jedi Order
Type: Line Warship
Scale: Battleship
Length: 1,620 meters
Skill: Capital ship piloting
Crew: 7,776, gunners: ???, Skeleton: 4,860
Crew Skill: 7D (9D*) in all appropriate skills
Passengers: 5,832 (troops)
Cargo Capacity: (16,200): 5 metric tons available
Consumables: 6.31 Years
Gravitic-Drive Multiplier: x3
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 7D+2; Hull Points: 1,150/Location; Armor: 900/Location
Void Generators: 3D **Static**; Shield Points: 900/Location per ***attack***
Sensors:
Passive 40/1D
Scan 80/2D
Search 120/3D
Focus 4/3D+2
Maximum: 240/-1D

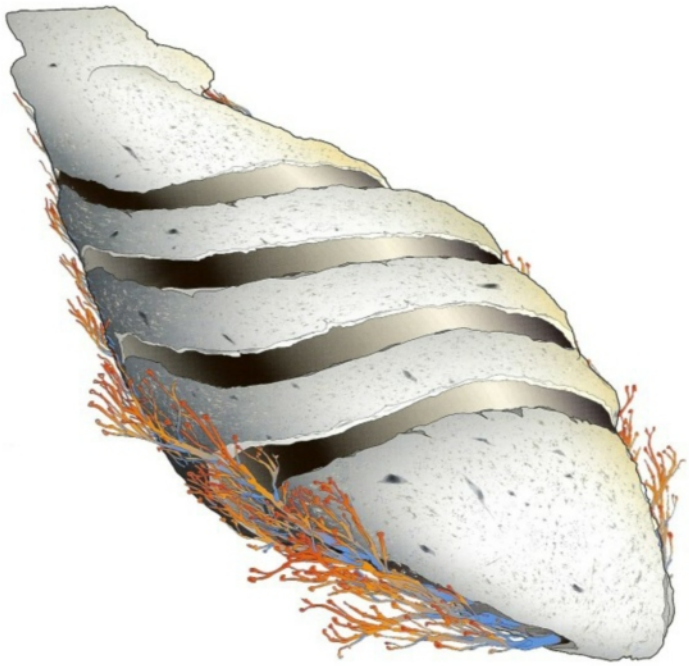
Weapons:
60 Plasma Projectors (3 Gun Battery)
Fire Arc: 20 Fore, 15 Port, 15 Starboard, 10 Aft
Crew: ???
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 9D Static; Nominal: 9 (81)
Ammo: ???

Dread Weapon
Scale: Frigate, 155m; 1 Location Hull 10D: 750H/134A/100VG Static per Attack
Skill: 7D (9D*) Targets as Starship Gunnery
Space: 9
Damage: 12D Static; Nominal: 10 (120)
Swallows and digests ships and life-forms alike
Also acts as a transport to 150 Troops

Expanded Compliment:
145 Yorik-et Coralskippers & 15 Yorik-Trema landing craft

Special Abilities:
*Yammosk Bonus: The +2D bonus from the ship's Yammosk has been applied to totals marked with **

Ovoid in shape, the 1,600-meter-long miid ro'ik is striped by black armored plates that were bio-formed to withstand blaster fire and collisions. The remainder of the ship is composed of durable yorik coral, with several long coral arms sprouting from the vessel's sides. These red-and-blue arms latched onto Coral Skippers, transporting the Snubfighters through space. While the warship's Coral Skipper complement could provide covering fire under attack, the miid ro'ik's main weapons consisted of sixty yaret-kors, arrayed across the hull, and often secreted within deep crags in the yorik coral. Dovin basals projected gravitic anomalies that defended the miid ro'ik from incoming fire. A miid ro'ik in battle: The most terrifying feature of the miid ro'ik was the dread weapon hidden in the belly of the warship. This huge, grotesque creature extended from the vessel to consume enemy Snubfighters or personnel. The dread weapon was also used to transport Yuuzhan Vong troops from the miid ro'ik to a planet's surface. The Yuuzhan Vong warship carried approximately 3,000 troops and various bio-vehicles.



Sh'rip Sh'pa Spawn Ship

Craft: Yuuzhan Vong Spawn Ship
Affiliation: Yuuzhan Vong
Era: New Jedi Order
Type: Combat Freighter / Heavy Cargo Ship
Scale: Cruiser
Length: 810 meters
Skill: Capital ship piloting
Crew: 3,390, gunners: ???, Skeleton: 2,187
Crew Skill: 7D (9D*) in all appropriate skills
Passengers: 2,406 (troops)
Cargo Capacity: (8,100): 80 metric tons available
Consumables: 3.2 Years
Gravitic-Drive Multiplier: x3
Nav Computer: Yes
Maneuverability: 2D
Space: 4
Hull: 7D; Hull Points: 875/Location; Armor: 300/Location
Void Generators: 2D+2 **Static**; Shield Points: 400/Location per ***attack***
Sensors:
Passive 40/1D
Scan 80/2D
Search 120/3D
Focus 4/3D+2
Maximum: 240/-1D

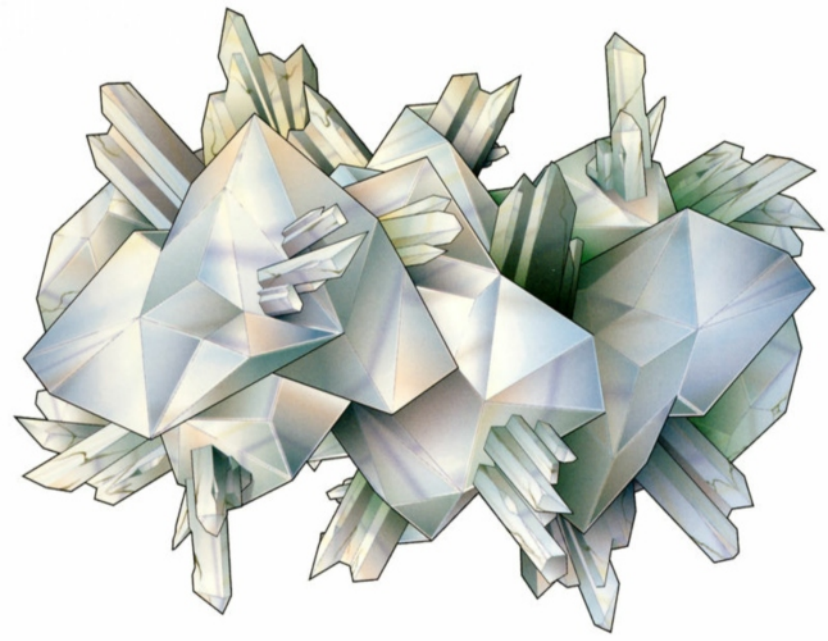
Weapons:
40 Plasma Projectors (3 Gun Battery)
Fire Arc: Any, can split up to fire from any arc(s)
Crew: ???
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 9D Static; Nominal: 9 (81)
Ammo: ???

Special Abilities:
*Yammosk Bonus: The +2D bonus from the ship's Yammosk has been applied to totals marked with **

The Sh'rip Sh'pa can configure the fire arcs of its plasma projectors. Moving a plasma projector from one fire arc to another takes one turn, during which that projector cannot fire.

Each vessel is built like an enormous gemstone, and its facets are a dozen meters in size. The yaret-kor could be moved to different fire-arcs, thanks to the faceted construction of the vessel.

Compliment:
72 Yorik-et Coralskippers & 5 Yorik-Trema landing craft



Yorik-strona Spy Ship

Craft: Yuuzhan Vong Yorik-strona
Affiliation: Yuuzhan Vong
Era: Jedi Academy
Type: Spy Ship
Scale: Frigate
Length: 228 meters
Skill: Capital ship piloting
Crew: 203, gunners: ???, Skeleton: 137
Crew Skill: 6D (8D*) in all appropriate skills
Passengers: 137 (troops)
Cargo Capacity: (2,280): 60 metric tons available
Consumables: 1 Year
Gravitic-Drive Multiplier: x3
Nav Computer: Yes
Maneuverability: 3D
Space: 4
Hull: 2D+1; Hull Points: 175/Location; Armor: 134/Location
Void Generators: 1D **Static**; Shield Points: 100/Location per ***attack***
Sensors:
Passive 40/1D
Scan 80/2D
Search 120/3D
Focus 3/3D+2
Maximum: 240/-1D
Weapons:
10 Plasma Cannons (Battery Linkage)
Fire Arc: 4 Fore, 2 Port, 2 Starboard, 2 Aft
Skill: Starship gunnery
Fire Control: 4D+1
Space Range: 1-3/12/25
Atmosphere Range: 1-300/1.2/2.5 km
Damage: 8D *Static*; Nominal: 8 (64); Capital: 16 Dmg

Special Abilities:
*Yammosk Bonus: The +2D bonus from the ship's Yammosk has been applied to totals marked with **

Expanded Compliment:
26 Yorik-et Coralskippers & 2 Yorik-Trema landing craft

These ships are sent into enemy territory before an attack fleet to spy on the enemy and were often equipped with cloaking shadows to guide in the invasion force. A yorik-strohna was made from yorik coral and covered with layers of rock, which extended to a depth of fifty meters everywhere except their main cooling vane, which was disguised as a crevasse in the surface.

Individual yorik-stronha vary, as in spite of their outward appearance, they had been grown organically like all Yuuzhan Vong vessels. They are designed to be around 228 meters long, with a crew of twelve and provision for a dozen passengers, plus a cargo capacity of 142 tons, and enough supplies for two months.

Armament included ten yaret-kors and a dovin basal tractor beam, but while reasonably maneuverable, they were only moderately fast at sublight speeds and their darkspace drive was the equivalent of just a Class 3 hyperdrive, as this involved a far slower reversion to realspace, which was far harder for enemy sensors to detect.

Vua'spar Interdictor

Craft: Yuuzhan Vong Vua'spar Interdictor
Affiliation: Yuuzhan Vong
Era: Jedi Academy
Type: Hyperspace Interdictor
Scale: Cruiser
Length: 908 meters
Skill: Capital ship piloting
Crew: 3,800, gunners: ???, Skeleton: 2,252
Crew Skill: 7D (9D*) in all appropriate skills
Passengers: 2,697 (troops)
Cargo Capacity: (9,080): 52 metric tons available
Consumables: 3.54 Years
Gravitic-Drive Multiplier: x2
Gravitic-Drive Backup: x6
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Hull: 4D+1; Hull Points: 544/Location; Armor: 300/Location
Void Generators: 1D+2 **Static**; Shield Points: 250/Location per ***attack***
Sensors:
Passive 40/1D
Scan 75/2D
Search 150/3D
Focus 4/3D+2
Maximum: 300/-1D

Weapons:
20 Plasma Projectors (3 Gun Batteries)
Fire Arc: 8 Fore, 4 Port, 4 Starboard, 4 Aft
Crew: ???
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 9D Static; Nominal: 9 (81)

Heavy Plasma Projector
Ultra Heavy Battery: 6 Barrels
Fire Arc: Forward
Crew: ???
Skill: Capital ship gunnery
Fire Control: 6D (only to base range)
Space Range: 3-10/25/50 or Sensor range
Atmosphere Range: Varies
Damage: 600 Points
Rate of Fire: 1

4 Gravitic-Anomaly Generators
Fire Arc: Any
Crew: ???
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-50/75/150 or Sensor range
Damage: Instantly Ionizes any ships pulled out of Hyperspace for D6 rounds. Applies "Stunned" effect to Droids (Ionized -1D) and Crew if Strength is below 2D (D6 rounds unconscious). 3D Strength and above suffer light stun for 2 rounds (-1D).
Unit Cost: 60

Special Abilities:
*Yammosk Bonus: The +2D bonus from the ship's Yammosk has been applied to totals marked with **

Expanded Compliment:
50 Yorik-et Coralskippers & 5 Yorik-Trema landing craft

Uumufalh Gunship

Craft: Yuuzhan Vong Gunship
Affiliation: Yuuzhan Vong
Era: Jedi Academy
Type: Escort Gunship
Scale: Cruiser
Length: 615 meters
Skill: Capital ship piloting
Crew: 2,574, gunners: ???, Skeleton: 1,661
Crew Skill: 7D (9D*) in all appropriate skills
Passengers: 1,828 (troops)
Cargo Capacity: (6,150): 30 metric tons available
Consumables: 2.4 Years
Gravitic-Drive Multiplier: x3
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 5D+2; Hull Points: 713/Location; Armor: 300/Location
Void Generators: 1D+2 **Static**; Shield Points: 250/Location per ***attack***
Sensors:
Passive 40/1D
Scan 80/2D
Search 120/3D
Focus 4/3D+2
Maximum: 240/-1D

Weapons:
40 Plasma Projectors (3 Gun Batteries)
Fire Arc: 15 Fore, 10 Port, 10 Starboard, 5 Aft
Crew: ???
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 9D Static; Nominal: 9 (81)
Ammo: ???

Expanded Compliment:
51 Yorik-et Coral Skippers & 4 Yorik-Trema Landing Craft

Special Abilities:
*Yammosk Bonus: The +2D bonus from the ship's Yammosk has been applied to totals marked with **

The Uumufalh is an escort starship used by the Yuuzhan Vong to accompany large warships. 615 meters long and spear-shaped, they are gunships, equipped with dovin basals and plasma cannons, along with Coral Skippers. They were made out of reddish-black yorik coral. The Sacred Pyre was one such ship.

Uro-ik V'alh Battleship

Craft: Yuuzhan Vong Uro-ik V'alh
Affiliation: Yuuzhan Vong
Era: Jedi Academy
Type: Heavy Combat Battleship
Scale: Dreadnought
Length: 2,240 meters
Skill: Capital ship piloting
Crew: 14,784 gunners: ???, Skeleton: 8,960
Crew Skill: 7D (9D*) in all appropriate skills
Passengers: 11,648 (troops)
Cargo Capacity: (22,400): 40 metric tons available
Consumables: 8.73 Years
Gravitic-Drive Multiplier: x3
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Hull: 8D; 6 Hit Locations; Hull Points: 2,400/Location; Armor: 1,800/Location
Void Generators: 3D+2 **Static**; Shield Points: 2,200/Location per ***attack***
Sensors:
Passive 60/2D
Scan 120/3D
Search 240/4D
Focus 6/3D+2
Maximum: 480/-0D

Weapons:
120 Plasma Projectors (3 Gun Batteries)
Fire Arc: 30 Fore, 30 Port, 30 Starboard, 30 Aft
Crew: ???
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 9D Static; Nominal: 9 (81)
Ammo: ???

Special Abilities:
Yammosk Bonus: The +2D bonus from the ship's Yammosk has been applied to totals marked with *

Expanded Compliment:
180 Yorik-et Coral Skippers & 20 Yorik-Trema Landing Craft

Suuv Ban D'Krid Cruiser

Craft: Yuuzhan Vong D'Krid Cruiser
Affiliation: Yuuzhan Vong
Era: Jedi Academy
Type: General Purpose Warship
Scale: Cruiser
Length: 740 meters
Skill: Capital ship piloting
Crew: 3,096 gunners: ???, Skeleton: 1,998
Crew Skill: 7D (9D*) in all appropriate skills
Passengers: 2,198 (troops)
Cargo Capacity: (7,400): 48 metric tons avail
Consumables: 2.89 Years
Gravitic-Drive Multiplier: x3
Nav Computer: Yes
Maneuverability: 2D
Space: 4
Hull: 7D; Hull Points: 875/Location; Armor: 300/Location
Void Generators: 2D+2 **Static**; Shield Points: 400/Location per ***attack***
Sensors:
Passive 40/1D
Scan 80/2D
Search 120/3D
Focus 4/3D+2
Maximum: 240/-1D

Weapons:
40 Plasma Projectors (3 Gun Battery)
Fire Arc: 15 Fore, 10 Port, 10 Starboard, 15 Aft
Crew: ???
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 9D Static; Nominal: 9 (81)
Ammo: ???

16 Plasma Cannons (Battery Linkage)
Fire Arc: 4 Fore, 4 Port, 4 Starboard, 4 Aft
Skill: Starship gunnery
Fire Control: 4D+1
Space Range: 1-3/12/25
Atmosphere Range: 1-300/1.2/2.5 km
Damage: 8D *Static*; Nominal: 8 (64); Capital: 16 Dmg

Special Abilities:
*Yammosk Bonus: The +2D bonus from the ship's Yammosk has been applied to totals marked with **

Expanded Compliment:
65 Yorik-et Coralskippers & 5 Yorik-Trema Landing Craft

Sunulok Flagship Interdictor

Craft: Yuuzhan Vong Hyperspace Interdictor
Affiliation: Yuuzhan Vong
Era: Jedi Academy
Type: Combat Hyperspace Interdictor
Scale: Cruiser
Length: 810 meters
Skill: Capital ship piloting
Crew: 3,340, gunners: ???, Skeleton: 2,187
Crew Skill: 7D (9D*) in all appropriate skills
Passengers: 2,406 (troops)
Cargo Capacity: (8,100): 74 metric tons available
Consumables: 3.2 Years
Gravitic-Drive Multiplier: x2
Gravitic-Drive Backup: x6
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Hull: 7D+1; Hull Points: 919/Location; Armor: 300/Location
Void Generators: 3D **Static**; Shield Points: 450/Location per ***attack***
Sensors:
Passive 40/1D
Scan 75/2D
Search 150/3D
Focus 4/3D+2
Maximum: 300/-1D
Weapons:
20 Plasma Projectors (3 Gun Battery)
Fire Arc: 8 Fore, 4 Port, 4 Starboard, 4 Aft
Crew: ???
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 9D Static; Nominal: 9 (81)

Heavy Plasma Projector
Ultra Heavy Battery: 6 Barrels
Fire Arc: Forward
Crew: ???
Skill: Capital ship gunnery
Fire Control: 6D (only to base range)
Space Range: 4-17/35/65 or Sensor range
Atmosphere Range: Varies
Damage: 600 Points
Rate of Fire: 1

4 Gravitic-Anomaly Generators
Fire Arc: Any
Crew: ???
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-50/75/150 or Sensor range
Damage: Instantly Ionizes any ships pulled out of Hyperspace for D6 rounds. Applies "Stunned" effect to Droids (Ionized) and Crew if Strength is below 2D (D6 rounds unconscious). 3D Strength and above suffer light stun for 2 rounds (-1D).
Unit Cost: 60

Expanded Compliment:
39 Yorik-et Coralskippers & 3 Yorik-Trema Landing Craft

Special Abilities:
*Yammosk Bonus: The +2D bonus from the ship's Yammosk has been applied to totals marked with **

Not only do the Yuuzhan Vong gravity well projectors force ships out of hyperspace, but they also short out electronic components (including droids) and cause intense brain-wave distortion in living creatures. The Sunulok was the flagship of Warmaster Tsavong Lah during the early stage of the Yuuzhan Vong War. It command area was the Glory Room and its mess was the High Chew. The Vua'spar was quite old when the war began. Its interior was covered in glowing lichen. It was still a force to be reckoned with, particularly its advanced dovin basals, which were able to pull the Millennium Falcon from hyperspace.

Starships Of the Old Republic

Republic-class Flagship

Craft: Hoersch-Kessel Drive's Republic-class
Affiliation: Old Republic
Era: Old Republic
Type: Command Ship / Sector Flagship
Scale: Super Capital
Length: 6,600 meters
Skill: Capital ship piloting
Crew: 129,937, gunners: 4,480, skeleton: 74,250/+10
Crew Skill: Typically 8D
Passengers: 148,500 (troops)
Cargo Capacity: (66,000): 1,340 Metric Tons avail
Consumables: 26 Years (28.3 Billion Refit cost)
Cost: 1.05 Billion (New); 753 Million (Used)
Hyperdrive Multiplier: x8
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 1D
Space: 2
Hull: 4D + 8D Armor; 6 Locs: Hull Points: 2,400/loc
Armor Points: 14,400/loc
Shields: 2D; Shield Points: 2,400/loc
Sensors:
Passive 15/0D
Scan 45/1D
Search 90/1D+2
Focus 2/2D
Maximum: 180/-2D+1
Weapons:
2 Ultra Heavy Rail Gun Batteries (10 Barrel)
Fire Arc: 2 Fore
Crew: 400
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 8-32/64/128 (Sensor Range*)
Atmosphere Range: 16-64/192/256 km (Sensor Rng*)
Damage: 1000
Note: Ignores Yuuzhan Vong Void Generators
Ammo: 100 Shots per gun
RoF: 1/per gun

600 Octet Pulse Wave Batteries
Fire Arc: 100 Fore, 200 Port, 200 Starboard, 100 Aft
Crew: 4
Skill: Capital ship gunnery
Fire Control: 2D+1
Space Range: 2-12/24/48
Atmosphere Range: 4-24/48/192 km
Damage: 8D; Nominal Damage: 11 (88)

400 Point Defense Heavy Blaster Cannons
Fire Arc: 100 Fore, 100 Port, 100 Starboard, 100 Aft
Crew: 3
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 km
Damage: 2D ***Static***; *Nominal:* 6 (12)

20 Tractor Beam Projectors
Fire Arc: 5/Arc
Crew: 4
Skill: Capital ship gunnery
Fire Control: 0D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 2D

Snubfighter Complement: 400 Units
Ground Compliment: 400 Units

Invincible Dreadnaught Cruiser

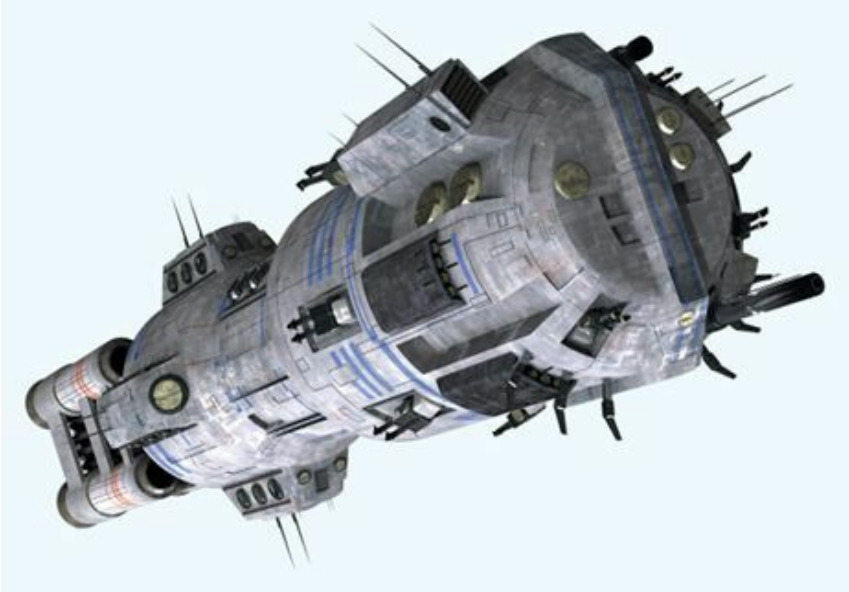
Craft: Rendili/Vaufthau Shipyards Invincible-class
Affiliation: Old Republic
Era: Old Republic (Archaic, no production)
Type: Heavy Cruiser
Scale: Dreadnought
Length: 2,011 meters
Skill: Capital ship piloting
Crew: 19,909, gunners: 512, skeleton: 12,066/+5
Crew Skill: Typically 8D
Passengers: 10,458 (troops)
Cargo Capacity: (20,110): 126 Metric Tons avail
Consumables: 8 Years (951.1 Million Refit cost)
Cost: 130.3 Million (New); 97.6 Million (Used)
Hyperdrive Multiplier: x4
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 1D
Space: 3
Hull: 3D+2 + 6D Armor; Hull Points: 1,100/loc(4)
Armor Points: 5,400/loc(4)
Shields: 2D; Shield Points: 1,200/loc(4)
Sensors:
Passive 30/0D
Scan 50/1D
Search 100/2D
Focus 4/3D
Maximum: 200/-2D
Weapons:
11 Ultra Heavy Concussion Missile Tubes
Fire Arc: 3 Fore, 4 Port, 4 Starboard
Crew: 20
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 120 (Sensor Range*)
Atmosphere Range: 240 Km (Sensor Range*)
Damage: 300/missile
Ammo: 60 Missiles/tube
RoF: 1/3 per tube
Notes: These missiles are ***not*** 2D *Snubfighter scale* like their Capital Missile Counterparts, these are 2D *Destroyer Scale*. They are target-able as if they were *Corvette Scale.* They possess the same characteristics as standard Concussion missiles do, moving at half the speed.
Resilience: You must possess weaponry capable of piercing 168 points of Capital Armor in order to detonate them. They are immune to Tractor Defense (but can be Tractor Locked and *held*, 1 per Capital Tractor Beam of at least 4D Rating). *These also ignore Void Generators of the Yuuzhan Vong (However they can be Tractored here as well).*

60 Quad Pulse Wave Batteries
Fire Arc: 10 Fore, 20 Port, 20 Starboard, 10 Aft
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D+1
Space Range: 2-12/24/48
Atmosphere Range: 4-24/48/96 km
Damage: 5D; Nominal Damage: 7 (35)

48 Quad Blaster Cannons (Fire-Linked)
Fire Arc: 12 Fore, 12 Port, 12 Starboard, 12 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 1D+2
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 km
Damage: 4D; *Nominal:* 6 (24)

16 Tractor Beam Projectors
Fire Arc: 4/Arc
Crew: 4
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

Expanded Space Complement: 144 Units
Ground Compliment: 2 Prefab Bases, 10 Landing Barges, 35 Medium Tracked Tanks, 20 Motor Bikes



Unique Starships

The Pulsar Skate

Craft: Modified *Baudo*-class star yacht
Affiliation: General
Era: Rise of Empire
Type: Registered Courier
Scale: Transport
Length: 37.5 meters
Skill: Space transports: Baudo-class
Crew: 1 & 1 can coordinate, gunners: 1
Crew Skill: As Mirax Terrik
Passengers: 8
Cargo Capacity: 187.3 metric tons
Consumables: 2 Months (7,700 Credit Refuel cost)
Cost: Valued at 203,200 Credits
Hyperdrive Multiplier: x1
Hyperdrive Backup: x1
Nav Computer: Yes
Maneuverability: (4D): 2D
Space: (14): 12
Atmosphere: 1,200 kmh
Hull: 3D + 2D Armor, (3 Locations);
Hull Points: 15/Loc; Armor Points: 32/Loc
Shields: 3D; Shield Points: 36 (3 Generators), 36/Loc
Sensors:
Passive: 25/1D
Scan: 50/2D
Search: 70/4D
Focus: 3/3D
Maximum: 140/0D

Weapons:

2 Light Laser Cannons (Fire-Linked)
Fire Arc: Fore (Nose mounted)
Crew: 1 (Pilot)
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5km
Damage: 4D*; Nominal:* 4 (16)

1 Corellian Quad Laser Cannon (Fire-Linked)
Fire Arc: Ventral Turret
Crew: 1 (Pilot or Co-Pilot can fire at -2D)
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5km
Damage: 5D*; Nominal:* 6 (30)

The Another Chance

Craft: Alderaanian War Frigate
Affiliation: Alderaan / Rebel Alliance
Era: Clone Wars / Refit Late Rebellion
Type: Alderaanian War Frigate
Scale: Frigate
Length: 250 meters
Skill: Capital ship piloting: Alderaanian War Frigate
Crew: 168, gunners: 123, skeleton 112/+5;
Crew Skill: Typically 8D
Passengers: 160 (troops)
Cargo Capacity: (2,500): 35 metric tons available
Consumables: 1 Year (1.7 Million Refit Cost)
Estimated Value: 37.7 Million Credits
Hyperdrive Multiplier: x2
Hyperdrive Backup: x4
Nav Computer: Yes
Maneuverability: 3D
Space: 8
Atmosphere: 900 kmh (can land on planet surface)
Hull: 6D + 2D+2 of Armor
Hull Points: F: 450 / P: 450 / S: 450 / A: 450
Armor Points: F: 402 / P: 402 / S: 402 / A: 402
Shields: 3D with 3D of Backup Shields
Shield Points: F: 300 / P: 300 / S: 300 / A: 300 w/ 300 Spare
Sensors:
Passive 50/1D
Scan 80/2D
Search 160/3D
Focus 5/3D+2
Maximum 320/-1D

Weapons:

4 Ultra Heavy Turbo Quad Lasers
Fire Arc: 4 Fore, 3 Port/Starboard, 4 Aft (Firing Arcs, 1 gun on each Arc on turrets)
Crew: 12 (2 Gunners, 9 Technicians, 1 Commander)
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 4-20/47/98 (Sensor Range*)
Atmosphere Range: 8-40/94/196 km (Sensor Range*)
Damage: 400
Fire Rate: 1/3
Ammo: 160 Per Gun; consumption: 4 per shot

6 Ultra Heavy Quad Auto Blaster Batteries (Starfighter)
Fire Arc: 4 Fore/Port/Starboard, 2 Aft
Crew: 3 (1 Gunner, 2 Technicians)
Skill: Starship Gunnery
Fire Control: 3D + 3D Burst + 6D Full Auto vs single
Space Range: 3-5/16/27
Damage: 60; 90; 120 (vs single)
Fire Rate:3; 2 Burst; 1 Full Auto (Burst and Full auto effective vs projectiles but not Space Bombs: Burst 1-3 projectiles, full auto 6-12 projectiles)
Ammo: 1,600 Per Gun: Standard Consumption 4 for 1, Burst: 40 for 1, Full Auto: 80 for 1

10 Quad Turbolaser Batteries
Fire Arc: 3 Port & Starbord, 2 Fore & Aft
Crew: 1 (Gunner)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-25/50/75
Atmosphere Range: 6-50/100/150 km
Damage: 8D (56)

12 Quad Light Turbolaser Batteries
Fire Arc: 3 Fore, 3 Port, 3 Starboard, 3 Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D; Nominal 7 (28)

6 Heavy Ion Cannons (Battery-Linked)
Fire Arc: Fore
Crew: 6 (Gunners)
Skill: Capital ship gunnery
Fire Control: 5D+2
Space Range: 3-30/60/90
Atmosphere Range: 6-60/120/180 km
Damage: 10D; *Nominal:* 9 (90)

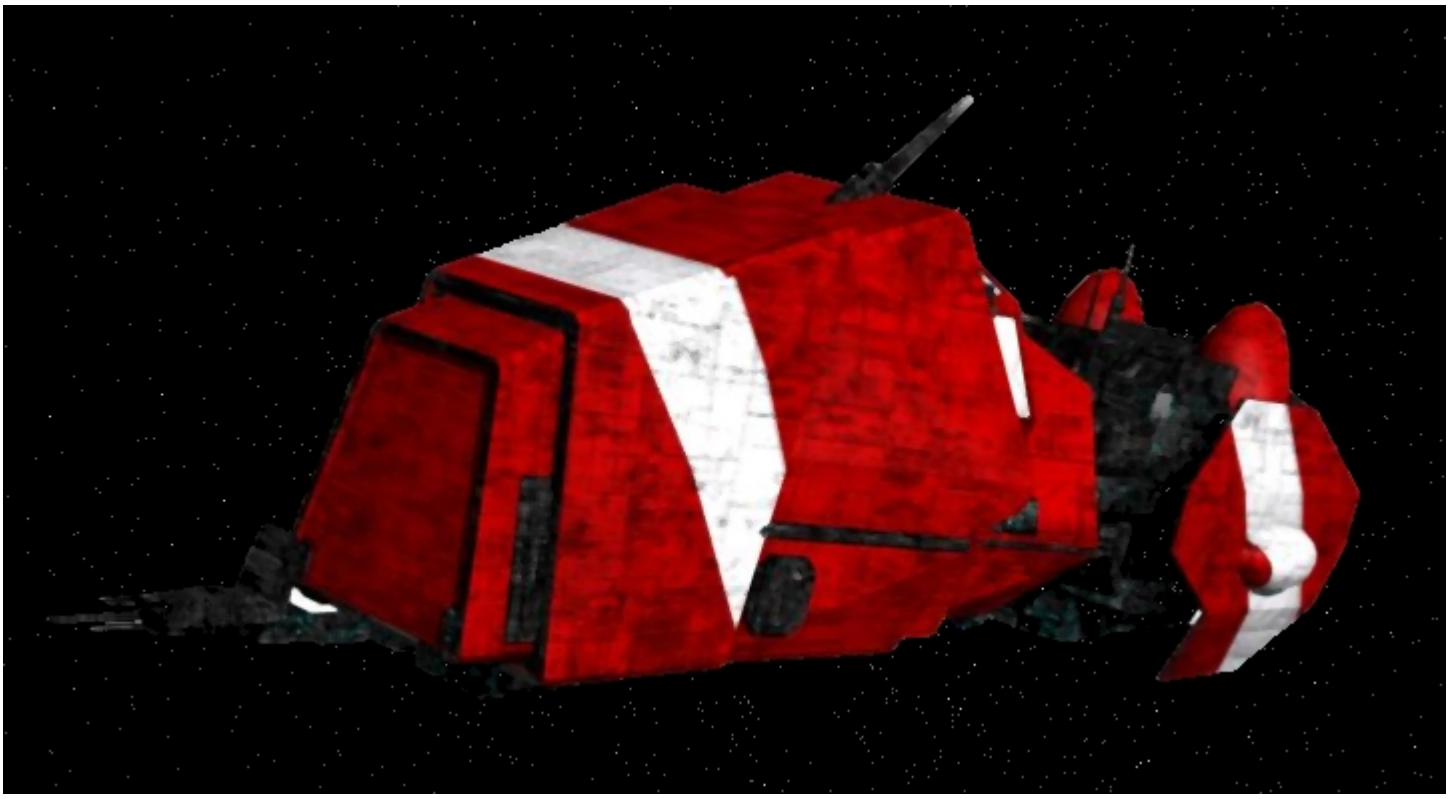
12 Light Quad Guns
Fire Arc: 3 Fore / Port / Starboard /Aft
Crew: 1 (Gunners)
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2 km/2.5 km
Damage: 4D (24)

5 Tractor Beam Projectors
Fire Arc: 2 Fore, 1 Port, 1 Starboard, 1 Aft
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-7/21/42

Atmosphere Range: 2-14/42/84 km
Damage: 4D

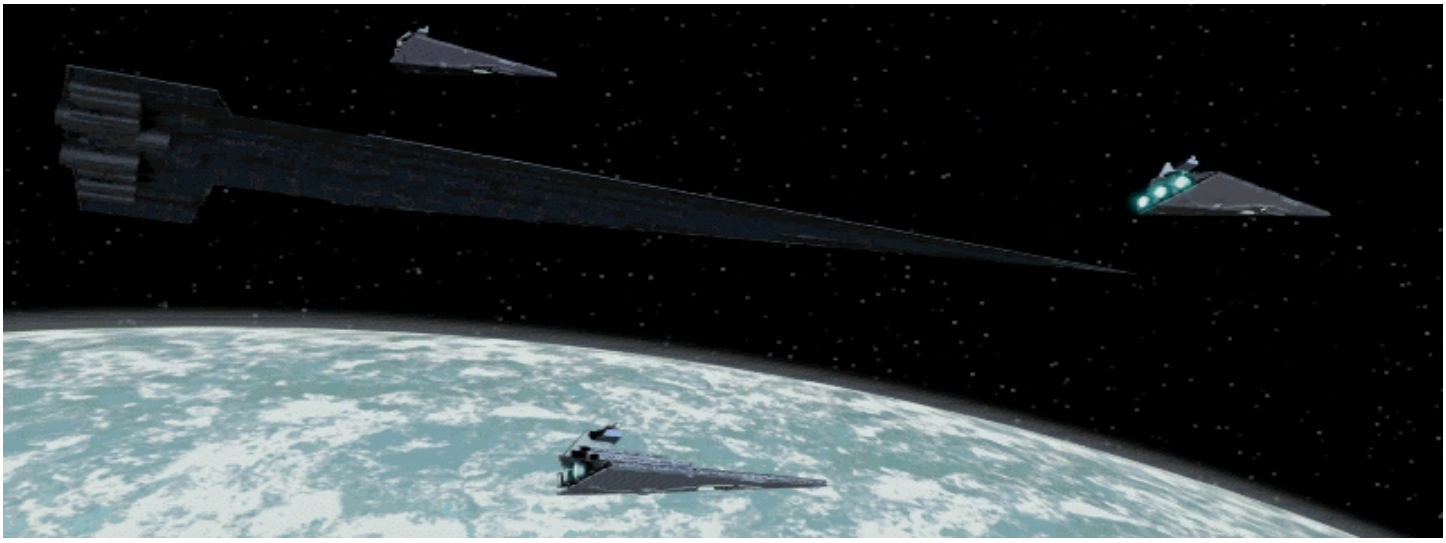
Expanded Starfighter Complement: 12 Z-95 AF5s,
1 Stock Light Freighter (Capitan's yacht/Shuttle)

Standard Ground Compliment: None currently



Wraith-Class Super Star Destroyer

Craft: Kuat Drive Yards' Super Star Destroyer
Affiliation: Empire: *Jedi Inquisitor Jerec*
Era: Rebellion
Type: Command Ship / Naval Only Configuration
Scale: Super Capital
Length: 8,000 meters
Skill: Capital ship piloting
Crew: 180,367, gunners: 1,790, skeleton: 45,000/+10
Crew Skill: Typically 6D
Passengers: 9,700 (troops)
Cargo Capacity: (40,000*): 1,133.75 metric tons
Consumables: 12 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: None
Space: 6
Hull: 10D; 8 Locations: Hull Points: 6,000/loc
Armor Points: 4,800/loc
Shields: 8D; Shield Points: 9,600/loc
Sensors:
Passive 75/1D+2
Scan 150/3D+2
Search 300/5D
Focus 8/6D+2
Maximum: 600/1D
Weapons:
500 Quad Heavy Turbolaser Batteries
Fire Arc: 200 Fore, 125 Port, 125 Starboard, 50 Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 1D
(2D with Gunnery Helmet)
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 10D; Nominal Damage: 7 (70)
250 Quad Ion Cannon Batteries
Fire Arc: 100 Fore, 50 Port, 50 Starboard, 50 Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
(5D with Gunnery Helmet)
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 5D; Nominal Damage: 7 (35)
250 Concussion Missile Launchers
Fire Arc: 50 Fore, 75 Port, 75 Starboard, 50 Aft
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
(3D with Gunnery Helmet)
Space Range: 120 Units
Atmosphere Range: 240 km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 135 Per Launcher
40 Tractor Beam Projectors
Fire Arc: 10/Arc
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D (5D with Gunnery Helmet)
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D
Snubfighter Complement: 32 squadrons of TIE Craft, 36 Assault gunboats, 36 Skypray Blastboats, 12 Lambda Shuttles, 24 Sentinel Shuttles, 36 Gamma Assault Shuttles
Note: Half the mass of the ship has been removed and it looses half it's cargo as a result.



15

Vehicles & Structures

T-47 Military Air Speeder

Craft: Modified Incom T-47 Airspeeder
Affiliation: Late Galactic Republic / Early Empire
Era: Rise of Empire
Scale: Speeder
Length: 5.5 meters
Skill: Starship Piloting
Crew: 1, gunners: 1
Crew Skill: Typically 4-5D
Cargo Capacity: (28): 10 kilograms available
Consumables: 27.5 Hours (10 credit refuel)
Cost: 11,250 (Refurbished: Rebel Alliance Only)
Maneuverability: 4D
Space: (Ground to Orbit capable)
Atmosphere: 1,000 Km/H
Hull: 4D + 1D+1 Armor; Hull Points: 8; Armor Points: 7
Sensors:
Passive: 5/0D
Scan: 8/+1
Search: 10/+2

The Incom T-47 is a fairly common civilian speeder. However, the Rebel Alliance has been buying them up and turning them into effective military hardware. The Rebel's use whatever they can get their hands on and this is no exception.

Weapons:
2 Medium Blaster Cannons (Fire-linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 km
Damage: 5D+2; Nominal Damage: 4 (22)

Power Harpoon
Fire Arc: Aft, Port, Starboard
Crew: 1 (co-pilot)
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/2/-
Atmosphere Range: 10-100/200/300 m
Damage: 3D; *Nominal:* 6 (18); Tow Cable: 0 Damage
Ammo: 25 Power Harpoons; 1 Tow Cable & Fusion Disc. ***Notes:*** The Power harpoon is, effectively a Speeder Scale version of a Concussion Rifle.

You have to hand it to those Rebels, they're pretty smart buggers. Taking a civilian air speeder and turning it into a rather effective air support craft for military operations. While pretty tough against troops and other speeders, she's no match for a good old AT-AT.

-unnamed Imperial

74-Z Military Speeder Bike

Craft: Aratech Corp: 74-Z
Affiliation: The Empire
Era: Rise of Empire
Scale: Speeder
Length: 3 meters
Skill: Starship Piloting
Crew: 1, gunners: 1
Crew Skill: Typically 4-5D
Cargo Capacity: (15): 12 kilograms available
Consumables: 15 Hours (5 credit refuel)
Cost: 6,300 (New); 4,200 (Used)
Maneuverability: 3D+2
Space: (Ground to 25m)
Atmosphere: 500 Km/H
Hull: 2D + 1D Armor; Hull Points: 4;
Armor Points: 6
Sensors:
Passive: 2.5/0D
Weapons:
1 Blaster Cannon
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Range: 3-50/100/200 m
Damage: 3D; *Nominal:* 3 (9)

Although the Aratech 74-Z was used for the majority of the Clone Wars and the reign of the Empire, for their original attack on Geonosis the finished design was not available and a prototype version was used instead. This version was less maneuverable and somewhat lighter armed, but carried its laser cannon on a under slung turret which allowed it a much greater field of fire, allowing strafing attacks and shots to be fired at pursuers. This however came at a higher manufacturing cost than a fixed weapon, so was abandoned in the finished design. Once the 74-Z became available, the 74-A's used in the attack on Geonosis were dumped onto the market, where they were snatched up, and have continued to be popular to the current day, although parts for the turret are rare, the rest of the bike uses almost identical parts to the 74-Z so remain easy to repair and operate.

