# STAR WARS

## Jedi Legacies:
## The Great Hyperspace War

*A d10 Star Wars project by Kees Kalonick*

## A Note from the Author

This title borrows heavily from the Star Wars line of games (both revised and Saga editions) from Wizards of the Coast, and from West End games.  It also uses the crystals, emitters, lenses, and energy cells from the *Knights of the Old Republic II: The Sith Lords* with little change in their effects.  Most similarities between those products and this game are not coincidental, and are, in fact, intended.  I thank the creators of those products profusely, and gives them full credit for their work.

## A Note about Canonicity (or lack thereof)

This book was not made with canonicity in mind.  It is not especially noticeable, but there are several things (such as the inclusion of the Vapaad style and several Force powers and possibly a few races) that violate canon.  The purpose of this game is to make Force users as cool as possible; in the pursuit of this goal, canon fell to the wayside relatively quickly.

## A Note on Pronouns

For the sake of simplicity, I have elected to use the male pronouns rather than trying to use male and female in equal proportion.  I apologize if this offends anyone, although if it does, I suggest that find better things to do with your time.

## A Wonderful Tool

The website Wookiepedia was a great boon in the creation of this game.  If anyone ever has a Star Wars question, this should be their first stop.  It can provide great background information for adventures, characters, and a plethora of other things.

## SPECIAL THANKS

Thank you, Keenath, from the Wizards.community forum for letting me use your Lightsaber Form description, and I'm sorry, but I had to tweak a few of them, but the work is definitely yours.

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# CHAPTER 1: THE BASICS

## Attributes and Derived Attributes

Attributes and Derived Attributes are the building blocks of every character's statistics. Every character has 18 points to invest in Attributes, with each one starting at 0 and none can be higher than +5 at creation. Also, what species they player chooses can modify the character's Attributes. These modifiers ignore the 0 minimum and +5 maximum.

*Attributes*
- **Power** represents physical strength and athletic prowess
- **Agility** is indicative of quickness and flexibility, both of which aid in acrobatics
- **Toughness** is durability and resistance to physical duress
- **Intellect** symbolizes basic reasoning ability and common sense
- **Spirit** is both wisdom and personal magnetism
- **Dexterity** represents hand-eye coordination and deftness

*Derived Attributes*
- **Melee** is the basic ability to strike an adjacent opponent. It is Power + Dexterity + Class Bonus (if any)
- **Ranged** is the basic ability to strike an opponent from a distance. It is Agility + Dexterity + Class Bonus (if any)
- **Defense** represents the skill of not being struck in combat. It is 8 + Agility + Class Bonus (if any)
- **Initiative** is the propensity to act quickly. It is Agility + Spirit + Class Bonus (if any)
- **Force** symbolizes the connection the character has to the Force. It is Spirit + Class Bonus (if any)
- **Speed** is how fast the character can physically move. It is simply the species base speed.

## Species

While Humans are the most highly represented species in the galaxy, there are other species that can be played. There are nine species listed below, but if a player wishes, they may speak with their GM to play a species not listed here[1].

### Cathar

The Cathar are a noble an ancient race of feline warriors. Their cities are made of living trees, each one artistically carved with friezes showing a great triumph for the Cathar people.
Members of this species gain the following benefits:
*+1 Agility, -1 Intellect, +1 Dexterity*
*Claws deal a base of d6 damage*
*Base Speed: 5 + Agility*

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[1] Unless he has a good reason not to, the GM should allow players to play whatever species they wish to. It is a simple matter to create a new species: either give them bonuses based on their description, or translate the statistics from another roleplaying game.

## Cerean

The Cerean people are possessed of a strange quality: they have a binary brain that allows them to consider both sides of a problem at once. They also have two hearts and live in a primarily matriarchal society.

Members of this species gain the following benefits:

*-1 Agility, +1 Spirit, +1 Intellect*
*Initiative +2*
*Base Speed: 3 + Agility*

## Human

Humans are the most common and varied species in the galaxy. This template also covers most near-humans, those of species similar to those of human, but with distinct differences.

Members of this species gain the following benefits:

*+1 to any attribute*
*+1 talent*
*Base Speed: 3 + Agility*

## Ithorian

Ithorians are a peaceful and nature-loving species. They have two mouths, one on each side of their head, which allows them to speak with a stereo effect; it also allows greatly amplifies the effect of *Force Scream*, if they choose to use it.

Members of this species gain the following benefits:

*-1 Agility, +2 Spirit*
*The TN to resist an Ithorian's* Force Scream *is increased by 10, and the damage dealt is doubled*
*Base Speed: 3 + Agility*

## Kel Dor

The Kel Dor are a gas-breathing race that produces many great Jedi. They tend to be kind-hearted and even-tempered, but prefer quick, simple judgment to moral ambiguity. This philosophy often makes them seem rash and cruel.

Members of this species gain the following benefits:

*+1 Agility, -1 Toughness, +1 Spirit*
*When not on their home planet, a Kel Dor must wear a breath mask. If they do not, they take d10 damage every round until they don a mask (they can hold their breath for a number of rounds equal to their Toughness before taking this damage, however)*
*Multiply all illumination effects by 1 ½ (round down) for a Kel Dor (for example, a lightsaber provides a 3-pace illumination for a Kel Dor)*
*Base Speed: 3 + Agility*

## Miraluka

Every Miraluka is born without eyes. Rather, they see through by using the Force to survey their surroundings. They often wear hoods or wrap bands around their eyes so as not to call attention to themselves.

Members of this species gain the following benefits:

*-1 Dexterity, +1 Intellect, +1 Spirit*
*If a Miraluka is ever in a place where that is dead to the Force, they cannot perceive their surroundings. Likewise, if they encounter a being that is dead to the Force, they cannot perceive them.*

*+1 Initiative*
*Base Speed: 3 + Agility*

### Twi'lek

Twi'leks are a graceful and intelligent people. Their society is based around clans and family, which is one aspect of their culture that every Jedi must forsake. Part of a Twi'lek's brain is their *lekku*, or head-tail.
Members of this species gain the following benefits:
*-1 Power, +1 Agility, +1 Intellect*
*Multiply all illumination effects by 1 ½ (round down) for a Twi'lek (for example, a lightsaber provides a 3-pace illumination for a Twi'lek)*
*Base Speed: 3 + Agility*

### Wookie

Despite their fierce appearance, non-angered Wookies are immensely kind and loyal. They have a strong sense of honor. Once angered, however, Wookies are especially violent foes (going so far as to pull arms off droids and ears off gundarks)
Members of this species gain the following benefits:
*+2 Power, -1 Agility, -1 Intellect, +1 Toughness*
*Once per day, a Wookie may enter a rage that provides him with a +2 bonus to Power, +5 HP to each level, and -2 Defense (this lasts for a number of rounds equal to the character's Toughness)*
*+2 on Athletics tests to climb, +4 to Persuade checks to intimidate a foe*
*Base Speed: 3 + Agility*

### Zabrak

This horned race were among the first to explore the stars. While their home world is indisputably Iridonia, the Zabrak people have many colonies all over the galaxy.
Members of this species gain the following benefits:
*+1 to any two attributes (they must be different attributes)*
*Base Speed: 3 + Agility*

# Classes

Class is a very important part of character development. To a certain degree, class determines the character's role in both the party and the Jedi order. This, however, is not set in stone, for unique combinations of talents, skills, Force powers, and class may result in unusual characters. Every class follows a format which is given below.

**Name** (Name of class)
*A short description of the class*
**Health Code:** (1, 2, or 3. Corresponds to the Health Code Chart)
**Caste:** (One of three types: fighter, expert, or master. Describes what the class is good at).
**Derived Attributes:** (Bonuses to any of the various derived attributes)
**Skill Pool:** (Points from the skill poll are spent increasing skills, as displayed in the skills section. No more than 7 points from the skill point pool can be invested in a single skill.)
**Powers:** (The number of powers a character with this class knows at the beginning of the game. See the *Powers* section for more information).
**Talents:** (The number of talents a character of this class starts with).

**Special:** (The special abilities provided to the class at first, third, and fifth level. Any effect marked cumulative is added to all previous bonuses).

## Ace

*The Jedi Ace is a Jedi who has focused on one skill beyond any other. They are capable combatants and Force-users, but they shine when they can simply use their natural abilities.*

**Health Code:** 2
**Caste:** Expert
**Derived Attributes:** Initiative +3, Defense +2, Force +3, Melee +1, Ranged +1
**Skill Pool:** 20
**Powers:** 8
**Talents:** 2
**Special:** *1st:* +3 to one skill
　　　*3rd:* +2 attack, +3 damage with any one weapon
　　　*5th:* +3 to one skill (cumulative; must be same skill as was first chosen)

## Artificer

*Jedi Artificers are the gear-heads of the Jedi Order. They would rather sit in their workstations and repair systems than to go out and seek to rectify problems of the universe. Yet, they still do their duty without fail, and are often aided by their mechanical expertise.*

**Health Code:** 2
**Caste:** Expert
**Derived Attributes:** Force +3, Defense +3, Melee+2, Ranged +2
**Skill Pool:** 20
**Powers:** 8
**Talents:** 2
**Special:** *1st:* +2 to all Technology rolls and add ½ Spirit to Technology rolls (round down; minimum 1)
　　　*3rd:* +2 attack and +d8 damage with lightsabers constructed by the character
　　　*5th:* +3 to all Technology rolls, +2 attack and +d8 damage with lightsabers constructed by the character (cumulative)

## Consular

*The Jedi Consular is a true master of the Force. Only the most powerful and dedicated members of the Jedi Order have the discipline and raw talent required to be a consular. Members of this class are often dispatched to difficult or delicate missions.*

**Health Code:** 3
**Caste:** Master
**Derived Attributes:** Force +4, Defense +2, Melee +2, Initiative +2
**Skill Pool:** 15
**Powers:** 10
**Talents:** 1
**Special:** *1st:* +3 to all Force checks involving a specified Force power
　　　*3rd:* +1 die to all Force effects
　　　*5th:* +1 die to all Force effects and +3 to all Force checks involving the formerly specified Force power (cumulative)

## Factotum

*The Jedi Factotum is a jack-of-all trades. He excels in nothing, but by the same token, seems unable to fail. They are the most common Jedi, for their focus is the good of the Republic, and their goal the protection of the innocent.*

**Health Code:** 2
**Caste:** Expert
**Derived Attributes:** Initiative +2, Defense +2, Force +2, Melee +2, Ranged +2
**Skill Pool:** 20
**Powers:** 8
**Talents:** 2
**Special:** *1st:* Add an additional ½ Spirit to melee weapon damage (round down; minimum 1)

      *3rd:* +3 to one skill
      *5th:* +3 to all Force checks involving a specified Force power


## Guardian

*The Jedi Guardians are the peacekeepers of the galaxy. They travel from world to world, defending those who cannot defend themselves and ending injustice wherever it is found. They often find themselves embroiled in conflicts that lesser Jedi would flee run, but they face such adversity with unflinching resolve and dedication.*

**Health Code:** 1
**Caste:** Fighter
**Derived Attributes:** Initiative +3, Melee +3, Defense +3, Ranged +1
**Skill Pool:** 15
**Powers:** 6
**Talents:** 3
**Special:** *1st:* Add an additional ½ of Power to melee weapon damage (round down; minimum 1)
      *3rd:* Add an additional ½ of Agility to Defense (round down; minimum 1)
      *5th:* +5 to all damage


## Healer

*Jedi Healers are the most renowned medics in the known galaxy. Not only does the Force aid them in common medicine, but it allows them to directly influence whether their charge lives or dies. Despite their penchant for helping those in need, or perhaps because of it, Healers will fight viciously to defend the weak.*

