



Hero Creation Guidelines

Version 4.5 – March 2003

These guidelines incorporate rules from the following books: Star Wars Role Playing Game Revised Core Rulebook (SWRPG-RCR), Living Force Campaign Guide (LFCG), Secrets of Tatooine (SoT), Alien Anthology (AA), Starships of the Galaxy (SotG), Power of the Jedi Sourcebook (PotJ). Includes LIVING FORCE house rules and clarifications.

LIVING FORCE

The LIVING FORCE campaign takes place in the *Star Wars* universe during the Rise of the Empire Era. Your character – hero – is a resident of the Mid-Rim system of Cularin (just off the Corellian Trade Spine, between Kalarba and Aridus, p 208 of the *Star Wars Roleplaying Game Revised Core Rule Book – SWRPG-RCB*). More information on Cularin can be found on the RPGA LIVING FORCE website (www.rpga.com).

Like the movies, the campaign is story intensive. Story arcs take place in approximately one-year periods, with some elements continuing throughout the life of the campaign. Each year we release four trilogies (three-part adventures), three of which are central to the story, and one to three supplementary adventures. These adventures are available for conventions before they're available for home game groups, but you can play in the main stories of the campaign without leaving your home.

Supplemental campaign information is released on the RPGA website at www.rpga.com. This source provides additional material on the Cularin system and other systems in LIVING FORCE stories.

The Force is with us.

Making a Hero

To create a LIVING FORCE hero, you'll need a copy of the *SWRPG - RCR*. If you are using species, skills, feats or other items from supplemental materials, please be sure to bring a copy of the supplement(s) to the table with you.

Step 1: Ability Scores

To put all heroes on an even footing, the LIVING FORCE campaign uses the Planned Generation method for generating ability scores, as described in Chapter 1 of the *SWRPG - RCR*.

Score	Cost	Modifier
8	0	-1
9	1	-1
10	2	0
11	3	0
12	4	+1
13	5	+1
14	6	+2
15	8	+2
16	10	+3
17	13	+3
18	16	+4

Each hero has 28 points to distribute among all six abilities as indicated on page 15 of the core rulebook.

Apply species modifiers after assigning all points. Humans may range in ability score from 8 to 18; non-human species may range from 6 to 20 (see their entries in the *SWRPG-RCR*.)

Ability points gained through character level advancement do not use this chart. Refer to the core rulebook for these rules (Chapter 3).

LIVING FORCE does not use age modifiers. See *Step 6: Background* for information on age limits.

Step 2: Species and Class

Choose a species for your hero. The following species are allowed for LIVING FORCE heroes. Other species are reserved for Gamemaster characters, have not been discovered by the galaxy at large during the time of the campaign or have been disallowed by the campaign staff after careful consideration.

Star Wars Roleplaying Game Revised Core Rulebook: Human, Bothan, Cerean, Duros, Gungan, Ithorian, Kel Dor, Rodian, Sullustan, Trandoshan, Twi'lek, Wookiee, Zabrak.

Living Force Campaign Guide: Tarasin.

Secrets of Tatooine: Jawa

Alien Anthology: Aqualish, Bimm, Chagrian, Devaronian, Elomin, Gran, Ortolan, Snivvian, Ugnaught, Woostoid.

Power of the Jedi Sourcebook: Cathar, Krevaaiki, Lannik, Nautolan, Togruta, Vultan

Additional species may be made available via special campaign opportunities.

Hero Classes: Choose any class for your hero described in Chapter 3 of the *SWRPG - RCR*.

Prestige Classes: Players may choose from the following prestige classes for their heroes: Bounty Hunter, Elite Trooper, Jedi Ace, Jedi Investigator, Starship Ace, Officer* (*SWRPG - RCR*); Big Game Hunter, First Contact Specialist (*AA*); Deep Space Pilot, Master Gunner*, Naval Officer* (*SotG*); Force Warrior¹, Jedi Healer, Jedi

¹ For the purpose of multiclassing, Force Warrior is not considered to be a Jedi Prestige class. Thus, if a Jedi adds the Force Warrior prestige class, he or she may not return to their Jedi class later. No one receives the Jedi Knight special quality (PotJ page 18). See the multiclass restrictions for more on this subject.

Instructor², Jedi Scholar (*PotJ*). Heroes must qualify for these classes as described in the *Star Wars Roleplaying Game Revised Core Rulebook* and/or appropriate supplement.