74-A Military Speeder Bike

Craft: Aratech Corp: 74-Z
Affiliation: The Empire
Era: Clone Wars (Obsolete, discontinued)
Scale: Speeder
Length: 4.4 meters
Skill: Starship Piloting
Crew: 1, gunners: 1
Crew Skill: Typically 4-5D
Cargo Capacity: (22): 17 kilograms available
Consumables: 22 Hours (6 credit refuel)
Cost: 4,095 (Used Only)
Maneuverability: 2D
Space: (Ground to 10m)
Atmosphere: 600 Km/H
Hull: 2D + 1D+1 Armor; Hull Points: 4;
Armor Points: 7
Sensors:
Passive: 2.5/0D
Weapons:
1 Light Laser Cannon
Fire Arc: Turret: Fore, Port, Starboard
Skill: Starship gunnery
Fire Control: 2D
Range: 3-50/150/300 m
Damage: 4D; *Nominal:* 3 (12)

Rebel Repulsor Tank

Craft: Rothana Heavy Engineering: TX-130
Affiliation: Galactic Republic / Rebel Alliance
Era: Clone Wars+ (Obsolete, low production)
Scale: Speeder
Length: 8.2 meters
Skill: Starship Piloting
Crew: 1, gunners: 1
Crew Skill: Typically 4D
Cargo Capacity: (41): 1 kilogram available
Consumables: 41 Hours (10 credit refuel)
Cost: 18,300 (New); 14,575 (Used)
Maneuverability: 2D
Space: (Ground to 1 m)
Atmosphere: 320 Km/H
Hull: 3D + 1D+1 Armor; Hull Points: 6; Armor Points: 7
Shields: 3D; Shield Points: 12
Sensors:
Passive: 10/0D
Search: 15/1D

The Rothana TX-130 is a Clone Wars era tank that lost it's place in the market after the war was over. When the Empire came into power they were left with stock on hand and no one to sell it to, as the Empire began to generate their own designs and look to other corporations. However, the resistance against the Empire, the Alliance to Restore the Republic stepped in and took the stock off their hands. Ever since, Rothana manages to funnel shipments of the Tanks to the Rebel Alliance from time to time. It's a back room kind of deal, but Rothana gets to continue building and moving the tank and the Rebels never stop buying it.

Rothana hasn't even really updated the tank other than maintaining it's relevance and refitting it's firmware and operations manual. The weapons are no longer manufactured from the subsidaries they were, Rothana does it all in house. They have to be making a hefty profit off of the tank from the Rebel Alliance. Though they do extend a standard discount to them.

The tank is, also, sold in backwater independent deals with planets in the Outer Rim

Weapons:

Medium Double Blaster (Fire-Linked)
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D
Range: 5-50/150/350 m
Damage: 6D; *Nominal:* 4 (24)
(Character Scale)

2 Heavy Laser Cannons (Battery-Linked)
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D+1
Range: 100-300/1.2/2.5 Km
Damage: 8D; *Nominal:* 5 (40)

2 Concussion Missile Launchers
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Space Range: 10 Units
Atmosphere Range: 10km
Damage: 8D; *Nominal:* 6 (48)
Ammo: 6 Missiles/Launcher

Armored Assault Tank II (Hardened)

Craft: Baktoid Armor Workshop: AAT-2
Affiliation: Separatists / Rebel Alliance
Era: Clone Wars+ (Obsolete, discontinued)
Scale: Walker
Length: 10 meters
Skill: Starship Piloting
Crew: 1 pilot droid, 2 gunner droids,
1 commander droid
Crew Skill: Typically 4D
Passengers: 6 Battle Droids External (on the hull)
Cargo Capacity: (100):: None available
Consumables: 10 Days (240 credit refuel)
Cost: 60,120 (New); 45,000 (Used)
Maneuverability: 1D
Flight Ceiling: (Ground to 4 m)
Atmosphere: 120 Km/H
Hull: 6D + 2D Armor; Hull Points: 18;
Armor Points: 18; 3D Ion Shielding Armor: 18*
Sensors:
Passive: 10/0D
Search: 15/1D

Note: Ion Armor is Static and not diminished by Ion / EMP weaponry and directly reduces the damage sustained.

If attacked from the rear, the AAT only has an effective Body Strength of 4D due to the thinness of the rear armor (to allow for ventilation of the power plant). If the AAT suffers a damage result of Severe or higher from a rear attack, the power plant will explode within 9 turns.

Secondly, the AAT's electrical systems are *Ion Shielded* shielded. If damage from ion weapons (or Gungan energy balls) exceeds the AAT's Body roll by more than 27 points (after depleting hull), the electrical system shorts out. As a result, the AAT shuts down and will not function again until the electrical system is completely replaced.

This is a late model, re-engineered Clone Wars era main battle tank. It is an increasingly rare sight on the modern battlefield. However, it would appear that the Rebel Alliance may have found at least one foundry and been putting it to use. Quite the nasty surprise for the Empire should they encounter one.

Weapons:
8 Repeating Laser Canons (Fire-Linked)
Fire Arc: Turret
Scale: Speeder
Skill: Starship gunnery
Fire Control: 4D*
Range: 5-50/150/350 m
Damage: 9D*; *Nominal:* 10 (90)
Note: Light Burst Already Factored in, no action penalty.

Heavy Laser Cannon Battery
Fire Arc: Turret
Scale: Walker
Skill: Starship gunnery
Fire Control: 2D
Range: 100-300m/1.2/2.5 Km
Damage: 6D ***Static***; *Nominal:* 7 (42)

6 Concussion Shell Launchers (Fire-Linked)
Fire Arc: Fore
Scale: Walker
Skill: Starship gunnery
Fire Control: 3D+1
Space Range: 10 Units
Atmosphere Range: 10km
Damage: 8D; *Nominal:* 8 (64)
Ammo: 6 Shells/Launcher (6 total shots)

Imperial Heavy Repulsor Tank

Craft: Imperial Engineering: I-HRT
Affiliation: Galactic Republic / Rebel Alliance
Era: Clone Wars+
Scale: Speeder
Length: 10 meters
Skill: Starship Piloting
Crew: 1, gunners: 3
Crew Skill: Typically 4D
Cargo Capacity: (50): 7.25 kilograms available
Consumables: 50 Hours (25 credit refuel)
Cost: 18,300 (New); 12,575 (Used)
Maneuverability: 2D
Space: (Ground to 1 m)
Atmosphere: 100 Km/H
Hull: 6D + 1D+1 Armor; Hull Points: 12; Armor Points: 7
Shields: 3D; Shield Points: 12
Sensors:
Passive: 15/0D; *Search:* 17/1D
Weapons:
2 Light Repeating Blasters
Fire Arc: Turret: Port & Starboard
Skill: Starship gunnery *(Character Scale)*
Fire Control: 3D*
Range: 5-50/150/350 m
Damage: 6D*; *Nominal:* 3 (18)
*Medium Burst Already Factored in: RoF: 1 Per Gun
Heavy Laser Battery
Fire Arc: Turret: All
Skill: Starship gunnery
Fire Control: 2D
Range: 100-300/1.2/2.5 Km
Damage: 8D ***Static***; *Nominal:* 7 (56)
Grenade Launcher
Fire Arc: Fore
Skill: Starship Gunnery *(Character Scale)*
Fire Control: 1D
Range: 5-50/100/300 m
Damage: 5D; *Nominal:* 6 (30)
Ammo: 80 Grenades

AT-PT

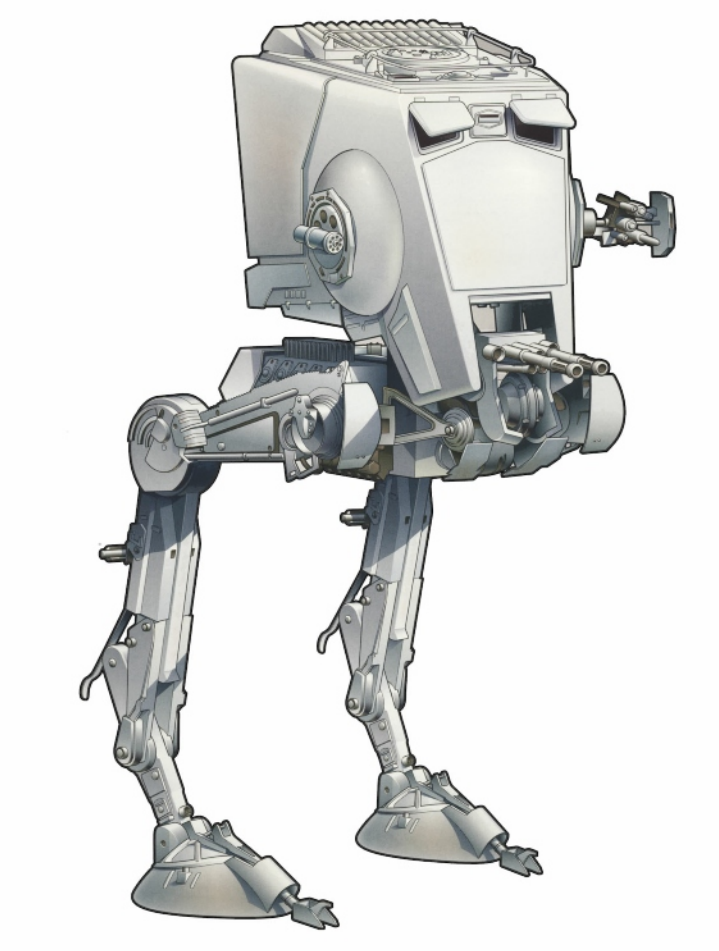
Craft: All Terrain Personal Transport
Affiliation: Galactic Republic / Empire
Era: Old Republic (Obsolete, low production)
Scale: Walker
Length: 6 meters
Skill: Walker Piloting
Crew: 1
Crew Skill: Typically 3D+2
Cargo Capacity: (60): 22.5 kilograms available
Consumables: 6 Days (36 credit refuel)
Cost: 14,400 (New); 9,600 (Used)
Maneuverability: 2D
Space: (Ground to 1 m)
Atmosphere: 75 Km/H
Hull: 1D + 2D Armor; Hull Points: 3; Armor Points: 18
Sensors:
Passive: 10/0D; *Search:* 12/1D
Weapons:
Dual Blaster Cannon (Fire-Linked)
Fire Arc: Turret: Fore, Port & Starboard
Skill: Starship gunnery
Fire Control: 1D+2
Range: 100-500m/1/1.8 Km
Damage: 4D; *Nominal:* 4 (16)
Concussion Grenade Launcher
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 1D
Range: 5-50/100/300 m
Damage: 6D; *Nominal:* 6 (36)
Ammo: 80 Grenades

AT-ST

Craft: All Terrain Scout Transport
Affiliation: Empire
Era: Rise of Empire+
Scale: Walker
Length: 10.1 meters
Skill: Walker Piloting
Crew: 2, skeleton: 1/+5
Crew Skill: Typically 4D
Cargo Capacity: (110): 52.5 kilograms available
Consumables: 11 Days (132 credit refuel)
Cost: 22,500 (New); 16,400 (Used)
Maneuverability: 1D+2
Speed: 90 Km/H
Hull: 3D+1 + 2D Armor; Hull Points: 10;
Armor Points: 18
Sensors:
Passive: 15/0D
Search: 18/1D
Weapons:
Heavy Double Blaster Cannon (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 1D+1
Range: 100-500m/1/1.8 Km
Damage: 5D+1; *Nominal:* 4 (21)

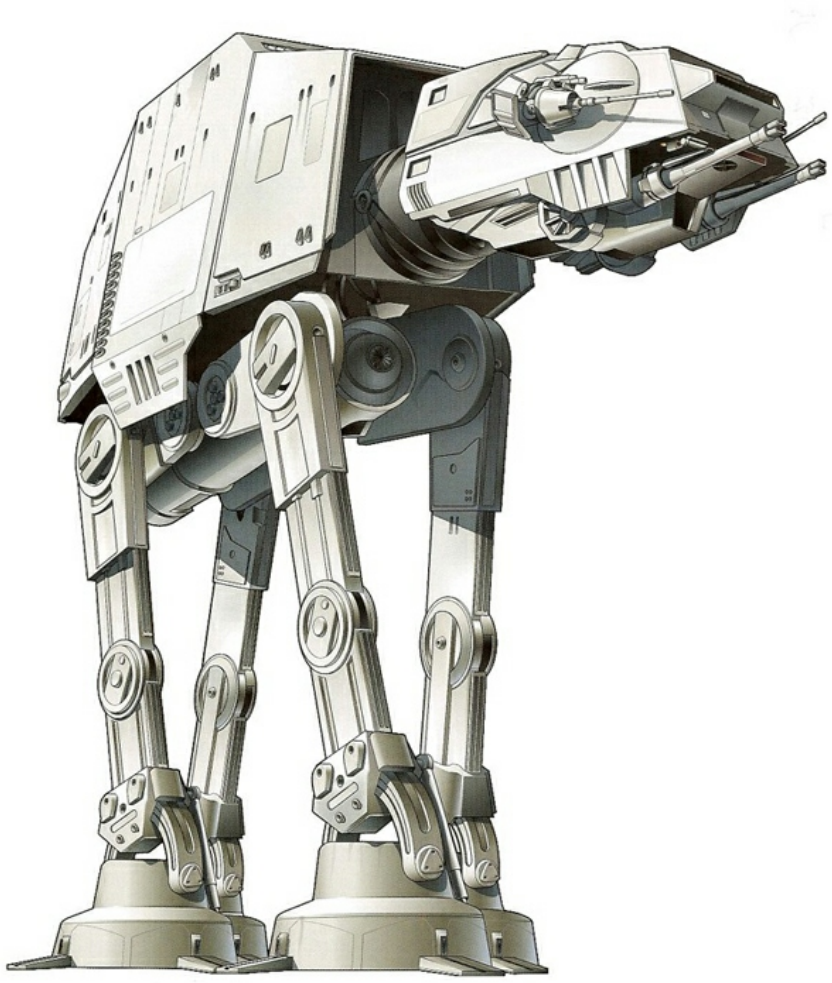
Twin Light Blaster Cannon (Fire-Linked)
Fire Arc: Turret: Fore, Port
Skill: Starship gunnery
Fire Control: 2D
Range: 100-500m/1/1.8 Km
Damage: 3D; *Nominal:* 4 (12)

Concussion Grenade Launcher
Fire Arc: Fore, Starboard
Skill: Starship gunnery (Character Scale)
Fire Control: 1D
Range: 10-50/100/200 m
Damage: 7D; *Nominal:* 6 (42)
Ammo: 80 Grenades



AT-AT

Craft: All Terrain Armored Transport
Affiliation: Empire
Era: Rise of Empire+
Scale: Walker
Length: 20.6 meters
Skill: Walker Piloting
Crew: 5, skeleton: 3/+10
Crew Skill: Typically 5D
Cargo Capacity: (206): 121 kilograms available
Passengers: 20 (troops)
Consumables: 26 Days (3,900 credit refuel)
Cost: 36,400 (New); 27,300 (Used)
Maneuverability: 0D+2
Speed: 60 Km/H
Hull: 6D + 2D Armor; Hull Points: 18; Armor Points: 18
Sensors:
Passive: 15/0D
Scan: 20/1D
Search: 25/2D
Focus: 2/2D+2
Maximum: 50/-2D



Weapons:

2 Heavy Laser Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Range: 100-300m/1.2/2.5 Km
Damage: 6D ***Static***; *Nominal:* 8 (48)

2 Medium Blasters (Battery-Linked)
Fire Arc: Turret: Fore, Port, Starboard
Skill: Starship gunnery (Speeder Scale)
Fire Control: 3D
Range: 100-500m/1/1.8 Km
Damage: 5D; *Nominal:* 5 (25)

Note: The AT-AT walker's head is mounted on a pivoting neck, which can turn to face Port, Fore and Starboard fire arcs. An AT-AT may move its head one fire arc per turn with it's main guns. However, it's 2 Medium Blasters can fire independently of the main guns.

AT-TE

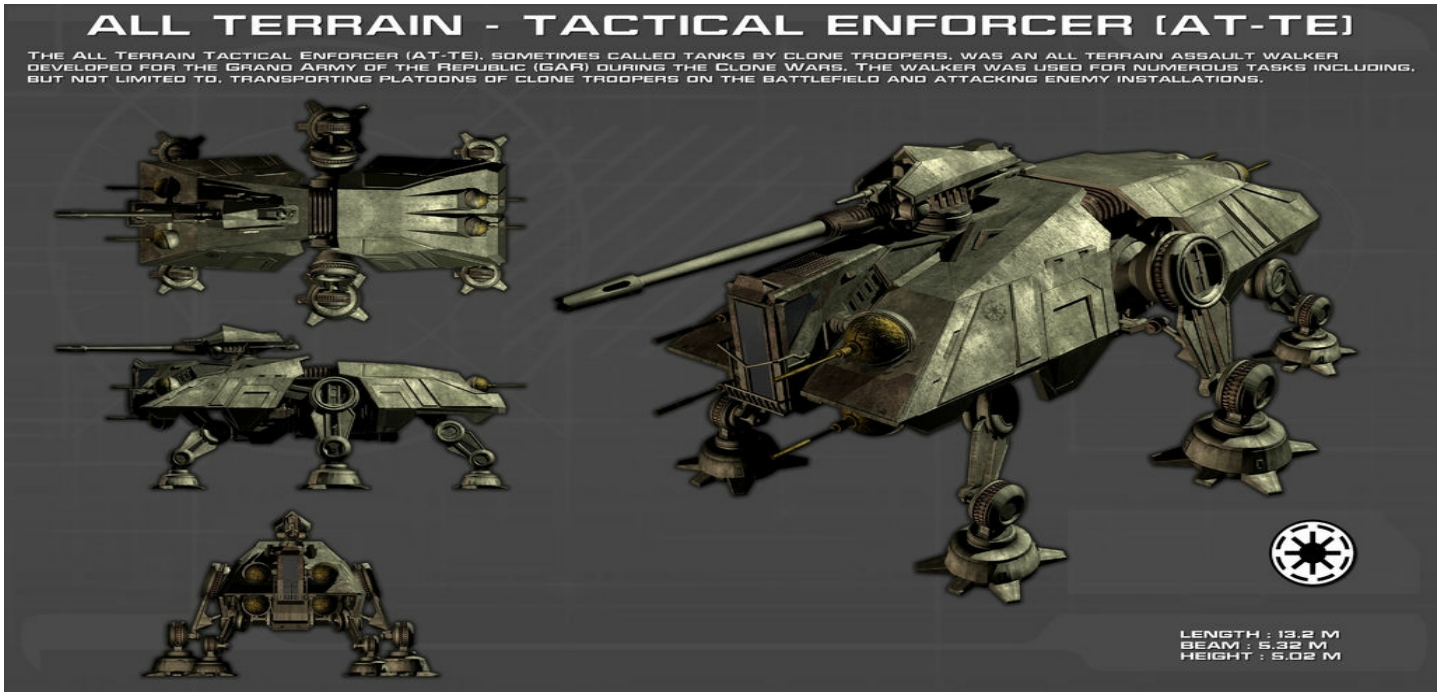
Craft: All Terrain Tactical Enforcer
Affiliation: Galactic Republic / Rebel Alliance
Era: Clone Wars+ (Obsolete, no production)
Scale: Walker
Length: 17 meters
Skill: Walker Piloting
Crew: 1, gunners: 8
Crew Skill: Typically 5D
Cargo Capacity: (170): 171 kilograms available
Passengers: 12 (troops)
Consumables: 17 Days (3,764 credit refuel)
Cost: 31,900 (New); 23,925 (Used)
Maneuverability: 0D+1
Speed: 50 Km/H
Hull: 6D + 1D+2 Armor; Hull Points: 18; Armor Points: 16
Sensors:
Passive: 10/0D
Scan: 20/1D
Search: 25/2D
Weapons:

Heavy Laser Battery
Fire Arc: Turret: Any
Gunners: 2
Skill: Starship gunnery
Fire Control: 1D
Range: 100-300m/1.2/2.5 Km
Damage: 5D ***Static***; *Nominal:* 7 (35)

6 Laser Cannons
Fire Arc: Turret: 2 Fore/Port, 2 Fore/Starboard, 1 Aft/Port, 1 Aft/Starboard
Gunners: 1
Skill: Starship gunnery (Speeder Scale)
Fire Control: 2D
Range: 100-300m/1.2/2.5 Km
Damage: 4D; *Nominal:* 3 (12)

The AT-TE saw service during the Clone Wars and in some opinions it was a far better walker than the AT-AT and although slower and less heavily armored, it had a wide variety of weapons and could defend itself well as well as handing out a lot of damage to its opponents. Since it was replaced by the AT-AT, the majority of AT-TE's were scrapped, but some were put into storage as reserve forces.

However, the Alliance to Restore the Republic managed to divert over one hundred shipments of several slated to be scrapped and have fielded them as necessary against the Empire. Both the New Republic and the Remenants of the Empire are in posession of a few AT-TE's, and have put them into service with talk of a updated model being put into use by the Republic.



LAAT/I/C

Craft: Rothana Heavy Engineering: Low Altitude Assault Transport/Infantry/Cargo
Affiliation: Galactic Republic / Rebel Alliance
Era: Clone Wars+ (obsolete, low production)
Scale: Speeder
Length: 17.4 meters
Skill: Starship Piloting
Crew: 2, gunners: 2
Crew Skill: Typically 4-5D
Cargo Capacity: (87): 4 kilograms available
Passengers: 14
Consumables: 87 Hours (210 credit refuel)
Cost: 30,000 (New); 22,500 (Used)
Maneuverability: 3D
Space: (Ground to Orbit capable)
Atmosphere: 1,000 Km/H
Hull: 6D; Hull Points: 12; Armor Points: 2
Sensors:
Passive: 15/0D
Scan: 20/1D
Search: 30/2D
Focus: 2/2D
Weapons:
3 Anti-Personnel Laser Turrets
Fire Arc: 2 Fore, 1 Aft
Crew: (co-pilot)
Skill: Starship gunnery (Character Scale)
Fire Control: 2D
Range: 2-50/100/200 m
Damage: 6D; *Nominal:* 3 (18)
4 Composite Beam Turrets (Batteries)
Fire Arc: Turrets:
1 Fore/Port/Aft, 1 Fore/Starboard/Aft (co-pilot)
1 Fore/Port, 1 Fore/Starboard (2 Gunners)
Skill: Starship gunnery (Speeder Scale)
Fire Control: 2D+2
Range: 2-100/250/500 m
Damage: 5D; Nominal Damage: 4 (20)
2 Concussion Missile Launchers (Fire-Linked)
Fire Arc: Fore (Pilot)
Skill: Starship gunnery (Walker Scale)
Fire Control: 3D
Range: 30 Units / 3 Km
Damage: 9D; *Nominal:* 7 (63)
Ammo: 6 Missiles/Launcher (6 total shots)
Note: Cargo units cannot carry troops, they carry Walkers and other units into battle.
8 Air-To-Air Concussion Missiles (Fire-Linked)
Fire Arc: Fore: Under-slung on external hardpoints that increase craft space to carry them.
(Fired by the Pilot)
Skill: Starship Gunnery
Fire Control: 3D
Range: 30 Units / 3 Km
Damage: 9D; Nominal: 7 (56)
Ammo: 8; 4 total shots
Note: No penalty to target air vehicles.

The LAAT/i is the main infantry gun-ship and troop transporter used by the Republic during the Clone Wars. Featuring chin mounted laser cannon turrets for use against enemy personnel, two dorsal mounted Concussion Missile launchers make the vehicles main armament, while two automated laser turrets are built into the wings, and two manned turrets are mounted on articulated arms connected to the main cabin, and the vehicles armament is rounded out by air-to-air rockets slung on the ventral surface of each wing. LAAT/i remain expensive vehicles, but their extreme level of armament means that they remain popular with those that can get their hands on them. The Rebel Alliance tends has a number of these left over from the Alliance to Restore the Republi'c acquisition of them. *Annually, Rothana Heavy Engineering sells's them a dozen or 2 in back room dealings.*

I-PT

Craft: Imperial Engineering: Patrol Transport
Affiliation: Empire
Era: Rise of Empire+
Scale: Speeder
Length: 8 meters
Skill: Starship Piloting
Crew: 1 Pilot & 1 Co-Pilot, skeleton: 1/no penalty
Crew Skill: Typically 4D
Cargo Capacity: (40): 5 kilograms available
Passengers: 6
Consumables: 40 Hours (45 credit refuel)
Cost: 12,610 (New); 9,458 (Used)
Maneuverability: 3D+1
Space: (Ground to Orbit capable)
Atmosphere: 750 Km/H
Hull: 4D+2 + 1D+1 Armor; Hull Points: 10; Armor Points: 5
Sensors:
Passive: 10/0D
Scan: 20/1D
Search: 40/1D+2
Weapons:
2 Laser Cannons (Fire-Linked)
Fire Arc: Fore: Ball Turret
Crew: (Pilot or co-pilot)
Skill: Starship gunnery (Speeder Scale)
Fire Control: 2D+2
Range: 100-300m/1.2/2.5 Km
Damage: 4D+2; *Nominal:* 4 (18)

2 Light Rocket Launchers (Fire-Linked)
Fire Arc: Fore (Pilot or co-pilot)
Skill: Starship gunnery (Walker Scale)
Fire Control: 1D*
Range: 40 Units / 4 Km
Damage: 7D; *Nominal:* 7 (49)
Ammo: 8 Missiles/Launcher (8 total shots)
Note: *Fire Control Penalty already factored in.

The I-PT or Imperial Police Transport is the Empire's answer to the LAAT. Granted, it's not quite as capable as the other craft. However, in the de-escalation of conflict following the Clone Wars, there was little need for a full fledged combat drop ship. The craft is quite a bit smaller and remains quite capable in it's own right. It's, *actually*, better armored and carries a more formidable dog fighting armament as well as some incredibly low cost, yet effective, rockets.

Swift 4 Ion Bike

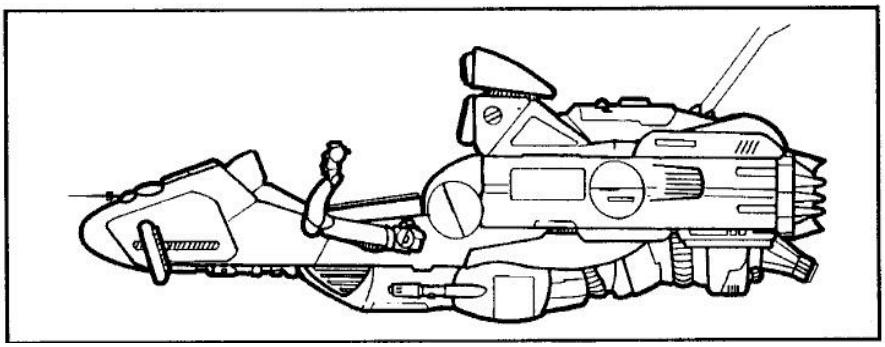
Craft: Aratech Corp: 68-S Swift 4 Swoop
Affiliation: Empire / Rebellion / General
Era: Rebellion
Scale: Speeder
Length: 3.1 meters
Skill: Starship Piloting: Swoop AP
Crew: 1
Crew Skill: At least 4D
Cargo Capacity: (15.5): 1.25 kilograms available
Cover: 1/4
Consumables: 20.5 Hours (4 credit refuel)
Cost: 11,520 (New); 8,640 (Used)
Maneuverability: 3D+2
Altitude Range: Ground level to 250 m
Atmosphere: 900 Km/H
Hull: 2D; Hull Points: 4;
Armor Points: 2
Sensors:
Passive: 9/0D
Search: 18/+1
Weapons:

Medium Blaster Cannon
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Range: 100-500m/1/1.8 Km
Damage: 5D; *Nominal:* 3 (15)

Drop Net
Fire Arc: Fore, Below, Aft
Skill: Starship gunnery
Fire Control: 1D
Range: 1-2/3-4/5-6 m
Damage: 6D; *Nominal:* 6 (36); Ionization
Ammo: 1

So, Alliance command issued me this bike and I didn't really think anything of it. Figured I would never use it. I'm proficient in it, at least, because the last guy Alliance Command issued one to acted like he knew how to handle a Swoop and all we ever found of him ended up raining down on my cockpit glass, in droplets, on my way out of Coruscant. You know how busy that place is… I'm guessing he hit the side of a bus or something. Anyway, things went south on this Op I was on and I just blew the Imps away. Literally with the Cannon, then left them in the dust. Now, some hot shot I-PT driver managed to cut me off, I slipped over his carrier and dropped my Ion Net on him… he was moving about 3,000 Km/H to keep up with me. I've never seen the kind of carnage that an 8 meter speeder transport can do until that day. He flew into a TIE hangar and lit it and the entire Imperial garrison up.

-Commander Jaden Sal



The Swift 4 Ion bike is a popular choice among Law Enforcement, military organizations and the less reputable. It's armed well, faster than most craft it's size and what it can't outrun, it can typically out climb. The empire fields these on a couple craft that are designed for bandit hunting. The Rebellion uses these sparingly, for fast escapes and some dirty hit and run tactics. While criminals tend to use these in a fashion that ends up killing the occupants of the other craft and they swing around to, literally, pick up the pieces.

White Witch Racing Model

Craft: Mobquet WW-C/L-82 Land Speeder
Affiliation: General
Era: Galactic Republic+ (Obsolete, discontinued)
Scale: Speeder
Length: 6.5 meters
Skill: Starship Piloting
Crew: 1 + 1 Droid (can coordinate)
Passengers: 1*
Crew Skill: Varies
Cargo Capacity: (32.5*): 32.5* kilograms available
Consumables: 20.5 Hours (4 credit refuel)
Cost: 5,835 (Used Only)
Maneuverability: 3D+1
Altitude Range: Ground level to 14 m
Atmosphere: 400 Km/H
Hull: 4D + 1D+2 Armor; Hull Points: 8;
Armor Points: 7
Sensors:
Passive: 10/0D
Scan: 15/+1
Search: 20/+2
Focus: 1/1D
Maximum: 40/-3D+1
Notes:

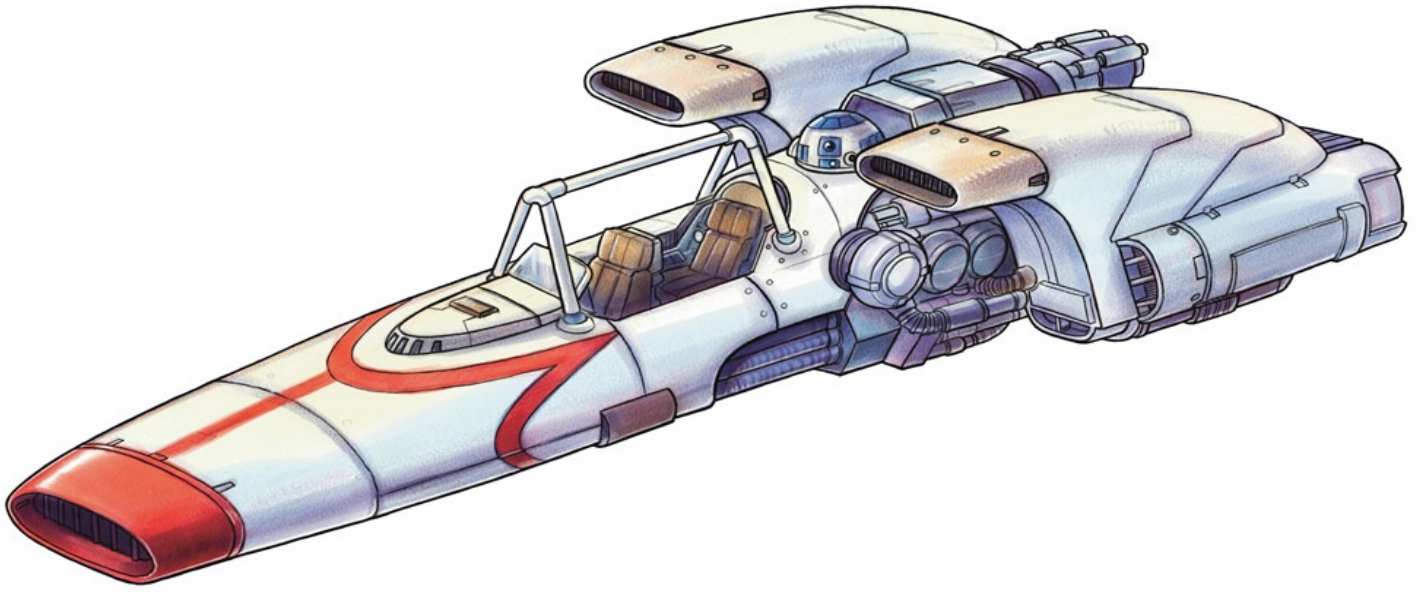
- Can hold up to 2 more passengers, albeit tightly.
- + 5 Kg Scanner Shielded Storage in a glove box: Scanner Shielding: 60 Points

The "Racing" was the top end mode, called the White Witch production run for various reasons not limited to the paint scheme they all seemed to come with. This model added a small amount of additional Maneuverability, flight ceiling and some speed.

The Mobquet C/L-82 landspeeder had been a popular model in the Core Worlds shortly before the Clone Wars. Although the popularity of the C/L-82 had declined by 18 BBY, it was still popular with Outer Rim teens due to its reliability and ease of maintenance (-1DR). While being out of production you still see them on occasion. Mobquet produced tens of thousands of them. That might not seem like much, but there's bound to be at least one banged up one sitting on a bargain lot on most systems.

Speeders aren't tough, but this one is as tough as they come without being a military model. I found one of these in a Junk Yard on a Mid Rim world when I was down on my luck and scavenging. She's never left my side, and has remained my go to vehicle outside my ship. That shielded glove box always comes in handy, I always keep a Bryar Pistol in there for, emergencies and sometimes I toss my Lightsaber in there too. I have to point out, that while I have installed a full canopy on the craft for better protection, I miss the open canopy. It afforded me and my Bryar an incredibly flexible field of view and fire.

-Corwin Amber



T-16 Skyhopper

Craft: Incom Corporation: T-16
Affiliation: General
Era: Rise of Empire
Scale: Speeder
Length: 5.2 Meters (12 m Wing Span)
Skill: Starship Piloting
Crew: 1
Passengers: 1*
Crew Skill: Varies
Cargo Capacity: (26/60*): 21 kilograms available
Consumables: 3 Days (12 credit refuel)
Cost: 8,375 (New); 6,280 (Used)
Maneuverability: 3D
Altitude Range: Ground level to 120 Space Units
Atmosphere: 1,300 Km/H
Space: 13*
Hull: 3D; Hull Points: 6; Armor Points: 2
Sensors:
Passive: 5/0D
Scan: 10/+1
Search: 15/+2
Focus: 1/1D
Maximum: 30/-3D+1
Notes:

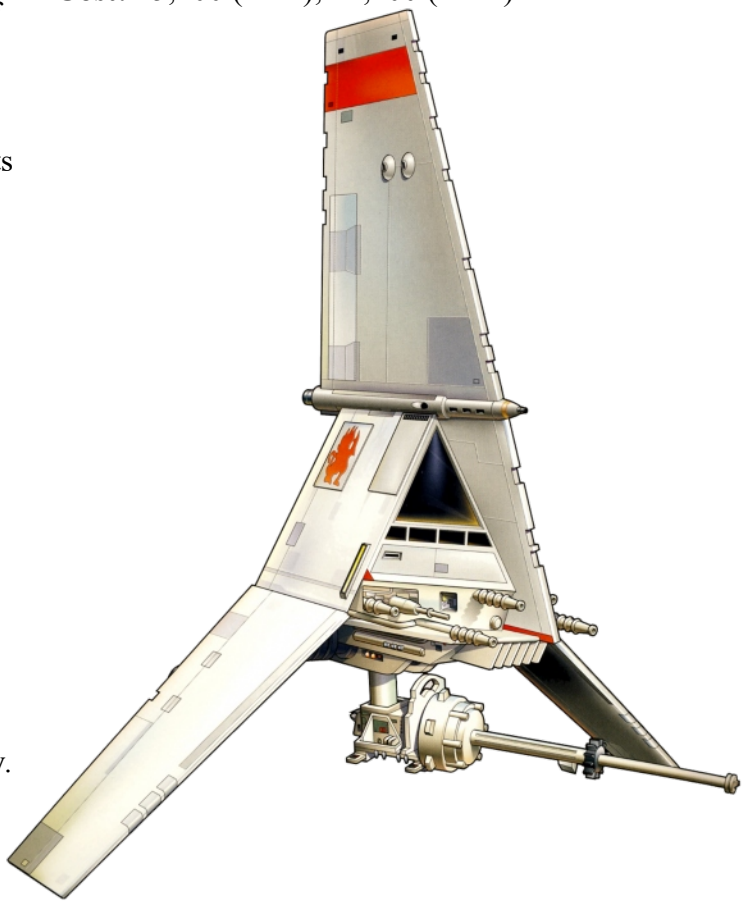
- *For purposes of Armament it can carry 60 Kg of weaponry: outboard mounted Turbolasers, and Wing mounted Missile Pylons (1 missile ea) Concussion missiles.
- Space Speed conversion for flight out to 120 Units from a Planet (edge of the Gravity Well).
- *1 Passenger in a folding seat can be strapped in and carried tandem with the pilot.

Weapons:
4 Stun Lasers (Fire-Linked); Civilian Model
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 0D+2
Atmosphere Range: 50-300/800 m/1.5 Km
Damage: 4D Stun (Speeder Scale)

Civilian versions of the skyhopper are armed with pneumatic cannons, though many law-enforcement agencies and planetary militaries throughout the galaxy utilize modified T-16s due to their overall good performance, most didn't arm it correctly, the military model presented here corrects that deficiency. *These airspeeders are often used as training vehicles by the Rebel Alliance, due to the fact that their flight controls are similar to those of X-wings. The skyhopper is a common sight across the galaxy, with versions of the craft are on nearly every settled world.*

Or the Military Model:
Shields: 2D (Snubfighter Grade); Shield Points: 16
Sensors:
Passive: 10/0
Scan: 15/+1
Search: 30/2D
Focus: 1/+1
Maximum: 60/-2D
Cargo Capacity: (60): 20 kilograms available
Twin Turbolaser (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 0D
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3.0 Km
Damage: 8D (Speeder Scale); Nominal: 4(32)

2 Heavy Rockets (on Wing Pylons, 1 ea)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: -2D
Space Range: 30 Units / *Atmosphere Range:* 30 Km
Damage: 10D (Speeder Scale); *Nominal:* 6 (60)
Cost: 15,400 (New); 11,400 (Used)



T-36 Skyfighter II

Craft: Incom Corporation: T-36-Mk II
Affiliation: General
Era: Galactic Civil War
Scale: Speeder
Length: 8.2 Meters (12 m Wing Span)
Skill: Starship Piloting
Crew: 1
Passengers: 1 (can coordinate)
Crew Skill: Varies
Cargo Capacity: (60): 3.5 kilograms available
Consumables: 3 Days (24 credit refuel)
Cost: 21,900 (New); 16,125 (Used)
Maneuverability: 3D
Altitude Range: Ground level to 120 Space Units
Atmosphere: 1,300 Km/H
Space: 13*
Hull: 5D+1; Hull Points: 11; Armor Points: 2
Shields: 3D (Snubfighter Scale); Shield Points: 24
Sensors:
Passive: 15/0D
Scan: 25/1D
Search: 40/2D
Focus: 1/2D
Maximum: 80/-2D
Notes:

- Space Speed conversion for flight out to 120 Units from a Planet (edge of the Gravity Well).

Weapons:
2 Heavy Turbolasers (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 0D
Space Range: 2-5/15/30
Atmosphere Range: 200-500 m/1.5/3.0 Km
Damage: 10D (Speeder Scale); *Nominal:* 4 (40)
Damage: (converted to Snubfighter Scale): 18

2 Heavy Rocket Launchers (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: -2D
Space Range: 30 Units
Atmosphere Range: 30 Km
Damage: 11D (Speeder Scale); Nominal; 7 (77)
Damage: (converted to Snubfighter Scale): 4 (24)
Ammo: 4 per Launcher (4 Shots total)

The T-36 was incredibly popular as a stop gap measure for platetary governments that couldn't afford Snubfighters. However, it's poor atmospheric flight hurt it's sales, this represents a field upgrade and an engineering refit to the core speeder. The Mark II refit was made available at no cost to customers of the original T-36 Mark I. Planetary militias have been buying the craft in unabated fashion. Incom is having trouble keeping up with demand, as such many planetary militias have started looking for sources of the initial production run of the Mark I's.

Many planets are reconsidering the actual value of maintaining true Snubfighters for planetary defense, however, due to scarcity they have little choice but to retain their aging Snubfighters for the time being.

I picked up one of these babies after trading in my trusty T-16 for a nice little "Certified Customer Discount". Honestly, I don't like dogfights, but if you're gonna be in one, then this is the ride you want to be in. Sure it might lack some serious durability after it's shields go, however, they have to hit me first! This is a death machine, and I'm a proud owner.

–Ace Starkiller

STAP

Craft: Baktoid Armor Workshop STAP-1
Type: Single Trooper Aerial Platform
Affiliation: Trade Federation
Era: Clone Wars (Obsolete, no production)
Scale: Speeder
Length: 2.2 meters
Skill: Starship Piloting
Crew: 1
Crew Skill: At least 4D
Cargo Capacity: (11): 4.75 kilograms available
Cover: 1/4
Consumables: 11 Hours (2 credit refuel)
Cost: 3,520 (Used Only)
Maneuverability: 3D+2
Altitude Range: Ground level to 12 m
Atmosphere: 300 Km/H
Hull: 1D; Hull Points: 2;
Armor Points: 2
Weapons:
Twin Laser Cannon
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 1D
Range: 100-300m/1.2/2.4 Km
Damage: 5D; *Nominal:* 3 (15)

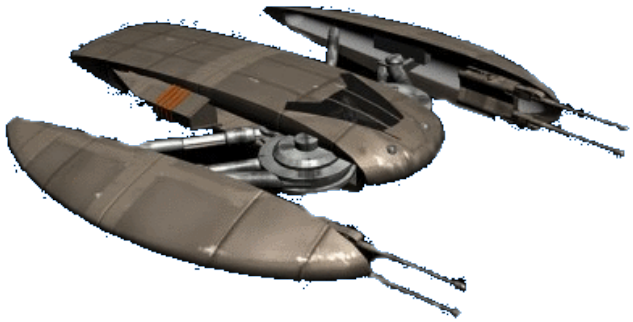
The STAP was the cheaply mass produced speeder bike analogue used by the Trade Federation. Although difficult to use for an organic pilot (-2D to maneuverability) as there is no seat, and the pilot must hang off the STAP, however these disadvantages are no problem when used by the Battle Droids that the STAP was designed for. Although the STAP was made from the cheapest materials available, it still stands up as a competent speeder bike when compared to modern military speeder bikes.