**Health Code:** 3
**Caste:** Master
**Derived Attributes:** Force +3, Initiative +2, Defense +3, Melee +1, Ranged +1
**Skill Pool:** 15
**Powers:** 10
**Talents:** 1
**Special:** *1st:* +d6 to the effects of all *Heal* tests
      *3rd:* +3 to all *Heal* and *Purify* tests
      *5th:* +3 to all *Heal* and *Purify* checks; +d6 to the effects of all *Heal* tests (cumulative)


## Investigator

*A Jedi Investigator must be skilled indeed. Often, they work alone, infiltrating large criminal or Sith organizations at the behest of the Jedi Council. They excel at getting information from a target, as well as self-defense.*

**Health Code:** 2

**Caste:** Expert
**Derived Attributes:** Initiative +2, Defense +3, Force +2, Melee +2, Ranged +1
**Skill Pool:** 20
**Powers:** 8
**Talents:** 2
**Special:** *1st:* Add an additional ½ Spirit to Stealth, Notice, and Persuade (round down; minimum 1)

  *3rd:* +3 to all *Deflect* and *Redirect* checks

  *5th:* Add an additional ½ Spirit to Stealth, Notice, and Persuade (cumulative) (round down; minimum 1)


## Meditative

*The Jedi Meditative focuses only on strengthening his connection to the Force. They often isolate themselves in order to commune with the Force and use it to aid their decision making. Once a Meditative has set his mind to something, however, they will stop at nothing to accomplish it.*
**Health Code:** 3
**Caste:** Master
**Derived Attributes:** Force +4, Defense +2, Initiative +2, Melee +1, Ranged +1
**Skill Pool:** 15
**Powers:** 10
**Talents:** 1
**Special:** *1st:* +3 to all Force checks involving a specified Force power

  *3rd:* Gain 2 additional powers

  *5th:* May roll twice for Force effects, taking the higher result each time


## Scholar

*Even 5,000 years before the Battle of Yavin, the lore of the Jedi (and Sith) is vast. A Jedi Scholar is a learned pupil of the Force who seeks out knowledge of years gone by. He could be looking for a way to destroy the Sith, or he may be seeking to protect the knowledge before it is gone forever. Regardless, they hone all their skills to that one goal, and that makes them a fierce foe indeed.*
**Health Code:** 3
**Caste:** Master
**Derived Attributes:** Force +4, Defense +2, Initiative +2, Melee +1, Ranged +1
**Skill Pool:** 15
**Powers:** 10
**Talents:** 1
**Special:** *1st:* Add Intellect, not Power to lightsaber attack rolls

  *3rd:* +3 to all Force checks involving a specified Force power

  *5th:* +5 damage against all Darkside users ("Fallen" status or higher; see *Darkside* for more)


## Sentinel

*A Jedi Sentinel is dedicated to finding and destroying the Darkside wherever it may be. While officially the Jedi Council prefers all Sith to be redeemed, they are not especially harsh with Sentinels that simply kill their target for the "greater good".*
**Health Code:** 2
**Caste:** Expert
**Derived Attributes:** Initiative +3, Force +3, Defense +3, Melee +1
**Skill Pool:** 20

**Powers:** 8

**Talents:** 2

**Special:** *1st:* When using *Sense Force*, roll twice and compare the higher results to the results of Darkside users ("Fallen" status or higher; see *Darkside* for more)

*3rd:* +5 damage against all Darkside users ("Fallen" status or higher; see *Darkside* for more)

*5th:* 1/encounter a Sentinel may gain a +4 bonus to attack and a +10 bonus to damage against a Darkside user ("Fallen" status or higher; see *Darkside* for more)

## Warrior

*While the Jedi Guardian is a peacekeeper, a Jedi Warrior makes no such claim. With the advent of the Great Hyperspace War, the Jedi Order has a need for those who know war and accept it, while keeping their ties to the light. Most warriors began their training as Weapon Masters and Guardians, but felt the call of the Council and donned the mantle of Warrior.*

**Health Code:** 1

**Caste:** Fighter

**Derived Attributes:** Melee +3, Ranged +3, Defense +2, Initiative +2

**Skill Pool:** 15

**Powers:** 6

**Talents:** 3

**Special:** *1st:* Add an additional ½ of Dexterity to either Melee or Ranged (player's choice; once chosen, it may not be changed) attack rolls (round down; minimum 1)

*3rd:* +3 to all *Deflect* and *Redirect* checks

*5th:* When rolling for damage, roll twice, taking the higher damage each time

## Weapon Master

*Jedi Weapon Masters are fierce fighters, using their chosen weapon with unrivaled skill and tenacity. While a normal Jedi is married to their lightsaber, the Weapon Master's blade is part of his very soul.*

**Health Code:** 1

**Caste:** Fighter

**Derived Attributes:** Melee +4, Initiative +2, Defense +2, Force +2

**Skill Pool:** 15

**Powers:** 6

**Talents:** 3

**Special:** *1st:* +d8 to lightsaber damage

*3rd:* +4 to Defense when using a lightsaber

*5th:* +3 to attack and +d8 to damage when using a lightsaber (cumulative)

## Level-up Packages

Characters are not stagnant. They grow and become stronger as they accomplish goals and vanquish great evils. At any time the GM deems appropriate, he may allow the characters to level-up. The benefits of a level-up vary from caste to caste and level to level, but listed below are the benefits (and don't forget the odd-leveled special bonuses listed in the class description).

## Expert

*2nd and 4th levels:* 1 Talent rank, 7 skill points, 1 Force Power, +5 hp on the 0, -1, and -3 levels, 2 ability points.

*3rd and 5th levels*: 1 Lightsaber style rank, 1 Force Power, 5 skill points, +2 hp on the 0, -1, and -3 levels, 2 derived attribute points.

<u>Fighter</u>
*2nd and 4th levels*: 2 Talent rank, 3 skill points, 1 Force Power, +10 hp on the 0, -1, and -3 levels, 2 ability points.
*3rd and 5th levels*: 1 Lightsaber style rank, 1 Force Power, 3 skill points, +2 hp on the -5 level, 2 derived attribute points.

<u>Master</u>
*2nd and 4th levels*: 1 Talent rank, 3 skill points, 2 Force Powers, +5 hp on the 0, -1, and -3 levels, 2 ability points.
*3rd and 5th levels*: 1 Lightsaber style rank, 5 skill points, +2 hp on the 0, -1, and -3 levels, 2 derived attribute points.

As there are only 5 levels in the game, level-ups should be few and far between, and even 2nd level characters should have some renown, however small. The GM may also want to think about granting some characters the title of Jedi master after attaining fourth level, provided they have either trained a Padawan or have accomplished a great deal for the Jedi Order.

# Character Framing
While things like class, species, attributes, talents, and the like are quintessential to the forming of character statistics, these things are only marginally important to the character concept. Consider the following questions from your character's point of view:

- Who was your master?
- Do you have any Force-sensitive siblings?
- What friends do you have at the Jedi Temple?
- What friends have you lost to the war?
- How do other Jedi regard you?
- How do you view the light and dark side?
- What drives you?

It is these questions, along with a firm back story that make a good character, not just having the exact right skill, talent, and weapon combination.

# CHAPTER 2: GIFTS

## Talents
Talents are natural abilities that the characters may enhance. Most revolve around combat, and give the character's options that they wouldn't have otherwise, or improve on options they already have.

Every talent (with one exception) is broken into *ranks*. You must have the previous rank before you can buy a new one (so you need Power Attack 1 before you can get Power Attack 2). Each rank essentially counts as its own talent, save for the fact that the new rank's features replace those of the prior rank (exceptions are marked with (cumulative)

at the end).  Ranks can be bought with the ranks given with level-up packages, or with the starting talents a character begins with (each talent is one rank to be spent).  At creation, no talent can have more than two ranks.

**Talent** (Talent Name)
*Rank 1:* The rank one effect
*Rank 2:* The rank two effect
*Rank 3:* The rank three effect

**Critical Strike**
*Rank 1:* Critical Threshold +1; Target must succeed on a Toughness TN 6 or be stunned for 2 rounds, Defense -3
*Rank 2:* Critical Threshold +2; Target must succeed on a Toughness TN 8 or be stunned for 2 rounds, Defense -2
*Rank 3:* Critical Threshold +3; Target must succeed on a Toughness TN 10 or be stunned for 2 rounds, Defense -1

**Dueling**
*Rank 1:* +1 to attack, damage, and defense when wielding a weapon in one hand
*Rank 2:* +3 to attack, damage, and defense when wielding a weapon in one hand
*Rank 3:* +5 to attack, damage, and defense when wielding a weapon in one hand

**Force Mastery**
*Rank 1:* Gain a +2 bonus to all Force checks
*Rank 2:* Once per round, reduce the time it takes to cast a Force power by ½ (cumulative)
*Rank 3:* Twice per round, reduce the time it takes to cast a Force power by ½

**Flurry**
*Rank 1:* Gain 1 extra attack during a half action, all attacks take a -4 penalty, the same penalty applies to defense for the round
*Rank 2:* Gain 2 extra attacks during a half action, all attacks take a -3 penalty, the same penalty applies to defense for the round
*Rank 3:* Gain 3 extra attacks during a half action, all attacks take a -2 penalty, the same penalty applies to defense for the round

**Graceful Attack**
*Rank 1:* Add Agility, not Power to the Melee Attack derived attribute

**Great Reaction**
*Rank 1:* +4 Initiative
*Rank 2:* +6 Initiative
*Rank 3:* +8 Initiative

**Lightsaber Defense**
*Rank 1:* +1 to Defense when wielding a lightsaber
*Rank 2:* +3 to Defense when wielding a lightsaber
*Rank 3:* +5 to Defense when wielding a lightsaber

**Martial Arts**
*Rank 1:* Unarmed Attacks now deal d6 points of normal or stun damage (player's choice, may change at will), and no longer provoke a Prompt Attack

*Rank 2:* Unarmed Attacks now deal d8 points of normal or stun damage, and they now have a Critical Threshold of 9-10
*Rank 2:* Unarmed Attacks now deal d10 points of normal or stun damage, and the character receives a +2 bonus to unarmed attacks

## Power Attack
*Rank 1:* The character may take a -2 penalty to attack in exchange for a +5 bonus to damage
*Rank 1:* The character may take a -3 penalty to attack in exchange for a +10 bonus to damage (cumulative)
*Rank 3:* The character may take a -4 penalty to attack in exchange for a +15 bonus to damage (cumulative)

## Proficiency
*Rank 1:* The character may wield a specified weapon with no penalty to attack rolls

## Prone Fighter
*Rank 1:* A character may keep his Agility bonus to defense, even when prone
*Rank 2:* The penalty to attack when prone is reduced to -2
*Rank 3:* Stand up from prone as a half action

## Rapid Assault
*Rank 1:* +2 Initiative; +d6 damage on first round of combat
*Rank 2:* +d6 damage on first round of combat (cumulative)
*Rank 3:* +2 Initiative; +d6 damage on first round of combat (cumulative)

## Robust
Every time a character buys this talent gains the following health bonuses

|    | Health Bonuses |
| --- | --- |
| 0  | 5 |
| -1 | 3 |
| -3 | 2 |
| -5 | 1 |

## Skilled
*Rank 1:* +5 points to the skill pool
*Rank 2:* +5 points to the skill pool (cumulative)
*Rank 3:* +5 points to the skill pool (cumulative)

## Two Handed Fighting
*Rank 1:* +2 damage; +1 defense using two hands on a lightsaber
*Rank 2:* +4 damage; +2 defense using two hands on a lightsaber
*Rank 3:* +6 damage; +3 defense using two hands on a lightsaber

## Two Weapon Fighting
*Rank 1:* Penalty for Two Weapon Fighting becomes -2 with each weapon, and may make one attack with each weapon as a single standard action
*Rank 2:* Penalty for Two Weapon Fighting becomes -1 with each weapon
*Rank 3:* Penalty for Two Weapon Fighting becomes 0 with each weapon

**Weapon Aptitude**
*Rank 1:* +1 attack and +2 damage with a specified weapon
*Rank 1:* +1 attack and +2 damage with a specified weapon (cumulative)
*Rank 3:* +1 attack and +2 damage with a specified weapon (cumulative)

# Skills

Skills are abilities that all characters possess, to one degree or another.  The player characters have the ability to become truly spectacular in their skills.  At creation, every character has a skill pool: a number of points that may be invested into a given skill (with an upward maximum of +5) on a 1:1 basis.  If the character is a Master or Fighter, he has 15 points to spend, but if he is an Expert, he has 20 points to spend.