Classes marked with a “*” are regulated by LIVING FORCE metacampaign personnel.

Multiclass Restriction: In the LIVING FORCE campaign, choosing the path of the Jedi requires complete devotion. Jedi consulars and Jedi guardians who add additional classes after taking up the Jedi class can never again advance as a Jedi, though they retain any Jedi class abilities they have. (Jedi consulars and guardians who elect to take character levels in Jedi prestige classes may continue to advance in their Jedi Hero class. This is the only Jedi multiclassing exception. For these purposes, Force Warrior is not considered to be a Jedi prestige class.) If a hero has fewer than seven levels in the Jedi class when he or she abandons it, the hero loses the lightsaber acquired at the first Jedi class level. It must be returned to the Almas Academy. All Jedi heroes are Padawan Learners at the Almas Jedi Academy until such time as they achieve the level of Jedi Knight (at 7th level). Almas Academy may assign Padawan Learners to missions (or permit them to go) as part of their training. Jedi heroes finish creating their lightsabers upon reaching seventh class level, and are not provided the materials or opportunity before that level.

The Almas Jedi Academy does *not* teach either the two lightsaber fighting style or the double-bladed lightsaber fighting style, and thus they are not allowed.

Jedi may not be permanently employed by any organization outside of the Almas Academy as this would seriously risk the Jedi’s commitment to the Order and potentially cause a conflict of interest. Jedi may, as part of their quests for the Almas Academy, accept requests for their services (and pay for such) and missions they believe will benefit the universe at large.

A hero cannot multiclass into one of the Jedi hero classes if they currently have any Dark Side points for which they have not atoned.

Step 3: Vitality Points

LIVING FORCE heroes receive maximum vitality points at first hero level and at each class level according to the following table. Add Constitution bonuses to the first level vitality points and to the values in this table.

Fringer	6	Tech Specialist	4
Noble	4	Force Adept	6
Scoundrel	4	Jedi Consular	6

² Because Jedi Master is not an allowed prestige class for LIVING FORCE, heroes taking the Jedi Instructor prestige class may ignore the requirement for one level of Jedi Master, but must have achieved the level of Jedi Knight.

Scout	6	Jedi Guardian	8
Soldier	8		

Vitality Points for Prestige Classes

VP/ Level	VP Gained per Level
d6	4
d8	6
d10	8

Step 4: Skills and Feats

Choose skills and feats for your hero. Feats from the *SWRPG-RCR* and from *Starships of the Galaxy* are acceptable, as long as the use of those skills and/or feats does not give the character a Dark Side Point. No Dark Side Force skills or feats are permitted. The following skills and feats from the *Power of the Jedi Sourcebook* may be taken: Battle Influence, Force Light, Inspire, Plant Surge, Battle Meditation, Beast Language, Cure Disease, Cure Poison, Force Dodge, and Force Pilot.

The Profession and Craft skills are deliberately open-ended in the game rules, so we have developed specific rules for the Living Force campaign. You can find them under “House Rules” at the end of this document.

Heroes may not select the following skills and feats. Skills: *Knowledge (Sith Lore)*, *Read/write Sith*, *Speak Sith*. Feats: *Exotic Weapon Proficiency (Double-bladed lightsaber)*, *Guiding Spirit (PotJ)*, *Morichro (PotJ)*, *Psychometry (PotJ)*, *Weapon Finesse (Double-bladed lightsaber)*, *Weapon Focus (Double-bladed lightsaber)*. The Almas Jedi Academy does NOT teach either the two lightsaber fighting style or the double lightsaber fighting style, and thus they are not allowed.

Other skills and feats may be made available in play. Assume that skills not listed as allowed are disallowed.

Step 5: Equipment

Starting heroes receive maximum credits for their class at first character level only. Heroes can purchase equipment listed in the Equipment chapter of the *SWRPG - RCR*, with the exceptions listed below.

Equipment from the *Power of the Jedi Sourcebook* is not available for purchase, but some of it may be made available in play. Jedi heroes may assume they have a Jedi Utility Belt (at the cost of 600 credits). If a Jedi hero leaves the order, he or she loses the use of this item.

The following equipment is not allowed for player heroes: *double-bladed lightsabers*, *stormtrooper armor*.