Heavy STAP

Craft: Baktoid Armor Workshop STAP-2
Type: Heavy Single Trooper Aerial Platform
Affiliation: Trade Federation
Era: Clone Wars (Obsolete, no production)
Scale: Speeder
Length: 2.5 meters
Skill: Starship Piloting
Crew: 1
Crew Skill: At least 4D
Cargo Capacity: (12.5): no kilograms available
Cover: 1/4
Consumables: 10 Hours (2 credit refuel)
Cost: 5,010 (Used Only)
Maneuverability: 2D
Altitude Range: Ground level to 12 m
Atmosphere: 240 Km/H
Hull: 2D; Hull Points: 4;
Armor Points: 2
Weapons:
Twin Laser Cannon
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 1D
Range: 100-300m/1.2/2.4 Km
Damage: 5D; *Nominal:* 3 (15)
Torpedo Launcher
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 1D
Range: 15 Units / 1.5 Km
Damage: 6D; *Nominal:* 36 (36)
Ammo: 4 Torpedoes

Scarab Ground Support Unit

Craft: Haor Chall Engineering: Scarab-Class
Type: Support Air Speeder
Affiliation: Separatists
Era: Clone Wars+ (Obsolete, discontinued)
Scale: Speeder
Length: 3.8 meters
Skill: Starship Piloting
Crew: Droid Brain
Crew Skill: 4D+1 in all Skills
Cargo Capacity: (19): 14 kilograms available
Consumables: 20 Hours (4 credit refuel)
Cost: 7,920 (Used Only)
Maneuverability: 2D



Space: 6
Atmosphere: 900 Km/H
Hull: 4D+2; Hull Points: 10; Armor Points: 2
Shields: 1D+1; Shield Points: 5
Sensors:
Passive: 5/0D
Scan: 15/1D
Search: 25/2D
Focus: 1/3D
Maximum: 50/-3D

Weapons:

4 Blaster Cannons (Fire-Linked)
Fire Arc: Fore
Scale: Speeder
Skill: Starship gunnery
Fire Control: 1D
Range: 100-300m/1.2/2.5 Km
Damage: 7D; *Nominal:* 6 (42)

Compact Assault Vehicle

Craft: Nen-Carvon: CAVw PX-11
Affiliation: General
Era: Rise of Empire+
Scale: Speeder (Walker Armor*)
Length: 5.1 meters
Skill: Ground Vehicle Operation
Crew: 1
Crew Skill: Varies
Passengers: Up to 2 (troop exit door in back)
Cargo Capacity: (25.5): 22.5 kilograms available
Cover: Full
Consumables: 1 Day (5 credit refuel)
Cost: 8,100 (New); 6,075 (Used)
Maneuverability: 2D
Speed: 260 Km/H
Hull: 3D+2 + 2D Armor*; Hull Points: 8;
Armor Points: 18*
Sensors:
Passive: 12/0D
Search: 18/0D
Weapons:
Medium Blaster Battery
Fire Arc: Turret: All
Skill: Starship gunnery
Fire Control: 2D
Range: 100-500m/1/1.8 Km
Damage: 5D; *Nominal:* 4 (20)
An anomaly of interesting engineering design choices this is an effective micro personnel carrier with good firepower. It is fully enclosed and environmentally sealed.

There is a modification that converts the consumables on this baby to Walker grade (5 Days of operation) that costs 400 credits, totally worth it. *-Zak*

Heavy Missile Platform

Craft: Baktoid Fleet Ordnance: HMP
Type: Ground assault gunship
Affiliation: Separatists
Era: Clone Wars+ (Obsolete, discontinued)
Scale: Walker
Length: 12.3 meters
Skill: Starship Piloting
Crew: 4 Droid Brains*
Crew Skill: 5D in all Skills
Cargo Capacity: (123): 0.5 kilograms available
Consumables: 12 Days (72 credit refuel)
Cost: 36,720 (Used Only)
Maneuverability: 2D+2
Space: 4
Atmosphere: 600 Km/H
Hull: 3D+2 + 1D Armor; Hull Points: 11; Armor Points: 12
Shields: 1D+2 *Snubfighter Scale*; Shield Points: 8
Sensors:
Passive: 15/0D
Search: 30/1D

***Note:** The 4 Droid brains allowed for the craft to perform 4 actions prior to suffering a multiple action penalty. Also assume it has 4 Free Actions.

Weapons:

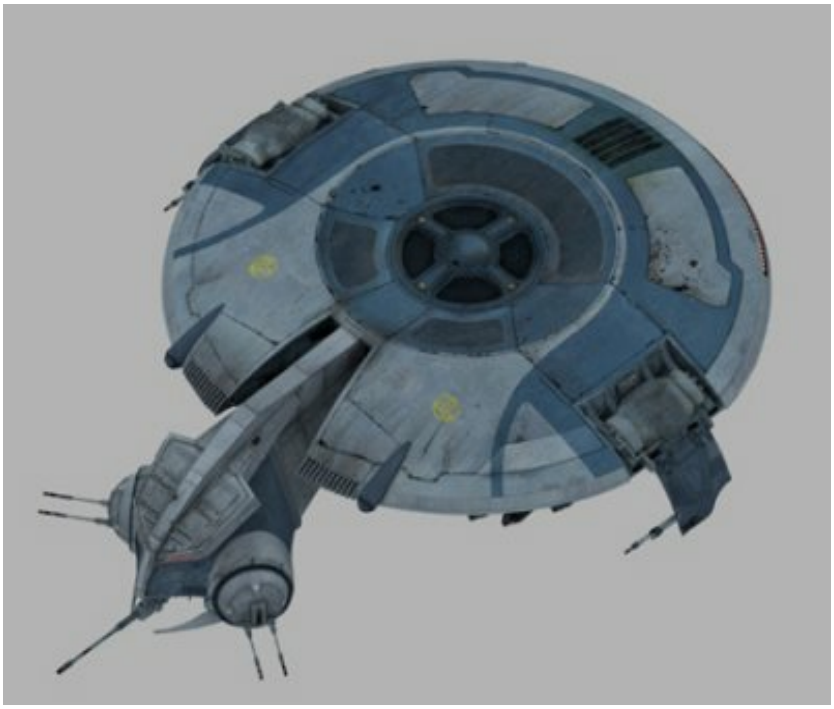
Medium Laser Cannon Battery
Fire Arc: Fore
Scale: Walker
Skill: Starship gunnery
Fire Control: 3D
Range: 100-300m/1.2/2.5 Km
Damage: 4D ***Static***; *Nominal:* 7 (28)

2 Twin Laser Cannons (Fire-Linked)
Fire Arc: Turret: 1 Fore/Port, 1 Fore/Starboard
Scale: Walker
Skill: Starship gunnery
Fire Control: 2D
Range: 100-300m/1.2/2.5 Km
Damage: 4D; *Nominal:* 5 (20)

2 Concussion Missile Launchers
Fire Arc: Fore
Scale: Snubfighter
Skill: Starship gunnery
Fire Control: 1D
Space Range: 30 Units
Atmosphere Range: 30 Km
Damage: 6D; *Nominal:* 6 (36)
Ammo: 12 Missiles/Launcher

Amazingly the ingenious Rebels have gotten their hands on a couple of these models in the last few years. However, the groups deploying them tend to be Spec Ops units that are more radicals than the rest of the Rebel Alliance. While the Alliance doesn't really condone their operational usage, they simply cannot deny the effectiveness of the units at taking out Imperial Targets. One Spec Ops unit called Bad Karma deployed three of these and used them to take out an entire Imperial Garrison on Commonor.

-Unconfirmed Report



Small / Light Prefab Base / Garrison

Craft: Generic Modular Light Garrison
Affiliation: Empire / Alliance / General
Era: Old Republic+
Scale: Corvette
Length: 150 Meters (the rough volume of a corvette in one location); some outlying structures like the Shield generator which must be in line of sight with the area above the base.
Officers: 8
Non Comms: 60
Crew Skill: Varies
Cargo Capacity: (1,500): assembled
Guest Capacity: 68 (troops)
Consumables: 7 Months (333K credit restock)
Cost: 671K (New); 503K (Used)
Hull: 2D + 2D Armor; 1 Location; Hull Points: 100; Armor Points: 225
Shields: 2D Battlestation; Shield Points: 7200: Only protects from Orbital Bombardment and direct assault.
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 80/2D
Focus: 3/2D+2
Maximum: 160/-2D
Weapons:

2 Double Laser Cannons (Fire-Linked)
Fire Arc: Turret: Dorsal Towers
Scale: Speeder
Skill: Starship gunnery
Fire Control: 3D
Range: 100-300m/1.2/2.5 Km
Damage: 5D; *Nominal:* 6 (30)

4 Double Blasters (Fire-Linked)
Fire Arc: Turrets: 4 corners of the base
Scale: Character
Skill: Starship gunnery
Fire Control: 2D
Range: 10-100/200/300 m
Damage: 5D; *Nominal:* 4 (20)

A basic defensive fortification that can be low orbit deployed and assembled on the ground. It represents a relatively formidable position and will act as an effective base of operations.

Base Size: 10 Units (in storage)

Space Craft Hangar: 6 Fighters, 2 Shuttle craft
Ground Assets: 15 units

Outlying Structures:

Shield Generator
Hull: 2D Walker Scale

Standard Prefab Base / Garrison

Craft: Generic Modular Standard Garrison
Affiliation: Empire / Alliance / General
Era: Rise of Empire+
Scale: Frigate
Length: 300 meters (the rough volume of a Frigate, does not have to be contiguous); with outlying structures, power generators, check points & the shield generator which must be within line of sight to the area above the base.
Officers: 24
Non Comms: 246
Crew Skill: Varies
Cargo Capacity: (3,000): Full when stocked
Guest Capacity: 270 (troops)
Consumables: 2 Years (4.2 Million credit restock)
Cost: 1.9 Million (New); 1.4 Million (Used)
Speed: Immobile once deployed
Hull: 2D + 2D+2 Armor; 1 Loc; Hull Points: 150; Armor Points: 402
Shields: Planetary Shield Generator, Localized 2D Death Star Scale; Shield Points: 9600: Only protects from Orbital bombardment and direct assault.
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 90/3D
Focus: 4/3D+2
Maximum: 180/-1D
Weapons:
1 Surface to Orbit Quad Turbolaser Battery
Fire Arc: Turret: Dorsal Towers
Scale: Destroyer (2D Hull)
Skill: Starship gunnery
Fire Control: 4D
Range: Short: Low Orbit(50); *Medium:* High Orbit(75); *Long:* Approach Vector: (100)
Damage: 10D ***Static***; *Nominal:* 10 (100)
4 Double Blasters (Fire-Linked)
Fire Arc: Turrets: 4 corners of the base
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Range: 10-100/200/300 m
Damage: 4D; *Nominal:* 4 (16)
Space Craft Hangar: 12 Fighters, 3 Shuttle craft
Ground Assets: 30 units

Outlying Structures:
Shield Generator:
Hull: 2D Snubfighter

2 Double Laser Cannons (Fire-Linked)
Fire Arc: Tower Turrets: Place Anywhere
Scale: Speeder
Skill: Starship gunnery
Fire Control: 3D
Range: 100-300m/1.2/2.5 Km
Damage: 5D; *Nominal:* 6 (30)
4 Double Blasters (Fire-Linked)
Fire Arc: Turrets: Place anywhere
Scale: Character
Skill: Starship gunnery
Fire Control: 2D
Range: 10-100/200/300 m
Damage: 5D; *Nominal:* 4 (20)

A medium defensive fortification that can be low orbit deployed and assembled on the ground. It represents a very formidable position and will act as an effective base of operations for a longer period of time.

Base Size: 20 Units (in storage)

Space Defense Platform

Craft: Golan Arms: Point Defense Platform
Affiliation: Empire / Republic / Rebellion / General
Era: Galactic Republic+
Type: Space Based Defensive Emplacement
Scale: Destroyer
Length: 400 Meters
Skill: Capital ship piloting, relatively stationary
Crew: 558, gunners: 32, skeleton: 360/+15
Crew Skill: Typically 4D
Passengers: 614 (troops)
Cargo Capacity: (4,000): 2,838 metric tons available
Consumables: 2 Years (9.3 Million Refit cost)
Cost: 4.1 Million (New); 3 Million (Used)
Maneuverability: 0D
Space: 1
Hull: 4D; Hull Points: 400/Arc
Armor Points: 213/Arc
Shields: 2D; Shield Points: 250/Arc
Sensors:
Passive 40/0D
Scan 80/1D
Search 120/2D
Focus 4/3D
Maximum 240/-2D

Weapons:
4 Quad Turbolaser Batteries
Fire Arc: 1/Arc
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 8D; *Nominal:* 7 (56)

12 Quad Laser Cannons (Fire-Linked)
Fire Arc: 4/Arc
Crew: 1
Skill: Star Ship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; *Nominal:* 6 (30)

4 Tractor Beam Projectors
Fire Arc: 1/Arc
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D

Snubfighter Complement: 24 Snubfighters & 6 Transports

Golan Arms had been a long time contractor of fixed defensive emplacements. Their initial forays led to the construction of many modular bases to be deployed planet side. However, after centuries of focusing on ground emplacements they ventured out into space based fixtures. The Golan Arms Point Defense Platform represents their first venture and one that would pay off during the height of the Galactic republic. It would be not be their last entry into that market.

This represents a functional, small space station. Capable of supporting two squadrons of Snubfighters and six transports it would prove to become one of their most popular sellers, in fact, outstripping their markets for modular, prefabricated bases planet side. Designed to be rather self sufficient the station has an endurance of roughly two years for it's entire compliment. The station remains a healthy 2,838 Metric Tons of storage and has been readily deployed to act as a staging point and a forward base in many operations. However, it's stand alone self sufficiency allows it to field fast responders, via it's transports, to any crisis that might arise. These have become a common sight around penal colonies, exploration groups and eve utilized as scientific bases on occasion. The station is somewhat modular as well, each of it's "arms can be separated form the central structure and assembled in the field, allowing it to be carried by craft that are roughly the same size as the station itself.

Note: *Snubfighter Compliment is Extra*

Space Defense Station

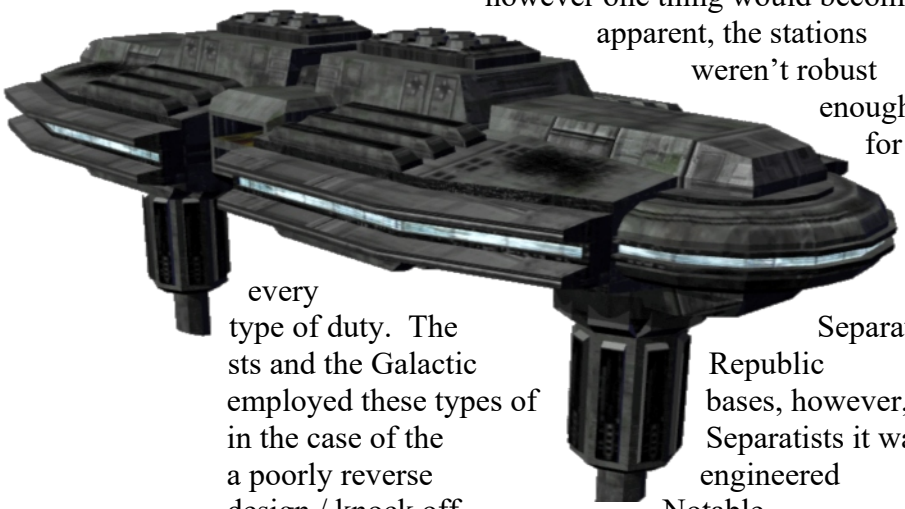
Craft: Golan Arms: Type I Space Gun
Affiliation: Empire / Republic / Rebellion / General
Era: Clone Wars+
Type: Space Based Defensive Emplacement
Scale: Battle Station
Length: 1,240 Meters
Skill: Capital ship piloting, relatively stationary
Crew: 1,488, gunners: 140, skeleton: 930/+5
Crew Skill: Typically 4D
Passengers: 1,786 (troops)
Cargo Capacity: (6,200)*:2,620 metric tons available
Consumables: 5 Years (65.7 Million Refit cost)
Cost: 96.5 Million (New); 72.4 Million (Used)
Maneuverability: 0D
Space: 1
Hull: 4D; Hull Points: 7200/Arc
Armor Points: 21,600/Arc
Shields: 2D; Shield Points: 7200/Arc
Sensors:
Passive 50/0D
Scan 100/1D
Search 200/2D
Focus 5/3D
Maximum 400/-2D
Weapons:
28 Quad Turbolaser Batteries
Fire Arc: 14 Fore/Port/Starboard & 14 Aft/Starboard/Port
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 8D; *Nominal:* 7 (56)

20 Concussion Missile Launchers
Fire Arc: 5/Arc
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 120
Atmosphere Range: 240 km
Damage: 9D; *Nominal:* 6 (54)
Ammo: 300 Missiles/Launcher

8 Tractor Beam Projectors
Fire Arc: 2 Fore, 2 Port, 2 Starboard, 2 Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D

Snubfighter Complement: 72 Snubfighters & 12 Transports.

Following the success of their Point Defense Platform Golan Arms strove to build a larger, more decisively defensive structure meant to safeguard locations like shipyards, planetary gateways and operate in much the same fashion as their Point Defense platform, as well as being deployed along side them. The new design emerged in the midst of the Clone Wars and was immediately thrust into service. In the fires of battle these stations proved their mettle and their resilience, however one thing would become apparent, the stations weren't robust enough for every type of duty. The Separatists and the Galactic Republic employed these types of bases, however, in the case of the Separatists it was a poorly reverse engineered design / knock off. Notable achievements here come into considering just, how? Did Golan Arms manage to cram a Battle Station into something roughly the size of a Venator Star Destroyer. They had a couple things going for them, former engineers from Rendili Stardrive had defected and brought with them some advanced structural techniques, as well as, the ground work for a more "modern" form of slave rigging that would not violate the licenses that Rendili held proper. Rather than slaving computers together the new rigging was more of a cooperative network of smaller terminals operating in something akin to a hive mind. It was a brilliant development and something Golan Arms immediately patented. The advanced materials designs led them to evolve the space frame of a Battleship grade hull and turn it into a Battle Station's resilience. The cost of this evolutionary engineering feat? **The loss of 50% of the station's cargo space.*



Note: *Snubfighter Compliment is Extra*

Space Defense Station II

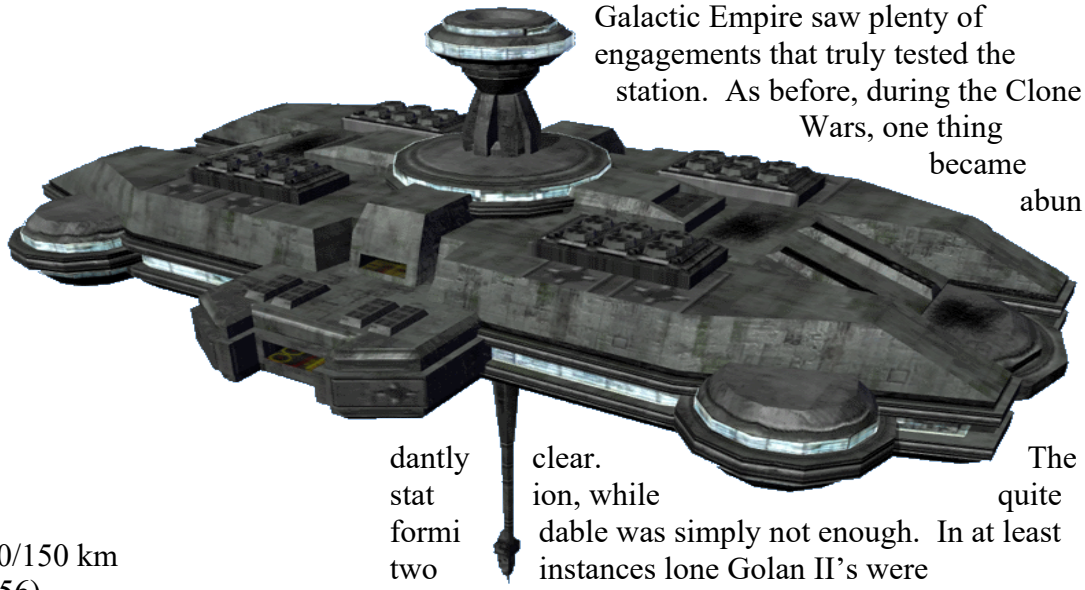
Craft: Golan Arms: Type II Space Gun
Affiliation: Empire / Republic / Rebellion / General
Era: Rise of Empire+
Type: Space Based Defensive Emplacement
Scale: Battle Station
Length: 2,480 Meters
Skill: Capital ship piloting, relatively stationary
Crew: 2,976, gunners: 212, skeleton: 1,860/+5
Crew Skill: Typically 4D
Passengers: 3,571 (troops)
Cargo Capacity: (12,400)*: 2,720 metric tons avail
Consumables: 10 Years (195.2 Million Refit cost)
Cost: 167.9 Million (New); 126 Million (Used)
Maneuverability: 0D
Space: 0; *(can slowly rotate and pivot)*
Hull: 6D; Hull Points: 10,800/Arc
Armor Points: 21,600/Arc
Shields: 4D; Shield Points: 14,400/Arc
Sensors:
Passive 60/1D
Scan 120/2D
Search 240/3D
Focus 6/4D
Maximum 480/-1D
Weapons:
36 Quad Turbolaser Batteries
Fire Arc: 18 Fore/Port/Starboard & 18 Aft/Starboard/Port
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 8D; *Nominal:* 7 (56)

40 Concussion Missile Launchers
Fire Arc: 10/Arc
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 120
Atmosphere Range: 240 km
Damage: 9D; Nominal: 6 (54)
Ammo: 300 Missiles/Launcher

12 Tractor Beam Projectors
Fire Arc: 3 Fore, 3 Port, 3 Starboard, 3 Aft
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D

Snubfighter Complement: 144 Snubfighters, 24 Transports, 36 Support Ships (Skypray/Gunboats)

Based off the success of the Golan I, the Golan II sought to rectify the issue of not being formidable enough. This had a cost, however, the station could no longer manage to retain it's mobility. It could maintain attitude and position, it could tilt and even rotate. Actual, independent movement, was lost. This seemed a small price to pay for the overall gains in resilience and the ability to moor small Capital Ships and even act as a limited repair yard for them (ships 450m and under). Being introduced in a war heavy period while the remnants of organized resistance of the old guard of the Galactic Republic ground against what would become the New Order, or Galactic Empire saw plenty of engagements that truly tested the station. As before, during the Clone Wars, one thing became abundantly clear. The station, while quite formidable was simply not enough. In at least two instances lone Golan II's were overwhelmed by smaller fleets comprising of older Separatist warships. This occurred even with it's comprehensive Snubfighter compliment, it's transports and support gun ships deployed. Thus, once more the Golan engineers returned to the drawing board. Their marketing for Point Defense, Golan I and Golan II are targeted at lesser clientele.



Notes: As with the Golan I, the Golan II sacrifices 50% of it's interior Cargo Capacity. Lacking in core drive systems the Golan II has an efficiency gain on its consumable costs, a savings of 25%. *Snubfighter Compliment is Extra*

Space Defense Station III

Craft: Golan Arms: Type III Nova Gun
Affiliation: Empire / Republic / Rebellion / General
Era: Galactic Civil War+
Type: Space Based Defensive Emplacement
Scale: Battle Station
Length: 3,100 Meters
Skill: Capital ship piloting, relatively stationary
Crew: 3,720, gunners: 308, skeleton: 2,325/+5
Crew Skill: Typically 4D
Passengers: 4,464 (troops)
Cargo Capacity: (15,500)*: 2,155 metric tons avail
Consumables: 12 Years (255 Million Refit cost)
Cost: 403.4 Million (New); 302.5 Million (Used)
Maneuverability: 0D
Space: 0; *(immobile)*
Hull: 8D; (6 Locations) Hull Points: 14,400/Arc
Armor Points: 21,600/Arc
Shields: 5D; Shield Points: 18,000/Arc
Sensors:
Passive 70/2D
Scan 140/3D
Search 280/4D
Focus 7/5D
Maximum 560/0D
Weapons:
52 Quad Turbolaser Batteries
Fire Arc: 26 Fore/Port/Starboard & 26 Aft/Starboard/Port
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 8D; *Nominal:* 7 (56)

60 Concussion Missile Launchers
Fire Arc: 15/Arc
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 240
Atmosphere Range: 480 km
Damage: 12D; *Nominal:* 6 (72)
Ammo: 300 Advanced Missiles/Launcher

16 Tractor Beam Projectors
Fire Arc: 4/Arc
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D

Snubfighter Complement: 144 Snubfighters, 24 Transports, 36 Support Ships (Skypray/Gunships), 2 Corellian Gunships, 2 Bayonet Cruisers

Golan Arms final attempt to create a Battle Station unparalleled in the galaxy. They were successful, as they had been with their three prior designs. No known Golan III Nova Gun has ever fallen in battle to date. However, due to design limitations the Nova Guns haven't quite excelled either. They lack the ability of their predecessor, the Golan II, to rotate and pivot in space. These are true fixed emplacements in space, they do retain attitude thrusters for maintaining stability in battle as well as against solar winds and other anomalies. There is no better fixed emplacement for the price or the size. Building off of the yard capabilities of the Golan II the III can act as a limited yards facility for ships that are 900 meters and under. While for ships 450 meters and under the station can act as a full yards facility if need be. These stations have sold without question to the Empire. No other entity possesses the resources to purchase one outright, that's considering who the platform is outfitted. It's compliment of support craft is nothing less than stellar.

This is the ultimate expression of Golan's engineering might and they have been contracted for work on "other" stations that remain "off book".

Notes: As with the Golan I & II the Golan III sacrifices 50% of it's interior Cargo Capacity. Lacking in core drive systems and it's completely static and stationary nature, the Golan III has an efficiency gain on its consumable costs, a savings of 35%. *Snubfighter Compliment is Extra*

16 Vehicular Combat

I had considered combining these sections into one, single combat area. That makes the most sense to me, however, right now things just flow correctly. Thus it remains as it is.

I'm restating this because it's pertinent, any weapons past Character Scale have some real kick.

Area of Effect (AoE):

Certain types of Weapons cause AoE damage. These generally consist of Explosives. Blast Radii have drop off points, however. Figure that most Grenades have the following AoE damage form point of impact.

1-2 Meters = Full Damage

3-4 Meters = ½ Damage

5-6 Meters = ¼ Damage

Most weapons of a Scale Above Character will cause AoE damage to players or their surroundings. All of these scales cause ***Static*** Damage to Character Scale objects and individuals within their entire blast radius.

Speeder vs Character: AoE 1-2 meters

Walker vs Character: AoE 3-4 Meters

Snubfighter vs Character: AoE 5-6 Meters

Capital vs Character: AoE 20-30 Meters

Please refer to evasion vs AoE from Capital weaponry in the Starship Scale section for rules on avoidance.

(Restated here for simplicity sake)

Evasion of Blast radii:

These blast radii also apply vs Speeder and Walker Scale vehicles that have a flight ceiling of less than the blast radius.

Thus if you can out climb the explosion, you are safe from the actual effect.

Atmospheric flight converted to Space Units

Certain craft are actually Space Capable, even though they don't expressly state that they are. The T-47 and T-16 are examples of this. The T-47 (Military Modification) is Surface to Orbit capable as is the LAAT transport. *Both craft have limited space capability the rough translation here, when in doubt is to convert Km/H Raw into 1 Space unit per 150 Km/H rounding down.*

However in rare instances like the Incom T-36 Skyfighter and the Civilian T-16 Skyhopper, these craft actually have real *Ion Engines* incorporated into their drive systems. Both are truly Space Capable and have environmental systems to match to allow for this kind of transit. Some craft (GM Discretion) can operate within the entire Gravity Well of a planetary body which generally extends out from the main planetoid by 120 Space Units. *In these rare, edge cases, the craft in question convert their Km/H into Space units at a rate of 100 Km/H per 1 Space Unit rounding up.*

1. Thus if in doubt of a Speeder / Walker Scale vessel's space capability convert Km/H into Space units: *150 Km/H per 1 Space Unit rounding down*

2. Fully capable craft like the T-36 Skyfighter and the T-16 Skyhopper translate this (craft with true Ion Engines) as: *100 Km/H per Space Unit, Rounding up.*

In many instances Speeder scale vehicles are more than capable of taking out Snubfighters. This is why many systems forgo formal Snubfighter defenses and rely merely on *Skyfighters* and *Skyhoppers* modified for combat duty. It's both cheaper and much easier to maintain. *Not to mention that Speeders are difficult to target with a Snubfighter (-4D to hit).*

Speed / Space Units / Atmospheric Speeds

There are a couple different types of speeds to keep in mind in ship to ship combat, these will also apply to Capital Ships as well as to Snubfighters and Transports.

Base Speed: It's what's listed on your vehicle stats.

It will be your "Space: 6" ; Atmosphere: 850 Km/H

Cruise: This is effectively half your standard movement. In atmosphere this is where you start out, in space you start out at Base Speed. To move to Base move in atmosphere from launch it adds 5 to your difficulty on launch. These is no difficulty transitioning from Cruise to Base move in Space.

That's your standard movement modes, Base and Cruise. However, for an additional difficulty you can crank your engines up and put on some serious speed.

Flank Speed: Piloting difficulty 10 and you can Double your Base Move. Space: 6 Becomes 12, Atmosphere: 850 Km/H becomes 1,900 Km/H.

All Out: Piloting Difficulty 15 and you can quadruple your speed. Space: 6 becomes 24 and Atmosphere: 850 Km/H becomes 3,400 Km/H.

Moving at these enhanced speeds make your piloting rolls more difficult. They reduce your evasive rolls by -1DR for *Flank Speed* and -2DR for *All Out.* However, they also add to the difficulty of anyone targeting you, 10 for *Flank* and 15 for *All Out.* (These are essentially Terrain Modifiers)

Terrain Modifiers

These will apply to Speeder and Walker Scales alike. What you're looking at here are obstructions, using other vessels as cover, flying through hazardous forested terrain, moving at excessive speeds (above), etc.

I discuss terrain modifiers later in the GM Section, you're simply applying a flat difficulty number for successfully traversing the obstacles as well as applying a similar penalty for anyone you're targeting or is targeting you.

Say you are attempting to loose a a Speeder Scout group. What if you flew through the heavily forested terrain? That's going to be Very difficult to downright heroic depending upon the densisty of the forest. GM discretion on this one but it should be no less than 25. Always add any elevated speeds you are moving at to both your piloting and targeting difficulties.

Damage & modifiers vs other Scales

Speeder vs Character:

+2D Damage, -2D to hit

Speeder vs Walker:

-2D to Damage, +2D to hit

Speeder vs Snubfighter

-4D to Damage, +4D to hit & Dodge

Speeder vs Transport

-5D to Damage, +5D to hit

Speeder vs Corvette

-6D to Damage, +6D to hit

Speeder vs Frigate

-6D to Damage, +6D to hit

Speeder vs Destroyer+

-6D to Damage, +6D to hit

(You always max out at +/- 6D)

Walker vs Character:

+4D to Damage, -4D to hit

Walker vs Speeder:

+2D to Damage, -2D to hit

Walker vs Snubfighter:

-2D to Damage, +2D to hit

Walker vs Transport:

-3D to damage, +3D to hit

Walker vs Corvette:

-4D to Damage, +4D to hit

Walker vs Frigate+:

-6D to Damage, +6D to hit

Attacking Scales Above Speeder or Walker Scale

It's easier hitting Scales above you. For every scale above you, you gain a +2D bonus to hit. However, scales above you resist damage more effectively. Any Scale above you has Full ***Static*** resistance to your attacks. These level of Static resistance increases by 1 per scale you go up.

Thus: You attack and hit a Walker as a Speeder, it has Nominal Resistance of 6, per D of Hull + any

Pips, to resist damage. If you attack a Snubfighter Scale craft it resists Character Scale Damage at 7 points per D + any Pips. *Corvette up, you simply deal with it's already generated soak values.*

Character Point aids on your rolls

You can apply a certain amount of points to your rolls:

Up to 3 Character Points can be used to enhance any Non-Combat action (which also includes Piloting, even in a combat situation) Other than a Defensive one (like Dodge/Parry). Those three points cover all actions to that skill you apply them to.

Up to 3 Character Points can be spent in a round toward as many skills as necessary, as you want to, that are Non-Combat or Defensive.

Up to 2 Character Points can be spent on combat actions. For Accuracy, only, not damage from a vehicle. However, they apply separately to different combat skills.

During Combat Actions, if you add 2 Character Points for Accuracy, they count toward all the actions in that sequence. Applying to each Shot/Melee Strike individually.

Resolving Initiative

Your Initiative is determined by your Perception Attribute. You simply roll your Perception Attribute and the highest result goes first.

Note: *Now, in Starship combat this Initiative is typically dictated by the Commanding Officers (or pilots of the vehicles in small unit actions). Thus, for simplicity's sake in large unit actions you only roll initiative for the commanders of each force.*

Lethality and your to Hit Rolls

Generally speaking, you ignore this in vehicular combat. The only time it actually matters is when a Character is attacking a higher scale attempting to do something Heroic. That's when you apply Full Lethality. To allow your Player's to shine.

17

Common & Uncommon Droid Models

Droids

Droids in the galaxy are a common sight. They perform every type of task imaginable in the galactic society of Star Wars. Everything from menial tasks to advanced diplomatic negotiations. Droids are relied upon, as companions, servants, guards, and more. There are few worlds you can travel to that you will not find some number of Droids. Droids are largely regarded as property. The number of sentient Droids in the galaxy is growing, however, even these sentient Droids are regarded as second or even third class citizens. It is generally illegal to be sentient and a Droid. However, some organizations like the Rebel Alliance and then the New Republic will tolerate their existence. That's not to say those sentient Dorids are treated well, it's just saying that they aren't hunted down and destroyed. In the Empire, for example, tolerated semi-Sentient Droids like the Dark Trooper models are tolerated, feared and even respected. However, their programming lends them toward an unflinching loyalty to the Emperor and his ideals. All other Droids are hunted down and memory wiped, if that doesn't solve the issue, they are destroyed.

What I'm listing here are some of the more universally common Droid models. Any of these base models can be adapted as a playable Droid Character. Though some will require higher powered games to be permissible in play. Droids are so prevalent that their manufacturer's and designs number in the thousands. *Here are some examples of Droid Manufactuerers:*

AccuTronics, Arakyd Industries, Aratech, Aro. Automata Galactica, Baktoid Armor Workshop, Balmorran Arms, Bansche Tech, Beharen Droid Factory, Bibliotron Systems, Blujay, Bossikan/Rendili Caldrahlsen Mechanicals, Calin Industries, Cencil Corporation, Cestus Cybernetics ChandrilTech, Chiba Corporation, Clandes Industrial, Coachelle Automata Colicoid Creation Nest, Colla Designs, Trey CourserCybot Galactica, Czerka Arms, DeepSpace Delban Faxicorp, Drendan, Droxian Manufacturing

Duorq, Duwani Mechanical Products, Farrfin Droidworks, GalactiDroid Architecture, Galalloy Industries, Galinolo, Geentech Corporation, Geonosian Industries, Haor Chall Engineering, Holowan Laboratories, Huvicko/Yuzabi, Imperial Department of Military Research, Industrial Automaton, Industrial Intelligence, Intergalactic Droid Agency, Interstellar Droid Monitoring Incorporated, Justice Systems, Kalibac Industries, Kellenech Technologies, Korrealis Systems, Kuat Drive Yards, Kyrotech Corporate Combine, Kystallio Detection Plus, Lanthe Artifice, LeisureMech Enterprises, Lerrimore Droids, LesTech, LIN Corporation, Loratus Manufacturing, Loronar Corporation, Lothal Logistics Limited, Lovolan, Medtech Industries, Melody Fellowship, MerenData, Michaud Industries, Military Research and Development Division, Mygeetan droid factory, New Republic Department of Research and Development, Okara Droid Company, Onadax Droid Technologies, Opti-Prime, Phlac-Arphocc Automata Industries, Phlut Design Systems, Plintep Cybernetics Corporation, Polis Massa Pria Assemblage, Power Droid Incorporated, Pruett Products, Publictechnic, Quarren Industrial, Rebaxan Columni, Rebeton Kl'Ian Reiber Manufacturing, Republic Droids, Republic Engineering Corporation, RetSpan Audionics, Reubens Robotic Systems, Rim Securities, Roche Hive, Rodian D-Tec, Rossum Droidworks, Rseikharhl Droid Group, Serv-O-Droid, Inc., SGI Systems Incorporated, Shiu-Shiu Race Systems, Sienar Intelligence Systems, Smitroo Industries, Starfront Health Corporation, Structgalactis Inc., Tac-Spec Corporation, Teagan Tech Consortium, TelBrinTel Corporation, Temporary Droids, Tendrando Arms, Tereene, Terminax, Thule droid factory, Toong' Security Systems, Trang Robotics, TransTech Droidworks, Tredwall, Ubrikkian Steamworks, Uhr-Vah-Vo TechWorks, Ulban Arms, Uulshos Manufacturing, Uxiol Droid Manufacturing, Veril Line Systems, Vertseth Automata, Viper Sensor Intelligence Systems, Zubintech

Well… That's *about* all of them. There's a rich history in Star Wars and it's all jammed chock full of Droids. The setting just isn't Star Wars if you don't include Droids in your games.

Cost Matrix for Droid pricing: Count everything up as pips, even features. Break D (even attributes) down into 3 pips. Be mindful of skills that benefit from the Attribute, don't count that when adding them up *(1D STR: 2D Lifting = 1D Skill = 3 pips).* Skills represent 1 pip. Total Pips x 150 (Character Scale) = Droid Prototype Design Price. It functions just like Starship costs do. *You multiply the Prototype x various multipliers to get you production models.*

C1 Astromech Droid

Model: Industrial Automaton: C1-Series
Type: Astromech Droid
Era: Galactic Republic+

DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 2D
Navigation 4D, Starship Piloting 3D, Sensors 3D
PERCEPTION 1D
STRENGTH 2D
Lifting
TECHNICAL 2D
Computer Programming/Repair 4D, Starship Repair 4D, General Maintenance & Repair 4D, Security 3D+2

Note: Astromech Droids, may attempt starship repair while in flight.

Equipped With:
-Three wheeled legs: center leg retractable; center leg is a heavy mobility wheel: +3* to base Move
-2 Retractable heavy grasping arms: +1D to Lifting
-Retractable fine work heavy grasper arm
-0.2 meter long sensor dish: detects localized signals and electronic emissions: 50m range; +1D to Sensors
-Small electric arc welder 1D to 5D, 0.3 meter range
-Small circular saw 4D, 0.3 meter range
-Holographic projector/recorder
-Fire extinguisher
-Small internal "cargo" area: 2 Kg
-Some additional small tools and equipment
-Acoustic Signaler
-No Life Preservation Programming

Move: 5 (8*)
Size: 1 meter tall
Cost: 9,666 Credits

WED 15 Treadwell Droid

Model: Cybot Galactica: WED 15
Type: Maintanance & Repair Droid
Era: Galactic Republic+

DEXTERITY 2D
KNOWLEDGE 1D
MECHANICAL 1D
Sensors 2D+2
PERCEPTION 3D
Search 4D
STRENGTH 1D
TECHNICAL 2D
Computer Programming/Repair 4D+2, General Maintenance/Repair 6D, Repulsorlift Repair 4D, Starship Repair 5D+1

Equipped With:
-Video sensor
-Dual-tread locomotion
-Retractable fine work heavy grasper arm
-Fine manipulator arms: +1D to repair skills
-Extensible video microbinoculars:
+2D to search for microscale work
-Various tools
-Cybot acoustic signaler: *Droid Languages* 2D
-Fire extinguisher

Move: 8
Size: 1.6 meters tall
Cost: 8,980 Credits

R1 Astromech Droid

Model: Industrial Automaton: R1-Series
Type: Astromech Droid
Era: Old Republic+

DEXTERITY 1D
KNOWLEDGE 1D
Scholar 2D+2: *Planetary Systems* 3D+2
MECHANICAL 1D+1
Navigation 4D, Starship Piloting 2D: *Space Transports* 3D, Sensors 2D
PERCEPTION 1D
STRENGTH 2D
TECHNICAL 1D+2
Computer Programming/Repair 3D+2, Starship Repair 4D: *Space Transport Repair* 5D, Security 3D+2

Note: Astromech Droids, may attempt starship repair while in flight.

Equipped With:
-Wheeled locomotion
-Retractable fine work heavy grasper arm
-Internal comlink
-Video Sensor with infrared vision
-Holographic projector/recorder
-Fire extinguisher
-Small storage area: Holds 10 Kg
-6 medium arms with varied tools: retractable
-Acoustic Signaler

Move: 4
Size: 1.8 meters tall
Cost: 5,600 Credits

R2 Astromech Droid

Model: Industrial Automaton: R2-Series
Type: Astromech Droid
Era: Clone Wars+

DEXTERITY 1D
KNOWLEDGE 2D
MECHANICAL 2D
Navigation 5D, Starship Piloting 3D, Sensors 3D
PERCEPTION 1D
STRENGTH 1D
TECHNICAL 2D
Computer Programming/Repair 4D, Starship Repair 5D: *Snubfighter Repair* 6D, Security 3D+2

Note: Astromech Droids, may attempt starship repair while in flight.