When a skill test needs to be made, the character rolls a d10 and adds the appropriate skill bonus.  Don't forget that every skill is modified by an attribute, which will increase the overall bonus.  Below is a table displaying the appropriate TN (target number: the number that needs to be tied or beaten for the action to be successful) for varying difficulties.

| Difficulty | TN |
|---|---|
| Very Easy | 3 |
| Easy | 5 |
| Average | 7 |
| Tough | 10 |
| Challenging | 13 |
| Formidable | 15 |
| Heroic | 17 |
| Nearly Impossible | 20 |

*Acrobatics (Agility):* This skill is used for feats of tumbling, balance, escaping bonds, and other acts of finesse.

*Aid (Spirit):* This skill is used to treat wounded characters.  A successful TN 10 check allows the character to heal 2x the normal number of HP for a full night of rest.  This skill can also be used to combat poison.

*Athletics (Power):* This skill is used for climbing, swimming, jumping, and other feats of endurance and strength.

*Control (Intellect):* This skill is used to control vehicles, mounts, and even starships.  It can cover piloting, astrogation, and riding.

*Notice (Intellect):* This skill is used when a character may become aware of something out of the ordinary.  It ranges from hearing the whistle of a poison dart to seeing the reflection of a foe in the water to smelling an opponent before he shows himself.

*Persuade (Spirit):* This skill is either used to convince people of something that they don't want to accept, or convincing people to do something they normally wouldn't.  This can be accomplished by lying, intimidation, or some other form of coercion.

*Stealth (Agility):* This is the art of going by undetected, as well as disabling locks and anything else that a thief might need that isn't included in the other skills.

*Technology (Intellect):* This skill is used for interaction with machines.  It covers everything from repairing droids to slicing into computer systems to opening a bridge via the controls on the other side.

A final application of skill points is that of *Languages*.  By expending one skill point, a character understands the rudiments of a single language, by expending two points, a

character can hold his own in conversation in that language and by expending three points, a character is almost as good at that language as a native speaker.

# Lightsaber Forms

Lightsaber forms are the styles of combat that every Jedi knows. Every Jedi begins with one rank in Shii-Cho, and one rank in any other one style (or a second rank in Shii-Cho). It is possible for a starting character to begin without ranks in Shii-Cho, but this should be discussed with the GM first. Jedi also gain bonus ranks at the third and fifth levels, which may buy them additional ranks in styles, or start them on another style. No Jedi may gain the bonuses from multiple styles at once, but they can change the style they use from round to round without expending any actions. Padawans only know rank 1 of Shii-Cho until they achieve knighthood.

### Form I: Shii-Cho ("Determination")

With a philosophical requirement to value and preserve life, Shii-Cho attempts to disarm or destroy weapons instead of killing their wielder. Simple but powerful, Shii-Cho focuses on defense against grouped enemies and disciplined strikes. It is a decent dueling style, but does not particularly shine against a single opponent.

*Rank 1:* Penalties for Deflect/Redirect begin on third use

*Rank 2:* +4 bonus to all Disarm checks

*Rank 3:* +2 Defense with a lightsaber; +2 disarm; Penalty for Deflect/Redirect becomes -1 for every two uses.

### Form II: Makashi ("Contention ")

Favoring fluid, graceful movements, Makashi emphasizes protecting your weapon at all costs, thus defeating Shii-Cho's favored attack. It teaches the user to conserve energy while forcing his enemy to tire himself against strong defenses. The style focuses on parries, thrusts, and quick cuts. It is strong against single melee opponents, but weak against groups and unable to effectively block strength-based styles, which can use superior power to batter aside the one-handed defense.

*Rank 1:* Designate one opponent at the beginning of combat and gain a +1 bonus to defense and +d8 bonus to damage against him

*Rank 2:* Against the same opponent, gain a +2 bonus to defense and +d8 bonus to damage

*Rank 3:* Against the same opponent, gain a +2 bonus to defense and +d8 bonus to damage (total +5 Defense; +3d8 damage)

### Form III: Soresu ("Resilience")

Soresu teaches a powerful defensive posture. It avoids wide strokes and maintains a constant shield against attacks with the saber. Attacks are made with short sweeps, or by redirecting fire into your enemies. However, some Jedi criticize Soresu as being too passive, saying that its focus on defense renders it a survival style that can only hold off defeat, rather than achieving victory. It is undeniable that the style's close defenses leave little room for error in melee.

Soresu developed as a response to Makashi and the development of blaster weapons, by refusing to make the broad attacks that would leave openings a Makashi duelist would take advantage of and keeping a close defense against fire.

*Rank 1:* Once per round, re-roll one failed Deflect/Redirect test, taking the second result.

*Rank 2:* +3 defense when wielding a lightsaber

*Rank 3:* Twice more per round (total three), re-roll failed Deflect/Redirect check, taking the second result; +2 (total +5) Defense bonus against ranged attacks

### Form IV: Ataru ("Aggression")
Ataru is a speed-, mobility- and acrobatics-based form that breaks physical limitations through the Force. It takes advantage of constant high-speed attacks using many spins and leaps. This form is powerful against a single melee opponent, but weak against groups and ranged fire.

Ataru could be seen as a backlash against Soresu's perceived timidity, foregoing strong defense in favor of speed and proactive aggression.

*Rank 1:* Agility replaces Power for calculating lightsaber damage
*Rank 2:* Twice per round, may make an Acrobatics test in place of Defense
*Rank 3:* Lightsaber attacks take only a quarter action

### Form V: Shien ("Perseverance")
A more offensive variation on Form III, which requires great physical strength and depends on dominating the opponent. It focuses on deflecting blaster bolts while keeping a strong aggressive presence to force the enemy into a defensive stance. It is weak against a single saber-wielding opponent.

Shien was an attempt to modify Soresu into a more generally useful style, by maintaining its protective concept while making it less passive.

*Rank 1:* +3 to Deflect/Redirect tests
*Rank 2:* Once per round, designate an opponent, he suffers a -4 penalty to all attacks made against your character
*Rank 3:* +d8 lightsaber damage to all foes

### Variant: Djem So
An even more aggressive version of Form V, Djem So uses blocks and parries to defend against both ranged and melee attacks, while making powerful ripostes to instantly turn the tide from defense to attack. Djem So advocates always keeping control of a duel, forcing the enemy to fight on your terms. It is weaker against ranged and multiple opponents, but devastating against a single saber-wielding enemy.

Djem So took the concept of 'controlling the fight' and extended it to the logical conclusion.

*Rank 1:* Once per round, if an attack misses, your character may immediately make a Prompt Attack, at the cost of a quarter action on the next turn
*Rank 2:* Once more per round, if an attack misses, your character may immediately make a Prompt Attack, at the cost of an eighth action on the next turn each time
*Rank 3:* There is no limit to the number of attack that can be made in this fashion; however, each attack takes an eighth action from the character's next turn

### Form VI: Niman ("Diplomat")
Niman is a balanced style that is less physically demanding, not excelling in any area, but showing no great weaknesses. it is well suited to diplomats and other less combat-oriented Jedi who would rather spend their time pursuing other skills.

Niman was developed as a lighter alternative to the existing styles. It does not require the physical prowess of Djem So and Ataru, nor the exacting accuracy of Soresu or Makashi. Some dismiss it as a 'weak' style, but it is not meant to be used by those interested in intense dueling.

*Rank 1:* +1 to Defense, Persuade only takes a half action during combat
*Rank 2:* +2 attack, +2 damage, +1 defense

*Rank 3:* Persuade as a quarter action during combat; +1 defense, damage, and attack (total +3 to each)


## Variant: Jar'Kai

The two-saber style, which uses one blade for offense and one (or both) for defense. Jar'Kai is strong against groups and confusing against a single opponent, but the inability to put full force behind either blade makes it difficult to regain an offensive stance if the initiative is lost -- particularly against a physically powerful opponent. Many Jar'Kai users try to balance this weakness by learning techniques that allow them to break away from an aggressive opponent and get some distance before renewing the attack on their own terms.

Jar'Kai is a unique style that tries to extend the 'jack of all trades' methodology of Niman into a philosophy. If the wielder is adequate at all his saber skills, it says, he should be able to use two sabers to simultaneously apply two of those skills, to the detriment of a more traditional duelist.

*Rank 1:* +1 to Lightsaber Defense when wielding a lightsaber in off-hand
*Rank 2:* +d8 damage when wielding two lightsabers (only applies to main hand)
*Rank 3:* +1 to Lightsaber Defense when wielding a lightsaber in off-hand; +d8 damage when wielding two lightsabers (only applies to main hand)


## Form VII: Juyo ("Ferocity")

Juyo is the newest style, somewhat underdeveloped (some would say incomplete), direct, and physically demanding. It uses a constant stream of direct and sudden attacks, combined with Force-boosted movement (but lacking the grace of Form IV). In practice, it is intensely aggressive, and only those with great control can use it without giving in to the Dark Side's temptation.

*Rank 1:* +1 to attack and +2 damage when wielding a lightsaber
*Rank 2:* When attacking, roll 2d10, and take the higher result
*Rank 3:* Lightsaber attacks take only a quarter action


## Variant: Vapaad

Vapaad is a unique completion and mastery of Juyo, in which the Jedi skirts the very edge of the Dark Side and is considered perilously ahead of it's time. The Jedi uses a trance-like state of mind that draws on the Dark Side, accepting its power without letting it control or affect the user. A master of Vapaad is quite powerful, but learning this style without falling to the dark side is tricky at best.

*Rank 1:* Critical Threshold +1 with lightsaber
*Rank 2:* When attacking, roll 2d10, and take the highest result
*Rank 3:* Critical Threshold +1 with lightsaber (+2 total); +3 damage with lightsaber


## Unique form: Trakata

Not a form, but a technique, Trakata takes advantage of the ability to shut off a lightsaber in combat to make sudden attacks from bizarre angles. The most basic Trakata technique lures the enemy into attempting to block an obvious attack, at which point the attacker quickly cuts off the blade and reignites it inside the opponent's guard for a fatal blow. It is, however, extremely dangerous to drop one's primary defense by shutting off one's weapon while in close combat.

*Rank 1:* Feinting is two quarter actions, and gives the instigating character an *additional* +2 bonus to attack
*Rank 2:* +2 to defense and attack

*Rank 3:* Feinting takes two eight actions and gives the instigating character an *additional* +2 bonus to attack (+4 total); +2 to defense

### Unique form: Sokan

More a principle than an actual form, Sokan emphasizes using the environment to your advantage through tactical positioning, such as taking the high ground (or other advantageous position), and teaches methods for maneuvering into such advantageous positions.