The following items are legally restricted and cannot be purchased through normal means. They may become available in scenarios.

Weapons: *vibro-axes*, *heavy blaster pistols*, *blaster carbines*, *blaster rifles*, *light repeating blasters*, *heavy repeating blasters*, *blaster cannons*, *E-Web blasters*,

bowcasters (non-Wookiees only), fragmentation grenades, and thermal detonators.

Armor: battleframe, Corellian Powersuit.

Equipment: Mastercraft items are only available through play, or if crafted by other heroes. Permits are required to purchase or own explosive charges or security kits.

Possession of this equipment is illegal unless the hero has a permit. Legal penalties, including confiscation of the item and fines, may be applied during adventures to heroes found possessing these items without proper permits.

Wookiee heroes may purchase both bowcasters and ryyk blades. The bowcaster is standard per the Revised Core Rulebook. The ryyk is a large machete-like weapon exclusive to Wookiee society. It has the following stats: Dmg 1d6, Crit 19-20, Rng -, Wt 15kg, Type Slashing, Size Medium, Group Simple, Cost 250cr. Non-Wookiee heroes may only possess certified bowcasters and ryyk blades obtained while adventuring.

Lightsabers are acquired in play or by class choice. They cannot be purchased. Those provided to Padawans by the Almas Academy have either a blue blade or green blade. A Jedi may not possess more than one lightsaber, and non-Jedi may not purchase them.

The maximum value of a single credit chip in the Cularin system is 1000 credits.

Heroes may not purchase starships or droids, except through meta-game opportunities.

The following vehicles may be purchased without meta-game requirements. All vehicles must be purchased at "new" value and are unarmed. Only one vehicle may be purchased per hero, and must be noted on the hero's log sheet. The vehicles may not be modified in any way that affects their game statistics, though you certainly may customize paint jobs and appearance. Available vehicles are: SoroSuub X-34 landspeeder, Ikas-Adno 22-B Nightfalcon speeder bike, Ikas-Adno 10-C Speeder Bike (*Power of the Jedi Sourcebook*), Ubrikkian Luxury sail barge, Ubrikkian SuperHaul Model II cargo skiff, Coruscant Air Taxi airspeeder, Desler Gizh Outworld Mobility Corp Koro-2 airspeeder (*SWRPG-RCR*), Incom T-16 Skyhopper airspeeder, SoroSuub V-35 Courier landspeeder, Mobquet Flare-S swoop (*Secrets of Tatooine*). Note that size restrictions may prevent any or all of these vehicles from being available every scenario.

Watch how much your gear weighs. We don't usually worry about encumbrance, but if you pack an excessive amount of gear, you will find yourself slowed down.

Step 6: Background

Heroes in the LIVING FORCE campaign are *heroes*, not villains. The adventures are centered on heroic experiences. You may not play villainous characters. Villainous characters acquire Dark Side points (which

players are required to track, even if they atone for those Dark Side points), and those who acquire sufficient Dark Side points to be considered Dark Side characters are removed from play. (See page 182 of the *SWRPG-RCR* for a description of the process) No elements of the *Dark Side Sourcebook* are available for LIVING FORCE heroes.

Your hero may be of any height or weight appropriate for his or her species. Your hero begins at any age between adulthood and old age, as defined in Chapter 6 of the *SWRPG-RCR*. Age modifiers do not apply to LIVING FORCE heroes.

You should determine your hero's history up to this point, and you should be able to explain why he or she is in the Cularin system. Avoid character concepts that do not fit this campaign.

Hero Retirement

LIVING FORCE heroes must retire when they reach 13th character level. Special events for these heroes may be run from time to time.

Special Hero Opportunities

RPGA members have special options for their heroes, as described below. To participate in these options, you must register your hero either at an interactive convention event where these opportunities are present, or register online through our hero database at <http://www.living-force.net>. If you don't have access to the Web, you can mail a copy of your hero and your request to: LIVING FORCE, Star Wars Hero Option, P.O. Box 838, East Lansing, MI 48826 USA or fax it to us at 517-351-0288.

The opportunities are described by type, with notations for hero classes that can take advantage of each one. Multiclassed heroes can take advantage of any options that any of their classes qualify them for, but each player can only make use of each of these options once at a time. If a player has generated multiple heroes, only one of them can use one of these options at any given time. Certified items acquired from scenarios do not count against this limit.