Equipped With:
-Three wheeled legs: center leg retractable
-Retractable heavy grasping arm: Lifting at 2D
-Retractable fine work heavy grasper arm
-Extendable .3 meter long video sensor:
360 degree rotation: Motion Detection 30m
-Small electric arc welder 1D to 5D, 0.3 meter range
-Small circular saw 4D, 0.3 meter range
-Video display screen
-Holographic projector/recorder
-Fire extinguisher
-Small internal "cargo" area: 2 Kg
-Some additional small tools and equipment
-Acoustic Signaler

Move: 6
Size: 1 meter tall
Cost: 10,440 Credits

R3 Astromech Droid

Model: Industrial Automaton: R3-Series
Type: Astromech Droid
Era: Clone Wars+

DEXTERITY 1D
KNOWLEDGE 2D
MECHANICAL 2D
Navigation 4D, Starship Piloting 4D, Sensors 3D
PERCEPTION 1D
STRENGTH 1D
TECHNICAL 2D
Computer Programming/Repair 5D, Starship Repair 6D, Capital Ship Repair AP, Security 5D

Note: Astromech Droids, may attempt starship repair while in flight.

Equipped With:
-Three wheeled legs (center leg retractable)
-Retractable heavy grasping arm: Lifting at 2D
-Retractable fine work arm
-Small electric arc welder 1D to 5D, .3 meter range
-Small circular saw 4D, 0.3 meter range
-Video display screen
-Holographic projector/recorder
-Fire extinguisher
-Acoustic Signaler

Move: 6
Size: 1 meter tall
Cost: 11,200 Credits

R4 Astromech Droid

Model: Industrial Automaton: R4-Series
Type: Astromech Droid
Era: Rise of Empire+

DEXTERITY 1D
KNOWLEDGE 2D
Languages 4D
MECHANICAL 2D
Starship Piloting 4D: *Repulsorlifts* 5D, Sensors 3D
PERCEPTION 2D
Search 3D
STRENGTH 1D
TECHNICAL 2D
Computer Programming/Repair 4D+2, Droid Repair 4D, Repulsorlift Repair 5D, Security 4D

Note: Astromech droids, may attempt starship repair while in flight.

Equipped With:
-Three wheeled legs: center leg retractable
-Retractable heavy grasping arm: Lifting at 2D
-Internal comlink
-Photoreceptor with infrared vision: 30 meters
-Internal storage: extra space for 8 kilograms
-4 tool mounts: appendages have tools attached
-Fire extinguisher
-Acoustic Signaler

Move: 6
Size: 1 meter tall
Cost: 10,430 Credits

R5 Astromech Droid

Model: Industrial Automaton: R4-Series
Type: Astromech Droid
Era: Galactic Civil War+

DEXTERITY 1D
KNOWLEDGE 2D
MECHANICAL 2D
PERCEPTION 2D
STRENGTH 1D
TECHNICAL 2D
Computer programming/repair 4D, space transports repair 4D

Note: Astromech droids, may attempt starship repair while in flight.

Equipped With:
-Three wheeled legs: center leg retractable
-Retractable heavy grasping arm: Lifting at 2D
-Retractable fine worker arm
-Photoreceptor with infrared vision: 50 meters
-Small circular saw: 4D damage, 0.3 meter range
-Holographic projector/recorder
-Fire extinguisher
-Video display screen
-Small internal cargo area: 4 Kg
-Acoustic Signaler

Move: 6
Size: 1 meter tall
Cost: 8,325 Credits

R6 Astromech Droid

Model: Industrial Automaton: R6-Series
Type: Astromech Droid
Era: Post Endor+

DEXTERITY 1D
KNOWLEDGE 2D
Scholar 3D: Planetary Systems 4D
MECHANICAL 2D
Navigation 6D+1, Starship Piloting 4D, Sensors 4D
PERCEPTION 2D
Search 3D+1
STRENGTH 2D
TECHNICAL 2D
Computer programming/repair 6D, Security 5D, Starship Repair 5D+1

Note: Astromech droids, may attempt starship repair while in flight.

Equipped With:
-Three wheeled legs: center leg retractable
-Retractable heavy grasping arm: Lifting at 3D
-Retractable fine worker arm
-Extendable 0.3 meter long video sensor:
Full rotation: motion detection & dark vision 30m
-Internal comlink
-Holographic projector/recorder
-Fire extinguisher
-Video display screen
-Small internal cargo area: 2 Kg
-Acoustic Signaler

Move: 7
Size: 1 meter tall
Cost: 14,500 Credits

R7 Astromech Droid

Model: Industrial Automaton: R6-Series
Type: Astromech Droid
Era: New Republic+

DEXTERITY 2D
KNOWLEDGE 2D
Scholar 3D+2: *Planetary Systems* 4D+2
MECHANICAL 2D
Navigation 7D, Starship Piloting 5D+1, Sensors 4D
PERCEPTION 2D
Search 4D
STRENGTH 2D
TECHNICAL 2D
Computer programming/repair 6D+2, security 5D, Starship Repair 6D
Note: Astromech droids, may attempt starship repair while in flight.

Equipped With:
-Three wheeled legs: center leg retractable
-Retractable heavy grasping arm: Lifting at 3D
-Retractable fine worker arm
-Extendable 0.3 meter long video sensor:
Full rotation: Motion Detection & Night Vision 30m
-Internal comlink
-Holographic projector/recorder
-Fire extinguisher
-Video display screen
-Small internal cargo area: 2 Kg
-Acoustic Signaler

Move: 8
Size: 1 meter tall
Cost: 17,400 Credits

K2 Security Droid

Model: Arakyd: K2-Series
Type: Security Droid
Era: Rise of Empire+

DEXTERITY 3D
Gunplay 6D, Dodge 6D, Unarmed Combat 6D, Thrown Weapons 6D
KNOWLEDGE 2D
Tactics 5D
MECHANICAL 2D
Starship Piloting 5D
PERCEPTION 2D
Search 5D
STRENGTH 4D
TECHNICAL 1D
Computer programming/repair 5D, security 5D, Droid Programming/Repair 5D

Equipped With:
-Humanoid Body
-Optical & Auditory Sensors: Human Range
-Built in comm package: 50km range
-Universal Systems Uplink (arms): +1D to Computer Program/Repair & Droid Program/Repair
-Armored Chassis: +1D to resist damage

Move: 12
Size: 2 meters tall
Cost: 17,820 Credits

War Droid

Model: Xim Robotics: War Droid Mk I
Type: Heavy Combat Droid
Era: Xim the Despot

DEXTERITY 3D
Gunplay 7D, Dodge 7D, Unarmed Combat 6D
KNOWLEDGE 1D
Tactics 2D+2
MECHANICAL 1D
PERCEPTION 1D
Search 3D
STRENGTH 5D
TECHNICAL 1D

Equipped With:
-Humanoid Body
-Optical & Auditory Sensors: *near* Human Range
-Right arm Particle Liquefier: 5D; 2-10/20/40
-Left arm Microwave Melter: 4D+2; 1-5/10/20
-Heavy Armor: +2D to resist damage
-Optical Magnification: +1D to ranged weapons; doubles Human optical range.
-Vocabulator

Move: 12
Size: 2.2 meters tall
Cost: 8,050 Credits

Interrogator Droid

Model: Imperial Engineering: IT-o-Series
Type: Interrogator Droid
Era: Rise of Empire+

DEXTERITY 1D
Dodge 3D, Melee Combat 5D+1
KNOWLEDGE 3D
Alien Species 4D, Scholar 4D: (CS) *Humanoid Biology* 5D, (CS) *Interrogation Techniques* 7D, Intimidation 6D
MECHANICAL 2D
Sensors 4D
PERCEPTION 4D
Investigation 5D, Search 5D
STRENGTH 3D
Lifting/Carrying 4D
TECHNICAL 2D
First Aid 5D, (AS) Medicine 5D, Security 4D

Equipped With:
-Repulsorlift Engine
-Visual/sound sensor package
-Vocabulator speech/sound system
-Laser scalpel: 2D ***Static*** damage
-Hypodermic injectors: 4D ***Static*** Stun damage
-Power shears: 5D ***Static*** damage
-Grasping claw: +1D to Lifting/Carrying

Move: 3
Size: 1 meter
Cost: 27,972 Credits

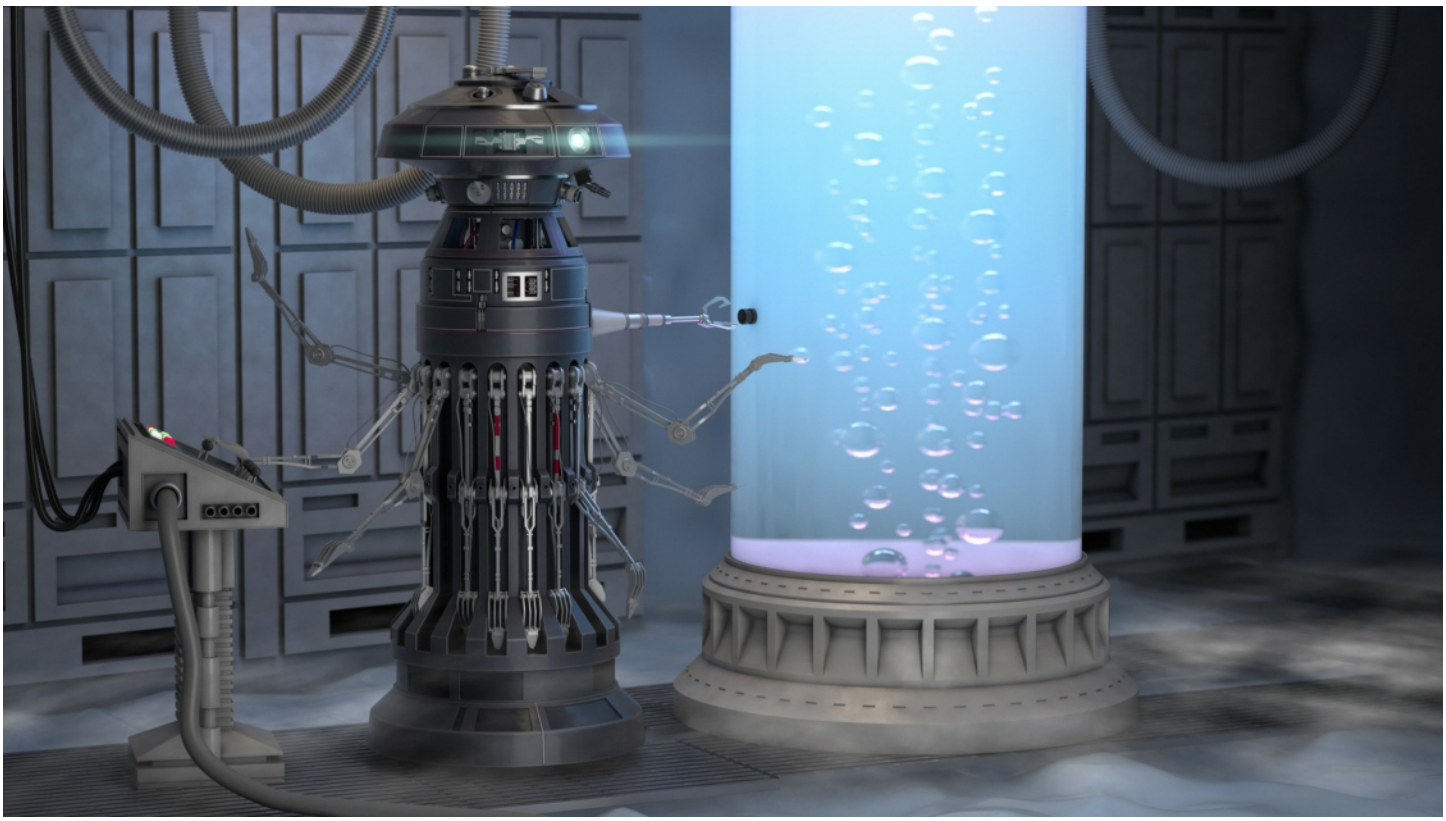
FX-7 Medical Droid

Model: Medtech Industries: FX-Series
Type: Medical Assistant Droid
Era: Galactic Republic+

DEXTERITY 1D
KNOWLEDGE 2D
Alien Species 4D, Scholar 3D: (CS) *Humanoid Biology* 4D, Technology 3D: (CS) *Bacta/Kolto tank operation* 4D
MECHANICAL 1D
Sensors 3D
PERCEPTION 2D
Investigation 3D: (CS) *Injury/ailment diagnostics* 4D
STRENGTH 1D
Lifting/Carrying 2D
TECHNICAL 2D
First Aid 4D, (AS) Medicine 5D

Equipped With:
-Medical computer scomp link: interface to adequate medical computer or surgeon droid adds +2D to all medical skills. *Must remain stationary and jacked in.*
-Medical diagnostic computer and sensor
-Analytical computer and sensors
-20 light manipulator arms
-Primary manipulator arm
-Various surgical attachments
-Hypodermic injectors: 4D ***Static*** Stun damage
-Medicine dispensers

Move: 1
Size: 1.7 meters tall
Cost: 10,240 Credits



2-1B Medical Droid

Model: Geentech/Industrial Automaton: 2-1B-Series
Type: Surgical Droid
Era: Clone Wars+

DEXTERITY 1D
KNOWLEDGE 2D
Alien Species 5D, Scholar 3D: (CS) *Humanoid Biology* 5D, Technology 4D: (CS) *Bacta tank operation* 5D
MECHANICAL 2D
Sensors 4D
PERCEPTION 3D
Investigation 4D: (CS) *Injury/ailment diagnostics* 6D
STRENGTH 1D
Lifting/Carrying 3D
TECHNICAL 3D
First Aid 6D, (AS) Medicine 9D: *Surgery* 10D

Equipped With:
-Computer interface tether: 5 meters. When connected to medical mainframe, adds +3D to all medical skills.
-Medical diagnostic computer and sensor
-Analytical computer and sensors
-2 capable and precise manipulator arms: +1D to *Surgery*
-Various surgical attachments
-Hypodermic injectors: 4D ***Static*** Stun damage
-Medicine dispensers

Move: 6
Size: 1.5 meters tall
Cost: 17,200 Credits

Viper Probot

Model: Arakyd: Viper-Series
Type: Probe Droid
Era: Rise of Empire+

DEXTERITY 3D
Gunplay 5D, Dodge 4D
KNOWLEDGE 2D
Scholar 3D: (CS) *Planetary Systems* 4D, Technology 3D: (CS) *Power Generators* 4D
MECHANICAL 3D
Sensors 6D, Communications 5D
PERCEPTION 3D
Investigation 4D, Search 4D: *Tracking* 8D
STRENGTH 4D
Lifting/Carrying 5D
TECHNICAL 2D+1
Droid Program/Repair 4D, Repulsorlift Repair 3D+1
Sensors:
Passive: 50/1D

Equipped With:
-Long-range sensor: +1D to Search for objects between 200 meters and five kilometers away
-Movement sensor: +2D to search for moving objects up to 100 meters away (1FA to attempt detection)
-Atmosphere sensors: determine Type I/II/III/IV
-Self-destruct mechanism: 20D Damage/Self (120)
-Repulsor generator for movement over any terrain
-Several retractable manipulator arms
-Several retractable sensor arms for gathering samples
-Blaster Pistol: 4D+2; Range: 3-10/30/120; Shots: 500

Move: 14
Size: 1.8 meters tall
Cost: 23,800 Credits

Generic Battle Droid

Model: Baktoid Combat Automata: B1-Series
Type: Multi Purpose Droid
Era: Clone Wars

DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
STRENGTH 2D
TECHNICAL 1D
*Choose two skills, place 2D in each skill

Equipped With:
-Integrated comlink
-Humanoid Body
-Armored Chassis: +1D to resist damage
-Vocabulator: Droid can replicate organic speech
-Optical & Auditory Sensors: Human Range
-Folds into backpack sized stowage
-No Life Preservation Programming

Note: Whether they be pilots, foot soldiers, commanders, communications officers, sensor operators etc. They just have 2 skills with limited ability.

Move: 10
Size: 1.6 meters tall
Cost: 3,960 Credits

Super Battle Droid

Model: Baktoid Combat Automata: B2-Series
Type: Combat Droid
Era: Clone Wars

DEXTERITY 2D
Gunplay 3D: *Blaster Rifle* 4D, Dodge 3D, Unarmed Combat 3D, Melee Combat 3D
KNOWLEDGE 1D
MECHANICAL 1D
Starship Gunnery 3D
PERCEPTION 1D
STRENGTH 3D
TECHNICAL 1D

Equipped With:
-Humanoid Body
-Optical & Auditory Sensors: Human Range
-Armored Chassis: +2D to resist damage
-Double Light Repeating Blaster: 5D Damage, +1D to hit, Range: 3-30/100/300
-Remote receiver: 5,000 km range, with local back-up processor (cannot be memory wiped).
-Vocabulator: Droid can replicate organic speech
-No Life Preservation Programming

Move: 10
Size: 1.9 meters tall
Cost: 7,380 Credits

Droideka Destroyer Droid

Model: Baktoid Combat Automata: D-Series
Type: Heavy Combat Droid
Era: Clone Wars

DEXTERITY 3D
Gunplay 4D: *Blaster Rifle* 5D
KNOWLEDGE 1D
MECHANICAL 1D
Shields 4D
PERCEPTION 1D
Search 4D
STRENGTH 3D
TECHNICAL 1D

Equipped With:
-Remote processor: 500 Km range
-Armored Chassis: +1D to resist damage
-Defensive shields: 5D ***Static*** (30)
-Optical & Auditory Sensors: Human Range
-2 Double Medium Repeating Blasters*: 6D Damage, +1D to hit, Range: 3-75/200/500
Note: Can fire both simultaneously for 1 Free Action once per round (no action penalty, 2 targets).
-No Life Preservation Programming
-Collapse into wheel for +3 Move

Move: 10 (13)
Size: 1.65 meters tall
Cost: 10,440 Credits

IG-100 MagnaGuard

Model: Holowan Mechanicals: IG-series
Type: Combat Droid
Era: Clone Wars

DEXTERITY 4D
Dodge 7D, Unarmed Combat 6D, Melee Combat 9D
KNOWLEDGE 2D
MECHANICAL 2D
PERCEPTION 3D
Search 6D, Sneak 4D
STRENGTH 4D
Climbing/Jumping 6D, Lifting/Carrying 6D
TECHNICAL 2D
Computer Programming/Repair 3D, Droid Programming/repair 4D

Equipped With:
-Humanoid Body
-Armored Chassis: +1D to resist damage
-Optical & Auditory Sensors: Human Range
-Long-range sensors: +2D to search for objects up to 300 meters away
-Motion sensor: +2D to search for moving objects up to 100 meters away
-Vocabulator: Droid can replicate organic speech
-Electro-Staff: STR+2D, deflects Lightsabers
-No Life Preservation Programming

Move: 13
Size: 1.8 meters tall
Cost: 12,420 Credits

Tactical Droid

Model: Baktoid Combat Automata: T-Series
Type: Command Droid
Era: Clone Wars

DEXTERITY 1D+1
KNOWLEDGE 3D
Scholar 4D: *Planetery Systems* 5D, Tactics 4D
MECHANICAL 1D
PERCEPTION 3D
Command 5D
STRENGTH 2D
TECHNICAL 1D

Equipped With:
-Humanoid Body
-Optical & Auditory Sensors: Human Range
-Vocabulator: Droid can replicate organic speech
-Integrated Military Comm System: 5,000 Km
-No Life Preservation Programming

Move: 10
Size: 1.7 meters tall
Cost: 4,950 Credits

Super Tactical Droid

Model: Holowan Mechanicals: (S)T-series
Type: Command Droid
Era: Clone Wars

DEXTERITY 2D+1
Dodge 4D+1, Gunplay 4D+1
KNOWLEDGE 3D
Scholar 5D: *Planetary Systems* 6D, Tactics 5D
MECHANICAL 2D
Navigation 4D, Starship Piloting 4D
PERCEPTION 3D
Command 6D, Investigation 5D
STRENGTH 3D
TECHNICAL 2D
Computer Programming/Repair 4D, Droid Programming/repair 5D, General Maint/Repair 4D

Equipped With:
-Humanoid Body
-Optical & Auditory Sensors: Human Range
-Vocabulator: Droid can replicate organic speech
-Integrated Military Comm System: 7,500 Km
-Heuristic Processor: Can use skills not possessed, learns from each encounter +1 Character Point/combat
-Backup Memory: Memory Wipes have no effect
-Magnetic Feet: Lock onto hull plating
-No Life Preservation Programming

Move: 10
Character Points: 5
Size: 1.9 meters tall
Cost: 11,700 Credits

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Planets of the Galaxy

Planets

There are four main planetary classifications in Star Wars. Type I, Type II, Type III, and Type IV. Pretty Simple actually, they simply point to the degrees of difficulty you will have on those worlds.

Type I in essentially Terrestrial. You don't require any sort of breathing aid or in Star Wars terms, Breath Mask.

Type II is Breath Mask recommended, however, not all parts of the world will require this. The planet is largely like a Type I world with some dangerous spots.

Type III is Breath Mask highly recommended/required, this is like the planet Duro and the Hutt home worlds which are so polluted that you'd have to be crazy not to wear protective gear. In some areas, you will even want to be wearing an Enviro Suit (Essentially hazardous EVA gear like a spacesuit with more resistance to the elements / corrosive atmosphere).

Type IV is Enviro Suit required. The planetary Biome is so dangerous that it's generally recommended to stay indoors or inside your ship. Some of these worlds are even hazardous to your ships.

There are a couple references to planets with some differentiating classifications in the myriad of materials out there for us to look at for ideas on running games. An example of this would be a Class 6 planetoid, designated as a rocky, volcanic and devoid of life world. *Which is essentially a Type IV world.* Though I always like to believe that even the worst planets have some habitable areas on them.

So, we can look at planet generation in a number of ways. While I've endeavored to add granular detail to almost every other facet of the game in the other chapters of the book, here, not so much. I have never, ever, run into a gaming group that gave rats ass about what I put on my planets aside from… "Can I get that gun there? You know the Bryar Pistol I have been looking for." Or "Can I become a Jedi on that world, you know, do they have some sort of crystal that will just give me the Force without paying for it?" Lets face it, unless your story is compelling enough to keep people on that world, they won't stay. I mean, why should they even want to? They have access to starships that can traverse the entire length of the known galaxy (thousands of worlds) in about a month!

I recommend you putting your focus elsewhere, like on making more memorable NPCs that infuriate and make your players smile. They're going to recall the events of the gaming sessions, not the setting, not the planet. It's the experience that sticks with people.

I am simply going to detail some sample planets here and give you a loose framework for how I do it, when I feel like doing it (which is not often).

1. Pick a Type for your planet
2. Choose a Climate or two, up to you
3. Gravity matters, if you care to add flavor. I would say, make all the normal worlds standard gravity. Special places like shipwrecks and zero atmosphere moons / atomized planets, give them something special to add a layer of depth nothing more.
4. Overall, ignore the length of the days. Keep things grounded on the annual system you use for the game. Which everything in this book is based off of 385 day years. Keep it simple.
5. Population: Pick a number, Star Wars has a vast and well established universe. You can always add new planets and on those you keep the population low, on established ones you say it's in the billions.
6. Government depends upon era. Not many democracies out there during the height of the Empire. Your call.
7. Tech level… Gee, I don't know… This is Star Wars, the expanded universe has had the galaxy flying out in to space and forming interstellar empires for over 50,000 years. Most worlds are space capable. What you're looking for here is: Primitive (because they do exist amazingly), Low, Average, Above Average, High, Ultra High
8. Import / Exports… If you care to give depth to a galactic economy, cool. The time it would take you to do this to any degree of satisfaction, not cool.

9. Species type. Pick one, it won't be the only species on world. Just the one it started with.

10. Starport… Most worlds have one, this starts mattering more if you're a smuggler (which you will want to avoid them) and if you have an atmospheric capable Capital Ship.

11. Station. Does the planet have something like a star base or a Battle Station.

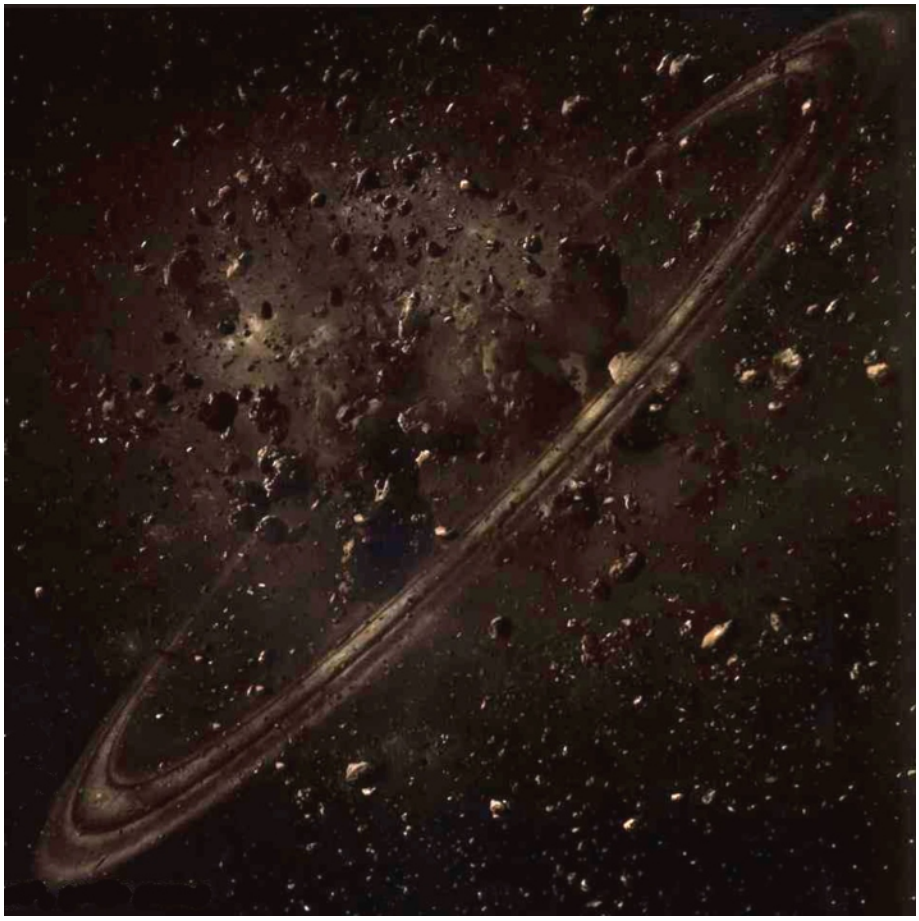
12. System: This is more important. It would be quarantined, blockaded, interdicted, patrolled, etc.

13. Location: is the most important thing you can add, because it largely determines what's available in that system in terms of goods and services.

14. Wage Rate: the average wages of the inhabitants, can also be seen as the effective skill level of the system's inhabitants. It will also help you determine what kind of services you can get in system (and their approximate skill levels, you can always shoot up or down a couple D codes for specialized services)

Graveyard of Alderaan

Location: Core Worlds
Type: IV
System: Lightly Patrolled (Imperial)
Climate: Debris Field
Gravity: Varies upon debris rotation
Species: Human (originally)
Population: Scavengers and criminals in hiding
Government: Obliterated; (originally a democracy)
Starport(s): Unknown
Station(s): Unknown
Tech Level: Low; (originally High to Ultra High)
Import / Exports: Nothing
Wage Rate: Unknown



Alderaan was once the shining jewel of the galaxy. It was a world of peace and freedom. At one time it had been warlike, however, those ideals were abandoned at some point near the end of the Clone Wars. Alderaan's advanced military disbanded and they decommissioned all but three of their advanced Destroyers, which had been powered down and crewed with a Droid force (of all things during the Clone Wars) capable of repelling pirates. Then the Empire used Alderaan as a message to the galaxy to fear their might and with a single blast from the Death Star's Superlaser the planet was blown apart. The debris from the planet formed the Graveyard of Alderaan, which beacame an asteroid field largely realigning itself with where the once beautiful planet once existed.

There are rumors of relics of the Alderaanian's advanced technology littered throughout the debris field. This brings scavengers and prospectors from across the galaxy to seek wealth and fortune if possible. Though, as time passes they become fewer and criminals have settled in on many planetoids forming hiding holes and small bases of operation in a largely chaotic asteroid field. I say largely because there is some order to it. The asteroids do not slam into one another, ever. It is as if there is some force there preventing it. It was rumored in ages past that there were several functional Gree Gateways on Alderaan, still. If this is to be believed, this may yet

shed light on why the Graveyard of Alderaan is localized to roughly, only 5 times the original planetoid's diameter.

It would be here, that the reble Alliance would find the three ships that the Alderaanian's originally decommissioned and sent into space. The Another Chance a very capable and sturdy Frigate and a pair of escorts they have yet to disclose that they possess.

Ord Mantell

Location: Mid Rim, Bright Jewel Sector
Type: I
System: Patrolled (Imperial)
Climate: Temperate, Mountainous
Gravity: Standard
Species: Mantellian Savrip (Native); Humans, Chadra-Fan, Aleena (Immigrated)
Population: 300 Hundred Million
Government: Imperial; Black Sun Stronghold
Starport(s): Three; 1 Large, 1 Small, 1 Private
Station(s): Junk Moon of Quantxi
Tech Level: Average
Import / Exports: Standard goods, Mantellian Savrip primitives for galactic Zoos
Wage Rate: Professional (4D): 19,250 Credits/year

Not far from the gas giant Wynkahthu, the planet Ord Mantell orbited Bright Jewel, a blue star located in the Bright Jewel system, within the Bright Jewel sector of the galaxy's Mid Rim. Ord Mantell itself was orbited by at least three moons, one of which was known as Quantxi, or the "Junk Moon of Ord Mantell." The planet's thick clouds glowed with a pink cast when viewed from space and every landmass was dotted with mountain chains.

"Lead your fleet to Ord Mantell. Your allies…Black Sun…have a stronghold there."
—Mother Talzin, to Darth Maul

In the waning days of the Galactic Republic, Ord Mantell City housed a base of operations for the Black Sun crime syndicate. During the Clone Wars, a battle was fought on the planet between the Shadow Collective, of which the Black Sun was a member, and the Confederacy of Independent Systems. During the Galactic Civil War, Rebel Alliance general and former smuggler Han Solo had a run-in with a bounty hunter on Ord Mantell.

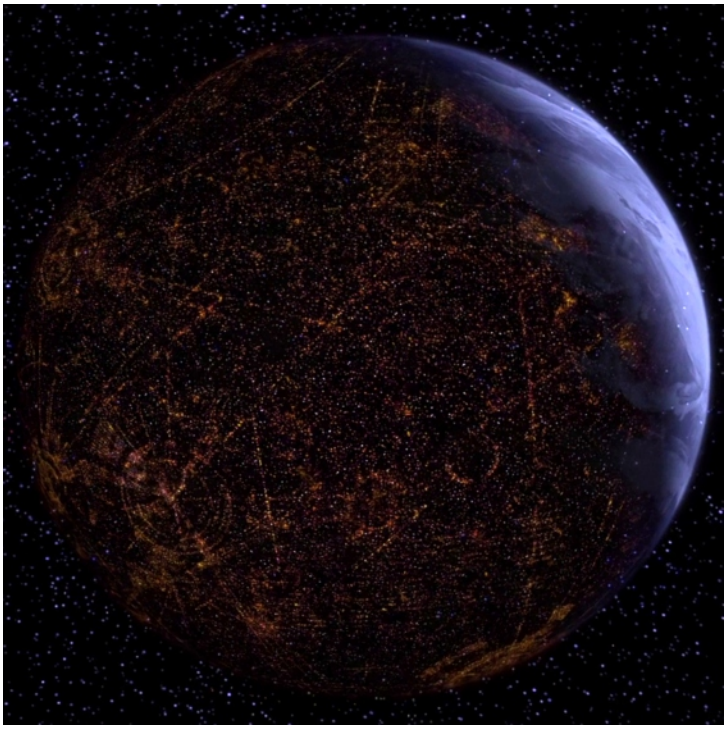
What does the Ord stand for? ORD: Old Republic Depot. Most in the galaxy have forgotten, there is at least one serious fortification on the world that has been lost to time. What secrets could it have inside? Well, that's one thing that's spawned generations of treasure hunters, xeno archaeologists and tourists. It's a ruggedly beautiful Terran world. Nothing not to like, other than the primitives that enjoy smashing people into piles of goo.

Coruscant

Location: Core Worlds, Corusca Sector
Type: I
System: Heavily Patrolled (Imperial)
Climate: Temperate, Ecumenopolis
Gravity: Standard
Species: Humans (Native); many immigrants
Population: 1 Trillion
Government: Imperial
Starport(s): Several Imperial Class
Station(s): 8 Golan III's, two per planetary facing
Tech Level: Ultra High
Import / Exports: Technology
Wage Rate: Expert (6D): 38,500 Credits/year

Located in the Coruscant subsector of the Corusca sector within the Core Worlds region, Coruscant is a planet covered in a dense ecumenopolis. 12,240 kilometers in diameter, Coruscant orbited relatively

far from its small sun, varying from 207 to 251 million kilometers, and thus did not have a climate that suited any one particular species (although this inconvenience was rectified by technological means and the vast heat generated by the multi-level cityscape). Fom space, Coruscant's luminosity was



slightly dimmed by the planet's hazy cloud cover. The planet's weather patterns were affected by the troposphere-piercing buildings that covered the planet's surface. Inside the tallest buildings, enormous differences of temperature and air pressure from top to bottom produced unusual and unpredictable microclimates. As such, Coruscant had its own weather-control system. Thousands of years of development destroyed the planet's ancient mountains and seas. Monument Plaza housed the top of Coruscant's last remaining mountain peak.

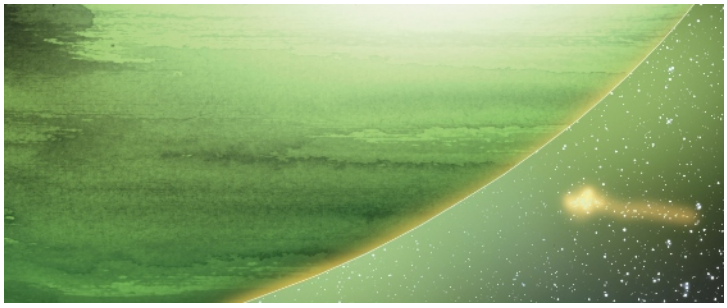
For generations this has been the seat of Galactic power. Currently, it is the seat of power for the Empire. Previously it was the seat of every galactic organization that held sway over the galaxy as a whole. Not much changes here, the poor keep getting poorer and falling into obscurity hundreds of levels below the most prominent levels of the sprawling super city. Propaganda is at it's peak here, this world produces most the most loyal Imperial troops.
Once home to the Jedi Council and Academy. It, in point of fact, still holds the old academy which overlooks Galactic City. The site is quarantined, sealed off and guarded. Anyone heading to the Academy has never returned or so the stories say. Every once in a while, however, Jedi trinkets turn up in the city going to the highest bidders. Clearly, there must be a way in and out of that once great symbol of peace and justice.

Any number of adventures can be had here. Exploration of the Sub Levels of Coruscant alone could span an entire campaign.

Kuat

Location: Core Worlds, Kuat Sector
Type: III
System: Heavily Patrolled (Imperial)
Climate: Temperate, Polluted Wasteland
Gravity: Standard
Species: Kuati (Native); mostly Human immigrants
Population: 150 Million
Government: Imperial
Starport(s): Several Imperial Class
Station(s): Ringed by shipyards the world has many Golan Defensive stations from Class III at the exterior of the yards facility to Class I stations nearest the Atmosphere of the planet.
Tech Level: Ultra High
Import / Exports: Technology, Starships, Fixed Emplacements, Weapons
Wage Rate: Advanced (7D): 48,125 Credits/year

Kuat was a vital shipbuilding and industrial planet located in the Kuat system of the galaxy's Core Worlds region. Known for the prestigious Kuat Drive Yards corporation and its large shipyards, the planet notably produced warships for both the Galactic Republic and Galactic Empire. Kuat is a standard terrestrial planet of clouds, water, and land. Unlike other planets in the galaxy, a single, large man-made ring circled its equator. Serving as Kuat Drive Yards legendary shipyards, the ring appeared to galactic citizenry as an immense scaffold in space, bridged and augmented with enormous habitats and machinery.



Inside the scaffolding existed the skeletons of ships and other craft, with tiny bright dots drifting to and from the ships under construction with the habitats of the station. The orbital ring had a total inhabitable area of less than three hundred thousand square kilometers, thus making its livable space smaller than a typical planetary substation. Due to the planet's geopolitical significance, its defenses are formidable. Guarded by a significant ground-based garrison along with a large Imperial fleet, its defenses are considered nearly impenetrable, with a large percentage directed towards space combat.

Authors Notes:

Ultimately, setting up planets isn't hard nor should it be. You can easily grab most of the details about existing systems off of Wookipedia and drop it right into your planetary descriptions. For any you generate, don't sweat it.

Typically, I'm generating world details on the fly. Just pulling it out of my… mind, as the story progresses. Details tend to fall right into place based upon player decisions and actions. You can tailor a challenge or an idea you have based off of your player base once you are familiar with them.

An honest to god fact, let your players have all the opportunities they can to drive their own story. Leave things ambiguous enough on your planetary locations that the players can drive how you shape the planet. What I'm describing here is, one of your players is looking really hard for some kind of technology or pieces of scrap they want to build into something. Whatever it is, doesn't matter. What matter is they are taking the initiative to actually look for something. That's when you step in and drop a a comment from a near by NPC jabbering on about some treasure hunter or some such that went missing a couple weeks back out past the Duneland Stepps, and perhaps how no one ever hears of anyone coming back from that area. Just pull the commentary out of the air and drop it on your player and see what they do. Most of the time they will either leave immediately or start provisioning for any sort of encounter and then go after it. Assuming their objectives are well enough received by one or more other players it will probably happen. If not, make it the Player's responsibility to make a note of it should they ever decide to come back looking for it on their own time. Don't even bother to write it down.

So, if they remain for a while on world, sure, start fleshing out some details. If it's a bump and jump scenario where they're going to bounce to another planet or location then all you need to do is take notes on what was important, if anything, about their visit. Give the world a general location, and let it go at that.

All you really need to do to add some character to a world is put some item you created on that planet. You might generate a unique gun, say this is the only place to buy it. That's only if you have players not driving their own stories. You can still add the additional stuff, but if they're coming with their own quests, you worry about what kind of encounters you will generate on the fly and the difficulty for them to actually find anything of significance.

19

Game Master Section

Game Mastering

I've been struggling with adding explanations and more depth to each area of this game book. I will endeavor to cover some basics here.

Be somewhat familiar with the game this book is based off of: West End Games Second Edition, Revised and Expanded. The book is pretty straight forward and it's, overall, withstood the ages as a very playable game system.

99% of the Core books and Community books are located on:

http://d6holocron.com/

They haven't updated our book in over a year, regardless of multiple requests to have them upload the new one. So, change there happens slowly.

Another site you will want to check out is:

http://www.starwarstimeline.net/

All kinds of goodies and out of print / never printed content out here.

http://www.rancorpit.com/forums/index.php

I don't know what's left of the above site. I have seen it go down from time to time. However, before I ever found anything else on the web, it was the "go to" site for all things Star Wars and RPG.

If you cannot find a copy of that book, for whatever reason *(Like it finally receives a takedown notice as the newly restructured WEG is saying it's re-releasing the core books at some point)*, then take a look at Womp Rat Press's REUP. It's a modern re-write of West End Game's Star Wars 2nd Edition Revised and Expanded.

Funny thing, *I never knew REUP existed.* I wrote the core rules in this book because I thought they needed to be created. I stumbled across REUP around 2016 when I released my first public draft of this rule set. Surprisingly, I discovered that you can overlay most of their rules with ours seamlessly since it seems to closely follow the old WEG model.

The rules in this book supercharge game play. Adding layers and layers of complexity and granularity that just didn't exist in any version of the West End Games Star Wars or even in fan content. You can run this any way you want to, it can be classic Star Wars with a ton of granular and gritty detail or it can be Epic, power gaming.

Use the rules here how you want to, toss what you don't like, modify the rest, it's your game. I'm just attempting to provide an outside the box set of guidelines that you can choose to use or not.

Guidelines for Running a game:

1. Do your homework, get a base understanding of the old rules (REUP or WEG Star Wars)

2. Become familiar with all the content in oru book prior to the GM section. You're going to have to hand hold some people to get them acclimated.

3. Make all your players read, yes, actually read the Basics section of the book. *The biggest issue I have with players these days is that they don't read and expect to play a game.*

4. Become intimately familiar with the GM section of the game. Know what I have here inside and out and then make it your own, you're the story teller, your imagination is going to become *your own rule set* that your players have to respect. You make all the final decisions in any dispute you run across.

5. Build a Core concept: Either choose a time line for the game's setting or create your own. Understand how your galaxy works, who the power players in it are and what the setting for the player narrative is.

6. Build a loose intro story. What I mean by that is, very loose. Not everyone is going to want to play a character that starts in the same "bar" or hiring hall. If people want to play something radical, find a way to introduce them to the rest of the players. *You should endeavor to get the player introductions done in the first hour of game play.*

I've been playing and running for decades and the worst Game Masters I've ever encountered are the ones that leave players hanging for hours prior to galvanizing the party.

7. Build a concept for your main story. Don't over do this. The players may not want to adhere to it, they may go a totally different direction. You have to remain adaptable and capable of generating a new story on the fly. 90% of the time you can still find a way to get them back into the story arc you put together. However, if it doesn't happen all you have to make certain of is that people are enjoying themselves.

If your game becomes player driven, don't fight it. Embrace that, because very few games generate their own content (by the players) that you don't have to painstakingly assemble. That's a blessing and a sign that you have really good and adaptable role players in your group.

8. Pre-Generate some handouts. These could be a unique gun, a ship, a technical briefing or pertinent information about a secret Imperial Plan that the players can attempt to thwart / steal to allow them access to the Rebel Alliance / Sell on the Black Market, etc. *You can use the handouts as plot items to pull the game back into your own story, from almost any point of main story derailment.*

9. Pre-Generate at least 1-2 encounters of things that the players can handle. Then take your pre generated encounters and super charge them when necessary.