*Rank 1:* Instead of rolling for Athletics and Acrobatics checks, the player may simply (at any time) assume that they rolled a 5, and add the appropriate modifiers

*Rank 2:* Gain an additional +2 bonus to attack and defense when on higher ground

*Rank 3:* Instead of rolling for Athletics and Acrobatics checks, the player may simply (at any time) assume that they rolled a 7, and add the appropriate modifiers

# Character Building Example

Jim is new to town, but he has played RPG's before. He hears about this awesome new Star Wars game that all the cool kids are playing and decides that he wants in on that action. His GM tells him to write up a first level character for next week's adventure, and informs him that he prefers high-octane adventures with lots of fighting with a few morality questions thrown in for good measure.

To make the moral quandaries easier for himself, Jim chooses to make a Kel Dor named Rish Ang. Rish has a firm grasp of what he believes to be right and wrong. Anything that violates this code of his is immediately under suspicion, although he has tempered his rashness a little bit with the advent of his knighthood. He was greatly aided in this process by his ever patient friend and comrade, Ewenn Bendon, an Ithorian knight currently stationed on Tatooine.

Jim decides to make Rish a Jedi Factotum, so he is capable in all areas, and so he can fit wherever he is needed in the existing group (a few of which are a level higher than him). He puts 3 points in Power, 2 points in Agility (raising it to a 3 because of his species), 3 points in Toughness (lowering it to a 2 because of his species), he puts 4 points into Spirit and Dexterity (raising Spirit to a 5 because of his species), and he puts the remaining 2 points in Intellect. This makes Rish a viable combatant and a dependable diplomat. Without modifiers from class, Rish's derived attributes are as follows: Melee +7, Ranged +7, Defense 11, Initiative +8, Force +5, Speed 6. When class bonuses are included, his derived attributes become: Melee +9, Ranged +9, Defense 13, Initiative +10, Force +7, Speed 6.

Jim begins to make some decisions of things that will make Rish a welcome addition to any team. He decides that Rish is a competent pilot (3 points into Control), and pretty handy with a hydrospanner (2 points in Technology). He also decides that Rish places great value in staying mobile in combat (4 points each in Acrobatics and Athletics). He also determines that Rish is a capable diplomat (3 points each in Notice and Persuade), but is also somewhat competent in skullduggery (1 point in Stealth).

When choosing talents and lightsaber forms, Jim fleshes out Rish a little bit more. Rish is a very capable fighter in single combat (Dueling [talent] and Makashi [form]). He also has a reputation as being fiercely devoted to the Force, and it seems that the Force repays his loyalty with great power (Force Power [talent]).

Next, Jim decides to select Rish's Force powers.  He first chooses Lightsaber Combat, Burst of Speed, and Redirect as basic skills that Rish picked up while he trained at the Temple.  For the purpose of dealing damage to a variety of foes, he selects Force Slam and Move Object.  Knowing that he may deal with those who will be less-than-helpful, he picks Mind Trick.  He also selects Rebuke and Negate Energy as solid defensive powers.

When making his lightsaber, Jim calls the GM.  He explains that his master, as a dying gift gave Rish a Barab Ore Ingot crystal, provided the GM says that it's allowed.  The GM gives the okay, and Jim finds someplace to put his one upgrade point that's left: a Dragite lens.  For customizations, Jim decides to make his lightsaber waterproof, and to be Force-activated.  He does nothing with his one remaining point, or any other weapons or armor.  He thinks that red would be a good color for his lightsaber, given its crystal.

| Name | Rish | Ang |
|---|---|---|

| Species | Kel | Dor |
|---|---|---|

| Class | Factotum | Level | |
|---|---|---|---|

| | | | |
|---|---|---|---|
| Power | 3 | Melee | +9 |
| Agility | 3 | Ranged | +9 |
| Toughness | 2 | Defense | 13 (14 w/dueling) |
| Intellect | 2 | Initiative | +10 |
| Spirit | 5 | Force | +9 |
| Dexterity | 4 | Speed | 6 |

## Skills

| | |
|---|---|
| Acrobatics | +8 |
| Aid | +5 |
| Athletics | +8 |
| Control | +5 |
| Notice | +5 |
| Persuade | +8 |
| Stealth | +4 |
| Technology | +4 |

## Talents

| *Name* | Rank |
|---|---|
| Dueling | 1 |
| Force Mastery | 1 |
| | |
| | |
| | |

## Combat Forms

| Name | Rank |
|---|---|
| Shii-Cho | 1 |
| Makashi | 1 |
| | |
| | |
| | |

## Hit Points

| | |
|---|---|
| 0 | 30 |
| -1 | 20 |
| -3 | 12 |
| -5 | 3 |

## Force Powers

| *Name* |
|---|
| Surge |
| Trance |
| Sense Life |
| Sense Force |
| Receptive Telepathy |
| Projective Telepathy |
| Deflect |
| Enhance Ability |
| Lightsaber Combat |
| Redirect |

## Force Powers

| *Name* |
|---|
| Burst of Speed |
| Force Slam |
| Move Object |
| Mind Trick |
| Rebuke |
| Negate Energy |
| |
| |
| |
| |

## Lightside

| | |
|---|---|
| Peace | |
| Knowledge | |
| Serenity | |
| Harmony | |

## Darkside

| | |
|---|---|
| Passion | |
| Strength | |
| Power | |
| Victory | |

## Attacks

| Name | Attack | Damage | Threshold | Range | Hands |
|---|---|---|---|---|---|
| Lightsaber* | +12 | 2d8 + 2d6 + 8 | 9-10 | - | 1 |
| Lightsaber* | +12 | 2d8 + 2d6 + 9 | 9-10 | - | 2 |
| Unarmed | +10 | d4 + 3 | 9-10 | - | 1 |

\* +2 Defense

# CHAPTER 3: THE FORCE

## Force Powers

Next to the lightsaber, the most fun thing about playing a Jedi is the suite of powers that they get to use. How many powers a Jedi begins with varies depending on their class. There is no limit to the number of times per day or encounter that a Jedi can use any given Force power, save what is written in the description of the powers themselves. Below is the layout that each power adheres to.

**Name** (Darkside and Lightside powers are marked differently)
*Execution:* (Those marked "Reaction" are not done on the character's turn, but in response to an outside stimulus)
*Duration:* (How long the power lasts; instantaneous means on that action; those marked "Concentration" will last as long as that character expends the actions to keep it up)
*Range:* (Self means it can only be used on the casting character)
*Effect:* (The power's effect)

There are certain powers that every Jedi, regardless of class, begin the game with (these do not count against the number of powers that a character may begin with). They are as follows:

- Surge
- Trance
- Sense Life
- Sense Force
- Receptive Telepathy
- Projective
- Deflect
- Enhance Ability
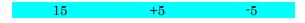
**Battle Meditation**
*Execution:* Whole Action
*Duration:* 5 rounds
*Range:* All creatures within 6 paces
*Effect:* Allies gain a bonus to attack, damage, and defense as shown on the table below. Also shown are the penalties that enemies take to attack, damage, and defense if the fail a Spirit test (TN = Force test).

| TN | Bonus | Penalty |
|---|---|---|
| 10 | +1 | -1 |
| 13 | +3 | -3 |

| | | |
|---|---|---|
| 15 | +5 | -5 |

## Battle Meld

*Execution:* Whole Action
*Duration:* 5 rounds
*Range:* Allies within 10 paces
*Effect:* All allies within 10 paces with the *Receptive Telepathy* power (including the character using *Battle Meld*) gain a bonus attack and defense equal to ½ (round down) the Force test used when manifesting this power.

## Battle Strike

*Execution:* Half Action
*Duration:* Until next attack
*Range:* Self
*Effect:* This power provides a bonus to Attack and Damage as shown on the table below.

| TN | Attack | Damage |
|----|--------|--------|
| 7  | +1     | +d6    |
| 10 | +2     | +2d6   |
| 13 | +3     | +3d6   |

## Burst of Speed

*Execution:* Quarter Action
*Duration:* 5 rounds
*Range:* Self
*Effect:* For the duration of this power, the Jedi's speed is multiplied by three. This does not stack with the bonus from Surge, or the bonus that comes form Agility Enhancement. The TN for this power is 5.

## Deflect

*Execution:* Reaction (Quarter Action in the next round for every three uses)
*Duration:* None
*Range:* None
*Effect:* When using this power, a character may elect to lose a quarter action in the next round in order to oppose a ranged attack with an attack roll of his own. If this is not done with a lightsaber, he suffers a -2 penalty to the roll. This may be done multiple times per round, and with no additional actions lost, however, each additional time beyond the first that this power is used, the opposed attack roll takes a cumulative -1 penalty.

## Enhance Ability

*Execution:* Quarter Action
*Duration:* 4 rounds
*Range:* Self
*Effect:* When using this power, a character must pick between Power, Agility, Toughness, and Dexterity (a different one may be chosen each time the power is used). They character gains a +4 bonus to that attribute for 4 rounds, provided he succeeds on a TN 5 Force test.

## Force Disarm

*Execution:* Half Action

*Duration:* Instantaneous
*Range:* 6 paces
*Effect:* May use Force + 4 on Disarm checks, instead of attack roll.

## Force Grip

*Execution:* Half Action
*Duration:* Concentration
*Range:* 6 pace
*Effect:* The target must succeed on a Toughness test or take damage according to the table below.  Using this power against a living target results in a Darkside Point.

| TN | Damage |
|----|--------|
| 7 | 2d6 |
| 10 | 4d6 |
| 13 | 6d6 |

## Force Lightning

*Execution:* Half Action
*Duration:* Concentration
*Range:* All creatures within a 6 pace arc
*Effect:* This power allows the character to make a Force check opposed by the targets' Agility tests.  Those who are successful take half damage; those that fail take full damage.  This ability deals 8d6 damage and gives the user a Darkside Point.

## Force Pilot

*Execution:* None
*Duration:* Permanent
*Range:* None
*Effect:* Add Force, not Intellect, to all Control checks.

## Force Scream

*Execution:* Half Action
*Duration:* Instantaneous
*Range:* All creatures within 4 paces
*Effect:* All creatures must succeed on a Toughness test (TN = Force test) or take the full 4d6 damage.

## Force Sense

*Execution:* Half Action
*Duration:* 4 rounds
*Range:* Self
*Effect:* Add ½ (round down) the Force roll used to activate this power to Notice for the duration of this power.

## Force Slam

*Execution:* Half Action
*Duration:* Instantaneous
*Range:* All creatures within a 6 pace arc
*Effect:* All targets within the range take 4d6 point of damage and fall prone.  A successful Acrobatics test (TN = Force test) results in ½ damage and not falling prone.

## Force Stealth
*Execution:* None
*Duration:* Permanent
*Range:* None
*Effect:* Add Force, not Intellect, to all Stealth checks.

## Force Thrust
*Execution:* Half Action
*Duration:* Instantaneous
*Range:* 12 paces
*Effect:* This power forces the target to make a Strength test opposed by the instigating character's Force test. For every three points that the Force test beats the Strength test (round down; minimum 1), the target is moved back 1 pace. If there is a larger object behind him (or another character), he takes 1d6 damage. If there is a hole or pit behind him, he falls and takes damage accordingly.

## Force Weapon
*Execution:* x consecutive Whole Actions (x can be anywhere from 1 to 10)
*Duration:* x hours (this can be less, but no more than, the execution)
*Range:* One Weapon
*Effect:* Add one die to the weapon's damage.

## Heal Other
*Execution:* Whole Action
*Duration:* Instantaneous
*Range:* One adjacent ally
*Effect:* The target recovers a number of HP equal to ½ the Force test of this power (round down). A character can only benefit from this power once a day. Use of this power gives the user a Lightside point.

