STAR WARS FATE EDITION

By Ryan M. Danks

Star Wars Fate Edition is a fan-made implementation of the Star Wars setting for the Fate Core system. The following draft assumes the reader is familiar with that system.

During this writing, I have taken inspiration from Star Wars: Saga Edition, Wookieepedia.com, Sarah Newton's Burn Shift, Brian Engard's Wild Blue, Rob Wieland's CAMELOT Trigger!, Clark Valentine's Kriegszepplin Valkyrie and Fred Hicks, Leonard Balsera, Rob Donoghue and the folks in the Google+ Fate Core community.

INTRODUCTION

Star Wars is the setting for many different sagas throughout the history of an "ancient" galactic civilization that's hundreds of thousands of years old.

The many films, novels, comic books and video games have told a vast number of stories in that very large setting (a whole galaxy, in fact). As such, Star Wars is at once about specific characters of great ability and fame, and about a setting full of incredible, dangerous environments. But at its core, Star Wars is about saga. Duels between powerful beings wielding lightsabers, shootouts in cantinas, traversing the unpredictable expanse of hyperspace or navigating dangerous political environments are all things that characters *do*. But what Star Wars *is*, is saga.

Character growth and survival while taking part in the grandest of stories are par for the course in a Star Wars game. In fact, every game should not only have a very real danger to each and every character, but the grand saga of Star Wars demands that such danger also be as widespread as threatening an entire planet or, as often as you can swing it, the entire galaxy.

This game is about doing all of that, and making it possible to do it easily without an overabundance of rules to get in the way of such grandiose storytelling.
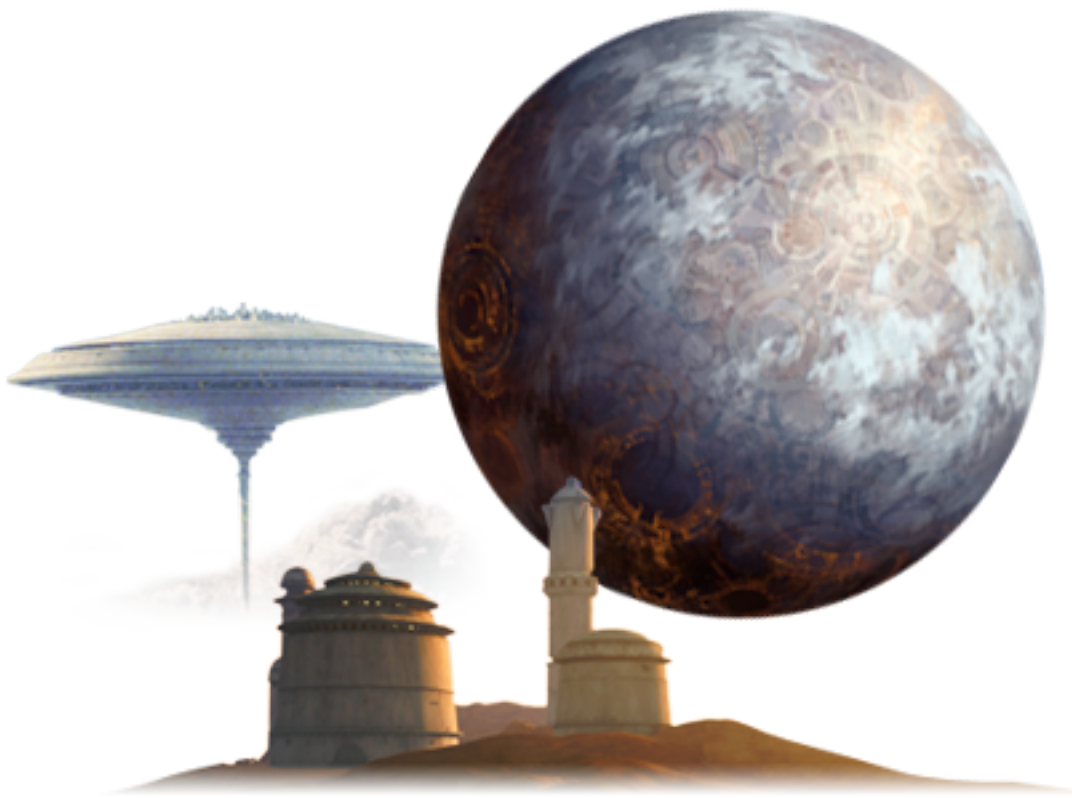
CREATING YOUR STAR WARS GAME

This supplement gives you the tools necessary to create and run a game in the Star Wars setting using the **Fate Core** rules.

