

Module Notes

Hero Earnings

At the beginning of the round, if the characters are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Characters who are not employed but who have Entertain, Gamble, or Profession skills may roll against those skills to see how much they have earned in the last week. Rather than using the method in the core rules for Entertain or Gamble, however, use the method described for the Profession skill on page 96; that is, roll the check, and then multiply the result by 100 credits to determine the amount you made that week. Note that characters may use only one of the above methods each round and must choose which before rolling (Employment, Entertain, Gamble, or Profession). Per the rules, you may take 10 on Entertain or Profession checks, but not on Gamble. There is no pay for unskilled labor in the LIVING FORCE campaign.

Issuing Force and Dark Side Points

Issuing Force Points: When heroes perform cinematically heroic actions, don't forget that you may issue a Force point for such activities. Because this is a heroic campaign, we expect heroism - and encourage judges to reward it. In the course of a standard LIVING FORCE event, there are many opportunities for heroism. If a LIVING FORCE hero performs in a way that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

Not everything will be that extreme, and you don't have to jump from a moving speeder to earn a Force Point, but if a hero does something that makes you, the judge, say, 'Wow,' then they should probably get a FP.

The core rules (pg 179) define "Dramatic Heroism" as follows:

To qualify as an act of dramatic heroism, an action must fulfill three criteria:

- It must accomplish a significant task in the defense of good or the defeat of evil;
- It must occur at a dramatically appropriate time (usually the climax of the adventure); and
- It should require significant risk on the part of the hero.

Issuing Dark Side Points: Unfortunately, it is impossible to produce an exhaustive list of all the possible ways people can get Dark Side points.

There are just too many ways that the beginnings of "evil" can manifest themselves.

To quote the *Dark Side Sourcebook*... "Evil is not always easy to recognize. An innocent act may ultimately result in great suffering. An act of revenge may save the lives of millions of people. The pure at heart can lash out in anger. Evil may lurk beneath a mask of virtue. Whether an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

"When a Gamemaster is in doubt about whether to award a Dark Side Point to a character, he or she should consider the character's motives: Did the character act out of anger? Hatred? Cruelty? Vengeance? Pride? Did the character choose an option simply because it would allow her to spill an enemy's blood? Was greed or envy involved? Jealousy?" (Great section, beginning on page 41, which illustrates the problem fairly precisely.) The GM must assess the motivations of the character, and if those motivations derive from the base emotions that are the path to the dark side, then a DSP is appropriate.

Wookiees, Rage and Dark Side Points: Per the sidebar on page 182 of the *Star Wars Roleplaying Game Revised Core Rule Book*, Wookiee Force users do not gain Dark Side Points for following their natural tendencies and using the Wookiee rage species ability. They do receive a Dark Side Point, however, if they incorporate Wookiee rage with any of their Force skills.

In addition, while in a Wookiee rage, a Wookiee Force user can't call upon the Force (except for calling upon the Dark Side when using a Force point). All other uses of the Force require more calm and peace than the Wookiee can manage while in the natural frenzy.

House Rules

There are a large number of players throughout the world playing LIVING FORCE, and it's impossible to supervise them the way one might in a home campaign. As a result, we have a few house rules. These are outlined here for you.

Atoning for Dark Side Points

Heroes may, at the discretion of the GM, atone for Dark Side Points acquired during play by spending one Force Point to atone for one Dark Side Point. Heroes may only atone for one DSP per scenario played, and only if, in the judgement of the GM, the hero shows proper remorse and understanding of the dangers of

the dark side. Players are required to keep a running total on their log sheets of all Dark Side Points ever acquired, even if the hero has atoned for them.

Dissipate Energy

Dissipate energy only works against energy damage to Wounds. It has no effect against vitality damage or stun weapon attacks. Also, the DC for the Fortitude saving throw should be "10 + damage dealt," not just "damage dealt".

Illusion

Use of the Illusion skill allows a save when the character views or otherwise interacts with the illusion. If the character succeeds at the save, the illusion is seen as an outline only, and anything that might have otherwise been hidden inside or behind the illusion is visible. Illusion cannot be utilized to create "an illusion of nothing"; it cannot make something invisible.