## Heal Self
*Execution:* Half Action
*Duration:* Instantaneous
*Range:* Self
*Effect:* The character recovers a number of HP equal to ½ the Force test of this power (round down). A character can only benefit from this power twice a day.

## Lightsaber Combat
*Execution:* None
*Duration:* Permanent
*Range:* None
*Effect:* Every time this power is chosen, the character gains a +2 bonus to damage, defense, and attack with the lightsaber.

## Mind Trick
*Execution:* Whole Action
*Duration:* Instantaneous
*Range:* One adjacent target
*Effect:* If the target fails a Spirit test (TN = Force test), the character gains a +10 bonus on the next Persuasion test against that target.

## Move Object

*Execution:* Half Action
*Duration:* Instantaneous (thrown) or Concentration (move)
*Range:* 6 paces
*Effect:* This power allows the character to move objects of varying masses. These objects can also be thrown at opponents, dealing damage as per the chart below.

| TN | Weight | Damage |
|----|--------|--------|
| 7 | 50 kg | 2d6 |
| 10 | 500 kg | 4d6 |
| 13 | 5,000 kg | 6d6 |
| 15 | 50,000 kg | 8d6 |
| 17 | 500,000 kg | 10d6 |

If the object is thrown, the character must make a successful ranged attack attempt against the target's Defense.

## Negate Energy

*Execution:* Reaction (Half Action)
*Duration:* Instantaneous
*Range:* Self
*Effect:* If a character with this power is hit with an energy attack (lightsabers, blasters, *Force Lightning*, etc), they may subtract their Force roll from the damage dealt.

## Precognition

*Execution:* None
*Duration:* Permanent
*Range:* None
*Effect:* This power allows the character to add their Spirit score to their Defense. Any condition that denies their Agility to Defense also denies their Spirit to Defense.

## Projective Telepathy

*Execution:* Eighth Action
*Duration:* Instantaneous
*Range:* Special
*Effect:* A character with this power may implant suggestions, emotions, or even sentences within the consciousness of another being. If they connect with a being (represented by a successful Force test TN 7 (TN 10 for someone without *Receptive Telepathy*)), they may do any of the above mentioned things. Note that distance also affects the TN, as shown in the table below.

| Distance | TN Bonus |
|----------|----------|
| 10 k | 0 |
| 100 k | +7 |
| 1000 k | +13 |

## Purify

*Execution:* Whole Action
*Duration:* Instantaneous
*Range:* Any adjacent ally OR self

*Effect:* The Force test used by this power is treated as an Aid test to treat disease and/or poison (disease is usually a heroic test, and poison varies based on strength).

## Rage

*Execution:* Half Action
*Duration:* 5 rounds
*Range:* Self
*Effect:* The character gains a bonus to melee attack and damage as per the table below. The use of this power results in a Darkside Point.

| TN | Bonus | Penalty |
|----|-------|---------|
| 7  | +2    | +2      |
| 10 | +4    | +4      |
| 13 | +6    | +6      |

## Rebuke

*Execution:* Reaction (Half Action in the next round)
*Duration:* Instantaneous
*Range:* None
*Effect:* This power allows the character to turn a Force power against it's user. He opposes the attacking character's Force roll with his own. If he is successful by 5 or more, the attacker cannot *Rebuke* the power back again. If he is successful by 4 or less, the attacker can *Rebuke* the power back again. If he fails, he suffers the full force of the power.

## Receptive Telepathy

*Execution:* None
*Duration:* Permanent
*Range:* None
*Effect:* A character with this power may receive short telepathic messages from anyone who possesses the *Projective Telepathy* power.

## Redirect

*Execution:* Reaction (Quarter Action in the next round for every three uses)
*Duration:* None
*Range:* None
*Effect:* As *Deflect*, but with one exception: If the character's attack roll exceeds his opponent's by three or more, the opponent takes the damage instead. This cannot be done without a lightsaber.

## Sense Force

*Execution:* Whole Action
*Duration:* Instantaneous
*Range:* Special
*Effect:* With this power, a character may see who within a set range is Force sensitive. A Force user may choose to actively oppose this power, gaining a bonus on their opposed Force test depending on how wide the search is (see the table below).

| Scale | Bonus |
|-------|-------|

| Scale | Penalty |
|---|---|
| Building | 0 |
| Village | +1 |
| City | +2 |
| Metropolis | +4 |
| Planet | +6 |

## Sense Life

*Execution:* Half Action
*Duration:* Instantaneous
*Range:* Special
*Effect:* With this power, a character may see who within a set range is alive.  They take a penalty based on scale as seen on the table below.

| Scale | Penalty |
|---|---|
| Building | 0 |
| Village | -1 |
| City | -2 |
| Metropolis | -4 |
| Planet | -6 |

## Stun

*Execution:* Half Action
*Duration:* 3 rounds
*Range:* 6 paces
*Effect:* The target must succeed on a Spirit test (TN = Force test) or suffer the *Stunned* condition for 3 rounds.

## Surge

*Execution:* Quarter Action
*Duration:* Instantaneous
*Range:* Self
*Effect:* This power provides a bonus to Athletics, Acrobatics, and Move Speed as displayed in the chart below.

| TN | Bonus | Move Bonus |
|---|---|---|
| 5 | +5 | 2 |
| 7 | +10 | 4 |
| 10 | +15 | 6 |
| 13 | +20 | 8 |
| 15 + | +25 | 10 |

## Throw Lightsaber

*Execution:* Half Action
*Duration:* Instantaneous
*Range:* 6 paces
*Effect:* A lightsaber attack may now be made as a ranged attack against any one opponent within 6 paces.

## Trance

*Execution:* Four Consecutive Whole Actions
*Duration:* 4 hours
*Range:* Self

*Effect:* When in a Trance, a character heals at 2x the normal rate. A character may only benefit from this power once per day.

# Light and Dark Side

While the characters are supposed to be Jedi Knights, paragons of good and justice, even the best people succumb to evil. There are four areas of both the light and the dark side: peace, knowledge, serenity, and harmony for the light, and passion, strength, power and victory for the dark side.

Any time that a character exhibits a trait intrinsic to either side of the Force, they receive a point in that category. They may also call upon the Force in order to manifest a Force Power that they do not know. They can only do this however, when they are moved by one of the eight facets of the Force. When they do this, they gain a point in the category the called upon.

When a character has a number of Darkside points in a single category that equals their Spirit score, they are considered *Tainted*. They still do good deeds, but the Darkside has rooted itself in them. When that category receives additional points equal to their Spirit score, or when they have a second category equal to the Spirit score, they are considered *Fallen*. They are usually exiled from the Jedi, surrendering their lightsabers in the process, but are still capable of redemption. When that category receives additional points equal to their Spirit score, or when they have a third category equal to the Spirit score, they are considered *Dark*. Dark characters may be redeemed, but that is up to the GM, as the character is then given to them.

A *Tainted* or lower character may spend 2 Lightside points to remove a single Darkside point. If the character is *Fallen*, it requires 3 Lightside points, and if they are *Dark*, it requires 4 points for a single point to be removed.

# Padawans

There may come a time when a character wishes to take on a padawan. This is a daunting undertaking for any character, because they know have a pupil to teach and to protect. This is also daunting for the player, because they must now control two characters (the GM can control the padawan, but it should remain the player's responsibility). Creating the character of a padawan is the same as making any other character, but generating the statistics is a bit different, as shown below.

**Health Code:** Padawans have a special Health code, and it is included on the chart.

**Derived Attributes:** Initiative +1, Melee +1, Ranged +1, Defense +1, Force +1

**Skill Pool:** 10

**Powers:** 2 (In addition to those in the Force section at the beginning of the chapter)

**Talents:** 0

**Special:** None

**Level Up:** Padawans have three levels, and at the second and third levels, they gain the following benefits:

- 1 Force power
- 2 Skill Points
- +1 HP on the -0, -1, and -3 sublevel

<u>Knighthood</u>
The ultimate goal of a Padawan is to achieve knighthood.  In order to achieve knighthood, a padawan has to prove the following to the Jedi Council (and to his master): aptitude with the Force, knowledge of (and adherence to) the Jedi Code, lightsaber construction, lightsaber proficiency, self-defense capability, sound (and swift) judgment and finally the ability to carry out a mission without the intervention or aid of others.  No two trials are the same, and the player and the GM should decide together when and what the trails should be.  It should also be noted that though the padawan class has three levels, the padawan may go through the trails whenever their master and the council feel they are ready (and sometimes before).

When a padawan becomes a Jedi Knight, they must select a class from Chapter 1.  They then receive any bonuses that they are lacking (such as skill points, hit points, talents, Force powers, etc), and lose their Derived Attribute bonuses if it is not listed in their new class description (this can be described as them becoming "out of practice" with those abilities).

# CHAPTER 4: EQUIPMENT

## Weapons
Despite their reliance on lightsabers, some Jedi choose to use other weapons.  Below is a list of weaponry that is common throughout the galaxy, and if the Jedi chooses, he may even customize it.

*Damage:* This die is rolled, and then subtracted from a target's Life Points.
*Threshold:* When this number is rolled on a d10, the attack deals twice the normal maximum damage.
*Range:* A weapon with this capability is capable of assailing an opponent at range.  The listed range is only an increment.  At cumulative penalty, ranged weapons can reach up to ten times their increment.
*Hands:* This is the number of hands required to use the weapon.  The Power bonus that a character can gain to damage with melee weapons varies according to how many hands it requires:
- 1: Add ½ Power (round down) to damage
- 1 or 2: Add Power to damage
- 2: Add 1 ½ Power (round down) to damage.

*Melee*

| Name | Damage | Threshold | Hands |
|------|--------|-----------|-------|
| Club | d6 | 10 | 1 or 2 |
| Force Pike | 2d8 | 10 | 2 |
| Vibroblade | 2d6 | 9-10 | 1 or 2 |

| Name | Damage | Threshold | Hands |
|------|--------|-----------|-------|
| Vibro-ax | 2d10 | 10 | 1 or 2 |
| Vibrodagger | 2d4 | 9-10 | 1 |
| Knife | d4 | 9-10 | 1 |
| Unarmed | d4 | 10 | - |

*Ranged*

| Name | Damage | Threshold | Range | Hands |
|------|--------|-----------|-------|-------|
| Blaster Pistol | 3d6 | 10 | 6 | 1 |
| Blaster Rifle | 3d10 | 10 | 8 | 2 |
| Sporting Pistol | 3d4 | 9-10 | 8 | 1 |
| Sporting Rifle | 3d6 | 8-10 | 10 | 2 |
| Heavy Blaster | 3d8 | 10 | 4 | 1 |
| Blaster Carbine | 3d12 | 10 | 6 | 2 |
| Slugthrower Pistol | 2d6 | 10 | 6 | 1 |
| Slugthrower Rifle | 2d8 | 10 | 8 | 2 |
| Bowcaster | 3d10 | 10 | 8 | 2 |

*Special Notes*

**Force Pike:** This is a meter long spear that is made of a flexible material that bends rather than breaks under pressure. The tip delivers an electric shock when set to lethal. The damage may be changed to Stun damage as a quarter action.

**Unarmed:** This attack can be a punch, kick, head-butt, or anything in between. It deals stun damage (see the Combat section) and provokes a Prompt Attack from any armed adjacent foes.

**Blasters:** All blaster (including the sporting weapons, but discounting the blaster carbine) can be set to stun as a quarter action. This results in all their damage becoming stun damage.

# Armor

A usual Jedi cares far more about not getting hit than surviving an attack. In spite of this, with the advent of the Great Hyperspace War, many Jedi have decided to wear armor. There are several kinds of armor within the galaxy, but they can be broken down into a few categories with relative ease.