Before play begins, sit down with the "Settings Big Issues" section of Fate Core and decide what your game's two big issues are by considering what era of the Star Wars lore you'll be playing in, as well as your game's scale.

Eras

The hundreds of stories told in the Star Wars Universe span literally tens of thousands of years. Many things remain static throughout all of them (particularly technology). Despite the era of play, smugglers still transport illicit goods, diplomats still struggle with political intrigue and the Jedi and Sith still wage wars (although the Sith are replaced by the Yuuzhan Vong in the New Jedi Order era).

The era your game takes place in will color the issues that are appropriate - but that isn't to say you can't find a corner of the galaxy where the themes of that era don't apply.

Before the Republic Era (36,000 - 25,000 BBY)
This era explores the earliest days of the Je'daii Order, as they study the Force on Tython. Space travel is limited though the ruthless Rakatan Infinite Empire spans the reaches of the known worlds using the Darkside of the Force to power technology far more advanced than that of their subjugated neighbors.

Old Republic Era (25,000 - 1,000 BBY)
This era begins with the formation of the Republic. During these long years, the Sith break from the ranks of the Jedi and create multiple Sith Empires that rise to power and then fall into obscurity. (This is the era of the various Old Republic video games.)

Rise of the Empire Era (1,000 - 0 BBY)
This era begins with a golden age for the Republic, but ends in tragic darkness as centuries of Sith scheming culminate in Darth Sidious's rise to power at the end of the Clone Wars, crowning himself the galactic Emperor.

Rebellion Era (0 - 5 ABY)
Beings struggle under the oppression of Imperial control, with no Jedi to protect them, in this era. Darth Sidious and his apprentice, Darth Vader, rule with iron fists during this era. Early on, an Alliance to Restore the Republic forms, and the emperor is eventually overthrown.

New Republic Era (5 - 25 ABY)
This era sees an end to tyranny as a New Galactic Republic liberates countless worlds from the Imperial Remnant. As the Republic struggles to bring peace to a fractious galaxy, Luke Skywalker becomes a Jedi Master, establishing a New Jedi Order.

New Jedi Order Era (25 - 40 ABY)
During this era, an extra-galactic species known as the Yuuzhan Vong invade the galaxy. A Galactic Alliance is formed between the leading factions of the galaxy and they push back the invaders after five long years of war. Their celebration is short, however, as only a few years later the Killik civilization resurfaces, under the influence of the Dark Nest - servants of the Darkside. They create a crisis within the Alliance that escalates into a brief, but intense, war.

Legacy Era (40 ABY -)
A Second Galactic Civil War erupts, and former allies find themselves on opposite sides of the conflict. A new Dark Lord of the Sith appears in the form of Darth Caedus, who brings an end to hostilities as both factions unite against him. After his death, the new alliance splits, and the Empire once again takes over the galaxy.

Scale
The scale of your game is up to you, but most sagas, the very best, begin small (like a simple moisture farmer with mysterious origins) and grow to encompass the entire galaxy (overthrowing an Emperor).

During the small scale leg of your saga, the heroes will deal with problems that affect local regions, possibly traveling between different locations and solving problems found in the area. As their saga grows, they'll influence events in whole sectors of space, and eventually, their actions will dictate the future of the galaxy.

CHARACTERS

Although he may not look like it at first, your character is a mover and shaker in the galaxy. Whether you're trained by the Jedi (or Sith) to use the Force, a diplomat in the political arena or a smuggler flying the unfriendly hyperspace lanes, your actions will matter.

Creating Your High Concept

To create your high concept, choose an archetype and a species, like **Wookiee Scout** or **Human Jedi**. If you want, you can modify this to further define the idea or suggest an an important relationship to a family or organization, like **Human Princess of Alderaan** or **Togruta Member of the Jedi Council**.

Note to Force-Users

If you are planing to be a Force-user, your high concept must represent your sensitivity to the Force in some way. This can be done by adding **Force-Sensitive** to your high concept (like **Force-Sensitive Human Smuggler**), or by choosing an archetype that is described as a Force-user, like the Jedi, Sith, another Force tradition or even being an untrained Force adept.