Stun

If a character hit by a stun attack makes his or her Fortitude save, the character is unaffected by the stun attack and takes no damage. A character who fails the Fortitude saving throw is unconscious for 1d4+1 rounds. This ruling includes characters in the area of effect for a stun grenade. This house rule supersedes the rules in the SWRPG-RCR

DM Aid #1: NPC Stats

Encounter – Mini-Mission

Carnivorous Dianoga: Aquatic Scavenger 4; IM+5 (+1 Dex, +4 Improved Initiative); Def 20 (+10 natural, +1 dex, -1 size); Spd 6m/swim 10m; VP/WP 26/17; Atk +5 melee (1d4+4, tentacle), +5 melee (1d8+4, bite), +3 ranged; SQ Constrict (once prey is grappled, can crush for 1d4+4 dmg per round); SV Fort +7, Ref +2, Will +0; SZ L; Rep 1; Str 17, Dex 13, Con 17, Int 4, Wis 8, Cha 6; CC C.

Skills: Hide +6, Move Silently +6, Search +3, Swim +11

Feats: Improved Initiative

Encounter – DM Aid #1: Skall Delos

Skall Delos, Pod racer: Male human Soldier 2 / Scoundrel 5; IM+4 (Dex); Def 19 (+4 dex, +5 class); Spd 10m; VP/WP 45/13; Atk +6 melee (2d4+1, vibrodagger), +9 ranged (3d6, blaster pistol); SQ Illicit barter, Lucky 1/day, Skill Emphasis (Repair), Precise Attack +1; SV Fort +5, Ref +8, Will +0; SZ

M; FP 3; Rep 5; Str 12, Dex 18, Con 13, Int 14, Wis 8, Cha 10.

Skills: Appraise +7, Astrogate +5, Bluff +10, Computer Use +7, Disable Device +7, Intimidate +6, Knowledge (Pod racer Design) +10, Knowledge (Streetwise) +10, Pilot +19, Repair +13, Search +7, Spot +4, Read/Write Basic, Speak Basic, Speak Bothan, Speak Huttese

Feats: Armor (light, medium), Fame, Heroic Surge, Skill Emphasis (Pilot), Spacer, Weapon Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Force Skills: Enhance Ability +11

Force Feats: Force Sensitive

Equipment: Blaster pistol, vibrodagger, pod racer uniform, pod racer

Skall hails from Alderaan. He spent his younger years exploring the wide open expanse of Alderaan's plains. When he turned 12, Skall saw his first holo of a podrace. He fell in love with the sport. Every minute afterward was spent researching pod racing, keeping up with the current hotshot pilots, etc. When he entered the Alderaanian military at age 18, Skall requested training as a pilot. He excelled. Alderaan got a pilot with a gift for flying anything and he received the training he intended to use on the pod racer circuit after his tour was finished.

After his discharge, Skall headed for the Outer Rim to make a living as a pod racer. What he found was a sport that was mostly closed to human pilots. They didn't have the "skills" and "talent" needed to fly the machines. For several years, Skall did whatever he had too, in order to and get a break. Finally a Bothan offered him a job as his team's pilot. (The Bothan's main pilot had a run-in with a nasty Dug on Malastare.)

The rest is history. The Bothan, Von Qesta, is now Skall's partner and the Alderaanian is one of the top ten pilots on the main circuit. He knows he is good, possibly the best.

Skall races on a modified Sorin v3 Avalon racer. Its slim, triple engines are bright red, in contrast with the deep blue cockpit (which is covered in soft nerf hide).

Skall does not know he is Force sensitive. He just knows that during a big race, he is able to "get in the zone" and flying becomes even easier. Skall knows the Force exists (hey, Alderaan has its share of Jedi!), but doesn't put a lot of stock in it.

Skall's Pod racer: Craft: Modified Sorin v3 Avalon; Class: Ground (Speeder); Cost: not available for sale (estimated price of 22,000 dataries); Size: Huge (8.7 m); Crew: Skall Velos; Passengers: none; Cargo Capacity: 5 kilograms; Speed: 160m (max).

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speed 820km/h); Altitude: up to 80 meters; Defense:
10 (-2 size, +2 armor); Hull Points: 24; DR: none.
Weapons: none.

Pod racers provide one-half cover to the pilot.

Top Speed +2, Acceleration +3, Braking +0, Turning
+2, Traction +3, Durability +0; Hull Points 24;
Cooling Modifier 3.