Example: You pre generate 12 Storm Troopers, breaking them up into squads of 4. The players might take them on in the groups of 4, or as twelve. If those encounters are public and the players end up being hunted, double, triple or quadruple the number of hunters.

10. Pre-Generate a "Bad Guy(s)". This is a Hero level nemesis that the party cannot kill, easily, and will likely survive the encounter and get better, only to show up later and harass them or hunt them.

You can equip your bad guys with plot armor so they don't die or you can let the players murder them. If your group kills every Bad Guy Leader you toss their way, incrementally increase the next guy's power level until they can't. This is going to be your natural escalation of the kind of trouble the party is causing. You need to threaten and challenge your players with something they can't handle. If their notoriety hits a certain point, you need spank your players. Kind of like an "Empire Strikes Back" scenario. The game will be too easy and unchallenging (and boring) if they never lose. I recommend against killing players, however, I'm all for cutting off limbs, melting out their eyes, capturing and torturing players, your call, you are the GM.

If you chop off someone's arm or leg, then you had better have something in place to replace that are or leg. It can be a Droid arm or leg in the interim until they can either clone or get a good cybernetic prosthesis. The key here is to not screw your players. Luke lost an arm, and if he can so can your players.

In lore, most Droid components have this uncanny ability to interface directly into living beings as replacements. If Kay Quel Droma, in the Kinghts of the Old Republic time line (4000 BBY) could slap on a Droid arm right after getting his chopped of, with limited technical skill and being a Jedi, then replacements are pretty easy to find. You can use our cybernetic replacement rules (which might just kill him) or just make it plot armor and say it happens.

If you melt out someone's eyes, and they don't have the Force to see, you need to find a way to help them see. Cybernetic eyes might not work immediately, but an optical sonar like attachment might work or some kind of combat visor that's wired into the slag of their optic nerves (or crappy Droid Optics).

Torture… Ah, torture and imprisonment. This is a great plot hook into another game session. Capture and torture one or two of the party members and make the rest of the group hatch a plan to save them.

11. Don't make all your "Bad Guys" evil. These can be recurring villians that don't actually want to kill the party. Perhaps, they're simply following orders. Maybe they can defect. They might even be looking for an excuse to slip the Imperial noose. Regardless, some of the best re-occurring "Bad Guys" are the ones that fail, miserably to kill the party and add to comedic relief. Like when their hatred of a player or the party overwhelms them and their interference into group events actually ends up inadvertently saving the group's lives. Possibly even thwarting another Imperial Military operation. *Some of these guys can eventually become allies of a sort. When they give up their mad quest for a total party kill and find their own footing and start sharing intel and trading favors*

12. Pre-generate a chase encounter(s). Build up some opposition on planet with some armed speeders. Throw together some starfighters that will harry the players ship(s) out of the system, etc. Adding chase elements always adds a good level of tension to the game. These opponents should be suitably outnumbering the players to make them run, not necessarily more powerful or better. Just enough to take a couple losses and present a big enough threat to force the players to run.

13. Somewhere in your campaign pre-generate a fleet battle. Not just a generic one either. One in which the players can actually be a part of. Wether they are pressed into service in a star fighter battle or some or all of them end up manning positions on the bridge of a Capital Ship and applying Command and Tactics skills to carry the day. *This will invest your players in whatever entity they are fighting along side of. Hand out commissions / medals as appropriate and then send them on their way or build a game around it.*

This will arguably take the most time to generate and set up. Hopefully, at least one of them is a decent pilot!

14. As the players become known have NPCs seek them out to offer them missions and additional plot hooks into other stories. Don't keep them on a linear path. Change it up. Make these side quests offer something. Perhaps a bit of tech, maybe some additional manpower or allies down the road, or it could even be for information they sorely need and still build their contacts and reputation.

15. Build up a theft mission. Something that requires the players to actively use stealth and some planning to acquire something either for greed, necessity or disruption of some faction.

16. Don't be afraid to introduce the players to key players in the galaxy. You can do this at any time. Having recurring contacts where there is some familiarity and even a bit of camaraderie with will invest players in your story lines. They could have met Garm Bel Iblis in bar after a rousing speech, only to encounter him again during the Thrawn Trilogy and lend a hand and after that, during the Black Fleet Crisis they may enlist his support to hit a Yevethan target. The players could know Luke Skywalker, or Han Solo or any number of other influential power players in the Galaxy.

17. Encourage your player to use the skills they have. What I'm talking about is that they should be modifying crap out of everything they have. Whether it be speeders, starfighters, transports, guns, etc. The more personalization people put into their "stuff" the more invested in your game they become.

If they lose their stuff, let them find new stuff to personalize and make their own. The loss of a highly personalized item should be replaced with something (not necessarily better)with the potential to be equal if not better than what they lost.

18. This goes hand in hand with 16 and possibly even 11. Encourage your player to build relationships with NPCs. This could be anything from them creating their own personal trooper squad to founding their own Jedi Academy. Players could liberate a planet and actually set up shop as a legitimate government where their actions shape the galaxy. Don't limit player creativity and always attempt to encourage them to think bigger and more ambitious.

19. Encourage your players to expand their back stories. Also, encourage them to generate content for in between stories that their characters are doing while time passes. These stories allow for more player driven and dynamic games where you as the GM can take things they want to do and turn them into games and quests. If you really want to invest your players in your story, let them write their own and run with it. Creating player, specific, focused games for individual player goals is another great tool to keep things new and fresh.

20. No matter how weak your players skills and stats are, make damn sure they know they're heroes. Most people will freeze in certain RPG situations. Present them with a couple examples or empower them to take certain actions that show off how dynamic and fun the mechanics here are. Like multiple actions: *Instead of just shooting the two troopers, I quick draw both of my blasters and flip them in the air, passing one another. I grab each gun after they pass one another and switch them to stun, then drop each trooper with a single shot.* I would penalize the opposition after such a player display of flamboyance by surprising or confusing them into inaction.

Skill Resolution Modifiers

Base Difficulty Levels:
5 : Very Easy
10: Easy
15: Moderate
20: Difficult
25: Very Difficult
30: Extremely Difficult
40: Heroic
60: Legendary
90: Epic
120: Supreme
180: Impossible
240: Celestial
360: Godlike

Range Difficulty: (Do not account for dodging, walking, running, behind cover, etc)
This adds to the base difficulty of a ranged weapon
5 Point Blank
10 Short
15 Medium
20 Long
25 Extreme (25% greater than a weapon's maximum range)
30 Impossible (50% greater than a weapon's maximum range)

Cover Modifiers:
+1 DR: Light Cover
+2 DR: Moderate Cover
+3 DR: Heavy Cover
+5 DR: Cannot See Target (with reasonable idea where it is)

Terrain Modifiers:
0: Flat Terrain / Open Space
+1 DR: Light Terrain, short hill/some traffic, floating space junk, etc
+2 DR: Medium Terrain, rolling hills, suburbs/moderate intra system traffic, debris or nebula
+3 DR: Heavy Terrain, mountains, city/heavy traffic, asteroid field
+5 DR: Maximum Terrain, concert, city parade/battle zone, thousands of pieces of floating debris

Zero G Modifiers:
+3 DR: Unskilled
+0: Skilled
Apply any applicable modifiers

Inclement Weather / Inhospitable Climate Modifiers:
+1 DR: Light storm/haze
+2 DR: Moderate storm/haze/darkness
+3 DR: Heavy Storm/Tornado
+5 DR: Mega Storm/Radioactive atmosphere without exposure suit, etc

Well Rested Modifiers: (Optional)
-1 DR: 8 hours equivalent sleep to all rolls for 8 hours (lowers all difficulties by one level)

Exhaustion Modifiers: (Optional)
+1 DR: Light Exhaustion (operating over 12 hours)
+2 DR: Moderate Exhaustion (operating over 18 hours)
+3 DR: Heavy Exhaustion (operating over 1 day)
+5 DR: Complete Exhaustion (operating over 1.5 days)

Force Use Proximity Modifiers:
User and the target are: Add to difficulty:
Touching +0
Line of sight (not touching) +2
Not line of site, at 1-100 meters +5
101 meters, to 10 kilometers +7
11 to 1,000 kilometers +10
Same planet more than 1,000 kilometers +15
Same star system, different planet +20
Not in same star system +20

Force Use Relationship Modifiers:
User and the target are: Add to difficulty:
Close relatives (married, siblings, parent and child, etc) +0
Close friends +2
Friends +5
Acquaintances +7
Slight acquaintances +10
Met once +12
Never met, but know each other by reputation +15
Complete strangers +20
Complete strangers and not of the same species +30

All Attacks
Low gravity +1 DR

No gravity + 2DR (in addition to penalty for lacking Zero-G ops)
Heavy gravity +3DR
Called Shot
Target is...
10 to 50 centimeters long +1 DR
1 to 10 centimeters long +2 DR
Less than a centimeter long +4 DR
** See text for options.*
Other Modifiers
> The attacker is blind or blinded: +4 DR
> The target is blind or blinded or attacked from behind:
-2 DR to the combat difficulty.

Hit Location Modifiers
Head +3 DR
Center Mass +1 DR
Left or right arm +2 DR
Left or right leg +2 DR
Left or right hand/foot +3 DR

Resolving Skill rolls above 10D (Optional):
Typically, the way we deal with this (and it can easily happen when you are playing a Force User) is that the first 10D you would normally roll become Static like Quick 6 rules. Thus 10D skill = 30 Points against NPC non heroes. If you possess Luck this adds 1 per D to the static result (3D=60).

Requirements for Static Resolution:
You must possess the skill in question at 10D. If you end up doubling your skill or skills with a Heroic Point, this is resolved in the original, albeit tedious, fashion. *The reasoning behind this is that once you reach 10D in a skill, your character has to be so competent that the only variables you face are the difficulties in terrain, cover, etc.*

OR your GM allows you to use this to resolve combat on a mass scale faster with skill below 10D.

Static resolution *typically* does not apply to personal weapons (unless otherwise noted like a Lightsaber or Alchemical weapon) or those found on Starships as they have their own rules for determining damage output.

Starship Grade Weaponry begins at 3 points Per D Code. It climbs due to a series of other factors like Fire Linking and Batteries of Guns. Static Damage does apply to Ultra Heavy Weaponry.

Character weapons *can deliver* static damage (Finbat anti Walker Missiles would be a good example to use as a Static weapon). Typically this is done for faster resolution and to display the utter lethality of the weapon.

How do you determine your wound levels?

All wounds go off the assumption that you possess at least 2D of Strength. 2D is generally the lowest starting Attribute you can have. Any amount above 2D Strength increases your S\W\D (Stun\Wound\ Death) thresholds. Per pip you possess in natural Strength above 2D increase that threshold by 1. Per pip below 2D decrease your threshold by 1.

These thresholds can also be increased by certain abilities acquired in *Elite Paths* and through *Advantages*.

Wound Levels:

1 point above STR roll = Stun
Stun: -1D for 1 Round, Stun devices = 2D6 rounds
Per D above 2D STR add +1 to Stun Threshold

1 point above Stun = Wound
Wound: -1D persistent to all skill codes
Per Pip above 2D add +1 to Wound Threshold

Second Wound Level (Severely Wounded)
-2D persistent to all skill codes

Third Wound Level (Incapacitated)
-3D persistent to all skill codes, prone
-Loose limbs at this wound level (if applicable)

Fourth Wound Level = Mortally Wounded
-4D persistent to all skill codes, unconscious, death in D6
-Loose limbs at this wound level (if applicable)

Fifth Wound Level = Instant Death

Here's an Example:

I have 3D Strength :
My Stunned Wound Threshold is 1 above my Strength Roll +3 for the three pips in Strength I am above 2D: Stun Threshold = Strength Roll + 4

Wounded = 1 point above Stun, so Strength Roll +5
Wounded (severe) = another wound result
Wounded (incapacitated) = another wound result
Wounded (mortal) = another wound result
Dead = Another wound above mortal

If you were hit by a missile, you might take all the damage at once. So, if your STR roll was 12 + 5 = 17 to be wounded, add all the wound levels together and you know how much damage you can take before that Missile blows you to pieces (85 points of damage will blow you into chunks in one shot). *You can always resist with additional Character Points, Heroic Points, or both if you're using the Lethality Rules.*

Wound Healing (Using Recovery Tests)
Natural
Stunned
A stun is automatically recovered after 12 rounds (like a blaster stun).

2D Base Attribute Build
Wounded
Strength Roll Result
Critical Failure Character worsens to Severely Wounded.
1–11 Character remains Wounded.
12+ Character is fully healed.

Severely Wounded
Strength Roll Result
Critical Failure Character worsens to Incapacitated.
12–21 Character remains Severely Wounded.
22+ Character improves to Wounded.

Incapacitated
Strength Roll Result
Critical Failure Character worsens to Mortally Wounded.
23–34 Character remains Incapacitated.
35+ Character improves to Severely Wounded.

Mortally Wounded
Strength Roll Result
Critical Failure Character dies.
27–38 Character remains Mortally Wounded.
39+ Character improves to Incapacitated.

Assisted:
Injury Level Difficulty
First Aid Skill possessed: -1 point of difficulty
First Aid lowers the difficulty by –1DR
Medpacs reduce the difficulty by 10.

Simply possessing the Medicine Advanced Skill reduces the difficulty by 5 points.

Medicine Combined with First Aid reduces the difficulty by 2 per success level.

A Medical Suite (Clinic, Medbay, etc) Reduces the difficulty 5

For every Doctor (Medicine) there is assisting, reduce the difficulty by 2. (Includes Droids)

If there is a Medical Droid with access to a database reduce the difficulty by 3.

If Kolto is involved, healing is simply a matter of time. Reduce difficulties by 20

If Bacta is involved, healing is once again a matter of time. Reduce the difficulty by 20.

In the case of things like Bacta Jeltabs, Bacta Braces or Splints in coordination with a Medpac, further reduce the difficulty of the Strength test by 5.

Advantages that accelerate healing immediately reduce healing difficulties by 2 per D worth of the Advantages.

Regenerative individuals will heal over time, however, per D their Advantage is worth reduce the difficulties by 2 as well.

Force Healing cures on a 1 for 1, thus the total damage you sustained is the amount of Force Healing to be applied. If you don't heal the full amount, whatever you roll is healed.

Burst-Fire Rules:

I endeavored to make this as simple as possible:

Weapons that have a standard mode of fire that is called "Burst Fire" like an SMG, repeaters, blasters that say they have a burst mode, etc. have the following base attributes:

Standard burst = 5 shots
+1D to Hit and Damage (applied to the base code of the weapon) . Singular Target
*Up to 2 targets (within reason, close together) can be fired upon, if a secondary target is chosen, the –1D to hit and damage, still have to hit both targets resolved normally.

Extended burst = 10 shots
Requires a Free Action to utilize
+2D to Hit and Damage (as above). Singular Target
*Up to 3 targets, subtract 1D from the hit and damage bonus per target you fire at after the first (as above).

Full burst = 15 shots
Requires 2 Free Actions to utilize
+3D to Hit and Damage (as above). Singular Target
*Up to 4 targets (as above).

Burst fire for Stacking shots:
To hit a target and drop all the shots in a 1-10 cm area to compound damage with automatic fire, the bonus dice to hit and damage no longer apply. Per 5 shots above the standard burst add +1DR and you add another layer of BASE weapon damage. Thus, for simplicity, you can stack the first 2-5 shots in the same location, the next 5 shots count as one and stack at Base weapon damage, and the next 5 follow the same logic.

Some weapons are Fully Automatic:
Per 30 Shots/1 Action or 3 Free Actions, 10 Degree Arc per 10 Shots
These weapons get no bonus to hit, however, they will strike all targets in a certain cone of fire, resolved normally. To use this feature, you must expend 1 Action or 3 Free Actions (Per Full Auto Burst). (Doesn't matter if it's the only mode of fire for the weapon or not).
These Weapons are great for suppressive fire Full Automatic, targeting a single location: +3DR to the base difficulty to do so. This makes the damage code of the weapon ***STATIC + 6D (resolved randomly).***

Fuel Costs:

This one is super basic: 10 *Credits per Day of Fuel* (Consisting of Air/Food/Power/etc. but NOT Ammo like Missiles, Torpedoes, Hyperbarides, bombs) Anything beyond that is going to kill your player's desire to fly anywhere.

Combat Fuel Consumption:

If a ship is considered Capital (Corvette Up), I would generally disregard this rule. However, you could penalize ships of any size with this ruling forcing players to deal with more logistical matters in maintaining a capital ship.

In combat, Each **Day** of Consumables is worth **2 Hours** of Combat Maneuvers.

Thus, the typical TIE fighter has a total combat sustainability of 4 Hours before it needs to be refueled and rearmed.

I would classify combat maneuvers as any space movement beyond standard. Thus if you have an X-Wing with a Space of 8, if you accelerate to any speed above 8 (16 or 24) you're burning fuel like it's going out of style.

Acceleration to double base move increases fuel consumption, shaving an hour off combat maneuvers.

Acceleration to four times base move massively increases fuel consumption cutting your combat time down to 30 minutes per day of consumables.

If you are maneuvering in combat or an asteroid field or something similar (like a planetary storm, flying through incoming traffic, fighting a Black Hole's gravity, etc.), you're burning fuel like it's a combat situation.

If you want to be ruthless about fuel consumption:

Standard Space Movement + Starship Dodge is 2 Hours per Day of Consumables in Maneuvers.

Per Increment of Speed a player escalates, in any sequence of the combat, reduce the overall longevity of that 2 hour period by 30 minutes. (do this only once for each tier of speed escalation no matter how many times it happens, however, using 2x and 4x base move significantly increases fuel consumption up to 1 day burned per hour)

The Rest s GM Discretion, you want a fun game, so clearly this is all optional stuff.

Character Points:

Any Character Point you spend or "burn" on a result roll is considered ***Wild with no chance of Botch.*** They're like micro Heroic Points.

Up to 5 Character Points can be spent to resist Damage unless otherwise noted (like in Multi Tap on the previous pages).

Up to 3 Character Points can be used to enhance any Non-Combat action (which also includes Piloting, even in a combat situation) Other than a Defensive one (like Dodge/Parry). Those three points cover all actions to that skill you apply them to.

Up to three Character Points can be spent in a round toward as many skills as necessary, as you want to, that are Non-Combat or Defensive.

Up to 2 Character Points can be spent on combat actions. For Accuracy or even Damage. However, they apply separately to different combat skills. *Thus you would have to spend 2 on Gunplay to Fire and 2 on Melee Weapons to Fire and Swing a sword in the same round and get the bonuses to each.*
During Combat Actions, if you add 2 Character Points for Accuracy, they count toward all the actions in that sequence. Applying to each Shot/Melee Strike individually.

During Combat Actions if you add 2 Character Points to the Damage D Code of a weapon, it is ***applied per damaging shot/punch/melee strike/force ability that inflicts damage, individually.*** It's much more costly to increase the damage than it is to add to accuracy or defensive bonuses.

You should hang onto as many as you can, however, as you use character points to raise your skills at the end of a session.

If you're anything like this older gaming group, we only get to play once every two weeks at best. ***Anything less than the above just seems like an utter waste of time*** *there is no Character growth & you want to be able to raise more than one skill a pip per session, or start to train in an Advanced Combat form like Martial Arts or Lightsaber/Melee Forms, or even Elite Skill Packages.*
-Feel free to award points to people for ***Good*** Role Playing, Humor, the fact that they all showed up on time ;)! Whatever. But generally keep these awards within a 1-5 point bonus.

Character Point Awards:

These are general awards you should give for your game sessions:

Power Level Based:

WEG Standard, basic game:
No less than 10-15 Character Points per session

Standard, building block game:
No less than 15-20 Character Points per session

Mid Power Level, Starting point game:
No Less than 20-30 Character Points per Session

High Power Level, Starting point game:
No Less than 30-40 Character Points per Session

Epic Power Level, Starting point game:
No less than 40-50 Character Points per Session.

Heroic Points:

These are the Edge, Force and Dark Side points here. Generally, they allow you to *double all your skills and attributes.*
Please Note: *GM Discretion, but please award these points OFTEN to players that don't use a Heroic Point to do something heroic!*

Performing Heroic Actions can just flat out earn you

Free Heroic Points! You don't have to Spend them to get them back. Now if you're fighting a Dark Jedi, and you're using Force Points to fight them and they are using them to kill you. You typically get the ones you burned back, and you get another point on a one for one basis. GM Discretion on if you want your guys with 10 points to go to 20 or not in a battle. (I say, why the hell not? It's an epic game system, let the Force Wooge Fly!)

Performing exceptionally selfish actions while using them generally means you don't get the point back.

If you're a Dark Jedi and you're fighting a Light Side Jedi (or several) and you use Force Points to Fight them, you gain them back for your "Heroic" action just like they earn them against you. That's more for the Dark Side kind of Campaign.

Epic Points:

These are the Harmony, Hatred and Legend Points you cash the lower tier in for. When you cash them in you are reduced to 1 in the previous tier (so as not to rob the characters of that building block, even in the case of Dark Side Points) and the Epic Points increase by 1. This is described in the beginning of the book.

However, to reiterate, these points **Generate a Base 40 result** on your roll **PLUS DOUBLE YOUR SKILL AND ATTRIBUTE ROLLS on top of it.**

Exceptional deeds of heroism and utter self sacrifice can earn players these points. I hand them out at Campaign Conclusion for people that took the game all the way through, for example.

Disco Lemonade's Character Lethality Revisions & more of my rules

We started out with a bunch of different methods of calculating damage and resistance to it on the Character level. I had hit points in general, then resistance points per location on the body and it was just too much shit to track. It worked, but was difficult to benchmark where wounds began and all that jazz.

So, I'm sitting there and Disco looks at me and says *"Dude, this is just too much damn trouble. I know you want this game to be advanced and stuff but let's just use Willpower and Endurance rolls to resist the effects of damage."* So just dial it all back down the Strength Attribute at the Character level (Strength for Damage, Perception vs Force, etc.)

Here's how his advanced form of logic works in your favor as a character:
Advantages/Disadvantages can directly apply to resistance rolls where appropriate.

You can still burn 5 Character Points to soak any form of damage. Those 5 Character points are still Wild with no chance of botching.

Heroic Points (old Force Points) still double all rolls but cannot be used in tandem with Character Points. However, for the purposes of soaking damage, you can burn up to three additional Character Points in a round you used a Heroic Point, solely for the purposes of soaking damage.

Instead of Resistance Points per location, like on vehicles, you can simply roll Willpower or Endurance to shrug off the effects of any Wound result. Now, this doesn't make it go away, it just lets you ignore the pain if you make the roll. This is always considered an action. And once performed can be kept "up" assuming you don't take another wound. This Endurance/Will Roll can be parked in a Free Action Slot the round after it succeeds.

Difficulties for making a roll to ignore the penalty are rather simple. Whatever exceeds your strength roll (after resistance dice, Character Points, etc.) is the target number you must beat on a Willpower or Endurance roll + 5 for Stun, 10 for Wounded, 15 Wounded Twice, 20 Incapacitated, 25 Mortally Wounded. Willpower is more for effects that were caused by the Force/Magic and Endurance is more for more mundane damage like being shot by a Cannon at close range.

If you fail the primary roll, you can make a second action off the secondary characteristic (in either case Force or Mundane damage) at a +1 Difficulty Rating higher to attempt to shrug the effects off.

This doesn't apply to the effects of something like a Blaster Stun, that just drops you unless you're resistant like a Jedi.

Lethality in the Game:

Lethality refers to the success level by which you exceed your hit rolls by. In the old game rules there was no lethality. You simply rolled to resist base damage with Strength or Perception.
However, the way we play is typically with one of three methods.
No Lethality, Light Lethality or Full Lethality
No Lethality: Is the vanilla game

Light Lethality: For every 5 points you beat any roll by (Rounding Down), apply a +1 to the damage roll. So, if Tommy's Bounty Hunter rolls a 32 on his 7D Blaster skill and the target was 15 to hit some bad guy, you would apply 3 points of additional damage, rounding down to the result of the weapons actual damage.
You can spend up to 5 Character points to resist damage here as is standard

You can spend one Heroic Point & up to 3 Character points

Full Lethality: For every point you beat any roll by, apply a 1 for 1 bonus to the damage roll. Thus in the above example, with Full Lethality, Tommy's Bounty Hunter would be delivering 17 additional points of damage in addition to the Damage code of the weapon he used to shoot the bad guy.
You can spend up to 10 Character points to resist damage

You can spend 1 Heroic Point & up to 6 Character Points

Compound Damage:

If you play the way we do, sometimes you just have to make very damn certain you core bad guy. I'm not talking about just putting a hole in his plastic white armor. I'm talking about that kind of damage that Blows a smoldering hole through where the bad guy's chest used to be. So big that you can see his buddies through it and even shoot them, through that hole.

This is called **stacking shots** on top of one another. You can do this with a gun, your fist, a pencil, etc. You have to hit the same relative area. Some areas are easier than others, like shooting for Center Mass.

The Difficulty for making this work is the target difficulty of the person / object (like center mass, +1DR) + the size of the area that will allow for compound damage to actually, directly, stack. For blaster bolts, that area is 1-10 cm (+2DR) for a total difficulty of +3DR.

In this scenario, each and every shot that hits the correct difficulty, layers it's full damage on top of the previous shot.
It can get very nasty, very fast. Thus three shots from a 5D blaster will end up doing 15D of damage.

Resisting that sort of damage seems impossible even with 5 Character Points of resistance dice.

However, for the sake of argument, if you have the character points you can spend 3 per additional shot to resist this sort of damage.

There was no possible way to eat this kind of fire in any house rule before. To me, this makes sense. No one should be able to just utterly screw another player in any game using Multi Taps, assuming you have the Character Points to burn.

In effect, your character with a Strength of 2D would have an effective pool of dice as follows: 2D (one Wild and Botchable), 5 Character Points of Wild Dice + 6 Character points of Wild Dice (3 per additional shot) for a total resistance pool of 13D. Not as bad, but as you can image enough shots layered and a disparity forms.

You can only eat so much fire power.

Quick draw:

I don't know how much of a formalized rule this actually is, because I've never actually read any document that ever described it properly. I've never seen it in any official D6 publication that I'm aware of other than that odd reference where a gun like Han Solo's was modded to allow a +2 to Quick draw, or the custom holsters for guns you could buy out of one of the Equipment guides. There was even a 3D Pulse Wave Holdout Blaster that gave you a +3D to your Quick draw. I suppose I could look at those references and figure it out, but I don't care and I don't think anyone else does either.

Here's how it works for us:

Quick draw allows the character performing it to fire a gun, or swing a sword or punch someone prior to any Initiative roll. In order to pull it off appropriately you have to have a fairly sizeable dice pool in the skill you are using.

You subtract a number of dice from your skill to be rolled against the opposition's perception. Those dice are spent and act as your initiative, instead of your perception. If you beat all the opponents Perception rolls, you resolve your action *PRIOR* to any actual initiative rolls. Just like a surprise round. The winner of that contest fires a number of times that you have declared before hand with whatever dice you have left.

Or on the rare occasion, you roll your *Quick draw* Dice against another *Quick draw* being performed by an adversary. The winner of that contest fires a number of times that you have declared before hand with whatever dice you have left. If your adversary doesn't drop, they then resolve their shots right after yours.
You can add up to 2 Character points to either the Quick draw itself or to the actual combat rolls afterward.

If you have gear that gives you Quick draw bonuses you can only apply those dice to that initial initiative test. If you have advantages or an Elite Career path that gives you a bonus to Quickdraw, you can also add those dice only to the initiative test for Quickdraw.

If you don't save dice for a defensive action, you're wide open in the actual initiative round. Because you've already performed all your actions in the Pre-Initiative sequence of the Quickdraw action. Advantages like Fast Reactions will still allow you to perform a Dodge, Parry and 5m movement in the actual initiative round. *However, if you don't have enough dice left to formulate a defensive action… Again you're wide open.*

In the example below Jim would have to burn up to 3 Character points on a Defensive Action in order to gain any kind of Dodge or Parry bonus.

So, say Jim has a Gunman and wants to get the drop on a group of Storm troopers that are staring his party down with their guns leveled and ready to shoot or arrest them. Jim declares "Quick draw". He has 8D in Gunplay, and declares he will pull 4D of that skill away. He's going to take 4 shots, one at each Storm trooper, with his Heavy Blaster Pistol (3 actions), so his skill to hit is 1D at this point. He's adding 2 Character points to the accuracy rolls (which are always un-Botchable Wild Dice) for a total of 3D per shot (all of which are Wild, just that the original skill D is capable of botching).

He rolls a 14 on 4D vs. the Storm trooper's 2D with a result of 7. He shoots first, resolving the 3D rolls for each of the 4 shots and resolving damage normally.

Opposed Quickdraw Actions, can, resolve a bit more cinematically or they can be utterly one sided.

In the Han Solo Trilogy, a younger Han Solo with a Gunplay skill of about 8D (like Jim's Gunman) and a +2 pip bonus modded Gun for Quick draw, draws on Gallandro.

Gallandro: 15D Heavy Blaster Specialization, +3D Quick draw Holster

Han Solo: 9D Heavy Blaster Specialization, +2 total Mod for quick draw from the gun itself.

Gallandro sets aside 13D to Quick draw, declaring that he will fire 3 times.

Han sets aside 9D+2 to Quick draw, declaring that he will fire once.

Gallandro rolls a 53

Han Rolls a 38

Gallandro Draws, Fires three times, purposefully taking aim not kill Han, and drops him. Spending 2 Character points to ensure he merely Incapacitates him.

Han doesn't even clear his holster before he drops.

The first shot fires at the Top of your Initiative Roll.

Gallandro Fires his first shot on the 53

***Per increment of 5, pulling off the top of the roll**, the next shot goes off for Gallandro at 48.*

The third and final shot from Gallandro Goes off at 43.

By this point in time Han is already down, 1 more time increment and Han would have actually cleared his holster and Fired on Gallandro.

In a closer match, this can get very interesting and very cinematic.

Note: Neither Gunman saved any Dice for Dodge, and that could have affected the actual accuracy rolls. *Think about this sort of action before you perform it.*

-Quick draw ALWAYS fails against successful Sixth Sense. Jedi (Danger Sense) and those possessing Fast Reactions and or Sixth Sense simply have a better defensive front to put up. If you succeed on a Quick Draw roll (beat their Initiative) you act first. Danger sense & Sixth Sense only grant DEFENSIVE boons (for dodging out of the way at the last second and these abilities are by no means flawless).

The Effects of Aging

All characters grow old over time, however, in the Star Wars Universe people tend to live very long lives. The typical life span of most races is 120 Years. For All intents and purposes assume most races have this limitation. The Anomalies are Wookies, Yoda's race and Arak (my campaign). Advantages like Longevity, Pre Natal Nanotech & Immortality tend to blur the lines a bit as well.

It's often been said that Force Users have the capability to live extremely long lives, yet there has never been a direct effect associated with it. That changes here. Determining a Jedi's life span is rather simple.

Jedi Lifespan Extension:

Per D of Force Attribute, extend a Jedi's Lifespan by 50%, Per 5D of Control, further extend a Jedi's Lifespan by 25%.

Jedi benefit in the same fashion that Longevity does (just without the 3x base lifespan).

The Age Categories are as follows:
The Second Column is the percentage by which you multiply the age of a species that has a longer base life span than 120 Years in order to determine the time spent at each Age Category.

Category	120 Year Lifespan	Percentage Per Age
Infant	0-5	4.25
Child	6-10	4.25
Young Adult	11-17	6.8
Adult	18-39	18.3
Middle Age	40-60	16.6
Old	61-80	16.6
Very Old	81-100	16.6
Ancient	101-120	16.6

This yields a 99.9% return, I tacked on .05 to Infancy and Childhood just to get the percentage to 100%. Should be fine for other long lived species.

For the Purposes of the Game, you won't have any penalties until you reach the Old Stage unless you actually take them as Disadvantages.

For Each Hatred Point a Jedi Possesses, reduce their Lifespan by 5%. 7 HP = Suffer Old Aging Effect, 14+ HP = Suffer Very Old Aging effect

If the Jedi is Consumed by the Dark Side, double the Control requirement to per 10D.
If the Jedi cannot be redeemed to the Light Side, eliminate the Control Bonus. Reduce the benefits of the Force Attribute to 25%.

Please note, a Dark Jedi never benefits from the bonuses of advanced age, only the penalties when incurred by their lust for power. They must still live long enough, naturally, in order to obtain those bonuses.
Old: All Attributes remain the same, however, your ability to resist damage has been diminished. -1D to effective strength tests to resist damage. +1D Competency bonus to all Knowledge Skills, +1D Capital Advantage

Very Old: Suffer a –2 Pip loss to Dexterity & Strength in addition to the above. These can be bought back for 10 points each pip (40 Character Points). The Old damage resistance still applies. +1D Competency Bonus to all technical Rolls, +1D Additional Capital Advantage

Ancient: Suffer a –1D D-Code loss to Dexterity & Strength, this time it cannot be re-purchased. -1D+2 to effective Strength to resist the effects of Damage. Obscure Knowledge Advantage granted for one Skill of Choice. +1D Additional Capital Advantage

For a second go around, those that hit these age Markers a Second time, Increase the competency bonuses to 1D+2. Stack the Capital Advantage gains and add another Obscure Knowledge Advantage at Ancient.

For Immortal Characters, 100 years beyond twice their base lifespan add another Obscure Knowledge Advantage, and allow them to choose 2D of Advantages, increase the competency bonuses to +2D.

For every century they live beyond that Add another Obscure Knowledge Advantage and pick 1D of Advantages (must be selectable in 1D increments).

The Galactic Calendar & Time Keeping

According to the **Galactic Standard Calendar** … *I don't think anyone actually gives a shit.* Thus for the purposes of the game play and time keeping I'm using the following (I looked into at least 4 calendars for the universe and one hadn't even established how many days were in a month).

60 Seconds in a minute
60 Minutes in an Hour
24 Hours in a Day
5 Days in a Week
7 Weeks in a Month (35)
10 Months + 3 Festival (Fete) Weeks + 4 Holidays = 1 Year (right from Wikipedia) (11 Total Months, Fete Weeks and Holidays are all a week long each; a month of holidays and festivals that supersede the progression of the standard year/current month)
385 Days in a Standard Year (My call, the web cites 368 days)

Festivals (last an entire week, called Fete Weeks)
New Year Fete Week—First five Days of the new Year
Life Fete Week—5 days between the sixth and seventh months
Stars Fete Week—5 days between the 9th and 10th months
A Galactic (or Imperial) Fair concludes each of these weeks

The names of the days sound… special to say the least
Primeday

Centaxday

Taungsday

Zhellday

Benduday

Take the following with a grain of salt… Use them as you wish, but some don't even correspond to the standard year (14 month long year listed on some worlds).

The Boonta Eve annual festival celebrated on Tatooine. It honored the rise of Boonta Hestilic Shad'ruugodhood. TheBoonta Eve Classic Pod race held to commemorate the festival.

Empire Dawn annual holiday held to commemorate the rise of the Galactic Empire.

Equinox Dawn annual holiday that marked the beginning of autumn on the planet Hosnian Prime. Sun-sail was held in the planet's capital to commemorate the holiday.

The Festival of Light on Naboo, which celebrated the anniversary of the planet Naboo joining the Galactic Republic.

Q'anahwas an ancient festival celebrated on the planet Asmeru.

Tapani sector Expansion Week just before the upper class Capital Season. It fell between the months of Selona and Telona.

Harvest Day first observed by the original settlers of the sector. The exact origins of the holiday are have been lost over time, but it was believed that the settlers traditionally commemorated the time of harvesting their crops on this day. In later years, it was simply a day off from work. Harvest Day fell between the months of Yelona and Relona on the Tapani local calendar.

Productivity Day between the months of Nelona and Helona.

Tapani Day held annually just after the month of Kelona, and before the month of Selona.

Shelova Week a traditional Herglic holiday that celebrated commerce and family, two things which are interrelated to the Herglic race. Shelova Week was a time to exchange gifts, make new business alliances, discuss trade arrangements, and spend time with family members. As the Human population of Tapani Sector began interacting with the Herglics, they too began celebrating the holiday, although many Humans simply take vacation instead of also developing business partnerships. On the Tapani local calendar, Shelova Week fell between the months of Helona and Melona.

Winter Fete a holiday which originally marked the winter equinox on the planet Pelagon. The settlers there were the first to celebrate Winter Fete, and when they began settling other planets in the sector, the holiday went with them. Over time, the holiday was modified to coincide with Coruscant's Fete Week. In the Galactic Civil War-era Tapani local calendar, Winter Fete fell on the very last week of the year, following the month of Welona.

Independence Week in the Freeworlds Territory in the Tapani sector was from 10th of Relona through the 15th. It celebrated the Freeworlds separation from the Expanse.

Life Day is a Wookiee celebrated holiday on Kashyyyk.

Mofata Polneyeor season is a Yevethan mating ritual. Plat Mallarthat is the Yevethan holiday on Polneyeplace on the 40th day of Mofat.

The Month of Plenty a Weequay season that honored the moon god Quay.

Temples on the planet Sriluur were dedicated to Quay had an open skylight in their roof which allowed Weequay priests to track the moon's progress during this month.

Thulp is another galactic day of celebration in the name of the summer growing season on the planet Draenell's Point. It lasted about 14 standard months, making up about a fourth of the planet's long year.

Boonta's Eve on Tatooine.

Carnival Week, a patriotic Imperial holiday on Coruscant.

Cordel Cove Winter Carnival on Neftali, celebrating the ice planet's natural beauty.

Republic Day, annual event celebrating the foundation of the Galactic Republic.

Empire Day, annual event celebrating the foundation of the Galactic Empire.

Harvest Day an annual festival celebrated in the city of Mos Eisley on Tatooine.

High Day, a galactic holiday.

Construction Rules: Building Starships, Structures & Equipment

Starship Grade Cannons:

This section is more for players wishing to purchase specific types of weapon's systems that they would arm their ships with. It's going to break down the costs associated with shopping weapons for your ships. It will also delve in to ranges of the guns and adding certain specific type modifiers to them like ***Static*** and Ultra Heavy Guns.

The Weight of weapons:

For all intents and purposes we are not factoring in the fire control package here. This will simply track the weight of weapons emplacements for mounting on anything you design. Round all weights up to the nearest D. Additional damage granted from Fire-Linking or Battery-Linked weapons does not factor into the weight determination.

Energy based Ammo is abstracted, the space it actually takes up is negligible or the power provided comes from the Design's power core.

Speeder Scale: 1.25 Kg per D/per Barrel
Walker Scale: 2.5 Kg per D/per Barrel

Starship Grade Weapons:
Snubfighter Scale: 5 Kg per D/per Barrel
Rail Gun Ammo: 5 Kg per 1,000 Shots
Densified Rail Ammo: 7.5 Kg per 1,250 Shots
Autocannon Ammo: 5 Kg per 100 Shots
Torpedo Launchers: 5 Kg
Missile Launchers: 10 Kg
Multi-Ordinance Launcher: 20 Kg
Missile Racks: 2.5 Kg/Rack
Snubfighter Torpedoes 2.5 Kg per Unit
Snubfighter Missiles 2.5 Kg per Unit
(Rockets and Bombs carry the same weight)
Notes: External Hard Points Actually Increase Ordinance carry capability (The E-Wing is an example of this).

When calculating weights for Snubfighter scale weapons on Capital Ships assume every weapon system weights 1 Metric Ton.

Static weapons double the weight of the weapon.

Capital Scale+ Weapons:
Capital Scale: 1.5 MT per D/per Barrel
Capital Rail Ammo: 75 Kg per 1,000 Shots
Densified Ammo: 100 Kg per 1,250 Shots
Autocannon Ammo: 100 Kg per 100 Shots
Torpedo Launchers: 1.5 MT per Launcher
Multi Ordinance Launchers: 1.5 MT per Launcher
Capital Torpedoes: 75 Kg/Unit
Capital Missiles: 75 Kg/Unit
(Rockets and Bombs carry the same weight)
Static Weapons: Double the weight per D
Ultra Heavies: 66 Metric Tons per Barrel
Ultra Heavy Ordinance Launcher: 66 Metric Tons
Ultra Heavy Ordinance: 300 Kg/100 damage output
(Missiles, Torpedoes, Rockets, Bombs, etc)
Standard Hyperspace Torpedo: 50 Metric Tons
Heavy Hyperspace Torpedo: 100 Metric Tons

Notes: External Hard Points Actually Increase Ordinance carry capability. *Mostly only seen on Archaic Designs due to the ability to detonate ordinance on the hull of a Warship.*

These weights are then subtracted from a Design's Cargo Capacity.

Other Scales:

We're examining Snubfighter to Capital Grade Weapons and up, here. However, some Designs have been known to mount lower scale weapons for use in antipersonnel actions.

Speeder Scale: Generate the weapons in Snubfighter Scale and then reduce the final cost by 40%.

Walker Scale: Generate the weapons in Snubfighter Scale and then reduce the final cost by 20%.