For every point in the *Resistance* column, reduce all non-Force damage that the character suffers by that number when they wear the armor.

For every point in the *Agility* column, reduce the character's Agility by that number for the purpose of Defense, Initiative, and Speed when they wear the armor.

| Name | Resistance | Agility |
|------|-----------|---------|
| Super Light | 2 | -1 |
| Light | 4 | -2 |
| Medium | 6 | -3 |
| Heavy | 8 | -4 |
| Super Heavy | 10 | -6 |

# Upgrades

When you select starting equipment, you may choose to alter it using the modifications listed below.  Beginning characters have 6 points total to spend on weapons and armor.  For every two positive modifications, you must have one negative modification.  Below are the weapon modifications and their cost (remember that a positive cost means that you *gain* that many points and that there is no limit to the number of times you can take a specific modification).

Weapons
*Accuracy +1:* Gain +1 to all attack rolls with this weapon.  Cost: 2
*Accuracy -1:* Gain -1 penalty to all attack rolls with this weapon.  Cost: +2
*Damage Plus:* All damage done by the weapon is increased by one step (d6 to d8, d8 to d10, etc) Cost: 3 points
*Damage Minus:* All damage done by the weapon is decreased by one step (d8 to d6, d10 to d8, etc) Cost: +3 points
*Disarm:* This weapon has been specially designed for disarming an opponent. This grants +1 to Disarm tests.  Cost: 2
*Hooked:* This weapon has been specially designed to trip an opponent.  This grants a +1 bonus to Trip attempts.  Cost: 2
*Destructive:* This weapon has been specially designed to destroy and opponent's weapon.  This grants a +1 bonus to Destroy tests and to destroy damage.  Cost: 2
*Frail:* The weapon is especially weak, it only has 5 hit points, instead of the normal 10.  Cost: +2
*Fuse:* **For Melee weapons only.**  Puts two weapon irreversibly together, melding their haft, hilt, blade, etc. into one, thus averaging all the statistics together. This does not count as a positive or a negative modification.  Cost: 1
*Joined:* **For Melee weapons only.**  Conjoins two weapons at the hilt, giving each end the statistics of each weapon.   This is useful for two weapon fighting (providing a +1 bonus to Two Weapon Fighting). This does not count as a positive or a negative modification.  Cost: 1
*Distance:* **For ranged weapons only.**  Increase the range by 4 paces.  Cost: 1

Armor
*Flexible:* Reduce the agility penalty by one, to a minimum of zero.  Cost: 2
*Sturdy:* Increase the resistance by one.  Cost: 2
*Powered:* When wearing this armor, the character gains +1 to Power.  Cost: 3

# Lightsabers

The lightsaber is the lifeblood of a Jedi.  By the start of a character's career (i.e. when they are Jedi Knights), they should have already created their very own lightsaber. There are several different kinds of lightsabers, as shown on the table below (this table follows the same rules as the Weapons table).

There are certain traits that all lightsabers, regardless of their make, share.  They all shed illumination in a 2 pace radius, give a +2 bonus to *Rebuke* checks regarding Force Lightning, and ignore the hardness of an unattended object, and ignore ½ the Resistance score of armor.  Additionally, an activated lightsaber gives off a hum (if they don't have the *silenced* customization) that gives a +4 bonus on Notice checks rolled against the character's Stealth.   If a lightsaber's emitter is in contact with water when the lightsaber is activated and it doesn't have the *waterproof*, it shorts out for 3 hours.

| Name | Damage | Threshold | Hands |
|------|--------|-----------|-------|
| Lightsaber | 2d8 | 9-10 | 1 or 2 |
| Short Lightsaber | 2d6 | 9-10 | 1 |
| Great Lightsaber | 2d8 | 9-10 | 2 |
| Dual-Phased Lightsaber | 2d8 | 9-10 | Special |
| Double-Bladed Lightsaber | 2d8 | 9-10 | 2 |

**Lightsaber:** This is by and far the most common Jedi weapon. It is a simple hilt that, when a button is depressed, emits a beam of light that is detrimental to enemy forces. It can be used one-handed or two-handed, allowing the Jedi to match it to virtually and fighting styles.

**Short Lightsaber:** This is simply a smaller version the lightsaber. The beam of light emitted is smaller, and less energetic, thus dealing less damage, but it provides a +1 bonus to two weapon fighting, due to the ease with which they can be wielded. It cannot be wielded in two hands. Unlike most other lightsabers, a short lightsaber provides illumination in only a 1-pace radius.

**Great Lightsaber:** Despite its name, the great lightsaber does not deal more damage than a normal lightsaber. It does, however, grant the user a 2-pace reach when making attacks. The downside of this is the Great Lightsaber's wielder's inability to strike those adjacent to him. It also cannot be wielded one handed. Unlike most lightsabers, a great lightsaber provides a 4-pace illumination radius.

**Dual-Phased Lightsaber:** This lightsaber addresses the downfall of the great lightsaber. By pressing a button or throwing a switch (represented by taking an eighth action), this normal sized lightsaber becomes a great lightsaber, and vice-versa.

**Double-Bladed Lightsaber:** This long hilt emits a beam of light out of each end. Both ends can be used for combat, dealing normal lightsaber damage. This weapon provides a +1 bonus to two weapon fighting, but requires the *Proficiency* talent to use properly. Since it has no function other than to make the wielder a better killer, the Jedi Council frowns on the usage of this weapon.

These are the most common lightsabers, but there are some more innovative and exotic forms of lightsabers available to enterprising Jedi. Due to their unique nature, all of the following lightsabers require the *Proficiency* talent to use properly.

| Name | Damage | Threshold | Hands |
|------|--------|-----------|-------|
| Bonded Sabers | 2d6 | 9-10 | Special |
| Tonfa Sabers | 2d6 | 9-10 | 1 |
| Lightwhip | 2d4 | 9-10 | 1 |
| Forked Saber | 2d8 | 9-10 | 1 or 2 |

**Bonded Sabers:** These special sabers normally appear to be a single lightsaber with a blade length between a normal and short lightsaber. They use a formerly unknown (and still highly secretive) method of creation that involves splitting the emitter, which allows the user to separate the weapon into two blades. Due to the unique fighting style incorporated with these weapons, the user gains a +1 bonus to defense and two weapon

fighting, and a +2 bonus to attack. Unlike most other lightsabers, bonded sabers provide illumination in only a 1-pace radius.

**Tonfa Sabers:** While inactive, tonfa sabers resemble the nightsticks used occasionally by security forces on some planets. They are usually made in pairs, but nothing stops a Jedi from using only one. However, by using both, a Jedi gains a +1 bonus to defense, two weapon fighting, and a +2 bonus to attack. Unlike most other lightsabers, a tonfa sabers provide illumination in only a 1-pace radius.

**Lightwhip:** This is an odd weapon, even for a Jedi. In its inactive form, it is simply a whip, dealing d4 damage at a range of 3 paces (or a closer foe, if desired) and unable to harm anyone wearing armor. It also provides a +2 bonus to disarm checks. In its active form, the reach and disarm checks is still the same, but its damage increases, and only provides 1-pace illumination.

**Forked Saber:** This lightsaber emits two beams of light, one right next to the other. This lethal weapon is quite easily the most difficult lightsaber to master. The second beam allows the user a +4 bonus to Destroy and Disarm maneuvers, and a +4 bonus *against* Disarm attempts as well.

## Customizations

It is an understood that each Jedi begins the game with a lightsaber of his own creation. If this is not true, the GM should alert the players. Since each Jedi has his own lightsaber, it is only natural that some Jedi would customize their lightsabers.

Each Jedi has 4 customization points to spend on the following benefits.

- Double-Off Click Switch: One click turns the lightsaber on, but it requires two to shut it off. This prevents it from being accidentally being shut off in combat. This cannot be used in conjunction with the Trakata style. *Cost: 1 point*
- Lock-On Switch: The lightsaber can be locked into the "on" position, prohibiting anything from shutting it off (except water). The locked position cannot be used in conjunction with the Trakata style. *Cost: 1 point*
- Force Activated: This lightsaber can only be activated with a successful Force check (TN 3). It can be shut off at will, although another Force check is required to turn it on. Activating or deactivating this Force lightsaber takes no appreciable time. *Cost: 1 point*
- Pressure Grip: While this lightsaber activates and deactivates normally, it automatically deactivates if it leaves the wielder's grip. This lightsaber cannot be used in conjunction with the *Throw Lightsaber* power. *Cost: 1 point*
- Recording: A lightsaber with this customization allows to record audio for 6 hours. It may be played back by being attached to any reading device. *Cost: 1 point*
- Translator Unit: This is programmed to understand one language and translate for the character. Multiple translator units may be purchased. *Cost: 1 point*
- Joining Handles: This customization allows the character to take two separate lightsabers and join them together to form a double-bladed lightsaber. The cost for this customization covers both sabers. *Cost: 2*
- Silenced: With this, a Jedi ignores the +4 bonus given to his opponents to Notice his Stealth. *Cost: 2*
- Waterproof: This lightsaber does not short out when in contact with water. *Cost: 2*

- Cell Recognizer: A lightsaber with a cell recognizer will only work for its creator. *Cost: 2*

## Upgrades

Not only can lightsabers be customized (which are permanent alterations to the very make of the lightsaber), but they can also be *upgraded*. By increasing the quality of the lens, emitter, energy cell, and adding additional focusing crystals, a lightsaber truly takes form. All upgrades can be changed if additional parts are found.

At creation, every Jedi has 5 upgrade points to spend on their lightsaber. At any given time, a Jedi may only have one lens, one emitter, one energy cell, and three crystals (one of which must be color) in their lightsaber. Parts with an "*" next to their name require GM consent before they are used, due to their rarity.

Crystals
- Rubat: +1 attack and +1 damage (*Cost: 1 point*)
- Bondar: On a critical hit, the target must succeed on a TN 10 Toughness save or be stunned for 3 rounds (*Cost: 1 point*)
- Adegan: +2 damage (*Cost: 1 point*)
- Ruusan: +1 Spirit (*Cost: 1 point*)
- Dragite: +1 damage and +1 Toughness (*Cost: 1 point*)
- Damind: +3 attack (*Cost: 2 points*)
- Eralam: +2 attack and +2 damage (*Cost: 2 points*)
- Opila: +3 damage (*Cost: 2 points*)
- Sigil: +1 attack and +d6 damage (*Cost: 2 points*)
- Velmorite: +1 Agility and +1 Dexterity and +1 Critical Threshold (*Cost: 2 points*)
- Kasha: +2 Spirit (*Cost: 2 points*)
- Stygium +1 Attack and +1 Agility and +2 Stealth (*Cost: 2 points*)
- Jenraux: +2 damage and +4 *Deflect* and *Redirect* (*Cost: 3 points*)
- Firkrann: +2 attack and +2d6 damage v. droids and +d6 damage v. other (*Cost: 3 points*)
- Lorrdian Gemstone: +2 *Deflect* and *Redirect* and +2 Defense (*Cost: 3 points*)
- Qixoni: +5 damage (only "Fallen" or "Dark" darkside users may use) (*Cost: 3 points*)
- Upari*: +3 attack and +d8 damage (*Cost: 4 points*)
- Solari*: +3 attack and +3 damage and +d8 damage v. darkside (*Cost: 4 points*)
- Pontite*: +d10 damage and +1 Spirit (*Cost: 4 points*)
- Barab Ore Ingot*: +2d6 damage (*Cost: 4 points*)
- Kaiburr*: Spirit +2 and Toughness +2 and Regenerate 1 HP every round (*Cost: 4 points*)
- Ankarres Sapphire*: +1 Power and +1 Dexterity and Gain 2 HP back every round and +1 Critical Threshold (*Cost: 5 points*)

Lenses
- Kunda: +2 *Deflect* and *Redirect* (*Cost: 1 point*)
- Dragite: +2 damage (*Cost: 1 point*)
- Vibration: +d8 damage and -2 attack (*Cost: 2 points*)
- Byrothsis: +1 attack and +1 *Deflect* and *Redirect* (*Cost: 2 points*)
- Adegan: +d8 damage (*Cost: 3 points*)
- Ossus Dueling*: +2 attack and +2 *Deflect* and *Redirect* (*Cost: 3 points*)

- Pontite Lens*: +1 attack and +d10 damage (*Cost: 4*)

Emitters
- Disrupting: On a critical hit, target must succeed on a TN 10 Toughness check or be slowed for 3 rounds. (*Cost: 1 point*)
- Phobium: On a critical hit, target must succeed on a TN 14 Toughness check or be slowed for 5 rounds. (*Cost: 2 points*)
- Fencing: -1 *Deflect* and *Redirect* and +4 damage and +2 defense (*Cost: 3 points*)
- Deflection: +1 Defense and +3 *Deflect* and *Redirect*

Energy Cells
- Discharge: +d6 damage on critical hit (*Cost: 1 point*)
- Diatium: +3 damage (*Cost: 2 points*)
- Ion: +d8 damage v. droids and +d4 damage v. other (*Cost: 2 points*)
- Telgorn Jolt: +d6 damage (*Cost: 2 points*)

## Colors
An important part of any saber is the color. Below is a list of both common and rare colors. Don't let the list limit you, however. If you wish to have a steel-gray lightsaber, only your GM can stop you[2].