Archetypes
Characters in Star Wars are often segregated into stereotypical roles. Think of archetypes as your character class. When you reach a major milestone, you might rename the archetype part of your high concept to represent more specialized application, like adding a prestige class, although this could be included from the beginning, too.

Bounty Hunter
Mercenaries for hire, bounty hunters pursue their targets with methodical precision, bringing them in or taking them down for the right price, or for principle. The best bounty hunters are well armed and trained in Investigation and Blast skills.

Jedi Knight
As guardians of the galaxy, the Jedi use the powers of the Force and their fabled lightsabers to keep the peace. Their skills in diplomacy are as renowned as their combat prowess, as such, they are adept in Fighting and Persuasion, and their training in the Force has honed their Will.

Noble
Members or ruling political families, high-ranking cartel criminals or military officers, if the noble wasn't born to wealth, they have had plenty of time becoming accustomed to it. Few nobles worth their expensive clothes are without high Persuasion and Resources skills.

Sith Acolyte
Trained in the Darkside of the Force, Sith acolytes are devoted to the ideals of the Sith empire and work to further their reach in the galaxy. Their terrible schemes are carried out in the utmost secrecy, often influencing others to do their bidding. Sith acolytes are highly skilled in Deception and have an iron Will.

Smuggler
Quick on the blaster draw, and even quicker with a witty comeback, smugglers are experts in transporting goods, that may or may not be illicit, from port to port. They often possess the highest Deception and Transport skills in the group.

Trooper
Corporate security forces, Mandalorian warriors, bodyguards and cartel thugs are all trained for one thing: combat. They often have high ranks in Blast and Vigor and are typically the only ones in the group that bother wearing armor.

This is not a comprehensive list, but merely to demonstrate typical archetypes. Use them as is, or as inspiration for new ones.

Species
Your species says a lot about how other beings will react toward you and what your innate physiology suggests are potential strengths and weaknesses. You can invoke your high concept to take advantage of these species traits, or the GM can compel them.

Some species have special abilities, like the Kiffar's psychometry or the Falleen's mind-controlling pheromones, which can be used by invoking the character's high concept or coloring the advantages they create, but also make good stunts for the character, if it's something the player wants to emphasize mechanically.

There are hundreds of alien species in the Star Wars Universe, and it would require a supplement all its own to list them all. Below is a short list of popular species, feel free to add your own.

Cathar

A feline humanoid species, the Cathar are a respected species known for their loyalty, passion and temper. They are efficient hand-to-hand combatants, possessing retractable claws, strong physiques and natural agility.

Humans/Near-Humans

Since humans and near-humans are the most common sentient species, they are the standard to which all others are compared. Some near-human species have special abilities that, while covered under normal invocations of their species aspect, could make for a potential stunt. Notable species of near-humans are the Chiss, Kiffar, Miraluka, Mirialan, Rattattaki, Twi'lek and Zabrak.

Kel Dor

Evolving on a planet with a thick atmosphere consisting mostly of helium and a unique gas, the Kel Dor see better in low-light conditions, but must wear a gas breather when not in their natural atmosphere. They are quick and wise, with a compassion that rivals their vigilantism sense of justice.

Nautolans

An amphibious species that prefers to live underwater, and have natural qualities to facilitate such conditions, Nautolans tend to reflect the moods of those around them, representing a very accurate empathic sense.

Togruta

Peaceful and quiet, yet fierce in combat, the Togruta are loyal to a fault and prefer the companionship of large groups.They possess an echolocation sense that lets them get an accurate perception of everything around them and are primal experts at stalking prey.

Wookiee

Despite their fearsome and savage countenance, Wookiees are intelligent, gentle and fiercely loyal. Their strength and tempers are renowned, however, and an angered Wookiee on the battlefield is to be avoided.

SKILLS AND STUNTS

Star Wars Fate Edition uses the following skills. Stunts can be taken from the list below or from other Fate Core implementations, usually with a small adjustment to their names to make thematic sense.

Athletics

This skill represents how good a character is at moving their body and performing athletic activities. Athletics is important when quickness is needed, enabling you to cover more ground, dodge Blast attacks and stay on your feet when you're knocked off balance.