Per Barrel, Per pip of base Damage + Fire Control (by weapon type):

Base Fire control typically will be 1D. Exceptions exist, for ships with singular barrels, however, in systems with multiple barrels (3+), increase the cost if the Fire Control Package by 10%+ per barrel over 1 (2 Barrels 10%, 3 20%, 4 30%, etc).
Note: *You can allow the Fire Linkage or Battery grouping handle your Fire Control Gains ;).*

You will Notice each Weapon has a Max, Base, Damage Output (& Fire Control); (You can mod this or re-engineer it)

Snubfighter Scale:

Blaster Cannon (Old School); Max Damage: 5D
Per Barrel: 500 Credits
Per Damage Pip: 175 Credits
Per Pip of Base Fire Control: 175 Credits; **Max: 2D**

Laser Cannon (Galactic Standard); Max Damage: 7D
Per Barrel: 1,500 Credits
Per Damage Pip: 250 Credits
Per Pip of Base Fire Control: 250 Credits; **Max: 3D**

(Technically an X-Wing has a base 2D Fire Control package that gains a bonus +1D from having it's guns quaded up in a Fire Linkage setup)

Turbolaser Cannon (Military Elite); Max Damage: 9D
Per Barrel: 2,500 Credits
Per Damage Pip: 275 Credits
Per Pip of Base Fire Control: 275 Credits; **Max: 2D**

Auto Blaster (Burst Fire Capable); Max Damage: 3D
Per Barrel: 1,000 Credits
Per Damage Pip: 200 Credits
Per Pip of Base Fire Control: 200 Credits; **Max: 3D+2**

Auto Cannon (Burst Fire Capable); Max Damage: 2D (Archaic)
Per Barrel: 250 Credits
Per Damage Pip: 125 Credits
Per Pip of Base Fire Control: 250 Credits; **Max: 1D+2**
Ion Cannon, Max Damage: 5D
Per Barrel: 2,000 Credits
Per Damage Pip: 300 Credits
Per Pip of Base Fire Control: 300 Credits; **Max: 4D**

DEMP Cannon, Max Damage: 6D
Per Barrel: 4,000 Credits
Per Damage Pip: 600 Credits
Per Pip of Base Fire Control: 600 Credits; **Max: 1D**

Rail Gun (Really Old School, Burst Fire Capable); Max Damage: 4D
Per Barrel: 350 Credits
Per Damage Pip: 150 Credits
Per Pip of Base Fire Control: 225 Credits; **Max: 3D+2**

Pulse Wave Cannon (KOTOR); Max Damage: 4D
Per Barrel: 450 Credits
Per Damage Pip: 150 Credits
Per Pip of Base Fire Control: 150 Credits; **Max: 2D**

Tractor Beam; Max Damage: 5D
Per Barrel: 250 Credits
Per Damage Pip: 325 Credits
Per Pip of Base Fire Control: 325 Credits; **Max: 4D**

Capital Scale Weapons: cost 10 times the codes for their Snubfighter scale counterparts.

Example:
A Laser Cannon purchased at Capital Scale is 15,000 for the barrel, 7,500 for 1D of Damage and 7,500 for 1D Fire Control = ***30,000 Credits for:***
Capital Laser Cannon
Fire Control: 1D
Damage: 1D

For Every Scale Above Capital (Dreadnought, Super Cap, etc) that a weapon is scaled to: add 2 to the cost (12x, 14x, etc.)

The Cost of a Death Star Scale Weapon (one capable of destroying planets) is 100 times all the finalized codes for a capital weapon. 8-16D are required to destroy a planet depending upon size and mass.

Example:
Basing off the Capital Scale Example,
A Laser Cannon purchased at Death Star Scale is 100 x the Capital Scale weapon (30,000) = ***3,000,000 Credits for:***

Death Star Laser Cannon
Fire Control: 1D
Damage: 1D

Lets Talk a bit about range:

We assume that the range of a weapons system follows old canon references. We made missiles and Torpedoes have vastly different range profiles. However, for standard guns that you engage ships with in CQB (I love that term from The Expanse) or Close Quarters Battle we leave the ranges largely the same.

There are some discrepancies on guns in the old canon references, like some Starfighter scale turbolasers hitting out to ranges of 50+ Lets figure this one out for us a bit.

Lets Say that Standard Starfighter Scale Guns look like this:

1-3/12/25 (Your Average Laser)

Capital Guns look like this

5-25/50/75 (The Average Capital Turbolaser)
(Some only hit out to 50—60 because they are really heavy guns… never made sense to me. Heavy guns should shoot farther).

Say we have this Starfighter scale Turbolaser Normally shooting to 25 units and delivering 7D of damage. Per D you pull out of the damage, increase it's range by 25%. Thus a 3D Starfighter Scale Turbolaser would have a range of 50. Real Similar to some of the things I have seen in older publications.

For the heck of it, for a more granular feel lets try to define base ranges.

Starfighter:

Slug Thrower Cannon	1/3/9
Pulse Wave Cannon	1-2/6/12
Blaster Cannon	1-5/10/18
Rail Gun	2-4/16/32
Laser Cannon	1-3/12/25
Turbo Laser Cannon	2-5/15/30
Ion Cannon	3-9/18/36
DEMP Cannon	1-4/8/16

Capital:

Slug Thrower Cannon	1-5/10/20
Pulse Wave Cannon	2-12/24/48
Blaster Cannon	3-18/36/54
Rail Gun	4-24/48/96
Laser Cannon	3-21/42/60
Turbo Laser Cannon	5-25/50/75
Ion Cannon	6-20/40/60
DEMP Cannon	2-12/24/30

Ultra Heavy Guns:

Ultra Heavy Guns can use the ruling where I've already specified they can fire a distance of +33% corresponding to the type of gun they are, however, the ruling I had been using was that Ultra Heavy Guns can fire at anything within sensor range.

For any target that falls under their standard range defined by the base weapon plus 33%, their standard fire control applies.

For any range that exceeds this, the sensor bonus (or penalty) for that range is the fire control.
(Like firing at maximum sensor range)

Static Damage Codes & Ultra Heavy Guns:
Multiply the Cost of the Finalized weapon by 5. Static Damage in this instance means the barrels output 6 points per D instead of 3, then modified by the amount of barrels as usual.

Note: Ultra Heavy Guns cost 10 times a static weapon and apply a 15x multiplier to cost.

What About shots per gun type?:

You don't have to use this, this is all purely optional. This adds some more management to smaller operations if you want this.

The reason why Laser Cannons (Pulse Wave, Ion & DEMP Cannons) are so popular in the galaxy is that they draw power from the power core of a ship. As long as your ship has power, they can fire.

Other guns are not this fortunate, while having the benefit of generally pulling next to nothing off the drive core of a ship.

However for Grit factor, we are going to list Laser Cannons and their draw prior to recharge / diverting core power from another system to recharge them.

Note: Any Additional Guns on the ship draw this power automatically.

Starfighter Scale:

Laser Cannons:
Core Power Reserve: 1,250 Shots
-Divide this by the number of barrels firing.

Example: So, an X-wing with 4 barrels firing has only about 312 Shots. Something like the updated Moldy Crow with 8 Barrels (I have in the stats section) only has about 156 shots.

Blaster Cannons:
Tibanna Gas Reserve: 1,000 Shots
-You must divide this number by the amount of barrels that are firing.
Reload Cost: 100 Credits; **Extended reserve (mod):** 125 Credits adds 25% more ammo. *(the Mod costs 250 Credits)*

Example: So, a Z-95 with 6 barrels firing only has about 166 shots.

Slug Thrower Cannons:
Relatively Limited Supply, belt fed: 100 Rounds per belt Typically each gun is individually fed. So, about 100 shots.
Reload Cost: 25 Credits a belt

Rail Guns:
Use Solid Metal blocks that ammo is shaved off of: 1,000 Shots
-You must divide this number by the amount of barrels that are firing.
Reload Cost: 35 Credits; **Densified Ammo:** Increases nominal damage by 1 (from 3 to 4) & increases ammo by 25%: **Reload Cost:** 70 Credits

Turbolaser Cannons:
Utilize the Radioactive Material known as Hyperbarides: 750 Shots
-You must divide this number by the amount of barrels that are firing.
Reload Cost: 150 Credits

Ultra Heavy consumes 100 Shots per barrel per shot
Capital Consumes 10 Shots

Capital Scale:

If you are trying to torture, lol, your players always assume that capital weapons use 10 shots per barrel to fire. Costs are about the same. You're just going to need a lot more ammo …

Cost Based Building/Starship/Vehicle Construction Rules:

The rules presented herein yield a ***Prototype Design***, which is the initial first production unit of a design. These designs are more expensive, likely to have flaws, etc.

If you want to construct a ship/building/etc, the first thing you want to define is it's general size, wether that be 5 meters to something huge like 8,000 meters.

Size is important because we will use the size of the craft or facility to ballpark the minimum (skeleton) crew required to operate the it. To fully crew the ship we will be adding roughly 50% to the minimum.

Defining Skeleton Crew: Per 10 Meters we are going to assume 1 crew is required to operate the craft.

Modifiers to Skeleton Crew (Per 10m):
Character Speeder Scale: x1.25; Full Crew: +/-50%

Walker Scale: x1.5; Full Crew: +/-50%

Snubfighter Scale: x1; Full Crew: +/-50%

Transport Scale: x1.5; Full Crew: +/-50%

Corvette Scale: x3; Full Crew: +50%

Frigate Scale: x6; Full Crew: +50%

Destroyer Scale: x9; Full Crew: +55%

Cruiser Scale: x27; Full Crew: +55%

Battleship Scale: x30; Full Crew: +60%

Dreadnought Scale: x40; Full Crew: +65%

Battlestation Scale: x50; Full Crew: +70%

Super Capital Scale: x75; Full Crew: +75%

Mega Capital Scale: x90; Full Crew: +80%

Death Star Scale: x120; Full Crew: +85%

Note: Speeder & Walker transports can violate this as necessary. However, you should do you best to reign it in. These craft don't HAVE to resemble old D6 book stats.

Skeleton Crew to operate a ship is always calculated by the above figures + Gunners. The difficulty to operate a ship follows the minimum crew numbers:

Ex: 167/+10 that means that the ship operated with a minimum/skeleton crew has +10 to all difficulties *except the Gunners*.

Further Modifiers to Skeleton & Full Crew:
Design is Archaic: x2 (Flaw)
Design is High Maintenance: x1.5 (Flaw)
Design is Efficient: x.25
Design uses Slave Rigging: x.5
Design is a Slave Rigged Droid ship: x.75

Note: Does not affect Passengers (Troops)

Determine Skeleton Penalty:

Assume Modern Designs are +15 penalty to skill rolls when under crewed.
High Maintenance Designs add +5 to the difficulty.
Archaic Ships add +5 to the difficulty.
Slave Rigged Ships are -5 to the difficulty.
Droid Slave Rigged ships are -10 to the difficulty.
Efficient Ships are -5 to -10 the difficulty.

Determine Potential Passengers (Troops):

Maximum passengers are determined by doubling the Full Crew percentage and then multiplying that by the skeleton crew.

Ex: A 120 meter Corvette has a skeleton crew of:
120M: 12 x 3 = 36
It's full crew compliment is +/-50% of 36.

The Total Passengers the ship can carry is 100% = Skeleton Crew = 36 *Passengers*.

Determine Cargo Space: Multiplied by the scale modifier:

Character: 2.25 Kg / Meter
Speeder: 5 Kg / Meter
Walker: 10 Kg / Meter
Snubfighter: 12.5 Kg / Meter

Transport Scale *and Greater determines cargo space at 50 metric tons per 10 meters. You can round up or down if you so choose, but for ease of calculation just base it on every full 10 meters of the ship.*

Corvette: x2 (100 Metric Tons)
Frigate: x2
Destroyer: x2
Cruiser: x2
Battleship: x2
Dreadnought: x2
Super Capital: x2
Mega Capital: x2
Battlestation: x2
Death Star: x2

Determine Capability to Carry Fighter Craft: This is the length of the ship divided by 20. Thus a Star Destroyer at 1,600 Meters can carry 80 ships, 72 fighters and 8 support craft.

Notes: The first hangar is free (no space penalty) *Additional Hangar Space:* Additional units = Units x 100 = Cargo Capacity penalty in metric tons. *Any Design without Fighters rolls that tonnage back into Cargo Space.*

Determine Ground Force Capacity: Take the available cargo space of the ship and divide this by 100 = the total amount of units the ship can carry. I would assign the spaces on a 1 for 1 basis no matter what the unit is, but use some discretion here, Pre Fab Garrisons are worth 20 units/each, small prefab garrisons 10/ea, Landing Barges 4/ea. Other units like tanks, walkers, artillery are 1 for 1.

Note: Any Ground Units carried subtract from total cargo space by their unit cost x 100 metric tons.

Base Consumable Cost: 10 Credits/day per crew

Determine Maximum Consumables:
Character Scale: Per meter of a design assume 2 hours of consumables.
Speeder Scale: Per meter of a design assume 5 hours of consumables.
Walker Scale: Per meter of a design assume 1 day of consumables.
Snubfighter: Per 2 meters of a design assume 1 day of consumables (rounding up or down, GM Discretion)
Transport: Per meter of a design assume 2 days of operation. Round up to the next month (26 meter ship x 2 = 52 days = 2 Months (70 Days).
Capital Ship or greater: Per meter of a ship assume 1.5 days of consumables (round up or down to the nearest year).

Note: Not all ships will carry maximum consumables, operational costs to refit the ships could be astronomical.

How to determine the cost of a design: Wether that design be a character scale object or a battleship we need to figure out how to build things and their relative values for games where you have money or the capability to build things.

1. Add up all the D codes and break them into pips (3 pips per D).
2. If the design has sensor values, per 10 units of range in each category (including maximum) = 1 point. Thus sensors of 180 = 18
3. Each Space Unit a ship has in speed is 1 point. (Space: 8 = 8 Points)
4. Divide the Kilometers Per Hour Atmospheric Speed by 100 (rounding up) and you have that cost in points. (950 KmH = 10 points)
5. Factor in the Hyperdrive in points
6. Factor in Ultra Heavy weapons: consider each gun barrel/100 rating of Ordinance to be 100 Pips.
7. Anything with a ***Static*** Value (like a gun) double it's D code before you break it into pips
8. Fire-Linked & Battery fire weapons are considered 1 gun.

Hyperdrive Point Costs:
Base cost is calculated by the class of the Hyperdrive.

X20:	1
X19-15:	2
X14-12:	3
X11-10:	4
X9:	5
X8:	6
X7:	8
X6:	10
X5:	12
X4:	14
X3:	16
X2:	18
X1.5:	19
X1:	20
X.75:	30

X.50: 50
X.30: 75
X.25: 100

If it's Character Scale: Multiply the total number of pips by 150. That's the base cost of your Prototype.

If it's Speeder Scale: Multiply the total number of pips by 200 = Prototype Cost.

If it's Walker Scale: Multiply the total number of pips by 400 = Prototype Cost.

If it's Snubfighter & Transport Scale: Multiply the total number of pips by 1,000 = Prototype cost.

Corvette Scale x7500
Frigate Scale x 10000
Destroyer Scale x 12500
Cruiser Scale x 18000
Battleship Scale x 25000
Dreadnought Scale x 35000
Super Capital Scale x 50000
Mega Capital Scale x 60000
Battlestation Scale x70000
Death Star Scale x 140000

This gives you a ballpark figure on the design, if you add massive amounts of consumables to your ship the figure will rise exponentially. An Imperial I Star Destroyer costs 91,200,000 to Prototype using these rules. Assuming we have a 20% total rebate back on the ship for a full production run with some engineering cleanup, it brings the cost of the ship down to 72,960,000 *(Ships in this book all assume they are full production runs, thus the 20% rebate on overall cost)*

Now… If you figure you figure out the operating costs for the ship for six years times it's full crew of 11,520 crew + 260 Gunners + 8,952 Troops x the daily operation cost of Consumables (10) = 207,320/Day of Operation in Consumables cost x the Amount of Years the ship possesses in Consumables (6 Years) 385 Days x 6 = 2,310

213,800 x 2,310 = 478,909,200 Credits over 6 years of operation. This is essentially your refit cost after a 6 year tour.

Internal Structural Strength Assumptions:
(Like walls & doors)

This is likely important if you're having a running firefight in a base or a starship. All values are ***Static*** *here. Gives them a bit more durability. Also account for Armor values for the purposes of Soaking damage.*

2D Character Scale = Character Scale to Snubfighter
1D+1 Speeder Scale = Corvette to Destroyer
1D Walker Scale = Cruiser to Dreadnought
1D+2 Walker Scale = Super Capital to Battlestation
2D Walker Scale = Death Star

Structure Creation:

Use the same rules, however, calculate the total length of the structure assuming there are 4 walls. Per 10m of a structure multiply it by 4 = Total Length.

Ex: An Imperial Garrison: 60 Meters long x 4 = 240 Meters.

240 meters divided by 20 = It can hold 12 Fighters; 240 meters divided by 100 = 2.4 = It holds 2 AT-AT walkers & one AT-ST walker (rounding up)

Determining Engineering Flaws:

Character:	2
Speeder:	2
Walker:	3
Snubfighter:	3
Transport:	3
Corvette:	3
Frigate:	4
Destroyer:	4
Cruiser:	5
Battleship:	5
Dreadnought:	6
Super Capital:	7
Mega Capital:	8
Battlestation:	9
Death Star:	10

Flaw Examples:
Inferior Space Engines, Inferior Atmospheric Repulsors, Inferior Maneuverability, Inferior Hyperdrive, Reduced Armor Value, Reduced Hull Code, Weaker Weapon Output, Reduced Hangar Space, Higher Maintenance, Archaic System Design, etc.

240 meters times 1.5 = 360 Skeleton Crew x (Add 50%) 1.5 = 540 Personnel

Skeleton Crew x 2 = 720 Troops (50% Full Crew Modifier doubled is 100% more which doubles the amount of Skeleton Crew = Troops)

Flaws in the Engineering Design:

Flaws are more for character than anything else, an additional challenge to overcome. These flaws might not all be bad. *Some could have unexpected results, similar to the Zebra II's guns firing a double strength blast (though it will destroy the weapon system and the craft… Poor damn test pilots…).* GM discretion on what these flaws actually are.

Advancing a Prototype:

You continue to work on the design and improve it. You're investing time, money and possibly even a test audience in addition to producing second generation prototype designs you will begin, later, to hammer out issues with advanced mass production.

- Shave 10% off the cost for the second prototype and remove 1 Flaw.
- And another 5% off for a production model and remove 1 Flaw.
- After the production line has produced "X" amount of models the cost can be further discounted by 5%. Remove 1 Flaw.

The ships/designs in this book reflect a 20% discount on their calculated "Cost". Please note that the cost associated with Consumables is the operational expense of the maximum endurance of the ship.

How to determine the "Used" price of a design:

This is more applicable to starships and vehicles than anything else. However, I wanted to include a quick way to determine this. You can apply some of these to "New" ships as well, some models are old and still being sold.

- The base "used" price of a design is ¾ it's "new" cost.
- Per Era the design is outside it's creation point (it's an older model) drop the cost by 10%.
- If it's a civilian design, like most Stock Light Freighters, drop the cost by 15%.
- If it's been modified (higher maintenance) reduce the cost of the design 10%
- If it's been re-engineered increase the cost by 15%

Other Cost Reductions:

- Volume Mass Production: You're so many with advanced production lines and all the parts in-house: Reduce cost by 5%
- Cutting Corners: Pulling out integral systems like repulsors, ejection seats, environmental controls, etc (TIE Fighter's are good examples of this): Reduce cost by 10%
- Employer / Reputation discounts: Reduce cost by 5% + 1 per D in Reputation/Employed above 1D.
- Fame: Reduce the cost by 5% + 1 per D in Fame.
- Modular Components: Reduce costs by 10%

After Market Add-on(s):

These are optional pieces of equipment that both add value, enhancement and durability to a design's core systems and stats. If you're wondering why some ships have extra armor and other's don't, this is because they were added after the design was finalized. ***Note:*** These are not Modifications, these are Engineered Add-on(s) incorporated into the base design or

Adding Weapons: You can add weapons to almost any design. Snubfighters are the most difficult to add new weapons systems to. You must either replace full, existing, weapons or sacrifice Cargo Space and/or Consumables, ship performance. Naturally, Transports have a lot of Cargo space, so they can incorporate many Add-on(s) easily.

Adding Armor: You can never add more armor than double the base D Code of a design. However, if the design is "close" to the next "Scale" and reflects an Armor bonus, this is not factored in nor penalized for. *Certain capital ships like the Victory I & II have this perk.* ***Notes:*** Thus, if a Snubfighter inherently comes with 1D of Armor, you cannot add more than 2D of additional Armor. This applies to all Scales. The cost

for Adding Armor is directly proportional to the cost of the design. For Snubfighters & Transports the cost is 1,000 Credits per pip; Corvettes 7,500, etc.

Transports are an anomaly, they can add up to 2D of Armor as a Snubfighter can (instead of only 1D+1 additional).

Adding Passengers/Crew: No matter the scale of design, it costs 5 Metric Tons per additional passenger. (Pinnace Modules are Modifications)

Snubfighters & Transports

Missile Racks (Like the TIE/In add-on): Each rack contains 2 Concussion Missiles an slaves itself to your main armament's Fire Control. Meaning you can only fire either the missiles or the main armament with the Fire Control bonus (you can still fire both, however). Weight: -7.5 Kg/Launcher from Cargo Space

Additional Cannon(s): It doesn't matter what weapon's system you're tacking onto the Snubfighter, so long as they are Snubfighter Scale. Weight: -50 Kg per Barrel **Ex:** If you want an additional Quad Gun, it's going to either cost you -200Kg in Cargo. Costs: These are already defined in the Weapons Creation Section.

Additional Armor: -10 Kg/pip of additional Armor plating of Cargo Space or -1 pip of maneuverability per pip of additional Armor plating or -1 Space Unit per Full D of Armor. ***Note:*** Transports suffer a the maneuverability & Space Unit penalty regardless, Transports do not lose cargo space for the addition of armor.

Additional Shields: Snubfighter: -5 Kg/pip of Shields; Transport: -1 Metric Ton per pip of shields, per generator.

Capital Ships

Things are a bit different here. Capital ships are a bit more resilient by nature and can sport many after market Add-on(s) with little to no penalty.

Adding Armor: Per pip of additional armor you add to a design the weight cost is is listed on the chart.

Capital Armor Weight:

Corvette: 100 Metric Tons/Pip

Frigate: 125 Metric Tons/Pip

Destroyer: 150 Metric Tons/Pip

Cruiser: 175 Metric Tons/Pip

Battleship: 200 Metric Tons/Pip

Dreadnought: 225 Metric Tons/Pip

Super Capital: 250 Metric Tons/Pip

Mega Capital: 250 Metric Tons/Pip

Battlestation: 250 Metric Tons/Pip

Death Star: 300 Metric Tons/Pip

Adding Snubfighter/Point Defense Guns: per 20 meters of a craft you can add one Barrel of Snubfighter Scale weaponry. Per 30 meters you can add one ***Static Barrel*** of Snubfighter Scale weaponry. Each weapons emplacement simply weighs 1 Metric Ton. The cost you money, relatively little cargo space, manpower and your consumables costs will increase as a result (additional gunners).

Adding Capital Scale Weaponry: Military Ordinance already has a cost in weight and ammunition weight. You're simply paying for the cost of the Launcher, the Ammunition, the additional gunners and the increased cost of consumables.

Costs: These are already defined in the Weapons Creation section preceding these rules. **Limitations:** Military Ordinance Launchers are considered 1 Barrel each. They represent a value in the terms of firepower limited by finite ammunition and the ability to be intercepted with countermeasures. Traditional weapons like Turbolasers also are governed by the per barrel limitation.

Per 30 Meters of a Capital Ship you can add 1 Barrel worth of additional, After Market, Capital Weaponry. Traditional weapons batteries do not factor against you, you're simply limited on how many guns you can mount (like attempting to arm a Bulk Cruser that has no guns).

Adding Ultra Heavy Guns: The limits for these are already defined under their rules.

Additional Shields (where there are none): Most capital ships can sustain 4 Shield Generators (you can only add the 4 arcs, period) by default: Fore, Port, Starboard & Aft. If a ship has no shields, you can add these emplacements. The cost for adding these generators is directly proportional to the scale of the ship you are adding them to. This follows the same rules as Armor does.

Capital Additional Shield Weight:
Corvette: 100 Metric Tons/Pip
Frigate: 200 Metric Tons/Pip
Destroyer: 300 Metric Tons/Pip
Cruiser: 400 Metric Tons/Pip
Battleship: 500 Metric Tons/Pip
Dreadnought: 600 Metric Tons/Pip
Super Capital: 700 Metric Tons/Pip
Mega Capital: 800 Metric Tons/Pip
Battlestation: 900 Metric Tons/Pip
Death Star: 1,000 Metric Tons/Pip

Tonnage cost: Additional generators on Capital Ships cost 100 Metric Tons/per Pip of generator Space multiplied by scale. Ex: Corvette x1, Frigate x2, Destroyer x3, Cruiser x4, etc.

Adding Backup Shields: The costs are directly proportional to the scale of the ship you are adding them to, just like adding Armor. However, there is a tonnage cost associated with them. These are massive banks of capacitors that are designed to seamlessly infuse shield generators and regenerate on the fly. Per D of Backup Shields you must sacrifice 75 Metric Tons/per scale (25/per pip). *As above on the multipliers.* **Limitations:** Backup Shields can never be more than double your ship's main Shield Code.

Ex: Adding 10D of Backup shields to the MC60D: Corvette x1, Frigate x2, Destroyer x3, Cruiser x4, Battleship x5 = The MC 60D is a Battleship, thus 5x75 = 375 x 10D = 3,750 Metric Tons.

Capital Backup Shield Weight:
Corvette: 75 Metric Tons/Pip
Frigate: 150 Metric Tons/Pip
Destroyer: 225 Metric Tons/Pip
Cruiser: 300 Metric Tons/Pip
Battleship: 375 Metric Tons/Pip
Dreadnought: 450 Metric Tons/Pip
Super Capital: 525 Metric Tons/Pip
Mega Capital: 600 Metric Tons/Pip
Battlestation: 675 Metric Tons/Pip
Death Star: 750 Metric Tons/Pip

The Cost of Services Rendered:

The costs presented here are a reflection of what you would have to pay someone else to do things for you. Whether that be hiring a doctor, a modification expert or give your Droids an oil bath, I will attempt to lay out the most common things here. I'm not going to do this by profession. You're the GM, you get to do all that fun stuff. These are abstracted costs associated with generalized skill levels.

Skill Levels:

Substandard (3D); Cost: 35 Credits

Professional (4D); Cost: 50 Credits

Skilled (5D); Cost: 75 Credits

Expert (6D); Cost: 100 Credits

Advanced (7D); Cost: 125 Credits

Ace (8D); Cost: 150 Credits

Renowned (9D); Cost: 175 Credits

Masterful (10D); Cost: 200 Credits

If they have a Specialization, add 25% to the cost

If the have Advanced Skills, add 50% to the cost

Annual Salaries: (Above x 385 Days)

Standard:

Substandard (3D); Cost: 13,475 Credits

Professional (4D); Cost: 19,250 Credits

Skilled (5D); Cost: 28,875 Credits

Expert (6D); Cost: 38,500 Credits

Advanced (7D); Cost: 48,125 Credits

Ace (8D); Cost: 57,750 Credits

Renowned (9D); Cost: 67,375 Credits

Masterful (10D); Cost: 77,000 Credits

Specialized:

Substandard (3D); Cost: 43.75; 16,844 Credits

Professional (4D); Cost: 62.5; 24,063 Credits

Skilled (5D); Cost: 93.75; 36,094 Credits

Expert (6D); Cost: 125; 48,125 Credits

Advanced (7D); Cost: 156.25; 60,157 Credits

Ace (8D); Cost: 187.5; 72,188 Credits

Renowned (9D); Cost: 218.75; 84,219 Credits

Masterful (10D); Cost: 250; 96,250 Credits

Advanced Skills:

Substandard (3D); Cost: 52.5; 20,213 Credits

Professional (4D); Cost: 75; 28,875 Credits

Skilled (5D); Cost: 112.5; 43,313 Credits

Expert (6D); Cost: 150; 57,500 Credits

Advanced (7D); Cost: 187.5; 72,188 Credits

Ace (8D); Cost: 225; 86,625 Credits

Renowned (9D); Cost: 262.5; 101,063 Credits

Masterful (10D); Cost: 300; 115,500 Credits

Advanced & Specialized Skills:

Substandard (3D); Cost: 61.25; 23,582 Credits

Professional (4D); Cost: 87.5; 33,688 Credits

Skilled (5D); Cost: 131.25; 50,532 Credits

Expert (6D); Cost: 175; 67,375 Credits

Advanced (7D); Cost: 218.75; 84,219 Credits

Ace (8D); Cost: 262.5 Credits; 101,063 Credits

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If you have to crew a ship, with skilled individuals, you can now realize the pain of their salaries!

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If you have to crew a ship, with skilled individuals, you can now realize the pain of their salaries!

Standard, Everyday, Expenses:

Room and Board

Low End:	25 Credits/day
Decent:	50 Credits/day
Upgraded:	75 Credits/day
Up Scale:	125 Credits/day
Luxurious:	250 Credits/day

Oil Bath (for Droids)

Self Serve:	25 Credits
Attended:	50 Credits
Full Service:	100 Credits

Beverages

Water	5 Credits/galss
Fizzy-Glug	10 Credits/glass
Beer	15 Credits/glass
Wine	20 Credits/glass
Milk	8 Credits/glass
Liquor	20 Credits/glass
Top Shelf	30 Credits/glass
Juice	12 Credits/glass

Clothing (per outfit)

Standard	50 Credits
Exploratory	100 Credits
Military	150 Credits
Fancy	200 credits
Ultra Fancy	400 Credits
Galactic Chic	800 Credits

Archive / Data Access (Library)

Standard	25 credits
Advanced	50 credits

Rent A Cops

Thugs	25 Credits/day/ea
Basic	50 Credits/day/ea
Lookout	75 Credits/day/ea
Professional	100 Credits/day/ea

Otherwise base it off the skill salary charts

Docking Fees

Basic, no security	25 Credits/day
Normal, Fenced lot	50 Credits/day
Enhanced, patrolled	75 Credits/day
Advanced, checkpoints	100 credits/day

Public Transit

Basic	5 Credits
Taxi	15 Credits

Rental Vehicles

Low End	50 Credits/day
Decent	100 Credits/day
Advanced	300 Credits/day

Gross Military Output of a World:

(Experimental, Needs work, Unfinished)

In an endeavor to give people an idea of what they have to work with, if they are leading a faction this is what you will refer to for purchasing ships and paying your people.

We determine this facet of the economy the following:

Population:

Base number

Tax Rate:

For happy people in this galaxy we will assume it's 15%

Predominant Wage Rate:

Base salary multiplier

Other Multipliers:

50% Annually is going to go directly into infrastructure maintenance and development

&

20% Bleed, due to transitory species, unemployment, unexpected disasters, etc

20% Oversector Tax (Empire, New Republic, your own sector growth, etc)

All of this is completely optional. It might over complicate GM style, however I would rather have it in here than not in here. I've been itching to find a way to justify balancing in long run fleet based, resource managed campaigns. This is my answer to use as a cudgel on my players that always are attempting to build their own Eclipse Super Star Destoroyer…

So let's build an example World:

Kerberos

Location: Outer Rim, Kerber Sector
Type: I
System: Self Patrolled (Non-Imperial)
Climate: Temperate
Gravity: Standard
Species: Humans (Native); many immigrants
Population: 125 Million + 5 Million Primitives
Government: Independent-Ish, Imperial taxed
Starport(s): 1 Imperial Class, 2 Standard
Station(s): None
Tech Level: Average
Import / Exports: Samoflanges (unique luxury)
Wage Rate: Professional (4D): 19,250 Credits/year
Sub Standard (3D; Primitives): 13,475 Credits/year

Population:
125,000,000 x 19,250 = 2,406,250,000,000

5,000,000 x 13,475 = 67,375,000,000
Total: 2,406,250,000,000 Annually

Multiplied by .15 (%); taxes

2,406,250,000,000 x .15 = 360,937,500,000

Multiplied by 50 %; Planetary Development, 20%
Bleed & Oversector Tax 20%: .1 (remaining to you)

=36,093,750,000 Gross Military Output

36 Billion sure seems like a lot of money, but it's not once you factor in ship cost, salaries of your crew and consumable costs.

So, I work some magic out with the Empire and I purchase an Imperial I Star Destroyer directly from KDY. Which Costs me 69.3 Million credits

Leaving me with 36,024,450,000

The ship is bare, with Full consumables. Now I need a crew, I need fighters, I need support ships and I need Ground Vehicles….

This is going to be… er… Fun…. or something

An Imperial I Star Destroyer has:
11,520 Crew
260 Gunners
8,952 Troops (which is where you pull your pilots from for other ships for ease)
Total: 20,732

I want them to be 5D skill, but they have Advanced Skills, so we will look that up:

Skilled (5D); Cost: 112.5; 43,313 Credits

20,732 x 43,313 = 897,965,116 Credits Annually in salaries. The Imperial I has 6 years of consumables,

20

New Character Templates

I have endeavored to give you a couple, pretty examples of character templates based off the Bare Basics format (Traditional WEG). That way you can choose a pre-made template and then tweak it up to any power level you choose. I fleshed out seven in total.

Now what follows that is the core character record sheet I was able to assemble in my publishing program. It's loosely based off my old sheet and believe it or not, it's less cluttered. I built them with this publisher program in modular format, so I can rearrange entire fields, if necessary, or add more. So the first one is the example of what I started with and the second one that has color was my feeble attempt to manipulate the current publishing program to emulate something like the backgrounds for the others.

A little history here, I generated the original character templates in Power Point. It was relatively easy to work with for me back in 2009, when I started thinking about moving the Star Wars pamphlet to a real publisher. I then ported everything to Publisher 2007, then to 2010 then to Publisher 2016 due to limitations with 2010. I hated Publisher 2016, yet stuck with it until Microsoft told me I couldn't reinstall my fully paid for copy of the program on a new system build. That's when I found Serif Page Plus 9. That's what I ported everything to, one page at a time, last year. It's massively more complex, and I learn a bit here and there. However, since I'm essentially a publishing army of one… It's slow going. I think adding the color to the base template sheet looked terrible but I left it as an example to myself for further improvement.

What follows that are custom character sheets for the major character builds presented in this book. The First one is the core, base, sheet in usable format. Anything following was more advanced and, I ported over the core rules to run the character and then simplified them to cram onto a couple pages.

They're not perfect, some of the cells don't even line up flawlessly, snap to grid was giving me nightmares for at least one or two nights! However, the core of what you need to track is there. What I removed from these sheets is the explanation (on sheet) of how wound levels work. That's what I'm going to talk about next.

Generating your Wound Thresholds on your character sheets:

All characters are based off the belief that they have 2D Strength. That's the balanced midpoint. For every pip of Strength anyone possesses below 2D you subtract 1 point from your Stun and Wound Thresholds. So if you had a 1D Strength that's a -3 to those thresholds.

Translation into game terms: damage 1 point above your Strength roll is a Stun Result; Damage 1 point above your Stun Result is a Wound.

Which means that your Character would receive a Stun Result at 1D6-2 (yes, minus 2 points…). And They would receive a Wound, 1 point above that.

With that out of the way, lets get back to it.

For every Pip of Strength you possess above 2D, increase Stun and Wound Thresholds by 1. Thus, if you have a 3D Strength, you increase both your Stun and Wound Thresholds by 3 points. *Meaning, your resistance roll would look like: A Stun Result occurs 4 points above your Strength roll and at 5 Points above your roll you receive a Wound.*

Advantages and Elite Paths can enhance this level of resistance (Toughness & most of the Elite Combatant Style Paths, especially Melee heavy ones).

Now, every time you take additional damage that causes at least another Wound, your Wound category escalates to the next level. This will continue to happen until your character is Mortally Wounded or you escape combat. Once you're Mortally wounded the previous tier of penalties apply (-3D to rolls), in addition to dying in 1D6 rounds (Unless you're stabilized, or you make a *GM Discretion* Willpower or Endurance roll to extend this period). *Another Wound result past Mortal = Instant Death, FYI.*

Something I touched on in Personal Combat for NPC fodder: If you want to do fast resolution for NPCs I recommend you giving them all *Nominal* roll values (3). *I don't recommend this for the Player characters.* So those Pirate scum you're facing with 2D strength will gain the benefit of 3 points per D = 6 = Strength / Resistance roll. *Thus, at 7 points of damage they receive a Stun Result and at 8 points of damage they are Wounded.*

Player Name:

Character Name:
Type: Young Jedi
Gender/Species: / Human
Age: Height: Weight:
Physical Description:_____
_____
_____
_____

Dexterity 3D
Dodge
Melee Combat
(AP) Lightsaber

Knowledge 2D
Scholar
Willpower
Survival

Mechanical 2D
Beast Riding

Perception 3D
Persuasion
Search
Sneak
Hide

Strength 2D
Athletics
Climbing/Jumping
Endurance

Technical 2D
First Aid
General Maint/Repair
(AP) Lightsaber
Construction/Repair

Force Attribute 3D/5D+2
Control: 1D
Sense: 1D
Alter: 1D
Force Power Skill Slots:
Universal: 18
Control: 3
Sense: 3
Alter: 3

Free Actions 3

Advantages:
Resourceful: +4D to Skills
Well Equipped: +2,500 Starting Credits

Disadvantages:

Move _____ **10**
Force Sensitive?__ **Yes**
Force Points _____ **2**
Harmony Points ____ **0**
Character Points ___ **5**

Wound Status
- ☐ Stunned
- ☐☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

Equipment: 3,250 Credits, Lightsaber 5D

Background: Your parents were both Jedi who fond one another in the chaos that surrounded the Rise of the Empire, remnants of the Jedi Order, survivors of Order 66. You are their child, their legacy. They never stopped moving, you've lived a life on the run. It was almost never safe, those moments with your parents where you could breathe without fear of Inquisitors from the Empire catching up with you. Your parents both realized your potential, yet kept your training to a minimum, hoping that they could fly under the gaze of the Empire long enough to find a safe haven. At some point in time, the Empire caught up with your family and they sacrificed their lives so that you might have a chance to escape. Escape you did, no one came after you however, in selling themselves dearly your parents didn't betray your existence. You've been alone for a couple years now, still no hunters…

Personality: You're cautious, you don't know who you can trust. Your parents taught you to be self reliant and that's what kept you alive. Carrying the burden of personal loss you're hardened beyond your years. You keep your thoughts closed, your powers hidden and your life private.

Objectives: Find some way to train effectively, with enough time… You might one day bring justice to a Galaxy where it seems to have died with the light of the Jedi Order.

A Quote: "We are not the smugglers you're looking for." The Imperial Troopers mimic your statement and turn and walk away from your group.

Connection With Characters: You might just be the heart and soul of your group. You could be a guide, a wandering vagabond, you could take a stand and fight the Empire. Sure, it will draw attention but maybe it's about damned time you fought back. Perhaps, your pain will drive you to the Dark Side and there you will find seductive power with which to avenger your parent's deaths. But will your lust for power stop there?

Player Name:

Character Name:
Type: Snubfighter Pilot
Gender/Species: / Human
Age: Height: Weight:
Physical Description:_____
_____
_____
_____

Dexterity 3D
Gunplay
Dodge
Unarmed Combat

Knowledge 2D
Scholar: *Planetary Systems 3D*
Willpower
Survival
Technology

Mechanical 4D
Navigation
Starship Piloting
Starship Gunnery
Starship Shields
(AP) Swoop Piloting
(AP) Zero-G Operations

Perception 3D
Persuasion

Strength 3D
Climbing/Jumping

Technical 3D
General Maint/Repair 3D
Starship Repair
Starship Weapon Repair

Free Actions 2

Advantages:
Resourceful: +4D to Skills
Vehicle 1: 250K Value in a ship
Well Equipped: +2,500 Starting Credits

Disadvantages:

Move _____ **10**
Force Sensitive?__ **No**
Edge Points _____ **1**
Harmony Points ____ **0**
Character Points ___ **5**

Wound Status
- ☐ Stunned
- ☐☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

Equipment: 3,250 Credits
Background: You've been driving or flying vehicles all of your life. Starting small and working your way up, you have managed to pickup a myriad of skills including dangerous ones like Swoop Piloting. Graduating from one of the Galaxy's Military Academies you took to space and nothing was every quite the same again. Snubfighter combat is lethal, one, perhaps two shots and you're nothing more than a memory. You've seen combat, lost friends, possibly a lover. Something about it all keeps drawing you back behind the controls. Being a Snubfighter pilot keeps pushing you to evolve, to grow and to be more. As one of the most dangerous professions good combat pilots are a scarce commodity. Wether you have your own Snubfighter or not, you will find work. The Empire will always accept you, though flying anything more rugged than a glass fish bowl with engines will be challenging, at least their pay is top notch. The Rebels will always accept you as well, there you will see some more robust Snubfighters, ones quite a bit more rugged. The pay sucks, however, you're likely not to even get a payday. You will get respect. If respect is not enough, the life of a mercenary is always an option.
Personality: Brash, risk taker, no challenge is impossible for you. You carry some mental scars from those you've known and lost. It's why people think you have ice for blood. There is compassion, if you want to embrace it. It's just not something you can afford to cling to in a battle. You mourn the dead after you've wiped the floor with your adversaries.
Objectives: Live from battle to battle or maybe find a crew to run with. Perhaps even form your own unit.
A Quote: "I'm going to go out in to that sky and make someone a widow. When I return I will kick back, drink a bottle of Scotch and celebrate their deaths."
Connection With Characters: You could be their escort, their pilot or their only ticket off world.

Player Name:

Character Name:
Type: Bounty Hunter
Gender/Species: / Devaronian
Age: Height: Weight:
Physical Description:_____
_____
_____
_____

Dexterity 3D+2
Gunplay
Dodge
Melee Combat
Unarmed Combat
Thrown Weapons

Knowledge 2D+1
Languages
Scholar: *Law Enforcement 3D+1*
Streetwise

Mechanical 2D+2
Navigation
Starship Piloting
Powersuit Operations
Jet/Rocket Pack Operations

Perception 3D+1
Investigation
Search

Strength 3D+2
Athletics
Climbing/Jumping
Endurance

Technical 2D+1
Demolitions
First Aid
General Maintenance & Repair
Computer Program/Repair

Free Actions 2

Advantages:
Resourceful: +3D to Skills
Toughness 1
Wealth 1: +60,000 Starting Credits

Disadvantages:

Move _____ **10**
Force Sensitive?__ **No**
Edge Points _____ **1**
Harmony Points ____ **0**
Character Points ___ **5**

Wound Status
- ☐ Stunned
- ☐☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

Equipment: 60,750 Credits

Background: After being a bodyguard for a Hutt Cartel for a number of years you decided to strike out on your own and apply some of the "things" you learned in your former profession to the Bounty Hunter's trade. It might not be glamorous, but you have complete freedom to do what needs to be done and even take the kind of down time that was never allowed before. You no longer have "masters" you have "clients" Though the distinction between the two can be blurred sometimes, the option to be able to break most contracts or outright simply ignore going after a bounty is a nice perk. Plus, with all the licenses you've acquired you can damn near waltz right into almost any Imperial controlled system and do as you please. Most Imperials look at Bounty Hunters like scum. However, it's better to be Bounty Hunter scum than Alien scum. Never too fond to take on an Imperial contract… Unfortunately, they pay the best and they're plentiful.