*Common*
- Blue
- Green
- Red
- Yellow

*Rare*
- Cyan
- White
- Bronze
- Orange
- Violet
- Viridian
- Pink
- Silver
- Gold

# Gear
The Force is a great tool that can accomplish many things that otherwise could not be done. Despite this, though, many Jedi choose to bring certain equipment with them on missions to aid them.

## Comlink
A personal communications transceiver, a comlink allows those tuned to the same frequency to communicate within 50 kilometers.

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[2] And it would be a petty GM indeed that would prevent a character from coloring his lightsaber to his choosing.

### Glow Rod
These provide good illumination in a 10-pace range.

### Breather
These small masks are worn over the mouth and have a 2 hour air supply. They filter air from both water and gas.

### Medpack
Medpacks give a +2 bonus to all *Aid* checks.

### Liquid Cable Launcher
These small launchers can act as grappling hooks to a range of 200 feet.

### Power Cell
These provide power for blasters, vibro-weapons, and force pikes.

### Ammunition
These are shot out of slugthrowers.

# Combat

Combat is a part of every Jedi's life. This is even truer during the Great Hyperspace War. The following chapter gives the players everything they need to know to make their characters vicious and (more importantly) *smart* fighters.

## An Example of Combat

What follows is an example of how combat works. Three Jedi are on a mission to defend a small Outer-rim settlement from Sith raids. They have just run into a Sith Lord and two of his loyal Massassi.

*Good Guys:*
- Cyl Dawnbreaker: A human Jedi Investigator, he was first sent to the Outer-rim on his own, but when he saw the severity of the situation, requested back-up. He is a practitioner of the Soresu style and has an indigo lightsaber.
- Ki-Ro-Na: A Cerean Jedi Artificer, he has earned his reputation as a purveyor of justice and peace throughout the galaxy. He is familiar with the Ataru style and has a yellow lightsaber.
- Castin Roke: A human Jedi warrior, and a man who constantly battles the Dark Side both within his heart and throughout the galaxy. He is a rare Jedi, due to the armor in which he fights. He fights using Djem So and a blue lightsaber.

*Bad Guys:*
- Alema Ziveri: A Sith sent on raids on a small Outer-rim settlement. She carries a Sith Sword and is always flanked by four Sith troopers.
- Sith Trooper (x4): Basic Sith assault troopers.

*Round 1:*
During a raid on a village, the three Jedi rush to the outskirts of the village and confront Alema and her guards. (Everyone rolls initiative, and the order is as follows: Alema, Ki-Ro-Na, Castin, and the Massassi). Alema steps forward and assaults the heroes with Force Lightning (they all take full [20] damage). Next, Ki-Ro-Na uses *Surge* to jump

behind the two gunmen (his roll of 39 easily passes). He then (using two quarter actions) slays them both (16 damage to the first and 18 damage to the second reduced to 14 and 16 respectively due to armor). Cyl uses *Force Slam*, with Alema and her other two guardians behind her. Only she passes the necessary Acrobatics test (Massassi failed with a 7, she passed with a 16). Both Massassi die and she takes 8 damage. Castin uses Power Attack against Alema, dealing a solid blow (hitting with a 22 v Defense 15, result: 28 damage).

*Round 2:*
Now sorely injured, Alema uses a quarter action to attack Castin (hitting with a 15 v Defense 13; result: 5 damage). She then uses *Surge* to sprint 9 paces away. Ki-Ro-Na then uses *Throw Lightsaber* to kill the fleeing Sith (hitting with 16 v Defense 15; result: 20 damage). It is up to the GM whether killing a fleeing opponent is worthy of a Dark Side point.

The basics of combat are relatively simple:

- Everyone rolls Initiative. The highest roll goes first, second highest goes second, etc.
- When each character takes his turn, he has a *whole action* to do whatever he cares to. This can be broken down into two half actions, four quarter actions, eight eighth actions, or any combination thereof.

Below is a list of many different options that characters have during combat.

## Activating a Force Power
Activating a Force power takes time as per their description in the *Force* section. Most do not invoke Prompt Attacks, but the few that do note it in their description.

*Adjacent*
An opponent is considered adjacent if he is standing next to another character (player or non-player). This is used to decide things like prompt attacks and charging distance.

## Aid Companion
A character using this maneuver needs to have an adjacent ally. With a half action and making a TN 5 attack roll, he grants his adjacent ally a +3 bonus on his next attack. This bonus is cumulative with all others.

## Basic Attack
This is a simple attack roll on a d10 compared against a single target's Defense derived attribute. Any damage dealt is lessened by the Resistance score of the target's armor (if any), and then subtracted from the target's Hit Points. This takes a half action.

## Charging
In order to charge, there must be a straight line between the character and his target. There can be no person between the character and the target. The character runs toward the target, allowing everyone he passes to get a Prompt Attack. Any obstacles must be successfully conquered (either by an Athletics or Acrobatics test) or the charge ends, along with the character's turn. If the character manages to get to his target, he deals double damage, provided he succeeds on an attack roll. He also suffers a -2 penalty to attack, and a -1 penalty to defense for the entire round. Charging require a

whole action, but allows the character to move up to twice his normal speed.

### Delay Action
At any time in combat (as long as it is on his turn), a character may delay his turn.  The player names a new, lower, initiative count that the character will operate at for the rest of the encounter. This action takes no appreciable time.

### Destroy
If a character wishes to deal damage to an opponent's weapon, he must make an attack roll against his opponent with a -4 penalty.  Success deals damage to the weapon, not the opponent.  This provokes a Prompt attack.  Weapons can take 10 points of damage before becoming irreparable

### Disarm
If a character wishes to rid an enemy of his weapon, he must make an opposed attack roll against his target.  Success leads to opposing Dexterity tests.  If *that* test succeeds, the target's weapon flies out of his hand, and the instigating character gains a Prompt Attack against that foe.  This maneuver provokes a Prompt attack.

### Feinting
In order to feint, a character must succeed on a Spirit test against his target's Intellect roll.  If the character succeeds, his opponent takes a -4 penalty to defense against that character.  This effect wears off after the character's next action.  Feinting is a half action.

### Flanking
When two allies are adjacent to the same foe, this is called flanking.  It grants each assailant a +2 bonus to attack against their target.

### Grappling
To initiate a grapple, on character must succeed on an attack roll against an adjacent target that ignores the target's class bonus to defense.  If he succeeds, he has initiated a grapple.  He may pin his target (requires a successful opposed Power check), which prevents him from moving or taking any action.  He may throw his target (requires opposed Power v. Agility check).  He may also attack his target, but only with a knife or similar-sized weapon.  Each round, and opposed attack roll must be made to see if the grapple persists (the winner decides whether or not it does).  More than two people may be involved in a grapple, and all the rules stay the same.  If someone outside a grapple attacks someone in a grapple, the GM should assign each character a number between 1 and 10.  If the attacking character rolls one of those numbers, his attack hits the corresponding character.  All characters involved in a grapple lose their Agility bonus to Defense.

### Higher Ground
This occurs when one character fighting an opponent and one of them is elevated above the other.  This provides a +1 bonus to all attack rolls and Defense to the higher character.

### Initiative
Taking Initiative is usually the first order of a fight.  It consists of a d10 roll and adding the initiative modifier listed on the character sheet.  The one with the highest initiative

goes first, second highest goes second, and so on.

### Killing Blow
To use a killing blow, the target must be completely unable to defend himself. This is usually brought about due to the Stunned condition, but other methods are available. Because the only time this attack can be used precludes the target from defending himself, no attack roll is necessary. The target dies. The use of this ability takes a whole action, provokes a Prompt Attack from adjacent foes, and incurs a Dark Side point (usually a Victory point).

### Move
Mobility is essential to combat. By taking a half action, a character may move his base speed (plus any modifiers). As a quarter action, he may move half of his base speed plus any modifiers (round down) (½(base speed + modifiers)). As an eighth action, a character may move 1 pace. If the character takes a whole action, he may move twice his base speed.

### Prepare Action
At any time in combat (as long as it is on his turn), a character may delay his action until a set specification is met. The character then acts in the instant the specification is met. For instance, if the specification is: "when the fireworks go off", then right when the fireworks go off, the character springs into action. In situations where the specification is combat-related, the character acts just before the specification occurs. So, if the specification is: "when the stranger attacks", the character's actions are resolved on the initiative count just before the stranger's.

### Prompt Attack
A prompt attack is an attack that takes little time and comes about when someone opens their defenses to an attack. It is resolved as a normal attack, but each character only gets two per round and can only use them in special circumstances. Some of these include: An adjacent foe using a ranged attack, a foe charging by the character, a foe running from combat, an adjacent foe disarming a character (or *your* character), etc. Other instances may be provided by the GM.

### *Prone*
A prone character is flat on the ground. While prone, all melee attacks take a -6 penalty, and provoke a prompt attack. A ranged attack from prone gains a +4 bonus, but also provokes a prompt attack. Getting up takes a whole action and also provokes a prompt attack. This can be reduced to a half action (as well as not provoking a prompt attack) with a successful Acrobatics check (TN 14).

### Pushback
When a character wants to force an opponent back a few feet, they may opt to push him back. This is resolved by each party rolling a Power check. If the winner is the instigating character, the target is forced back a number of spaces equal to the character's roll minus the target's roll times two ((Character roll - Target roll) x 2). If the target space is occupied by another person, both the target and that person fall prone. If the target space (or any space before it) is occupied by an object, the pushback stops and the target takes 1d6 damage. If there is no land in the target space (i.e. a pit) the target falls and takes 1d6 damage per ten feet of fall, but gets to make an Agility test to grab the lip of the floor before falling. If the target space in unoccupied and solid, the

opponent must make a 10 on an Agility test or fall prone.

## Quick Attack

Hastening attacks involves changing the length of the attack. The obvious benefit would be the ability to perform numerous attacks in a little amount of time, hence dealing more damage than is usually possible. Changing an attack from a half action into a quarter action invokes a -4 penalty to all attacks, changing an attack into an eighth action invokes a -5 penalty, a sixteenth action invokes a -6 penalty, and so on.