Athletics Stunts

• **Acrobatic.** Gain a +2 bonus to Athletics checks to overcome scene aspects or other obstacles preventing you from moving between zones.
• **Roll With The Blow.** You may use Athletics instead of Fighting to defend against Fighting attacks.

Blast

Although it's used to shoot anything, the Blast skill earned its name when the blaster become the dominant weapon in the galaxy. This skill is useful for firing any handheld or ship-mounted weapon, from slugthrowers to blaster carbines and from blaster cannons to proton torpedoes.

Blast Stunts

• **Pistol Whip.** The first time an opponent moves into the same zone as you, use Blast instead of Fighting to make a melee attack.
• **Penetrate Their Shields.** When you succeed with style on a Blast attack in a starship, you gain a full scene aspect with a free invocation, instead of just a boost.

Deception

Knowing when to show your tell and when to conceal your hand is an important survival skill, and Sabacc strategy. Use Deception whenever you want to conceal your intentions or actions, including feats of stealth, sleight of hand or spinning a good yarn to fool the local port authority.

Deception Stunts

• **Ambush.** You can use Deception to make physical attacks, provided your target isn't already aware of your presence.
• **Social Chameleon.** Gain a +2 bonus to Deception rolls made to blend into crowds.

Empathy

Empathy involves the understanding and ability to determine a being's intentions and emotional state. Use Empathy to discern the truth of a statement, know the emotional state of another and help them overcome social and mental difficulties.

Empathy Stunts
• **Lie Detector.** Gain a +2 bonus to all Empathy rolls made to discern or discover lies, whether they're directed at you or someone else.
• **Confidant.** Gain a +2 bonus to all Empathy rolls made to help others recover from social and mental consequences.

Fighting

The galaxy is a dangerous place. Having some know-how in a fight can get you out of tight spots when you don't have a blaster handy. Use Fighting to defend yourself in close-quarters conflicts, knock-out an opponent and participate in a lightsaber duel.

Fighting Stunts
• **Dirty Fighting.** You can use Fighting instead of Deception to create advantages related to feinting or misdirecting in combat.
• **Severing Blow.** Once per scene, when you force an opponent to take a consequence, you can spend a fate point to increase the severity of the consequence that he must take (so minor becomes moderate, moderate becomes severe). If your opponent was already going to take a severe consequence, he must either take a severe consequence and a second consequence or be taken out.

Investigation

Through concentrated effort and in-depth scrutiny you can find the truth in things. Security forces, Jedi and bounty hunters use this skill to examine evidence, gather useful information through interrogation and scour a planet for a fugitive.

Investigation Stunts
• **Just One More Thing.** You may use Investigation instead of Empathy to defend against attempts to use Deception to mislead or lie to you.
• **Bounty Hunter.** Gain a +2 bonus to Investigation rolls made to track a fugitive planet-side.

Lore

The more knowledge you possess about the galaxy the less likely something will surprise you when you encounter it. Use Lore to identify the model of a starship, know something about galactic history and administer medical treatment.

Lore Stunts

- **Field Medic.** Gain a +2 bonus to Lore rolls made to help others recover from a physical consequence.
- **Studied The Technical Readout.** You can spend a fate point to use Lore in place of *any other skill* for one roll or exchange, provided you can justify having studied about the action you're attempting.

Mechanics

Sometimes things break. Mechanics is the skill of working with all forms of machinery and electronics, to repair it or sabotage it. Use Mechanics to overcharge your blaster, repair the hyperdrive on your ship or find the weak spot on a star destroyer.

Mechanics Stunts

- **Hand Me That Hydrospanner.** Whenever you're in a situation that demands a certain tool, you may make an overcome roll to declare that you retroactively happen to have one on hand. If you succeed with style, you can add a boost to that item as normal.
- **Shield Operator.** Gain a +2 bonus on Mechanics rolls used to create advantages related to activating, restoring or boosting shields on a starship.

Notice

This skill represents the character's awareness and ability to acquire information from their immediate surroundings. Use Notice to spot the concealed blaster in a smuggler's vest, find someone sticking out in a crowd and eavesdropping on a conversation.

Notice Stunts

- **Eavesdropper.** Gain a +2 bonus on Notice rolls when trying to listen in on a conversation.
- **Keen Sense.** Gain a +2 bonus on Notice rolls when using a specific sense (chosen when this stunt is purchased).