Personality: Tough as nails. You do what must be done in order to survive. You might have some compassion left or you might just be cooly moving from one job to the next. You're experienced and know that life is not a dream of "sugar plums and gum drops".

Objectives: Get the bounty, one of these days it will pay off big time and when it does you will either settle down and have mini-yous or found your own Mercenary Guild.

A Quote: "I have no desire to kill you. Why? You're worth more dead than alive. What? That's not reassuring to you? *Your bounty eats their own blaster…* <sigh> Now I have to wear gloves and bag this slime-ball, twice."

Connection With Characters: You likely have a mutual goal, your bounty coincides with something they're working on and your pivotal in getting the job done. You've had to cut people into your deals before, but there's something about this crew that you think might stick. This could be a good gig for you.

Player Name:

Character Name:
Type: (Ex?) Jedi Hunter
Gender/Species: **/ Togorian**
Age: **Height:** **Weight:**
Physical Description:_____

Dexterity **5D**
Dodge
Gunplay
Melee Combat
Unarmed Combat
(AS) Acrobatics
(AP) Martial Arts

Knowledge **2D**
Willpower
Survival

Mechanical **2D**
Beast Riding
Sensors

Perception **3D**
Search
Sneak
Hide

Strength **4D**
Athletics
Climbing/Jumping
Endurance

Technical **2D**
First Aid
General Maint/Repair
(AP) Alchemical Weapon
Construction/Repair

Null Force Attribute **3D**
(Can increase to 4D)

Free Actions **2**

Advantages:
Claws & Teeth +1D Damage
Climbing/Jumping +1D
Force Armor: 2D Static resistance to the Force
Hyper Movement 2: +6
Enhanced Attribute: Null Force
Disadvantages:
Mundane
Moral Qualms: Honor
Devotion: Profession
Cannot Speak Basic

Move _____ **16**
Force Sensitive? Mundane
Edge Points _____ **1**
Epic Points ____ **0**
Character Points ____ **5**

Wound Status
- ☐ Stunned
- ☐☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

Equipment: 750, Cortosis Woven Hand & a Half Sword (STR + 3D, Body: 3D; Cortosis Resistance: 2D)

Background: Forcibly taken from your family on Togor at an early age you were pressed into service as an Imperial weapon. Your training consisted of a set of techniques which were solely to combat Force Users. You were indoctrinated. At some point in your forced employment you ran a cross a real Jedi Knight who had escaped Order 66. Your training was good, but this Jedi was like nothing you have ever encountered before. After a long and arduous battle, in which you were both wounded, the Jedi defeated you. You offered your life to the Jedi who had disarmed you. This Knight spared your life and at that moment the Imperial indoctrination broke. Your cultural honor code, the Mandalorian honor code resurfaced. You swore a life debt to the Jedi and accompanied the old man for a few short years until he was one with the Force. You are free now, of debt and Imperial employers.

Personality: Honorable and stoic, you begin to navigate the galaxy anew. You know your worth, the Jedi taught you that much. Your honor code will temper all your actions no matter how large or small.

Objectives: Likely to deliver some payback on the Imperials for your forced enslavement. There is a large and oppressed galaxy out there and the Imperials have their own Jedi that need… killing.

A Quote: <Growling> *What did the kitty say? An Imperial asks. He said he doesn't like you much, the Torgorian's companion responds. Tell him I don't much like him either. The Togorian's companion responds, he understands and likes you a whole lot less now, Inquisitor.* <thunderous growling>

Connection With Characters: These pups need a guardian and you're definitely up to the task. Perhaps one is a Jedi and she reminds you of your honorable friend the Jedi Knight, who saved you. Perhaps you now understand the Jedi and you will serve to teach her and make damn certain she doesn't stray from the path of honor.

Player Name:

Character Name:
Type: Professional Bulk Transport Captain
Gender/Species: / Duros
Age: Height: Weight:
Physical Description:_____
_____
_____
_____

Dexterity 2D+2
Gunplay
Dodge

Knowledge 3D
Business / Bureaucracy
Scholar: *Planetary Systems 4D*
Streetwise
Tactics
Technology

Mechanical 3D
Navigation
Sensors
Starship Piloting
Starship Gunnery
Starship Shields
(AP) Zero-G Operations

Perception 4D
Command
Persuasion
Search

Strength 2D+2

Technical 2D+2
Starship Repair
(AP) Capital Ship Repair

Free Actions 2

Advantages:
Expert: Pick four Mechanical skills, invest 1D in each for a 2D bonus.
Vehicle 2: 5 Mil Value, anything up to a Frigate

Disadvantages:

Move _____ **10**
Force Sensitive?__ **No**
Edge Points _____ **1**
Harmony Points ____ **0**
Character Points ___ **5**

Wound Status
- ☐ Stunned
- ☐☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

Equipment: 750 Credits
Background: You're Duros, flying is in your blood. However, you came into possession of the family business when you came of age and your parents retired. Now you own their ship, and you perform legal and licensed transport of profit. Though you might on the occasional contraband cargo transport and even run a couple fugitives out to the Outer Rim from time to time. It's a good life, so long as you take enough contracts to keep your crew happy your small warship keeps on purring under full maintenance. Pirates occasionally take a run at your ship, you always have to shake your head and wonder why they never figure out you have an armed ship. You should be well known by now as someone not to mess with.
Personality: While piloting my well be in your blood, you've taken a different approach. You command your familial legacy. You're quite capable of taking on any number of roles on the bridge or in Engineering, but there's something about being the commander of your own destiny. Shrewd but fair, you ply the star lanes finding opportunity for profit everywhere.
Objectives: Will you simply retain your single ship or will you expand your business empire? Will you sell your ship, leaving it behind and purchase a larger one. All good questions, and they are for you to decide.
A Quote: "Calm down Jory, it's only an unstable nebula, nothing we can't handle with shields up. I'm a bit more concerned by the Imperial I Star Destroyer that seems to be following us."
Connection With Characters: You're likely their transport. You might be sympathetic to the Rebellion and you might even be an experienced commander from a number of battles. You're a hot commodity, you have a fully crewed and functioning Capital Ship and you're fully licensed to have her. Perhaps you hire on a Snubfighter Pilot or two for escort, never hurts to have the backup when you need it.

Player Name: _____

Character Name:
Type: Limited Force User
Gender/Species: **/ Corellian (Human)**
Age: **Height:** **Weight:**
Physical Description:_____
_____
_____
_____

Dexterity **3D+1**
Dodge
Gunplay
Theft
Unarmed Combat

Knowledge **2D+2**
Streetwise
Survival
Willpower

Mechanical **2D+2**
Navigation
Starship Piloting
(AP) Zero-G Operations

Perception **3D+1**
Con
Gambling
Hide
Persuasion
Search
Sneak

Strength **3D**
Athletics
Climbing/Jumping
Endurance

Technical **2D+2**
First Aid
Starship Repair

Force Attribute **+1/2D**
Control:
Sense:
Alter:
Force Power Skill Slots:
Universal: 2

Free Actions **4**

Advantages:
Reputation 1: Bloodstripe 2nd Grade
Resourceful: +2D to Skills
Well Equipped: +2,500 Starting Credits

Disadvantages:

Move _____ **10**
Force Sensitive?__ **Yes**
Edge Points _____ **2**
Epic Points _____ **0**
Character Points _____ **5**

Wound Status
- ☐ Stunned
- ☐☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

Equipment: 3,250 Credits
Background: You distinguished yourself to the Corellian people during a hostage crisis at Coronet City that you… Diffused with an appropriate placement of force. Having saved the lives of countless people in the bank you were publicly awarded the Bloodstripe 2nd Grade. Little good it does you, everyone on Corellia seems to have one… However, it's out there, past Corellia where it really matters. To outsiders it's a rare badge of honor and something to either make them think twice about messing with you or it, just flat out gets you better pricing on goods and a perk here and there. You graduated with honors from a Corellian Military Academy and after a short stint in the planetary militia you're free to forge your own destiny. One thing's for certain, you've always had an edge in a pinch. You're not really sure where it comes from but you know you have some "abilities" and you hold that one close to the vest.
Personality: You're Corellian, generally optimistic, you strive for making your mark on the Galaxy. You fight when you have to, love hard and appreciate whatever beauty is left to be appreciated in this damned Imperial Galaxy.
Objectives: You take it one day at a time, there's no need to hurry but there's no sense in being late either. Your destiny is your own to forge and fore it you will.
A Quote: "We have a saying on Corellia, good business is important. If business doesn't work, a good bribe usually does. If the bribe doesn't work, leaning on your blaster might work better."
Connection With Characters: You might be a gun for hire, a pilot with a ship or without one looking for work. You can fit in just about anywhere, with anyone, at any time.

Player Name:

Character Name:
Type: Saber Rake
Gender/Species: **/ Tapani Noble (Human)**
Age: **Height:** **Weight:**
Physical Description:_____
_____
_____
_____

Dexterity **4D**
Dodge
Melee Combat: *Light-Foil* *5D*
(AP) Lightsaber
**Saber Rake Advanced Combat Form at: Base Proficiency*

Knowledge **2D**
Art
Appraisal 3D
Business / Bureaucracy 3D
Scholar 3D
Tactics

Mechanical **2D**

Perception **4D**
Command
Persuasion: *Acting* *5D*
Search
Hide

Strength **3D**
Athletics 3D+2*
Climbing/Jumping 3D+2*
Endurance 3D+2*

Technical **2D**
First Aid
General Maintenance/Repair
(AP) Lightsaber
Construction/Repair

Force Attribute **0D/2D+2**
Control:
Sense:
Alter:
Force Power Skill Slots:
Universal: 0
Control: 0
Sense: 0
Alter: 0

Free Actions **2**

Advantages:
Educated: +1D to Scholar, Appraisal & Business
Fellowship Member 1: Noble House Heir (Capital 1, Authority 1)
Resourceful: +4D to Skills
Wealth: +2,500 Starting Credits

Disadvantages:
Overblown Honor: +2DR to resist a challenge

Move _____ **12***
Force Sensitive?__ **Yes**
Force Points _____ **2**
Harmony Points ____ **0**
Character Points ____ **5**

Wound Status
- ☐ Stunned
- ☐☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

Equipment: 63,250 Credits, Light-Foil 4D, a personal starship & crew no more than 250,000 Credits owned by your noble house you are responsible for.

Background: You are a Tapani Noble, heir to your Noble house. You might down the line a bit in order of succession but that never bothered you. You are free to roam the galaxy and to do as you please. You may lack a bit in some areas but that's what your retainers are for, to fill in the gaps. You're the last person to turn down a challenge and you're always ready for a good duel. Since you're a bit down the line for succession you have the flexibility of wandering the galaxy in search of a real challenge, something that won't abate.

Personality: Confident in your abilities and your retinue of followers. You are either benevolent or wickedly driven by passions and desires to fill your fancy.

Objectives: Find a place in the Galaxy for your abilities. Discover the means by which you can drive your house into more prominence and overall fight the good fight.

A Quote: "You think dancing is for fools don't you? Well, in Tapani it's an art form, one honed to lethal perfection. Allow me to enlighten you."

Connection With Characters: You can be a benefactor, an ally or simply an entrepreneur looking to make some money off the scheme that the party is cooking up. You may loathe how the Imperials have infused themselves into Tapani politics and cluture and how they wiped House Pelagia almost completely off the map. You could be a budding Jedi looking for knowledge of the old Jedi ways. Since the destruction of the Pelagian Jedi Academy by the Empire, you might be searching the galaxy for that knowledge in order to re-found the Jedi of old in the image of the passionate Tapani Knights.

STAR WARS 3RD EDITION

Name:

Elite Path(s):

Race/Gender:

Age: Height:

Racial Bonuses:

Movement:

Character Points:

Total CP Earned:

Force Sensitivity:

Heroic Points:

Epic Points:

Free Actions:

Advantage(s):

Wounds:

Stun Threshold: [ ] Wound Threshold: [ ]

Stunned	Wounded	Wounded Twice	Incapacitated
-1D: 1 Round	-1D Until Healed	-2D Until Healed	-3D Until Healed

Mortally Wounded

D6 Rounds = Death

Disadvantage(s):

STRENGTH:

- Athletics
- Climbing/Jumping
- Endurance
- Lifting/Carrying

Advanced Strength Skills

- (AP)Punching Bag/Tank (+1D)
- (AP)Professional Athlete (+1D)
- (AP)Pack Mule (+1D)
- (AS)Personal Trainer

DEXTERITY:

- Dodge
- Gunplay
- Melee Combat
- Missile Weapons
- Theft
- Thrown Weapons
- Unarmed Combat

Advanced Dexterity Skills

- (AS)Acrobatics
- (AP)Alchemical Weapon
- (AP)Lightsaber Combat
- (AP)Martial Arts

MECHANICAL:

- Beast Riding
- Communications
- Ground/Water Vehicles
- Jet/Rocket Pack Ops
- Navigation
- Powersuit Ops
- Sensors
- Starship Gunnery
- Starship Piloting
- Starship Shields
- Walker Piloting

Advanced Mechanical Skills

- (AP)Blaster Artillery
- (AP)Capital Ship Gunnery
- (AP)Capital Ship Piloting
- (AP)Capital Ship Shields
- (AP)Swoop Operations
- (AP)Zero-G Operations

KNOWLEDGE:

- Appraisal
- Art
- Bureaucracy
- Business
- Intimidation
- Languages
- Scholar
- Streetwise
- Survival
- Tactics
- Technology/Science
- Willpower

Advanced Knowledge Skills

- (AP)Cultural Savant (+1D)
- (AP)Entrepreneur (+1D)
- (AS)Teaching/Training

TECHNICAL:

- Computer Program/Repair
- Demolition
- Droid Program/Repair
- First Aid
- General Maintenance/Repair
- Repulsorlift Repair
- Security Systems/Repair
- Starship Repair
- Starship Weapon Repair
- Walker Repair

Advanced Technical Skills

- (AP)Capital Ship Repair
- (AP)Capital Ship Weapon Repair
- (AP)Lightsaber Construction/Repair
- (AP)Alchemical Weapon Construction/Repair
- (AS)Scientific Application

FORCE ATTRIBUTE:

NULL ATTRIBUTE:

PERCEPTION:

- Command
- Con
- Forgery
- Gambling
- Hide
- Investigation
- Persuasion
- Search
- Sneak

Advanced Perception Skills

- (AP)Concealment Mastery (+1D)
- (AP)Convincing Liar (+1D)
- (AS)Mental Sponge
- (AP)Slutduction (+1D)
- (AP)Situational Awareness (+1D)

Primary Weapon(s):

Player Name:

STAR WARS 3RD EDITION

Name:

Elite Path(s):

Race/Gender:

Age: Height:

Racial Bonuses:

Movement:

Character Points:

Total CP Earned:

Force Sensitivity:

Heroic Points:

Epic Points:

Free Actions:

Advantage(s):

Wounds:

Stun Threshold: [ ] Wound Threshold: [ ]

Stunned	Wounded	Wounded Twice	Incapacitated
-1D for 1 Round	-1D Until Healed	-2D Until Healed	-3D Until

Mortally Wounded

D6 Rounds = Death

Disadvantage(s):

STRENGTH:

- Athletics
- Climbing/Jumping
- Endurance
- Lifting/Carrying

Advanced Strength Skills

- (AP)Punching Bag/Tank (+1D)
- (AP)Professional Athlete (+1D)
- (AP)Pack Mule (+1D)
- (AS)Personal Trainer

DEXTERITY:

- Dodge
- Gunplay
- Melee Combat
- Missile Weapons
- Theft
- Thrown Weapons
- Unarmed Combat

Advanced Dexterity Skills

- (AS)Acrobatics
- (AP)Alchemical Weapon
- (AP)Lightsaber Combat
- (AP)Martial Arts

MECHANICAL:

- Beast Riding
- Communications
- Ground/Water Vehicles
- Jet/Rocket Pack Ops
- Navigation
- Powersuit Ops
- Sensors
- Starship Gunnery
- Starship Piloting
- Starship Shields
- Walker Piloting

Advanced Mechanical Skills

- (AP)Blaster Artillery
- (AP)Capital Ship Gunnery
- (AP)Capital Ship Piloting
- (AP)Capital Ship Shields
- (AP)Swoop Operations
- (AP)Zero-G Operations

KNOWLEDGE:

- Appraisal
- Art
- Bureaucracy
- Business
- Intimidation
- Languages
- Scholar
- Streetwise
- Survival
- Tactics
- Technology/Science
- Willpower

Advanced Knowledge Skills

- (AP)Cultural Savant (+1D)
- (AP)Entrepreneur (+1D)
- (AS)Teaching/Training

TECHNICAL:

- Computer Program/Repair
- Demolition
- Droid Program/Repair
- First Aid
- General Maintenance/Repair
- Repulsorlift Repair
- Security Systems/Repair
- Starship Repair
- Starship Weapon Repair
- Walker Repair

Advanced Technical Skills

- (AP)Capital Ship Repair
- (AP)Capital Ship Weapon Repair
- (AP)Lightsaber Construction/Repair
- (AP)Alchemical Weapon Construction/Repair
- (AS)Scientific Application

FORCE ATTRIBUTE:

NULL ATTRIBUTE:

PERCEPTION:

- Command
- Con
- Forgery
- Gambling
- Hide
- Investigation
- Persuasion
- Search
- Sneak

Advanced Perception Skills

- (AP)Concealment Mastery (+1D)
- (AP)Convincing Liar (+1D)
- (AS)Mental Sponge
- (AP)Slutduction (+1D)
- (AP)Situational Awareness (+1D)

Primary Weapon(s):

Player Name:

STAR WARS 3RD EDITION

Name:

Elite Path(s):

Race/Gender:

Age: Height:

Racial Bonuses:

Movement:

Character Points:

Total CP Earned:

Force Sensitivity:

Heroic Points:

Epic Points:

Free Actions:

Advantage(s):

Wounds:

Stun Threshold: [ ] Wound Threshold: [ ]

Stunned	Wounded	Wounded Twice	Incapacitated
-1D: 1 Round	-1D Until Healed	-2D Until Healed	-3D Until Healed

Mortally Wounded

D6 Rounds = Death

Disadvantage(s):

STRENGTH:

- Athletics
- Climbing/Jumping
- Endurance
- Lifting/Carrying

Advanced Strength Skills

- (AP)Punching Bag/Tank (+1D)
- (AP)Professional Athlete (+1D)
- (AP)Pack Mule (+1D)
- (AS)Personal Trainer

DEXTERITY:

- Dodge
- Gunplay
- Melee Combat
- Missile Weapons
- Theft
- Thrown Weapons
- Unarmed Combat

Advanced Dexterity Skills

- (AS)Acrobatics
- (AP)Alchemical Weapon
- (AP)Lightsaber Combat
- (AP)Martial Arts

MECHANICAL:

- Beast Riding
- Communications
- Ground/Water Vehicles
- Jet/Rocket Pack Ops
- Navigation
- Powersuit Ops
- Sensors
- Starship Gunnery
- Starship Piloting
- Starship Shields
- Walker Piloting

Advanced Mechanical Skills

- (AP)Blaster Artillery
- (AP)Capital Ship Gunnery
- (AP)Capital Ship Piloting
- (AP)Capital Ship Shields
- (AP)Swoop Operations
- (AP)Zero-G Operations

KNOWLEDGE:

- Appraisal
- Art
- Bureaucracy
- Business
- Intimidation
- Languages
- Scholar
- Streetwise
- Survival
- Tactics
- Technology/Science
- Willpower

Advanced Knowledge Skills

- (AP)Cultural Savant (+1D)
- (AP)Entrepreneur (+1D)
- (AS)Teaching/Training

TECHNICAL:

- Computer Program/Repair
- Demolition
- Droid Program/Repair
- First Aid
- General Maintenance/Repair
- Repulsorlift Repair
- Security Systems/Repair
- Starship Repair
- Starship Weapon Repair
- Walker Repair

Advanced Technical Skills

- (AP)Capital Ship Repair
- (AP)Capital Ship Weapon Repair
- (AP)Lightsaber Construction/Repair
- (AP)Alchemical Weapon Construction/Repair
- (AS)Scientific Application

FORCE ATTRIBUTE:

NULL ATTRIBUTE:

PERCEPTION:

- Command
- Con
- Forgery
- Gambling
- Hide
- Investigation
- Persuasion
- Search
- Sneak

Advanced Perception Skills

- (AP)Concealment Mastery (+1D)
- (AP)Convincing Liar (+1D)
- (AS)Mental Sponge
- (AP)Slutduction (+1D)
- (AP)Situational Awareness (+1D)

Primary Weapon(s):

Player Name:

Notes:

Physical Description and other notes:

Weapons:

Item Description:	Damage:	Range:	Attack Modes:	Ammo:

Assets, Wealth, Personal Gear

Armor:

Item Description(s):

Physical:	Energy:	Shields:	Barrier:

Attachments:

Additional Properties:

Wealth:

Liquid Assets (Cash):	
Investment:	
Investment:	
Investment:	

Valuables Items:

Personal Vehicle:

Craft:	
Scale:	
Length:	
Crew:	
Passengers:	
Cargo Cap: ( ):	
Consumables:	
Maneuverability:	
Flight Ceiling:	
Speed/Space:	
Hull:	
Armor:	
Shields:	

Sensors: *Passive:*
Scan: *Search:*
Focus: *Maximum:*

Weapon 1:	
Type/Scale:	
Fire Control:	
Range:	
Damage:	

Weapon 2:	
Type/Scale:	
Fire Control:	
Range:	
Damage:	

Weapon 3:	
Type/Scale:	
Fire Control:	
Range:	
Damage:	

Weapon 4:	
Type/Scale:	
Fire Control:	
Range:	
Damage:	

Notes:

STAR WARS 3RD EDITION

Name:

Elite Path(s):

Race/Gender:

Age: Height:

Racial Bonuses:

Movement:

Character Points:

Total CP Earned:

Force Sensitivity: *Mundane*

Heroic Points:

Epic Points:

Free Actions:

Advantage(s): Force Armor

Wounds:

Stun Threshold: [ ] Wound Threshold: [ ]

Stunned	Wounded	Wounded Twice	Incapacitated	Mortally Wounded
-1D: 1 Round	-1D Until Healed	-2D Until Healed	-3D Until Healed	D6 Rounds = Death

Disadvantage(s):

STRENGTH:

- Athletics
- Climbing/Jumping
- Endurance
- Lifting/Carrying

Advanced Strength Skills

- (AP)Punching Bag/Tank (+1D)
- (AP)Professional Athlete (+1D)
- (AP)Pack Mule (+1D)
- (AS)Personal Trainer

DEXTERITY:

- Dodge
- Gunplay
- Melee Combat
- Missile Weapons
- Theft
- Thrown Weapons
- Unarmed Combat

Advanced Dexterity Skills

- (AS)Acrobatics
- (AP)Alchemical Weapon
- (AP)Lightsaber Combat
- (AP)Martial Arts

MECHANICAL:

- Beast Riding
- Communications
- Ground/Water Vehicles
- Jet/Rocket Pack Ops
- Navigation
- Powersuit Ops
- Sensors
- Starship Gunnery
- Starship Piloting
- Starship Shields
- Walker Piloting

Advanced Mechanical Skills

- (AP)Blaster Artillery
- (AP)Capital Ship Gunnery
- (AP)Capital Ship Piloting
- (AP)Capital Ship Shields
- (AP)Swoop Operations
- (AP)Zero-G Operations

KNOWLEDGE:

- Appraisal
- Art
- Bureaucracy
- Business
- Intimidation
- Languages
- Scholar
- Streetwise
- Survival
- Tactics
- Technology/Science
- Willpower

Advanced Knowledge Skills

- (AP)Cultural Savant (+1D)
- (AP)Entrepreneur (+1D)
- (AS)Teaching/Training

TECHNICAL:

- Computer Program/Repair
- Demolition
- Droid Program/Repair
- First Aid
- General Maintenance/Repair
- Repulsorlift Repair
- Security Systems/Repair
- Starship Repair
- Starship Weapon Repair
- Walker Repair

Advanced Technical Skills

- (AP)Capital Ship Repair
- (AP)Capital Ship Weapon Repair
- (AP)Lightsaber Construction/Repair
- (AP)Alchemical Weapon Construction/Repair
- (AS)Scientific Application

FORCE RESISTANT

NULL ATTRIBUTE:

PERCEPTION:

- Command
- Con
- Forgery
- Gambling
- Hide
- Investigation
- Persuasion
- Search
- Sneak

Advanced Perception Skills

- (AP)Concealment Mastery (+1D)
- (AP)Convincing Liar (+1D)
- (AS)Mental Sponge
- (AP)Slutduction (+1D)
- (AP)Situational Awareness (+1D)

Primary Weapon(s):

Player Name:

Vital information and notes:

Force Armor becomes Null Force Attribute

Force Armor Nullifies Force Attribute on a D for D basis. This is a ***Static*** resistance to Force Abilities.

STAR WARS 3RD EDITION

Name:

Elite Path(s):

Race/Gender:

Age: Height:

Racial Bonuses:

Movement:

Character Points:

Total CP Earned:

Force Sensitivity:

Heroic Points:

Epic Points:

Free Actions:

Advantage(s):

Wounds:

Stun Threshold: [ ] Wound Threshold: [ ]

Stunned	Wounded	Wounded Twice	Incapacitated	Mortally Wounded
-1D: 1 Round	-1D Until Healed	-2D Until Healed	-3D Until Healed	D6 Rounds = Death

Disadvantage(s):

STRENGTH:

- Athletics
- Climbing/Jumping
- Endurance
- Lifting/Carrying

Advanced Strength Skills

- (AP)Punching Bag/Tank (+1D)
- (AP)Professional Athlete (+1D)
- (AP)Pack Mule (+1D)
- (AS)Personal Trainer

DEXTERITY:

- Dodge
- Gunplay
- Melee Combat
- Missile Weapons
- Theft
- Thrown Weapons
- Unarmed Combat

Advanced Dexterity Skills

- (AS)Acrobatics
- (AP)Alchemical Weapon
- (AP)Lightsaber Combat
- (AP)Martial Arts

MECHANICAL:

- Beast Riding
- Communications
- Ground/Water Vehicles
- Jet/Rocket Pack Ops
- Navigation
- Powersuit Ops
- Sensors
- Starship Gunnery
- Starship Piloting
- Starship Shields
- Walker Piloting

Advanced Mechanical Skills

- (AP)Blaster Artillery
- (AP)Capital Ship Gunnery
- (AP)Capital Ship Piloting
- (AP)Capital Ship Shields
- (AP)Swoop Operations
- (AP)Zero-G Operations

KNOWLEDGE:

- Appraisal
- Art
- Bureaucracy
- Business
- Intimidation
- Languages
- Scholar
- Streetwise
- Survival
- Tactics
- Technology/Science
- Willpower

Advanced Knowledge Skills

- (AP)Cultural Savant (+1D)
- (AP)Entrepreneur (+1D)
- (AS)Teaching/Training

TECHNICAL:

- Computer Program/Repair
- Demolition
- Droid Program/Repair
- First Aid
- General Maintenance/Repair
- Repulsorlift Repair
- Security Systems/Repair
- Starship Repair
- Starship Weapon Repair
- Walker Repair

Advanced Technical Skills

- (AP)Capital Ship Repair
- (AP)Capital Ship Weapon Repair
- (AP)Lightsaber Construction/Repair
- (AP)Alchemical Weapon Construction/Repair
- (AS)Scientific Application

PERCEPTION:

- Command
- Con
- Forgery
- Gambling
- Hide
- Investigation
- Persuasion
- Search
- Sneak

Advanced Perception Skills

- (AP)Concealment Mastery (+1D)
- (AP)Convincing Liar (+1D)
- (AS)Mental Sponge
- (AP)Slutduction (+1D)
- (AP)Situational Awareness (+1D)

Primary Weapon(s):

Player Name:

Inherent Usable Abilities:

1 Free Action Required to activate unless listed as Innate

+1 to Free Actions (3 Base)

Concentration
Life Detection
Danger Sense (Innate)
Sense Force Disturbance – Distance is directly proportional to Attribute and the gravity of the event. (Innate)
Enhance Attribute - Add Attribute and/or Trigger the Power
Reduce Injury (Innate)
Receptive Telepathy (Innate)
Projective Telepathy
Accelerate Healing
Control Breathing
Transfer Force (Innate)
Magnify/Enhanced Senses +Attribute and/or Trigger the Power
Lightsaber Combat (Attribute Based) (Innate)

Base Proficiency: Lightsaber Combat (Cost 1D for Full)

Notes: Powers may require multiple actions to initially perform, they can always "remain up" with a FA by the second round.

2 "Universal" Power Slots per pip of Attribute, 1 slot per pip of Control, Sense & Alter.

TRADITIONAL JEDI

FORCE FOCUS:

FORCE ATTRIBUTE:

CONTROL: | **SENSE:** | **ALTER:**

Note: *Traditional Jedi inherently have affinity with Lightsabers & Alchemical Weapons..*
To acquire these skills the above Jedi classes need only pay 1D at character creation or 5 points afterward.

Wielding a Lightsaber is natural to any Traditional Jedi. ***Inherently, Jedi receive +1 Pip to hit & damage per attribute pip they possess in Force Attribute.***

Lightsaber/Alchemical Weapon Full Parry: Add 15 difficulty to hit the wielder (base difficulty without Advanced Proficiency).

Force Ability Cost and Benefit:
1D of Attribute: Force Sensitive, 2D+2 Potential
2D of Attribute: 1D Attribute, 3D+2 Potential
3D of Attribute: 2D Attribute, 4D+2 Potential
4D of Attribute: 3D Attribute, 5D+2 Potential
5D of Attribute: 4D Attribute, 6D+2 Potential
6D of Attribute: 5D Attribute, 7D+2 Potential

Any power that requires multiple skills to activate suffers the full multi action penalty in the first round, however, any power that remains "up" is considered a single free action by the second round to "park" and maintain.

Control, Sense and Alter each cost 10 Points to buy without a master and each start at 1D and stack with the *Force Attribute*. If you are trained by a master, or a anyone with some manner of skill you get those starting Control, Sense and Alter dice for 1D each instead of 2D at character creation (or 5 Character points each).

Force Powers are "free", up to the amount of pips you have under each applicable skill; which we will call slots (some cost a control sense and alter slot). Thus someone with a control of 1D has 3 slots for free powers under that skill. Some powers consume one slot, some two and some three. If a power is just Control based that's 1 slot. If a power is Control and Alter that's 2 slots, if a power is Control, Sense and Alter that's naturally a 3 slot power. After you run out of slots, additional powers cost 5 points per power to acquire regardless of the amount of "slots" they reside in. You must possess the appropriate amount of slots for the "multi slot powers under Control, Sense and Alter.
However, *Force Attribute adds a number of* ***universal*** *power slots: 2 per pip of the Attribute.*

Force Focus:
Balanced Jedi must raise their *Control, Sense and Alter* skills at the same time. These Jedi are always in harmony with their abilities. All their difficulties for any force ability are reduced by one level. Their *Force Attribute* is considered to be 1D higher (limited by *Force Potential*) and this bonus is not diminished by Null Force abilities (like Force Armor). They start play with 3 additional Skill dice (you can always purchase Control, Sense and Alter at straight cost with these dice, they do not count toward your maximum skill allocation).

Focused Jedi choose Either *Control, Sense or Alter* as their specialty. All abilities under their specialty are utilized at 2 difficulty levels lower & increase the **effect** 2 levels higher. They can also specialize in either *Control, Sense or Alter* and raise it at normal cost like a regular non-advanced skill (choose the applicable skill, this is a free specialization). They start play with the Scholar, Tactics & Willpower skills in addition to any they would normally receive.

Jedi Battle Masters are focused on combat skills and receive an additional +1 pip per Force Attribute D to their skill and damage rolls using all combat skills. T*his is a* ***Static bonus*** *(Full D are expressed as +6) ignoring Force Armor, and applies to piloting and gunnery skills as well.* They also receive the Lightsaber & Martial Arts Advanced Proficiencies for free.

Wild Jedi are unpredictable and unfocused practitioners of the force. They receive +2D to their *Force Attribute & Force Potential*. However, they suffer a +1DR penalty to all all difficulties for any non-inherent or Innate ability. Their Control, Sense and Alter skills always roll an additional Wild Die (even if those skills aren't that powerful yet, if they are, the additional D6 replaces one of their existing dice). Doubling the chances of both good and bad effects. They can actually botch twice on each of their abilities! (in addition to exploding the dice twice). They receive 3D in Skills that the GM randomly assigns (can be in unskilled areas, and it doesn't grant the skill proficiency in this instance, you must purchase it later).

Lightsabers: The typical weapon of the Jedi. The Damage codes typically sit around 5D. You can have any variation of this, though I recommend it not to exceed 5D-7D range of base damage. Other flavors of them might be smaller ones at 4D like Yoda's or even Training Sabers that range from 1D-3D.

Light Foils: The weapon of the Tapani Dueling Class. Also, it's no less a Lightsaber than any other … save for the fact that people not in the know build them like crap and they malfunction regularly. However, a well constructed Light Foil is just as durable as any Lightsaber. Damage Codes, as per the rules from Tapani typically have them ranging from 3D to 4D+2. I would say they should range from 3D-5D. Light Foils are also difficulty base 10 instead of 15. Lightsaber Advanced skill eliminates the penalty, the boon here, however, is that I would always consider the Light Foil to be easier to wield. So, feel free to give these weapons a +5 bonus hit and deflection rolls to reflect the balance of the weapon and the construction quality. Light Foil saber housings are, normally, lovingly crafted.

Alchemical Weapons: These weapons represent items like Sith Swords, which cannot be destroyed by Lightsaber strikes. For all intents and purposes they are point for point and D for D just as good as a Lightsaber Essentially, treat these objects as if they were "Vorpal" swords from a fantasy setting. These are the weapons of Raw Jedi and even some Jedi. I am removing the inherently "evil" taint from Sith Swords unless, of course, the object was specifically designed to inflict pain or it was created by sacrificing 100 people and channeling their essences into it. The alchemical creation of a weapon is the basic fundamental of where all Jedi began. An item that allows them to channel their powers directly into it just like the Lightsaber.

STAR WARS 3RD EDITION

Name:

Elite Path(s):

Race/Gender:

Age: Height:

Racial Bonuses:

Movement:

Character Points:

Total CP Earned:

Force Sensitivity:

Heroic Points:

Epic Points:

Free Actions:

Advantage(s):

Wounds:

Stun Threshold: [ ] Wound Threshold: [ ]

Stunned	Wounded	Wounded Twice	Incapacitated
-1D: 1 Round	-1D Until Healed	-2D Until Healed	-3D Until Healed

Mortally Wounded

D6 Rounds = Death

Disadvantage(s):

STRENGTH:

- Athletics
- Climbing/Jumping
- Endurance
- Lifting/Carrying

Advanced Strength Skills

- (AP)Punching Bag/Tank (+1D)
- (AP)Professional Athlete (+1D)
- (AP)Pack Mule (+1D)
- (AS)Personal Trainer

DEXTERITY:

- Dodge
- Gunplay
- Melee Combat
- Missile Weapons
- Theft
- Thrown Weapons
- Unarmed Combat

Advanced Dexterity Skills

- (AS)Acrobatics
- (AP)Alchemical Weapon
- (AP)Lightsaber Combat
- (AP)Martial Arts

MECHANICAL:

- Beast Riding
- Communications
- Ground/Water Vehicles
- Jet/Rocket Pack Ops
- Navigation
- Powersuit Ops
- Sensors
- Starship Gunnery
- Starship Piloting
- Starship Shields
- Walker Piloting

Advanced Mechanical Skills

- (AP)Blaster Artillery
- (AP)Capital Ship Gunnery
- (AP)Capital Ship Piloting
- (AP)Capital Ship Shields
- (AP)Swoop Operations
- (AP)Zero-G Operations

KNOWLEDGE:

- Appraisal
- Art
- Bureaucracy
- Business
- Intimidation
- Languages
- Scholar
- Streetwise
- Survival
- Tactics
- Technology/Science
- Willpower

Advanced Knowledge Skills

- (AP)Cultural Savant (+1D)
- (AP)Entrepreneur (+1D)
- (AS)Teaching/Training

TECHNICAL:

- Computer Program/Repair
- Demolition
- Droid Program/Repair
- First Aid
- General Maintenance/Repair
- Repulsorlift Repair
- Security Systems/Repair
- Starship Repair
- Starship Weapon Repair
- Walker Repair

Advanced Technical Skills

- (AP)Capital Ship Repair
- (AP)Capital Ship Weapon Repair
- (AP)Lightsaber Construction/Repair
- (AP)Alchemical Weapon Construction/Repair
- (AS)Scientific Application

RAW JEDI

FORCE ATTRIBUTE:

PERCEPTION:

- Command
- Con
- Forgery
- Gambling
- Hide
- Investigation
- Persuasion
- Search
- Sneak

Advanced Perception Skills

- (AP)Concealment Mastery (+1D)
- (AP)Convincing Liar (+1D)
- (AS)Mental Sponge
- (AP)Slutduction (+1D)
- (AP)Situational Awareness (+1D)

Primary Weapon(s):

Player Name:

Inherent Raw Jedi Abilities

All Innate, unless otherwise noted, +1 to Free Actions: 3 Base

Cantrip (1FA), Control Alchemical Object, Counter Casting
Detect "Magic" , Disrupt "Magic" (Variable), Identify Object
Mage Sense, See Aura, Sense Force Disturbance
Transfer Force (2FA)

Base Difficulty is 10 (5 + 5 for one level higher to manifest the ability on the fly) + 5 per additional attack / missile.

Duration: Unless specified by the caster, the duration of a power is instantaneous. Any spell to be sustained adds 5 difficulty to roll. After casting the spell 1FA to "Sustain".

On the Fly Spells: 1 + 1 functions

Additional functions of any spell cost 1FA each unless otherwise noted.

Imbuing items with attribute: as above, per 5 difficulty you add the object imbued will have a total amount of attribute dice equivalent to your Force Attribute.

Locked Spells: +1 spell function if memorized. Each Locked spell costs 5 Character points.

Casting from a Grimoire:+1 spell function + locked bonus:*1FA*

Memorized Spells: 1 Locked Sp Per D of Knowledge: -5 diff

Area of Effect: You add 5 to the roll (1FA), this gives you 1m per D of attribute you have to the area of effect. Per 5 in difficulty & 1 FA that you add to your roll effect doubles.

Expendable Material Values and Effects:

0-10 Credits:	+1D
20-50 Credits:	+2D
100 Credits:	+3D
1000 Credits:	+4D
10,000 Credits:	+5D
50,000 Credits:	+6D
100,000 Credits:	+7D
1,000,000 Credits:	+8D
5,000,000 Credits:	+9D
10,000,000 Credits:	+10D

The bonuses can be used for either Effect (Damage) or to add to your roll for success, or split between the two at the player's discretion.

Any power that is kept "up" for a Raw Jedi is considered 1 Free Action. Thus you could sustain a "fly" spell without using an action after initially taking an action to cast it.

Any Spell, manifested ability or mimicked force power is considered to be one action. Multiple actions diminish Attribute, when your attribute hits ZERO, regardless of your consumables / foci bonuses, you can perform no additional actions for the round (even dodge).

Foci Values and Effects:

Force Token / Jedi Coin 300-500 credits: +1 pip
Lightsaber Crystal 2,500+ credits (must be natural): +2 pip
Force Resonant Material 5,000 credits, extremely rare, usually
metal and fashionable into things like belt buckles, brooches, ornate hair pins, alcohol flasks, etc: +1D
Powerful Jedi Student clothing is priceless: +1 pip
Powerful Jedi Knight garb is priceless: +2 pips
Powerful Master's Robe/Clothing is priceless: +1D
Sith Lord's Armor is priceless and has other negative effects: +2D (full suit) reduce by 1 pip per piece missing.
Old Republic Jedi Battlemaster's armor is priceless: +2D
Force Artifact is utterly priceless, like a holochron: +2D
Kalibur Crystal is priceless: It's rating is whatever its rating is up to 5D
Note: *You can expend a Foci. If burned, this triples it's D code. Unless you're screwed, you should never burn any of these items. Any Foci at a +1D rating or higher immediately generates a force point for the user that is triggered when burned.*

Sacrificial Expenditure: *This is rare.. Can be massively evil, or it's your final act… Sacrifice a mundane for power: +2D immediate dark side point; Sacrifice a force user for power: +2D + their attribute as above*
Self Sacrifice: +120 Suicide + Attribute; Willing Sacrifice: Mundane +3D; Force User + 4D + Attribute
The first 2 require you to ***KILL*** *them* ***first,*** *this may be* ***difficult***

Detect "Magic": Does not allow the user to sense Force, it allows the user to inherently see items (that are visible) that are Enhanced/Enchanted/Possessed for what they are. Jedi will not glow, however, any sustained Traditional Jedi ability requires an opposed Force Attribute roll to determine. Attempting to identify multiple sustained abilities requires multiple rolls at the cost of 1FA each. Range is Line of Sight or (if obscured) 1m per D of Potential, pips are expressed as 1.1 feet.