These opportunities should be used to encourage roleplaying during adventure play. These opportunities are intended to expand the dimension of your hero, not to make them more powerful purely in terms of game mechanics. No one should find themselves unable to enjoy any LIVING FORCE scenario for lack of any of these metagaming options.

Jedi Training

Jedi player heroes begin as Padawan learners at the Almas Academy. Until a hero becomes a 3rd-level Jedi guardian or consular, he or she is generally assumed to be receiving training between adventures from a rotating staff of

mentors at the Academy. Jedi study as Padawan learners until they reach 7th level.

At the 3rd class level, the Jedi can obtain a specific mentor. The campaign staff provides a mentor, to be played by the Gamemaster. The mentor can be contacted during adventures, but does not directly participate. Access to the mentor continues even after the Jedi hero becomes a knight.

Force Adept Apprentices

Upon reaching the 3rd class level as a Force adept, a hero can attract an apprentice to his or her way of viewing the Force. The apprentice (generally played by the Gamemaster) begins as a commoner and adventures with the player hero. After five completed adventures in which the Force adept hero receives more than fifty percent of the possible experience available per hero, the apprentice becomes a 1st-level Force adept. Thereafter, the apprentice acquires experience at the same rate as other heroes, but cannot have more than half the class levels that the player hero has as a Force adept (rounded up). Thus, a 3rd-level Force adept could have a 2nd-level Force adept apprentice. If the same 3rd-level Force adept also had six levels of the scoundrel class, the hero could still only have a 2nd-level Force adept apprentice. The apprentice only gains levels as a Force adept. Once the apprentice reaches 7th level, he leaves the player hero and strikes out on his own.

Regular reports on the apprentice must be submitted to the campaign staff. These reports should be sent when the apprentice reaches 1st level, and whenever the apprentice gains a level. When the apprentice leaves the player hero, a full report should be made, so that the apprentice can be integrated into the campaign as a Gamemaster character.

Tech Specialist

Tech Specialists may craft one item per scenario and one mastercraft item per level. This can be recorded on the log sheet. Restricted items are still restricted, and carry the risk of confiscation. Any item crafted may be sold for the book value cost or to another hero.

Should a Tech Specialist hero wish to sell her item for credits, this would be in addition to any Entertain/Gamble/Profession income rolls made at the start of each scenario.

Crafted items are made at the end of each scenario, rather than the beginning. This allows other players to leave the table.

Tech Specialists may also apply to the Cularin Patent Authority (patent@living-force.net) for patents of their inventions. Not all inventions will be accepted, but those that are will also be available for other Tech Specialists to make.

Exceptional Favors

In the LIVING FORCE campaign, certain classes of heroes can call upon exceptional favors of different types. All three kinds of favors described below should be governed using the general guidelines for noble favors (as described in the rulebook), with one difference: The DC for a favor should be cut in half.

Heroes of 3rd class level and above can request these favors. A single hero can have one of these favors active at a time. The hero must use the favor, and report the use and results to the campaign staff, before receiving another such favor (or any other special hero option).

Use of these favors comes with a cost. The first time one of these favors is used, the hero does not have to repay it. The second time one is used, the Gamemaster character granting the favor can request a favor in return, which the hero must try to fulfill. Such a favor should depend on the context, the Gamemaster granting it, and the nature of the current adventure. The favor that the player hero must grant should not be directly related to the adventure; in fact, it can be totally unrelated to the adventure. However, it must be something the hero has the ability to grant.

Noble Exceptional Favor (Noble Class Only):

Powerful Gamemaster characters in the campaign grant these favors. Examples include the Baron Administrators on Cularin, Nirama (a local crimelord), and Colonel Tramsig (Thaereian Military).

Scoundrel Illicit Goods Favor (Scoundrel Class Only):

This favor is used to acquire a piece of illegal or restricted equipment for use during the adventure. Examples include heavy blaster rifles or explosives for a demolition or heavy combat mission, special tools for an infiltration mission, or a load of spice for a decoy mission of some kind. Its use should tie to an adventure; the favor cannot be used to enrich the scoundrel hero. Whether the hero can keep the piece of equipment or not depends on where it came from. In the report on the favor, the player should explain how and why the item was obtained, and the campaign staff will decide whether to certify it or not.