Persuasion

This is the skill to get what you want from people, be it from a kind word or a menacing threat. Use Persuasion to negotiate a cease fire, seduce a senator or intimidate a thug.

Persuasion Stunts

- **Consular.** Gain a +2 bonus to Persuasion rolls when speaking on behalf of another.
- **Fierce Gaze.** Gain a +2 bonus to Persuasion rolls used to make mental attacks while intimidating a target.

Resources

This skill describes your character's general level of influence in the galaxy by means of their material wealth and the quality of their contacts. Use Resources to acquire equipment, gain a meeting with a senator or bribe a guard.

Resources Stunts

- **Throw Credits At It.** You can use your Resources skill to recover from consequences, provided the consequence is something that can be resolved by monetary expense.
- **Your Reputation Precedes You.** Once per scene, when you meet someone for the first time, you can make a Persuasion roll against a Fair (+2) difficulty to declare that they have heard of you and are affected by your reputation, whatever it may be. Place an aspect to this effect on the target.

Transport

This is the skill used to operate ground vehicles, submersibles, speeders and starships. Transport is the equivalent of Athletics while in a vehicle. Use this skill to perform evasive maneuvers, plot a hyperspace course or win a pod-race.

Transport Stunts

- **Fly Casual.** You can use Transport in place of Deception while piloting a starship.
- **Form Up On Me.** Gain or grant an additional +2 when combining skills while flying in formation with at least one other starship.

Vigor

This skill represents your physical conditioning and ability to apply power in a physical endeavor. This skill determines any extra stress boxes and consequences you may have. Use Vigor to resist extreme environments, outlast or overpower an opponent in a physical contest and other applications of brute force or endurance.

Vigor Stunts

- **I'm Bigger Than You.** You may use Vigor instead of Persuasion to make a mental attack once per scene when using your size to intimidate a target.
- **Never Give Up!** Gain a +2 bonus on Vigor rolls made to resist any effect having to do with fatigue, exhaustion or sleep deprivation.

Will

This skill represents your character's general level of mental fortitude. Use Will to pit yourself against obstacles that require mental effort, resist confusion and defend against mental attacks.

Will Stunts

- **Strong Willed.** Gain a +2 bonus to Will to defend against mental attacks from uses of the Force.
- **Focus.** Gain a +2 bonus to Will rolls to create advantages on yourself.

EXTRAS

Whether it's a starship, lightsaber, Force-sensitivity or the benefits of holding a political office, every character in the Star Wars Universe worth building a saga around has an important external tool or benefit that helps them survive the unknown dangers of the galaxy. In Star Wars Fate Edition, these are built as extras. Each character has the following extras budget that must be spent on purchasing extras.

- +2 Aspects

- +2 Stunts

- +6 Skill Points

Characters may also use their character creation slots to purchase extras, if desired.

THE FORCE

There is no emotion, there is peace.
There is no ignorance, there is knowledge.
There is no passion, there is serenity.
There is no chaos, there is harmony.
There is no death, there is the Force.

The Force permeates all living things, linking them together. Those who are sensitive to its ebbs and flows can learn expand their perceptions, increase their physical abilities, influence others and even move things with their minds.

Mechanically, the Force works through a combination of aspects (granting Force abilities by expanding on the range of aspects you can create through advantages and boosts) and stunts (extending the power and scope of the character's Force abilities).

Extra: The Force

Permission: Force-sensitivity.

Cost: Your high concept must have some reference to being Force-sensitive or affiliated with a Force tradition.

The Force aspect allows you to use the Force by coloring the advantages and boosts you create with skills. For instance, while searching a room for a stealthy criminal, you can create an advantage called **Force Sense**, which you can then invoke to "see through the Force" and try to find your target.
This aspect can also justify the use of certain actions and skills, like using Blast while unarmed by striking the target with the Force. You invoke this aspect when you want to perform a more powerful feat related to a use of the Force, like imbuing your words with the Force for a bonus or reroll, or leaping across a chasm as a declaration.
The Force-sensitive part of this aspect is often compelled when you feel an overwhelming disturbance in the Force or you become the subject of a witch hunt.