### Slowed

A slowed character's Agility is cut in half, and they only get a single ½ action each round.

### Stances

There are four basic modes of combat that everyone can use. They each have their own advantages and disadvantages. All of these effects last for one round. The four stances are as follows:

- ❖ Aggressive: for every -2 penalty your character takes to attack, they gain a +1 bonus to damage.
- ❖ Basic: no penalties and no bonuses.
- ❖ Cautious: for every -2 penalty your character takes to attack, they gain a +1 bonus to defense.
- ❖ Precise: for every -2 penalty your character takes to defense, they gain a +1 bonus to damage.

## Stun Damage

When a character takes Stun Damage, he must make a Toughness test with a TN equal to the damage dealt. If he fails, he takes a -2 penalty to all non-damage d10 rolls until the end of the encounter. If that character fails another Toughness test against Stun Damage, he falls unconscious for (d4 + 1) x 12 minutes. This also occurs if the character fails the initial Toughness test by 5 or more points.

### Stunned

A stunned character cannot act at all for the duration of the status. They are unable to defend themselves against any attack, so for the duration of the status, all attacks against them always succeed and deal the maximum damage.

### Surprised

This happens when a combatant is unaware of an attack. They do not get to act that turn (other than Prompt Attacks) and do not add any attribute bonus to Defense.

## Two Weapon Fighting

If a character has the Two Weapon Fighting talent, he may attack once with each weapon he has in his hand (or he may use an unarmed attack if he has no other weapon). This only takes one half-action (the same as a normal attack). Turning this into a quarter action gives the same penalties as doing so with one weapon, turns both into a single quarter action.

A character without two weapon fighting is not prohibited from using two weapons, however, if he wants to hit once with each weapon, he must either take two half actions (if he has not moved), or two quarter actions (if he has moved). The first action will only

use his first weapon, while the second action only uses second weapon. And he takes an additional -4 penalty to each attack (this does not include quick attack penalties).

**Trip**
If a character wishes to trip a character, he must make an attack roll opposed by the target's Agility + 2. Success means that the target was tripped, and is now prone. If there are any other adjacent foes other than the one being tripped, they get to make a Prompt Attack against the instigating character. Failure also means that the target gains a Prompt Attack against the instigating character.

**Weapon Lock**
A weapon lock is when two characters cross their weapons with the intent of disarming each other or forcing one weapon back toward its wielder. To instigate a Weapon Lock, the character must make a successful Destroy attack roll, and then opt not to deal damage to the target's weapon. Following both characters make opposed Power checks. The winner decides whether or not the lock persists. This is done every round until the lock is broken or until one of the participants is dead. Additionally, those participating in a Weapon Lock are not only counted as "staggered" for the purpose of attacks from those outside the lock, but they may attempt to Disarm or Destroy each other without penalty. At any time, a character may voluntarily lose a Weapon Lock.

# Health

Every character has a set number of Hit Points (or HP). When a character takes damage, the number of damage they take is subtracted from their HP total. The more damage a character takes the less effective they become in combat.

The largest baring of a character's HP is their class. Each class has a Health Code that corresponds to the chart below (the Padawan is included for completion). The number next to the listed HP is the penalty to all d10 rolls that the character makes when they are at that Health Level.

### Health Code Chart

|    | 1  | 2  | 3  | Padawan |
|----|----|----|----|---------|
| 0  | 25 | 20 | 15 | 10      |
| -1 | 20 | 15 | 10 | 5       |
| -3 | 15 | 10 | 5  | 2       |
| -5 | 2  | 1  | 0  | 0       |

Also, the following bonuses apply to each of the categories:

- 0: Spirit + Power + Toughness
- -1: Power + Toughness
- -3: Toughness
- -5: Toughness

If a character gets eight hours of sleep, they recover (Toughness x2) HP. They receive (Toughness) HP if they meditate for two hours. A successful Aid test (TN 10) doubles these numbers.

# Non-player Characters

Non-player characters are everyone in the universe who is controlled by the GM. Strictly speaking, there are four different kinds of NPC's: *GMPC's* (Game Master Player Characters: those that adventure with the PC's {these use the standard character generation rules}), *People* (contacts, allies, and other noncombatants), *Grunts* (the faceless soldiers to be cut down by PC's), and *Adversaries* (recurring villains or especially powerful foes).

People and Grunts use the following set of statistics:

**Hit Points:** 0 [3]
**Derived Attributes** [4]:

- *Melee:* Initiative +2, Melee +3, Ranged +1, Defense 10,
- *Ranged:* Initiative +2, Melee +1, Ranged +3, Defense 10
- *Noncombatant:* Initiative +1, Melee +1, Ranged +1, Defense 8

**Skill Pool:**

- *Melee/Ranged:* 5
- *Noncombatant:* 10

Adversaries, however, are generated in much the same way as characters, the only exceptions are that they don't have Health Levels, and they only have three classes[5] to choose from, which are listed below. They use level-up packages from Chapter 1, but usually don't gain Saber Style Ranks (and they don't have the "special" bonuses given to PC classes.

### Acolyte
*Acolytes are those who focus more on increasing in Force Power than on furthering their physical combat.*
**Hit Points:** 20
**Caste:** Master
**Derived Attributes:** Force +4, Defense +2, Melee +2, Ranged +2
**Skill Pool:** 15
**Powers:** 10
**Talents:** 1

### Assassin
*Assassins are those who focus on stealth and subterfuge.*
**Hit Points:** 30
**Caste:** Expert
**Derived Attributes:** Initiative +4, Defense +4, Melee +1, Ranged +1
**Skill Pool:** 20

---

[3] While they have no hit points, they are not dead. However, it should never take a PC more than one attack to kill a grunt. Likewise, no single grunt should be able to kill a PC (don't tell your PC's this though).

[4] There is no real need to assign a grunt or person normal attributes. Just pick a Derived Attribute package, and move on to the next step.

[5] While there are only three classes, not all opponents need be Sith. Some Force powers don't necessarily need to come from the Force. Battle Meditation can be called Inspire Others, and Enhance Attribute can be called Adrenaline, and so on.

**Powers:** 8
**Talents:** 2

<u>Marauder</u>
*Marauders are those who focus on physical combat to the exclusion of all other areas.*
**Hit Points:** 40
**Caste:** Fighter
**Derived Attributes:** Initiative +3, Melee <u>or</u> Ranged +4, Defense +3
**Skill Pool:** 15
**Powers:** 6
**Talents:** 3

**Name** _____

**Species** _____

**Class** _____  **Level** _____

| | | | |
|---|---|---|---|
| Power | | Melee | |
| Agility | | Ranged | |
| Toughness | | Defense | |
| Intellect | | Initiative | |
| Spirit | | Force | |
| Dexterity | | Speed | |

## Skills

| Name | Points | Attribute | Total |
|---|---|---|---|
| Acrobatics | | | |
| Aid | | | |
| Athletics | | | |
| Control | | | |
| Notice | | | |
| Persuade | | | |
| Stealth | | | |
| Technology | | | |

## Talents

| Name | Rank | Page # |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |

# LIGHTSABER

Color _____                    Type _____

Crystal _____                  Emitter _____

Crystal _____                  Energy
                                          Cell _____

Hands _____                    Lens _____

Attack _____                   Damage _____

Threshold _____

<u>Customizations</u>                              <u>Bonuses</u>

_____          _____

_____          _____

_____          _____

_____          _____

_____          _____

## Combat Forms

| Name | Rank | Effect |
|------|------|--------|
|      |      |        |
|      |      |        |
|      |      |        |
|      |      |        |
|      |      |        |

## Force Powers

| Name | Page # |
|---|---|
| Surge | |
| Trance | |
| Sense Life | |
| Sense Force | |
| Receptive Telepathy | |
| Projective Telepathy | |
| Deflect | |
| Enhance Ability | |
| | |
| | |

## Force Powers (cont'd)

| Name | Page # |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |

## Attacks

| Name | Attack | Damage | Threshold | Range | Hands |
|---|---|---|---|---|---|
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

## Hit Points

| | |
|---|---|
| 0 | |
| -1 | |
| -3 | |
| -5 | |

Armor  _____

Resistance  _____

Agility  _____

## Lightside

| | |
|---|---|
| Peace | |
| Knowledge | |
| Serenity | |
| Harmony | |

## Darkside

| | |
|---|---|
| Passion | |
| Strength | |
| Power | |
| Victory | |

| Name | Ewenn Bendon |
|---|---|
| Species | Ithorian |
| Class | Meditative | Level | 1 |

| | | | | | |
|---|---|---|---|---|---|
| Power | 1 | Melee | +5 | | |
| Agility | 2 | Ranged | +6 | | |
| Toughness | 3 | Defense | 18 | {22 w/ 1} | |
| Intellect | 4 | Initiative | +14 | {+16 w/ 1} | |
| Spirit | 6 {8 w/lightsaber} | Force | +10 | {+12 w/ 1} | |
| Dexterity | 3 | Speed | 5 | | |

## Skills

| Name | Points | Attribute | Total |
|---|---|---|---|
| Acrobatics | 2 | +2 | +4 |
| Aid | 2 | +6 | +8 {+10w/1} |
| Athletics | 1 | +1 | +2 |
| Control | – | +4 | +4 |
| Notice | 3 | +4 | +7 |
| Persuade | 5 | +6 | +11 {+13w/1} |
| Stealth | 2 | +2 | +4 |
| Technology | – | +4 | +4 |

## Talents

| Name | Rank | Page # |
|---|---|---|
| Great Reaction | 1 | 12 |
| | | |
| | | |
| | | |
| | | |

# LIGHTSABER

Color    Cyan          Type   Lightsaber

Crystal   Kasha         Emitter

Crystal   Lorrdian      Energy Cell

Hands   1 or 2         Lens

Attack   +5         Damage $2d8+1$

Threshold   9 - 10

## Customizations

Recording

Translator Unit {Huttese}

Waterproof

## Bonuses

+2 Deflect/Redirect

+2 Defense

+2 Spirit

## Combat Forms

| Name | Rank | Effect |
|---|---|---|
| Shii-Cho | 2 | Penalties D/R begin on 3rd +4 Disarm |
|  |  |  |
|  |  |  |
|  |  |  |

## Force Powers

| Name | Page # |
|---|---|
| Surge | 27 |
| Trance | 27 |
| Sense Life | 27 |
| Sense Force | 26 |
| Receptive Telepathy | 26 |
| Projective Telepathy | 25 |
| Deflect | 22 |
| Enhance Ability | 22 |
| Force Disarm | 22 |
| Force Scream | 23 |

## Force Powers (cont'd)

| Name | Page # |
|---|---|
| Force Slam | 23 |
| Force Thrust | 24 |
| Heal Self | 24 |
| Heal Other ⊠ | 24 |
| Move Object | 25 |
| Mind Trick | 24 |
| Precognition | 25 |
| Rebuke | 26 |
| | |
| | |

+3 to Force test

## Attacks

| Name | Attack | Damage | Threshold | Range | Hands |
|---|---|---|---|---|---|
| Lightsaber | +5 | 2d8+1 | 9-10 | — | 1 or 2 |
| Unarmed | +5 | d4+1 | 10 | — | 1 |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

*Hit Points*

| | |
|---|---|
| 0 | 25 |
| -1 | 14 |
| -3 | 8 |
| -5 | 3 |

Armor
Resistance
Agility

| **Lightside** | |
|---|---|
| Peace | |
| Knowledge | |
| Serenity | |
| Harmony | |

| **DARKSIDE** | |
|---|---|
| PASSION | |
| STRENGTH | |
| POWER | |
| VICTORY | |