Fringer Extra-System Favor (Fringer Class Only):

This favor can accomplish the same things that the noble or scoundrel versions can, but it is granted by the Fringer's contact somewhere in the Outer Rim. Because the source is far away, the time elapsed between requesting the favor and receiving it depends on the nature of the favor. Information should take about a day to get back to the Fringer, while a piece of equipment may take several days or weeks to be brought in-system.

Ships and Droids

The campaign staff controls acquisition of starships and droids. A player may acquire no more than one ship and one droid for all of his or her heroes that have reached 3rd

level. The campaign staff reserves the right to limit which droids and/or ships are available to the heroes. The ship or droid comes with a debt equal to its cost, which must be paid. Regular payments can be made (so a hero can get a ship before being able to afford the whole cost), or the whole can be paid in a lump sum. If regular payments are not made, then thugs come to collect the credits owed each time the hero is played in an adventure. If payments are not made for a long enough period, the ship or droid is confiscated.

Once the ship or droid has been paid for, the hero can make improvements (according to the rules presented in the *SWRPG-RCR*) via metagaming.

Heroes of the soldier class can purchase classification four droids, those armed and used for military applications. Heroes of other classes can only purchase noncombat droids (classifications one, two, three, and five). Droids that are not classification four cannot be equipped with armaments.

Scouts get their ships at a discount.

Game Supplements

Campaign staff will evaluate additional supplements for the *Star Wars Roleplaying Game* as Wizards of the Coast produces them. In order to ensure the material in these products will fit smoothly into the campaign, the LIVING FORCE campaign staff has six months post-release to evaluate this material.

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*.

Profession, Craft and Generating Income

At the beginning of each scenario, if the heroes are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Heroes 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.

It is best to derive income from the use of Entertain, Gamble and Profession skills in your hero's background, rather than during adventures. (After all, did you see Han, Leia, or Obi-Wan stop in the middle of a movie to make blast armor to sell to their friends?)

Player heroes can craft items from the equipment chapter of the *SWRPG - RCR* and sell them to other player heroes. Heroes cannot craft lightsabers (except as detailed below), ships, vehicles, or droids. Jedi heroes (consulars and guardians) craft their own lightsabers when they reach 7th level. Once the hero reaches 6th level in a Jedi class, construction of a Jedi's lightsaber takes place in the background, with the lightsaber completed when the hero reaches 7th level in that class. Because this takes place in the background, Jedi heroes are not required to take ranks in Craft: Lightsaber. Heroes achieving 7th level in Jedi consular or Jedi guardian become Jedi Knights, gain an extra Force point (representing the expenditure of one

Force point and the attainment of two). When a Jedi makes his or her own lightsaber, the old lightsaber is returned to the academy. A Jedi may never possess more than one lightsaber at any given time. Non-Jedi may not possess lightsabers at all.

US Mail:

Living Force
PO Box 838
East Lansing, MI
Fax: (517) 351-0288

Guidelines for Ethical Play in LIVING FORCE

In the LIVING FORCE campaign, we expect that you will conduct yourself in a manner suitable to group cooperation and group enjoyment. Specifically:

PLAYERS

1. Contribute to the fun of the whole group when playing. Don't play in a style that detracts from the fun of the game.
2. Play fairly and honestly.
3. Be considerate of others, and their right to enjoy the game as much as you do.
4. Follow the spirit of the rules, as well as the letter of the rules.

GAMEMASTERS

1. You are the gamemaster. It is your job to run the game. You are not playing against the players. Their fun is your top priority.
2. All players should be treated equally and equitably, by you and by other players.
3. Run games in a professional manner. Remember that you represent the RPGA and the campaign to your players.
4. Abide by the expectations that apply to the players.

ADMINISTRATION

1. Respond and communicate in an articulate and timely manner.
2. Uphold the authority of our gamemasters, and do not overrule them without careful investigation.
3. Abide by the expectations that apply to the players and the gamemasters.

Contacting the Campaign Staff

Email: (preferred)

- Administration: LFAdmin@living-force.net
- Metagaming: LFMeta@living-force.net
- Plots: LFPlots@living-force.net

World Wide Web

- www.rpga.com (Official site - choose "Living Force" from the menu)
- www.living-force.net (unofficial news site)
- RPGA-LivingForce@yahoo.com is the unofficial discussion list for the campaign.

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