Obi-Wan Kenobi's starfighter is skidding across the fighter bay of General Grievous's capital ship. His player tells the GM he wants to use Athletics to try and jump out of it before it comes to a stop so he can destroy the nearby battle droids before they can ambush Anakin and R-2, who are also skidding across the fighter bay. Obi-Wan's player rolls his Athletics skill and succeeds with style. Not only does he succeed in jumping clear of the skidding ship, but he gained a boost, which he decides to color with the Force and calls it **Force Leap**. On the next round, he invokes it to help him in dispatching the battle droids.

Decades later, Obi-Wan uses the Force to empower his words and conceal the identity of two droids in his and Luke's possession. He waves his hand, saying, "these are not the droids you're looking for." His player rolls Deception and succeeds in creating a scene aspect, which he aptly names ***These are Not the Droids You are Looking For***, and invokes it to add passive resistance to the stormtroopers attempts to identify the droids. Being weak-willed, and not all that perceptive, they fail their attempts and continue their search elsewhere.

Using The Force

The following are some common names of, and ways to invoke, advantages created through the Force. These are just examples, feel free to come up with new ways to represent these powers as needed. But remember, they cannot exceed the normal rules for invoking aspects.

- **Farseeing.** Invoke to discover a story detail or to help with a roll by already knowing the result.

- **Force Leap.** Invoke as a declaration to leap long distances or as a bonus on attacks.

- **Force Push.** Invoke for a bonus on Blast attacks.

- **Force Speed.** Invoke as a bonus on Athletics rolls.

- **Mind Trick.** Invoke to add passive resistance to not follow your command.

- **Move Object.** Invoke as a declaration to move a small object without touching it.

- **Rebuke.** Invoke as a bonus when defending against other uses of the Force.

Force Stunts

Force stunts are used to improve the character's uses of the Force. Most of the these stunts are represented through uses of the Force aspect, so these are not necessary to emulate a Jedi's abilities. Force stunts are used, instead, to allow masters of particular Force abilities to use them more often or in ways not covered by normal rules for invoking aspects. This is not a comprehensive list. Use these as a baseline to create the more exotic powers seen in the expanded universe.

- **Farseeing (Notice).** Once per scene, spend a fate point and describe where and when you are trying to perceive and make a special Notice roll, representing your ability to sense far away places and times through the Force. You may discover or create an advantage for each shift you score on this roll, but you still only get one free invocation.

- **Force Choke (Will).** Once per scene, use Will to make a physical attack, ignoring the opponent's armor rating when doing so. (You must have at least one tempted aspect to purchase and use this stunt.)

- **Force Lightning (Blast).** Gain a +2 bonus when using the Force to empower Blast attacks. (You must have at least one tempted aspect to purchase and use this stunt.)

- **Lightsaber Deflection (Fighting).** Use Fighting to defend against Blast attacks while wielding a lightsaber.

- **Strong in the Force.** When you succeed with style while using the Force as justification to create an advantage, you create a full scene aspect instead of just taking a boost.

- **Surge (Athletics).** Gain +1 zone of free movement or ignore all scene aspects that impede movement if they could be overcome by a prodigious leap.

THE DARKSIDE OF THE FORCE

Peace is a lie, there is only passion.
Through passion, I gain strength.
Through strength, I gain power.
Through power, I gain victory.
Through victory, my chains are broken.
The Force shall free me.

Few beings fall to the Darkside out of purely evil intentions (although there are plenty of those, we call them villains). Many beings who succumb to the lure of the Darkside do so for a good cause, thinking there is no other way and resorting to the unthinkable out of desperation. But despite their intentions, a Force-user is not only sensitive to the Force, but is also influenced by it, and when they transgress against the Force they cause an imbalance that can lead to corruption.

You commit a Force transgression in the following ways:

- **Acting out of fear or anger.** Invoking an aspect while an advantage, boost or other aspect representing fear or anger has been placed on you.

- **Committing an evil act.** Any act that your table agrees it be evil. Such as acting for personal gain at the expense of others, killing an innocent or helpless opponent, etc.

- **Invoking a Darkside aspect.** Usually attached to Darkside objects or locations (like Sith holocrons or areas with residual Darkside energy), although it can also be attached to beings (such as those corrupted by Sith Alchemy).

- **Using the Force to take a life directly.** The Force flows through every living thing, and while it can be used to aggressively, if the result of using the Force causes loss of life, an imbalance will occur.

When your table agrees that you have committed a Force transgression, alter your trouble aspect to reflect the temptation you feel towards invoking the Darkside. Thus, opening the gate for the GM to compel you for the Darkside taint within you, or for you to introduce new decision based compels.