Disrupt "Magic": A Raw Jedi can disrupt the effect of a Force Ability or Object. This applies to any power they are within range of. The Disruption can only target a single D code at a time (which is typically sufficient to temporarily disrupt the static effect a Force Artifact which triggers at a defined power level).
Range: 1m per D of Potential, Pips translate to 1.1 feet.
Disruption Effect:

Actions per round:	Effect (Round up):
1FA	1 pip per 3D of Force Potential
2FA	2 pips per 3D of Force Potential
3FA	1D per 3D of Force Potential

Counter Casting: The Raw Jedi actively attempts to counter the casting efforts of an opposed Sub Class Jedi. Subtract as many dice from the opponent as the Raw Jedi wishes to apply to the effort within range. Range is 1m per D of Force Potential, pips are 1.1 feet. Note: This, first reduces Force Potential, then reduces their Attribute *(attribute is considered* ***double*** *for Counter Casting),* if it reduces their attribute to 0D, they cannot cast or sustain spells. "Full Round Action (s)" (mage can still use defensive actions or already sustained spells).
See Aura: Allows the practitioner to get the general feel for the disposition of another. It works basically like receptive telepathy without the communication aspect and it translates into general feelings pulled from the surface emotions of a being. Even if the being read has no visible tells, the power still extracts the general sense of the target.
Sense Force Disturbance: The same as the Jedi Ability.
Mage Sense: Allows the Raw Jedi to get a generalized sense when another Raw Jedi is around. It does not pinpoint their location, however, can be used as a generalized warning as it will spike if their counterpart's intention is to harm them.

Cantrip: A basic spell that can be cast with a free action, like ignite a candle or candles, melt ice or wax, dust a small area, clean dirt from garments, chill or heat a drink, etc.

Identify Object: Allows a Raw Jedi to instantly recognize the powers of an object. Any Alchemical item is instantly recognized along with any powers that are tired to the object. Some items may require research and time (GM Discretion). *This does not extend to Holochrons other than understanding their base significance (Sith or Jedi). Same with Sith Armor, you will know it has negative effects, research will be required for the specifics.*

Control Alchemical Object: The Raw Jedi can choose to suppress any abilities that an object has and trigger them as they wish to. Example: The Raw Jedi comes into possession of a Chaos Knight's sword that is normally tossing off oscillating light, a foul stench and Force Sleaze… The Raw Jedi can suppress any or all of these abilities AT WILL. The Raw Jedi can choose to manipulate their output to behave differently (like only outputting Force Sleaze instead of the obscuring stench).

Raw Jedi Alchemy:
Allows the Raw Jedi practitioner to create imbued objects that allow them to focus their spell effects through the "enchanted items" as if they were minor artifacts. They can create an unlimited number of objects as described in the "Create Force Talisman" Force Power. They can have up to 3 +1 per 4D in Force Potential in effect simultaneously. However, after the first, the others must perform different functions (you cannot have 3 Talismans with Force Resistance). The others can (as their base difficulty) have *individual Traditional Jedi Force Powers* tied to them, that activate at a Static Attribute & Skill Code equal to one quarter the Raw Jedi's Force Potential (rounding up). Example: Bracers of Enhance Attribute (must specify the attribute) or a ring of Reduce Injury. **Note:** *Anything providing attribute bonuses does NOT provide a Static buff. Just the Die Code.*

Creation of Alchemical Weapons: This is a static weapon, indestructible and has additional properties. Must possess *Alchemical Weapon Construction/Repair (AP).* The Alchemical Weapon Construction/Repair AP allows for the infusion of Cortosis into any standard Weapon. However, it is the ability of the Raw Jedi to shape their own living essence into the weapon itself wether or not Force Resistant materials are utilized. 1. Force Resonant Materials are required, *Cortosis is not a recommended element in the creation of an Pattern Item as it dampens and effectively blocks the use of the Force to a degree.* 2. The weapon must be forged with the Force Resonant materials integrated. This can be accomplished by a Weapon Smith or the player. Creation time is no less than a week and yields a 3D damage weapon. 3. The Raw Jedi then takes weapon and infuses a part of their essence into the weapon in a Ritual that requires them to make a Heroic (40) roll against their combined Force Attribute + Willpower. *Character Points and Heroic Points can be used.*

Spell Channeling:
Up to three spells cast through these Alchemical Weapons will gain the benefit of +2D for the Force Resonant materials used in the item(s) creation as a Spell Bonus.

Limitations: Must have already "Locked" the three spells that are inscribed on the weapon.

These spells must be inscribed on the weapon (thus it must be large enough to read them off of it). Only one object can be actively used for any action. However, the Raw Jedi is not limited to possessing merely one. They can use as many as they have, but only one at a time.
Benefits: Grimoire Casting +2D
Requirements: 1FA

Note: This object is NOT a Foci. The bonus cannot be applied to any other Raw Jedi powers other than what it was crafted for. It is for all intents and purposes the same as a lightsaber. You can channel up to 3 specific spells through the item for a bonus. Those spells are permanently inscribed upon the item itself.

If the item is used in sacrificial magic it consumes the item (as in you use it as a spell component). The item is destroyed and grants the Raw Jedi +10D to their spell roll. This process can only be performed once, without penalty, as it not only destroys the object but also drains the Raw Jedi. Further actions taken like this will drain 1D of Force Attribute from the Raw Jedi, permanently, reducing both Force Potential and current Force Attribute.

STAR WARS 3RD EDITION

Name:

Elite Path(s):

Race/Gender:

Age: Height:

Racial Bonuses:

Movement:

Character Points:

Total CP Earned:

Force Sensitivity:

Heroic Points:

Epic Points:

Free Actions:

Advantage(s):

Wounds:

Stun Threshold: [ ] Wound Threshold: [ ]

Stunned	Wounded	Wounded Twice	Incapacitated
-1D: 1 Round	-1D Until Healed	-2D Until Healed	-3D Until Healed

Mortally Wounded

D6 Rounds = Death

Disadvantage(s):

STRENGTH:

- Athletics
- Climbing/Jumping
- Endurance
- Lifting/Carrying

Advanced Strength Skills

- (AP)Punching Bag/Tank (+1D)
- (AP)Professional Athlete (+1D)
- (AP)Pack Mule (+1D)
- (AS)Personal Trainer

DEXTERITY:

- Dodge
- Gunplay
- Melee Combat
- Missile Weapons
- Theft
- Thrown Weapons
- Unarmed Combat

Advanced Dexterity Skills

- (AS)Acrobatics
- (AP)Alchemical Weapon
- (AP)Lightsaber Combat
- (AP)Martial Arts

MECHANICAL:

- Beast Riding
- Communications
- Ground/Water Vehicles
- Jet/Rocket Pack Ops
- Navigation
- Powersuit Ops
- Sensors
- Starship Gunnery
- Starship Piloting
- Starship Shields
- Walker Piloting

Advanced Mechanical Skills

- (AP)Blaster Artillery
- (AP)Capital Ship Gunnery
- (AP)Capital Ship Piloting
- (AP)Capital Ship Shields
- (AP)Swoop Operations
- (AP)Zero-G Operations

KNOWLEDGE:

- Appraisal
- Art
- Bureaucracy
- Business
- Intimidation
- Languages
- Scholar
- Streetwise
- Survival
- Tactics
- Technology/Science
- Willpower

Advanced Knowledge Skills

- (AP)Cultural Savant (+1D)
- (AP)Entrepreneur (+1D)
- (AS)Teaching/Training

TECHNICAL:

- Computer Program/Repair
- Demolition
- Droid Program/Repair
- First Aid
- General Maintenance/Repair
- Repulsorlift Repair
- Security Systems/Repair
- Starship Repair
- Starship Weapon Repair
- Walker Repair

Advanced Technical Skills

- (AP)Capital Ship Repair
- (AP)Capital Ship Weapon Repair
- (AP)Lightsaber Construction/Repair
- (AP)Alchemical Weapon Construction/Repair
- (AS)Scientific Application

CURRENT PRACTITIONER

FORCE ATTRIBUTE:

PERCEPTION:

- Command
- Con
- Forgery
- Gambling
- Hide
- Investigation
- Persuasion
- Search
- Sneak

Advanced Perception Skills

- (AP)Concealment Mastery (+1D)
- (AP)Convincing Liar (+1D)
- (AS)Mental Sponge
- (AP)Slutduction (+1D)
- (AP)Situational Awareness (+1D)

Primary Weapon(s):

Player Name:

Inherent Abilities: *Innate unless otherwise noted*

+1 to Free Actions: 3 Base

-3DR to Illusions

Illusory Cantrip (1FA), Pierce Illusion, Perception Manipulation Immunity, Control Alchemical Object, Counter Casting, Detect "Magic" , Disrupt "Magic" (Variable), Identify Object, Mage Sense, See Aura, Sense Force Disturbance, Transfer Force (2FA)

Base Difficulty is 10 (5 + 5 for one level higher to manifest the ability on the fly) + 5 per additional attack / missile.

Duration: Unless specified by the caster, the duration of a power is instantaneous. Any spell to be sustained adds 5 difficulty to roll. After casting the spell 1FA to "Sustain".

On the Fly Spells: 1 + 1 functions *Additional functions of any spell cost 1FA each unless otherwise noted.*

Locked Spells: +1 spell function if memorized. Each Locked spell costs 5 Character points.

Casting from a Grimoire:+1 spell function + locked bonus:*1FA*

Memorized Spells: 1 Locked Sp Per D of Knowledge: -5 diff

Area of Effect: You add 5 to the roll (1FA), this gives you 1m per D of attribute you have to the area of effect. Per 5 in difficulty & 1 FA that you add to your roll effect doubles.

Perception Manipulation Immunity: Means just that, it is impossible to ever alter a Current user's perception of anything. They see right through disguises, notice reconstructive surgery, and see things as they should be, or as they naturally are (they even notice holograms for what they are). Difficulty is base 5, perception roll for Current practitioners. No amount of drugs, Acid Trips or otherwise can alter they way they perceive their surroundings.

Pierce Illusion: allows the White Current user to immediately identify illusions and pierce them, regardless of the power level of the Current user that created the illusion.

Furthermore, this includes all optical illusions. That includes Jedi Knights that are bending light, and any stealth enhanced individuals. Their ability to notice these individuals strips away stealth bonuses and merely requires a Very Easy Perception roll to notice them. The ability counteracts, all technological stealth devices as well (including cloaking devices). The Mage must actively be in a place where he/she can see the cloaked ship, however, otherwise the ability has no effect.

Force Immersion
Ability Use: Unique and Innate to Current Mages
Description: The Current Mage has the ability to completely immerse themselves into the flow of the Force itself, it yields the following effects:
True Awareness: 2 FA Complete Awareness of all surroundings and reveals all beings, no matter how powerfully obscured (even at a Celestial Level)
Flawless Obscure: 2 FA The Practitioner is rendered invisible to everyone other than another practitioner of their art actively using True Awareness.
Obscure Others: 1 A per individual The Practitioners can immerse others into the Force Current. Difficulty is 10 per additional being, DR reduction from the class itself does not apply here (only if provided from perks), however, foci and expendable spell components will aid the transition. Anyone brought into the Force Current with the practitioner, gains the same core perception as the Current Practitioner.
-Once Immersed into the Current, individuals cannot be injured unless another Current practitioner directs adversaries to target their general location in the force.

Force Locker
Ability Use: Unique and Innate to Current Mages; **4A**
Description: The Current Mage has the ability to create an extra dimensional storage area that exists within the Current and moves with him/her. Items stored there can be called to hand at will (1 FA per item).
Duration: 1 Day per D of attribute
Weight Allowance: 1,000 KG per D of attribute.

Force Dimension
Restriction: Must exist on a planet's surface.
Ability Use: 1 Week of casting, -1D Force Attribute 1 Month
Description: The Current Mage has the ability to create an extra dimensional realm within a structure that is incredibly real and affects all within with real results. Mundane characters cannot enter unless they accept an "invitation" once entry is gained they lose all Mundane resistances. The realm is fully furnished and include defenders that all have the Mage's Force Attribute as all their core attributes. Realm is fully furnished, and the initial structure must be at least the size of a hut. Think "Baba Yaga's" Hut. Caster controls everything within.
Duration: Permanent, Locked to a single Dwelling only one can exist at a time.
Mobility: The Dwelling is mobile, it has a base move of 10
Durability: The Dwelling becomes DS Scale 2D, 4 locations.
Weight Allowance: 125M Squared per D of casting Attribute. Effectively 7,500 Metric Tons of volume per 125M.

Expendable Material Values and Effects:

0-10 Credits:	+1D
20-50 Credits:	+2D
100 Credits:	+3D
1000 Credits:	+4D
10,000 Credits:	+5D
50,000 Credits:	+6D
100,000 Credits:	+7D
1,000,000 Credits:	+8D
5,000,000 Credits:	+9D
10,000,000 Credits:	+10D

Note: *See Raw Jedi for other abilities*

STAR WARS 3RD EDITION

Name:

Elite Path(s):

Race/Gender:

Age: Height:

Racial Bonuses:

Movement:

Character Points:

Total CP Earned:

Force Sensitivity:

Heroic Points:

Epic Points:

Free Actions:

Advantage(s):

Wounds:

Stun Threshold: [ ] Wound Threshold: [ ]

Stunned	Wounded	Wounded Twice	Incapacitated	Mortally Wounded
-1D: 1 Round	-1D Until Healed	-2D Until Healed	-3D Until Healed	D6 Rounds = Death

Disadvantage(s):

STRENGTH:

- Athletics
- Climbing/Jumping
- Endurance
- Lifting/Carrying

Advanced Strength Skills

- (AP)Punching Bag/Tank (+1D)
- (AP)Professional Athlete (+1D)
- (AP)Pack Mule (+1D)
- (AS)Personal Trainer

DEXTERITY:

- Dodge
- Gunplay
- Melee Combat
- Missile Weapons
- Theft
- Thrown Weapons
- Unarmed Combat

Advanced Dexterity Skills

- (AS)Acrobatics
- (AP)Alchemical Weapon
- (AP)Lightsaber Combat
- (AP)Martial Arts

MECHANICAL:

- Beast Riding
- Communications
- Ground/Water Vehicles
- Jet/Rocket Pack Ops
- Navigation
- Powersuit Ops
- Sensors
- Starship Gunnery
- Starship Piloting
- Starship Shields
- Walker Piloting

Advanced Mechanical Skills

- (AP)Blaster Artillery
- (AP)Capital Ship Gunnery
- (AP)Capital Ship Piloting
- (AP)Capital Ship Shields
- (AP)Swoop Operations
- (AP)Zero-G Operations

KNOWLEDGE:

- Appraisal
- Art
- Bureaucracy
- Business
- Intimidation
- Languages
- Scholar
- Streetwise
- Survival
- Tactics
- Technology/Science
- Willpower

Advanced Knowledge Skills

- (AP)Cultural Savant (+1D)
- (AP)Entrepreneur (+1D)
- (AS)Teaching/Training

TECHNICAL:

- Computer Program/Repair
- Demolition
- Droid Program/Repair
- First Aid
- General Maintenance/Repair
- Repulsorlift Repair
- Security Systems/Repair
- Starship Repair
- Starship Weapon Repair
- Walker Repair

Advanced Technical Skills

- (AP)Capital Ship Repair
- (AP)Capital Ship Weapon Repair
- (AP)Lightsaber Construction/Repair
- (AP)Alchemical Weapon Construction/Repair
- (AS)Scientific Application

PERCEPTION:

- Command
- Con
- Forgery
- Gambling
- Hide
- Investigation
- Persuasion
- Search
- Sneak

Advanced Perception Skills

- (AP)Concealment Mastery (+1D)
- (AP)Convincing Liar (+1D)
- (AS)Mental Sponge
- (AP)Slutduction (+1D)
- (AP)Situational Awareness (+1D)

Primary Weapon(s):

Player Name:

Inherent Usable Abilities:

+1 to Free Actions (3 Base)

-2DR to Sense Rolls

Accelerate Healing (2FA) - Attribute + Sense
Control Breathing (2FA) - Attribute Only
Danger Sense (Innate) Attribute + Sense
Enhance Attribute (2FA) - Attribute Only
Instinctive Astrogation Sense (2FA) Attribute + Sense
Sense Force Disturbance (Innate) Attribute + Sense
Reduce Injury (2FA) Attribute + Sense
Receptive Telepathy (Innate) Attribute + Sense
Projective Telepathy (Innate) Attribute + Sense
Sensory Deprivation (Variable; below) Sense Only
Life Sense (Innate) Attribute + Sense
Magnify/Enhanced Senses (1FA): Force Attribute or trigger
Quixotic Combat (Innate for 1 Form) Attribute Based Damage Bonus + Sense for Strike/Parry/Evade

QUIXOTIC JEDI

FORCE ATTRIBUTE:

SENSE:

Sensory Deprivation
Ability Use: Unique and Innate to Quixotic Jedi
Description: The Quixotic Jedi is so adept at enhancing his or her sensory abilities that they can, actively, shut down sensory receptors in the body. Thus depriving themselves of the ability to feel, see or hear anything outside of their own selves. The difficulties to perform this ability are as follows:
Resist Stun: 1 Free Action (immediately dispels all stuns that round)

Ignore Wound: 1 Free Action (Maintained)

Ignore Wounded Twice: 2 Free Actions (Maintained)

Ignore Incapacitation: 3 Free Actions (or actions) per round (Maintained)

Ignore Mortal Wound: 4FA (or actions) per round, will die in 2D6 rounds…

Close Mind: 5FA (or actions) per round Immediately Resist, perfectly, any mental Assault (Force Ability or otherwise, this does not pertain to Interrogation or Empathic Readings)

Ignore Everything: 6 FA (or actions) per round. Adds Force Attribute + Sense Dice to any Interrogation / Empathic Read & Even Narco (Drug) Interrogation. The Jedi is always aware of current wound levels, so they know when they are about to die.
Note: If the requirement exceeds available Free Actions, Actions will be taken on a 1 for 1 basis.

Quixotic Combat
Ability Use: Unique and Innate to Quixotic Jedi
Description: The combat form of the Quixotic Jedi. One type per Character can be Innate (and not trigger an action), the others can be learned as powers (picked up without a master as the player wishes after character creation for 5 points each).
Effect: Force Attribute adds Damage & Sense Adds to Strike/Parry/Evade rolls. *(Yes even to dodge in any form, assume the Jedi is flipping around like Riddick or something ;)).*

STAR WARS 3RD EDITION

Name:

Elite Path(s):

Race/Gender:

Age: Height:

Racial Bonuses:

Movement:

Character Points:

Total CP Earned:

Force Sensitivity:

Heroic Points:

Epic Points:

Free Actions:

Advantage(s):

Wounds:

Stun Threshold: [ ] Wound Threshold: [ ]

Stunned	Wounded	Wounded Twice	Incapacitated	Mortally Wounded
-1D: 1 Round	-1D Until Healed	-2D Until Healed	-3D Until Healed	D6 Rounds = Death

Disadvantage(s):

STRENGTH:

- Athletics
- Climbing/Jumping
- Endurance
- Lifting/Carrying

Advanced Strength Skills

- (AP)Punching Bag/Tank (+1D)
- (AP)Professional Athlete (+1D)
- (AP)Pack Mule (+1D)
- (AS)Personal Trainer

DEXTERITY:

- Dodge
- Gunplay
- Melee Combat
- Missile Weapons
- Theft
- Thrown Weapons
- Unarmed Combat

Advanced Dexterity Skills

- (AS)Acrobatics
- (AP)Alchemical Weapon
- (AP)Lightsaber Combat
- (AP)Martial Arts

MECHANICAL:

- Beast Riding
- Communications
- Ground/Water Vehicles
- Jet/Rocket Pack Ops
- Navigation
- Powersuit Ops
- Sensors
- Starship Gunnery
- Starship Piloting
- Starship Shields
- Walker Piloting

Advanced Mechanical Skills

- (AP)Blaster Artillery
- (AP)Capital Ship Gunnery
- (AP)Capital Ship Piloting
- (AP)Capital Ship Shields
- (AP)Swoop Operations
- (AP)Zero-G Operations

KNOWLEDGE:

- Appraisal
- Art
- Bureaucracy
- Business
- Intimidation
- Languages
- Scholar
- Streetwise
- Survival
- Tactics
- Technology/Science
- Willpower

Advanced Knowledge Skills

- (AP)Cultural Savant (+1D)
- (AP)Entrepreneur (+1D)
- (AS)Teaching/Training

TECHNICAL:

- Computer Program/Repair
- Demolition
- Droid Program/Repair
- First Aid
- General Maintenance/Repair
- Repulsorlift Repair
- Security Systems/Repair
- Starship Repair
- Starship Weapon Repair
- Walker Repair

Advanced Technical Skills

- (AP)Capital Ship Repair
- (AP)Capital Ship Weapon Repair
- (AP)Lightsaber Construction/Repair
- (AP)Alchemical Weapon Construction/Repair
- (AS)Scientific Application

PATTERN KNIGHT

FORCE ATTRIBUTE:

PERCEPTION:

- Command
- Con
- Forgery
- Gambling
- Hide
- Investigation
- Persuasion
- Search
- Sneak

Advanced Perception Skills

- (AP)Concealment Mastery (+1D)
- (AP)Convincing Liar (+1D)
- (AS)Mental Sponge
- (AP)Slutduction (+1D)
- (AP)Situational Awareness (+1D)

Primary Weapon(s):

Player Name:

Inherent Usable Abilities

+1 to Free Actions (3 Base)

-2DR to Control Rolls

Accelerate Healing (2FA) Attribute + Control
Control Breathing (2FA) Attribute + Control
Control Pain (As Force Power)
Danger Sense (Innate) Attribute + Control
Detoxify Poison (As Force Power)
Enhance Attribute (1FA) Attribute + Control
Instinctive Astrogation *Control* (2FA) Attribute + Control
Sense Force Disturbance (Innate) Attribute + *Control if local*
Reduce Injury (1FA) Attribute + Control
Receptive Telepathy Trump Only (Innate) (Drawn Picture)
Projective Telepathy Trump Only (Innate) (Drawn Picture)
Magnify/Enhanced Senses (1FA) +Force Attribute Only

Pattern Combat

Attribute Based Damage Bonus + Control for Strike/Parry/Evade with Pattern Item/Enchanted Weapon. This also applies to unarmed combat.

Pattern Items can be called to hand, 1FA, over any distance. If someone is holding your weapon you could "theoretically" summon the weapon while dangling them off a cliff and let go…

CONTROL:

Enchanted Item Creation:
Must possess *Alchemical Weapon Construction/Repair (AP).* 1. Force Resonant Materials are required. 2. The weapon must be forged with the Force Resonant materials integrated. 3. Ritual: Heroic (40) roll on Force Attribute and Control Skills. ***Note:*** *There is no -2DR bonus applied to this roll.* Success: Static 5D Alchemical Weapon (Pattern Item). hat has all the abilities of a Pattern Item.
Materials Cost: 10,000 Credits

Trump Creation: Any place they can think of or they have seen, that can be drawn, allows them to use it as a focus to Shadow Walk to that location immediately. -1 DR to their difficulty

Shadow Walking (take your time for up to a +5D bonus to your rolls); *Dice Pool: Force Attribute + Control; Time to use: 3 Rounds to perform, 2 Actions per round.* **Description:** The Pattern Knight can, effectively, fold space as well as shift into another reality. The details of that reality are largely created by player description, however, the GM should take full liberty with the inhabitants of said realm. They could be hostile. The difficulties to perform this ability are as follows: **No Trump Focus:** 30 +/- GM discretion, for any area within a **Known & Mapped,** sector. They can bring up to 1,000 Kilograms per D of attribute + 100 Kg per point they roll on control. Any failure here directly adds to wound levels per level of difficulty the player misses their roll by *(every 1-5 points missed by = 1 wound level).* **Trump Focus:** 25 +/- GM discretion. Doubles Weight Allowances. *A # of Knights = to the initiator's Force Attribute can work in Tandem and stack Dice directly.*

Plane Shifting: ***1 Full Round Action, 1/Day (you may not perform other actions, including dodge).*** You cannot gate into another plane of existence across the known galaxy. However, you can describe a plane of existence where every step you take is a mile and traverse great distances and emerge at another point in the sector much further away. **No Trump Focus:** Base Difficulty is 20: 4,000 Kg per D of attribute + 400 Kg per point they roll on Control. **Trump Focus:** Base Difficulty is 10:12,000 Kg per D of attribute + 1,200 Kg per point they roll on Control. **Knight Focus:** Additional Pattern Knight(s) in unison to Plane Shift increase the uses +1/Day. Ignore weight allowances. Allows Pattern Knights to Plane Shift warships in combat dynamically. Difficulty is rolled by most powerful Pattern Knight in the group. Apply Complimentary Skill (CS) bonus -5 Difficulty for each Knight involved.
Note: *Their Pattern Weapon is Considered to be a Non-Expendable Foci of +2D for all abilities listed above.*

Pattern Knights are NOT limited to only their perspective of Order and the Force. If they discover a Node of Discord, they can traverse it (like walking a pattern, but utterly chaotic) and gain the abilities of a Sorcerer as well as their own. They always have the option not to become Sorcerers and multi discipline.

Pattern Magic: *Once you begin walking a pattern you must complete it or die in the process. Preparations to walk any pattern can be taken, extending the time taken by 2 hours per +1D bonus you gain, up to a maximum of a 3D bonus.* Difficulty: GM Determined. Reward: GM Determined

Creating a Pattern: 24 Hours + any prep time. Difficulty 120, failure = death; success = -1D Force Attribute.
Benefits of Creating a Pattern: You can fold space, from anywhere, at any time with anyone: Difficulty: 25
Create Pattern Ghosts: You can create up to 1 clone of yourself at any given time and dispatch it on missions. This clone is immune to mind assault, and is utterly loyal. You can see what it sees. You can do this, at will, anywhere.
Instantaneous Travel: travel to a number of Shadows your pattern casts, with anyone, with no weight limit, so long as it is only one vessel (effortlessly move a starship, of any size, into and out of a Shadow). No roll necessary. Must be in the sector your Pattern exists in. The number of initial shadows: 1 per D of attribute you had at creation. 1 Additional Shadow each Century.
Immortality: You immediately Gain Immortality as a result of your pattern's creation.
Folding Space in your Sector becomes Easier -2DR. Folding space in any other sector is at -1DR. Plane Shifting in your Sector of Space is at -2DR and in any other sector -1DR. All weight Allowances in your Sector are x10, in any other sector are x5.

Pattern has a certain level of Sentience: If threatened will summon up to Force Attribute (creation) in Pattern Ghosts to defend it.

Over time: (50 years, 10 years per section starting from the sublevel up) the Pattern will create a fortification to cover itself. Said fortification will be a Castle of some sort, with the equivalent of Planetary Shields of 6D, the Structure itself is Battle Station Grade with a Hull rating of 6D and 5 locations. 4 Castle sections and the sublevel where the Pattern resides.
Your Pattern location is in its own plane of existence: attracts beings aligned to you. Generates income: 100,000 Credits annually. No technological weaponry works in your Pattern Realm, *at least none known. (Though they can be constructed there)*

Notes: *Traditional Jedi Knights can traverse Patterns, likely with ease. Benefits of doing so vary wildly but never change their perspectives on the Force. Raw Jedi can traverse them as well. Likely awarding points toward increasing Force Attribute or, simply raising Force Potential.*

Pattern Knights are few in number, in any realm they exist in. Typically locked to particular noble bloodlines. While more powerful than the average Chaos Knight… the Chaos Knights outnumber Pattern Knights by a factor of 100.

STAR WARS 3RD EDITION

Name:

Elite Path(s):

Race/Gender:

Age: Height:

Racial Bonuses:

Movement:

Character Points:

Total CP Earned:

Force Sensitivity:

Heroic Points:

Epic Points:

Free Actions:

Advantage(s):

Wounds:

Stun Threshold: [ ] Wound Threshold: [ ]

Stunned	Wounded	Wounded Twice	Incapacitated	Mortally Wounded
-1D: 1 Round	-1D Until Healed	-2D Until Healed	-3D Until Healed	D6 Rounds = Death

Disadvantage(s):

STRENGTH:

- Athletics
- Climbing/Jumping
- Endurance
- Lifting/Carrying

Advanced Strength Skills

- (AP)Punching Bag/Tank (+1D)
- (AP)Professional Athlete (+1D)
- (AP)Pack Mule (+1D)
- (AS)Personal Trainer

DEXTERITY:

- Dodge
- Gunplay
- Melee Combat
- Missile Weapons
- Theft
- Thrown Weapons
- Unarmed Combat

Advanced Dexterity Skills

- (AS)Acrobatics
- (AP)Alchemical Weapon
- (AP)Lightsaber Combat
- (AP)Martial Arts

MECHANICAL:

- Beast Riding
- Communications
- Ground/Water Vehicles
- Jet/Rocket Pack Ops
- Navigation
- Powersuit Ops
- Sensors
- Starship Gunnery
- Starship Piloting
- Starship Shields
- Walker Piloting

Advanced Mechanical Skills

- (AP)Blaster Artillery
- (AP)Capital Ship Gunnery
- (AP)Capital Ship Piloting
- (AP)Capital Ship Shields
- (AP)Swoop Operations
- (AP)Zero-G Operations

KNOWLEDGE:

- Appraisal
- Art
- Bureaucracy
- Business
- Intimidation
- Languages
- Scholar
- Streetwise
- Survival
- Tactics
- Technology/Science
- Willpower

Advanced Knowledge Skills

- (AP)Cultural Savant (+1D)
- (AP)Entrepreneur (+1D)
- (AS)Teaching/Training

TECHNICAL:

- Computer Program/Repair
- Demolition
- Droid Program/Repair
- First Aid
- General Maintenance/Repair
- Repulsorlift Repair
- Security Systems/Repair
- Starship Repair
- Starship Weapon Repair
- Walker Repair

Advanced Technical Skills

- (AP)Capital Ship Repair
- (AP)Capital Ship Weapon Repair
- (AP)Lightsaber Construction/Repair
- (AP)Alchemical Weapon Construction/Repair
- (AS)Scientific Application

PERCEPTION:

- Command
- Con
- Forgery
- Gambling
- Hide
- Investigation
- Persuasion
- Search
- Sneak

Advanced Perception Skills

- (AP)Concealment Mastery (+1D)
- (AP)Convincing Liar (+1D)
- (AS)Mental Sponge
- (AP)Slutduction (+1D)
- (AP)Situational Awareness (+1D)

Primary Weapon(s):

Player Name:

Inherent Usable Abilities:

+1 to Free Actions (3 Base)

Accelerate Healing (2FA) - Attribute + Alter
Enhance Attribute (1FA) - Attribute Only
Sense Force Disturbance (Innate) - Attribute Only
Receptive Telepathy (2FA) Attribute Only
Projective Telepathy (1FA) Attribute + Alter
Transfer Force (2FA)
Discordant Combat (Attribute Based Strike/Parry/Evade Bonus + Alter for Elemental Damage Effect)
Pattern Items can be called to hand, 1FA, 1,000Km.

Sorcery: Chaos Knights are prepared Spell Casters, only. They must create spells, at a cost of 5 points per spell. They must have spells Locked, Memorized & possess material components for each spell. Spell Casting only costs **1 Free Action/spell** for them & they receive a -1DR to casting as well. Force Attribute is their Casting Ability, Alteration Skill is the Effect of the spell. -2DR to alteration applies as bonus to the effect of the spell. Starting Spells: 2xD in Knowledge; They can Have up to 1 Spell Per D in Attribute prepared/day + 2/D in Knowledge.

Their Focus Weapon is a Foci of +2D to Casting.

Casting from a Grimoire costs 1 Action

CHAOS KNIGHT

FORCE ATTRIBUTE:

ALTERATION:

Enchanted Item Creation: As Pattern Knight, however, they use Force Attribute + Alteration for the creation process. Additional information follows. ***Note:*** Materials Cost is ½ and it's value is also only ½. See **Enchanted Items for Pattern and Chaos Knights** for further details.

Combat: Force Attribute Adds to Strike/Parry/Evade with their signature weapon & Unarmed combat. Alter adds to Damage in the form of some elemental effect of choice with their signature weapon only.

Teleportation: take your time for up to a +5D bonus to your rolls; *Dice Pool: Force Attribute + Alter; Time to use: 1 Full Round Action, Twice per Day;* **Description:** The Chaos Knight can Fold Space. Their Focus Weapon always acts is if it were a Trump Focus like the Pattern Knights (in addition to it's +2D bonus to cast). **No Enchanted Object:** 30 +/- GM discretion for any area within a sector. They can bring up to 500 Kilograms per D of attribute + 50 Kg per point they roll on control. Any failure here directly adds to wound levels per level of difficulty the player misses their roll by (1 wound every 1-5 points a roll is missed by). **Enchanted Object:** 25: Triples Weight Allowances; *A # of Knights = to the initiator's Force Attribute can work in Tandem and stack Dice directly*

Note: Chaos *Knights are NOT limited to only their perspective of Order and the Force. If they discover a Pattern, they can traverse it and gain the abilities of a Pattern Knight as well as their own. They can always choose not to multi discipline.*

Discordant Magic

Discordant Magic is the focus of the Chaos Knights' abilities. Discordant Magic is a manifestation of Chaos in the galaxy with no limiting factors. It is a willed into existence by the Sorcerer, utilized for Teleportation, Enchanted item creation or focused into formal spells. A Node of Discord looks like swirling madness when viewed from a distance. The effects of the Node tie in to the fabric of reality in the areas in which they exist. So long as one Node exists in a sector, any Chaos Knight (even if not affiliated with the Node) can Teleport. Discord Nodes are effectively indestructible, and their appearance is random. Though, there is typically at least one Node of Discord per sector of space if not more. Some inhabited, some not.

Once you begin traversing a Node of Discord, you cannot stop. You cannot escape, you cannot go backward. You must complete it or die in the process. Preparations to traverse any node can be taken, extending the time taken by 2 hours per +1D bonus you gain, up to a maximum of a 3D bonus.

Traversing a Node of Discord:

This difficulty is largely left up to the GM to decide. However, it should be a test of Willpower, Cunning and a Physical challenge. Traversing a Node of Discord is difficult. The player can be Mundane. If the player is not Force Sensitive, a successful navigation of a Node of Discord will render them Force Sensitive.

If an Non-Force Sensitive traverses a Node of Discord Successfully they will become Force Sensitive and can Acquire the Alter Skill without having an Attribute. Though only powers tied directly to Alter can be utilized at this point.

Notes: *Only an uninitiated Jedi or a Pattern Knight can gain the Full benefit of emerging as a Chaos Knight upon completion of the trial.*

Traditional Jedi Knights, Quixotic Jedi & Raw Jedi can traverse Nodes of Discord, likely with ease, this will be child's play to them. Benefits of doing so vary wildly but never change their perspectives on the Force. Likely awarding points toward increasing Force Attribute/Force Potential or simply increasing one other the other or both (GM discretion).

STAR WARS 3RD EDITION

Name:

Elite Path(s):

Race/Gender:

Age: Height:

Racial Bonuses:

Movement:

Character Points:

Total CP Earned:

Force Sensitivity:

Heroic Points:

Epic Points:

Free Actions:

Advantage(s):

Wounds:

Stun Threshold: [ ] Wound Threshold: [ ]

Stunned	Wounded	Wounded Twice	Incapacitated	Mortally Wounded
-1D: 1 Round	-1D Until Healed	-2D Until Healed	-3D Until Healed	D6 Rounds = Death

Disadvantage(s):

STRENGTH:

- Athletics
- Climbing/Jumping
- Endurance
- Lifting/Carrying

Advanced Strength Skills

- (AP)Punching Bag/Tank (+1D)
- (AP)Professional Athlete (+1D)
- (AP)Pack Mule (+1D)
- (AS)Personal Trainer

DEXTERITY:

- Dodge
- Gunplay
- Melee Combat
- Missile Weapons
- Theft
- Thrown Weapons
- Unarmed Combat

Advanced Dexterity Skills

- (AS)Acrobatics
- (AP)Alchemical Weapon
- (AP)Lightsaber Combat
- (AP)Martial Arts

MECHANICAL:

- Beast Riding
- Communications
- Ground/Water Vehicles
- Jet/Rocket Pack Ops
- Navigation
- Powersuit Ops
- Sensors
- Starship Gunnery
- Starship Piloting
- Starship Shields
- Walker Piloting

Advanced Mechanical Skills

- (AP)Blaster Artillery
- (AP)Capital Ship Gunnery
- (AP)Capital Ship Piloting
- (AP)Capital Ship Shields
- (AP)Swoop Operations
- (AP)Zero-G Operations

KNOWLEDGE:

- Appraisal
- Art
- Bureaucracy
- Business
- Intimidation
- Languages
- Scholar
- Streetwise
- Survival
- Tactics
- Technology/Science
- Willpower

Advanced Knowledge Skills

- (AP)Cultural Savant (+1D)
- (AP)Entrepreneur (+1D)
- (AS)Teaching/Training

TECHNICAL:

- Computer Program/Repair
- Demolition
- Droid Program/Repair
- First Aid
- General Maintenance/Repair
- Repulsorlift Repair
- Security Systems/Repair
- Starship Repair
- Starship Weapon Repair
- Walker Repair

Advanced Technical Skills

- (AP)Capital Ship Repair
- (AP)Capital Ship Weapon Repair
- (AP)Lightsaber Construction/Repair
- (AP)Alchemical Weapon Construction/Repair
- (AS)Scientific Application

PERCEPTION:

- Command
- Con
- Forgery
- Gambling
- Hide
- Investigation
- Persuasion
- Search
- Sneak

Advanced Perception Skills

- (AP)Concealment Mastery (+1D)
- (AP)Convincing Liar (+1D)
- (AS)Mental Sponge
- (AP)Slutduction (+1D)
- (AP)Situational Awareness (+1D)

Primary Weapon(s):

Player Name:

Inherent Usable Abilities: +2 to Free Actions (4 Base)

Danger Sense: +1 Pip up to maximum attribute, to avoid + Sense as normal, for a 1FA add +1D evade in round the attack occurs.

Sense Force Disturbance *+1D Perception/search rolls*

Enhance Attribute 1 FA - Force Attribute only. Only 1 at a time

Receptive Telepathy 2 FA - Force Attribute is the only bonus

Accelerate Healing: +2/Day (3) Natural Healing Rolls +2 -1DR

Magnify/Enhanced Senses 1FA - Force Attribute Only

Enhanced Combat (Innate): Attribute adds to all defensive and offensive rolls (not damage).

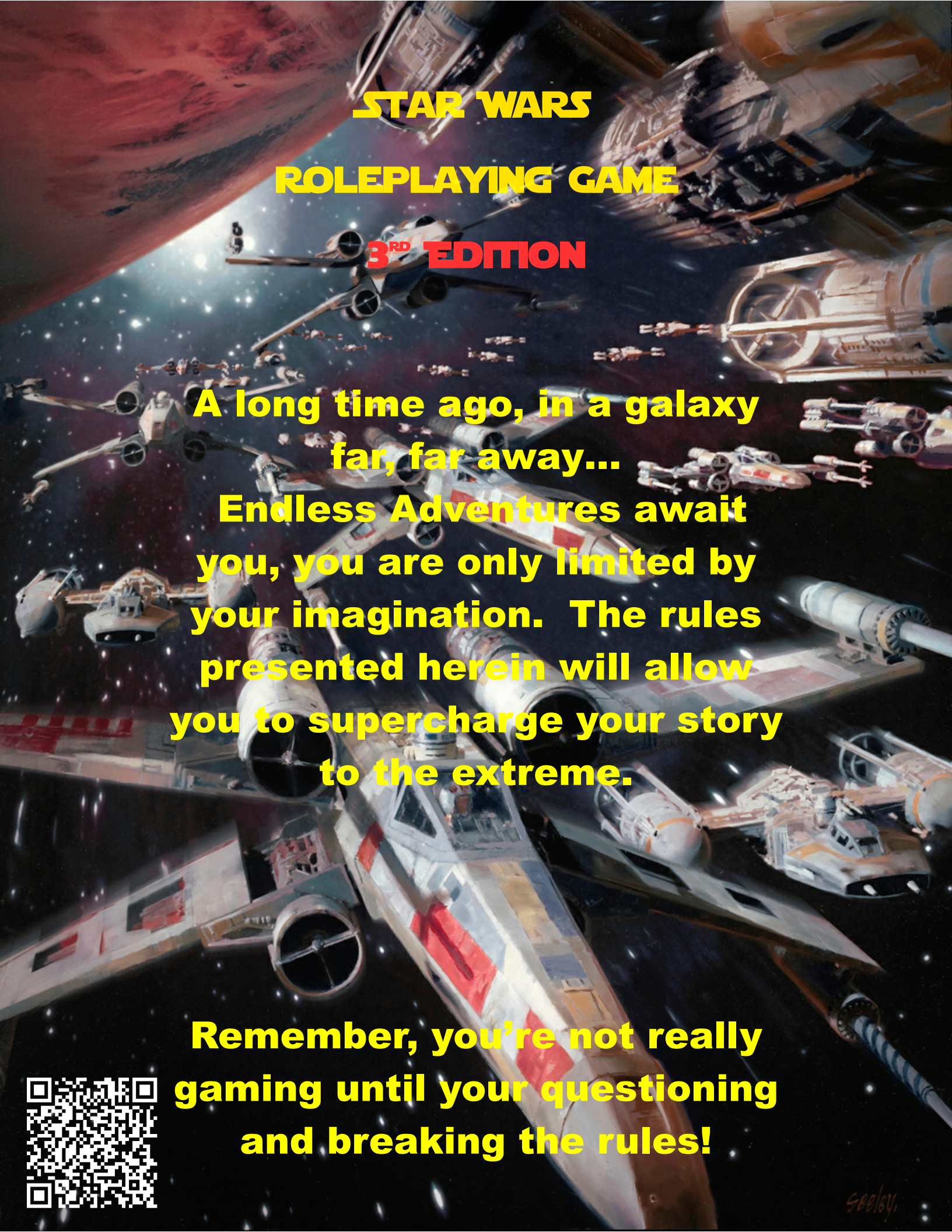
Note: Cannot channel additional damage unless using Advanced Range or Melee Combat Powers.

Force Attribute Resistance vs Force Powers:

Adds dice to resistance roll is most appropriate
Control, Sense & Alter Limit 5D+1
No Locked or Memorized Spells
Only one On the Fly Spell per round, only one sustained
Can Grimoire Cast
Can use other's Bound weapons
Calling on the Dark Side is easy, straight roll perception difficulty = 20, no penalties for doing so.

LIMITED FORCE USER

FORCE ATTRIBUTE:	CONTROL:	SENSE:	ALTER:


STAR WARS
ROLEPLAYING GAME
3RD EDITION
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Remember, you're not really gaming until your questioning and breaking the rules!