If you transgress further, modify your other aspects (one per transgression) to represent your continuous fall to darkness (if possible, choose an aspect that makes sense with the transgression you committed to modify). The final modification you can make is to your high concept, at which point you have fallen completely to the Darkside and no longer suffer change for committing Force transgressions.

The thing to remember here is that the players, even the ones who committed an evil deed and ended up tainted for it, are overall good beings. That's why they're heroes!

Even if they fall to the level of a villain for a session or two, fallen PCs should always find their way back. If it appears that such a thing just won't happen because of how the narrative is playing out, and you don't want to play a Darkside villains game, then it may be time to create a new character for the player of the former hero.

Atonement
You can "atone" for your Darkside corruption by changing one of your aspects as a part of reaching a milestone, as usual. This represents a commitment to atoning (spending the milestone on changing the aspect). As usual, it requires a major milestone to change your high concept.

EQUIPMENT

For the most part, it is assumed that if your character has a particular skill, that includes the appropriate equipment to use that skill effectively. Things like blaster pistols, a toolkit, medkit or even starship are as available to the character as their own two fists (or their species's version of fists). In fact, denying the use of a skill because of the lack of an implement is equivalent to compelling a scene aspect like **_Your Gear Has Been Confiscated_**.

When the story needs something that the characters don't have, like a special type of tool or resource, or a rare weapon, or if the heroes need to replenish their supplies after suffering from the above aspect, then you enter into the realm of acquiring equipment.

Acquiring Equipment

Equipment can be acquired in a number of ways throughout the galaxy. The most common method is with valuable resources, like Republic credits or similar exchangeable currencies. Less common, depending on what planet your on, include stealing what you need, building it from raw materials or winning it in a game of Sabacc. All of these methods use the relevant skill (Resources for purchasing, Deception for gambling, Mechanics for building, etc.) to create a scene aspect to represent the item, which can later be converted to an extra by spending the appropriate character slot (aspect, skill or stunt) or by using an advance to permanently acquire the item.

Equipment as Extras

Purchasing equipment as an extra doesn't just make it a more permanent part of your character, it also says something about them - deepening the concept of who they are as much as describing the tool at hand. A generic blaster pistol isn't good enough for Han Solo, he carries a **Customized BlasTech DL-44** (and Han *always* shoots first).

When deciding on how to spend a character's extras budget, make sure the equipment they choose have a unique quality or personal value, something they're not going to be changing constantly through the course of a scenario.

Below are examples of equipment built as extras.

Extra: Astrodroid

Permission: Acquire the droid during play.

Cost: 1 aspect and 6 skill points.

Astromech droids are a series of versatile utility robots generally used for the maintenance and repair of starships and related technology.

Aspects: *Astromech*

Skills: Good (+3) Mechanics and Transport

Extra: Bowcaster

Permission: Take **Wookiee** as your species.

Cost: One stunt.

The weapons of the Wookiees pack some serious stopping power, which is essential for the Wookiees as they have to protect themselves against predators that live in the forests of Kashyyyk.
The Bowcaster causes your Blast attacks to hit for Weapon 2.

Extra: Lightsaber

Permission: Be a Jedi or a Sith.

Cost: One aspect and two stunts.

The formal weapon of the Jedi and Sith. The weapon consists of a blade of pure plasma emitted from the hilt and suspended in a force containment field.
Besides the obvious combat advantages, you can invoke your lightsaber when attempting to cut through objects or other beings. But lightsabers come with a heavy burden, either to protect the innocent, or to enslave them. Be prepared for compels when that expectation causes complications for you, or when you are recognized by your weapon when such recognition can hinder your mission.
The lightsaber causes your Fighting attacks to hit for Weapon 2, and when you succeed with style on a Fighting defense against an opponent that is not wielding a lightsaber, you can choose to inflict a 2-shift hit rather than take a boost.

Lightsaber Forms

Part of the fun of playing with a lightsaber is choosing your lightsaber form. Every Jedi is trained in the basics of fighting with a lightsaber (Form 1) and they all train in an advanced form (or continue towards mastery of the first form), but few are adept enough with them to warrant listing it as a stunt on their character sheet. Those who do, have completely mastered their chosen form.

All of the following stunts require a lightsaber to be used.

- **Form I: Shii-Cho.** Gain a +2 bonus to Fighting rolls when creating a ***Disarmed***-type of aspect when targeting an opponent's weapon.

- **Form II: Makashi.** Gain a +2 bonus on Fighting rolls to create advantages or defend against opponents wielding a lightsaber.

- **Form III: Soresu.** When you succeed on a Fighting roll to create a ***Defensive***-type of aspect, you gain an additional free invocation of that advantage.

- **Form IV: Ataru.** Gain a +2 bonus on Fighting attacks while invoking an advantage or boost created by the Athletics skill.

- **Form V: Djem-So.** When you tie on a Fighting attack, gain a +2 bonus to Fighting.

- **Form VI: Juyo.** Gain a +2 bonus on Fighting attacks while invoking an advantage or boost created by the Fighting skill.

- **Form VII: Vaapad.** (Requires Form VI: Juyo) Gain a +2 bonus on Fighting attacks while invoking a consequence you placed on an opponent.

Extra: Mandalorian Armor

Permission: Be a Mandalorian, and possess an aspect indicating such.

Cost: Two aspects (one for the permission) and two stunts.

Mandalorian armor has an aspect called **Walking Arsenals**. If you are wearing the armor, you can invoke this aspect to bring to bear any weapon necessary to the situation, but you can also suffer a compel when on planets with strict weapons restrictions.

Made from the near indestructible metal *beskar*, Mandalorian armor is highly resistant to all types of damage. You gain Armor 2 against physical attacks while the armor is on.

Within the armored helmet lies a heads-up display that assists in tracking enemies in combat, granting a +2 bonus to Notice rolls used to create advantages related to tracking or targeting enemies on the battlefield.

Extra: "Specially Modified" Space Transport

Permission: Owner of the starship.

Cost: Aspects and stunts, invested by multiple characters.

This starship has bee heavily modified over the years, boosting its speed, shielding and performance to illegal levels.

Aspects: *Fastest Ship In The Galaxy*, *Hidden Cargo Compartments*, *Known Smuggling Ship*

Stunts:
- **Downright Illegal Hyperdrive.** Pilots gain +2 on Transport rolls to win contests of speed.
- **Starship Shield Generator.** When you succeed on a mechanics roll to create an advantage related to activating, restoring or boosting shields, you gain an additional free invocation of that advantage.

ORGANIZATIONS

Whether it's a criminal cartel, a local street gang or the population of a planet, some characters were born to lead. For others, their influence is so great that they bring something new to an organization they join.

Organizations are similar to equipment in that they can be represented by a single aspect (**Queen of Naboo**), a stunt or written as a full extra. And it's possible for a character to expand upon an extra already in use (like adding **A New Darkness** when a Darksider joins an organization, such as the Galactic Senate). Allowing characters to influence organizations they join, or create, gives them a stronger connection to the galaxy and a makes them feel like they have more of a stake in what happens to it.

If a group of characters is going to share in the leadership of an organization, they can all contribute to part of the cost. Even the GM can partake, granting the organization traits on behalf of NPC leaders, which can cause problems later if there's a political divide. Characters sharing leadership of an organization can use the entire organization's skills and aspects, but if anyone splits from the group (effectively creating a new organization), they take their spent resources with them (they gradually dissolve without the character's overseeing).

Example Organization

Extra: Criminal Cartel

Permission: Established leadership of the cartel (can you hold onto it?).

Cost: Aspects, skills and stunts, invested by multiple characters.

This is an example of one of the many criminal organizations that exist in the galaxy. When interacting with other organizations, use the skills here.

Aspects: *Illegal Profits; Friends in Low Places; Membership is Hard, Members are Harder*

Skills: Great (+4) Deception, Good (+3) Fighting, Fair (+2) Vigor, Average (+1) Resources

Stunts:
• **Thugs.** Spend a fate point to have back-up arrive in the scene. A group of four average or two fair minions arrive. The scene must be within the cartel's territory.

THE GALAXY

The galaxy is a big place, full of hundreds of species in an interrelated society that spans thousands of years and hundreds of sectors. And there's still more to discover!

Not every discovery is a good one, however, just ask Gav and Jori Daragon (who rediscovered the Sith and ignited the Great Hyperspace War). Exploring the galaxy can be a dangerous proposition.
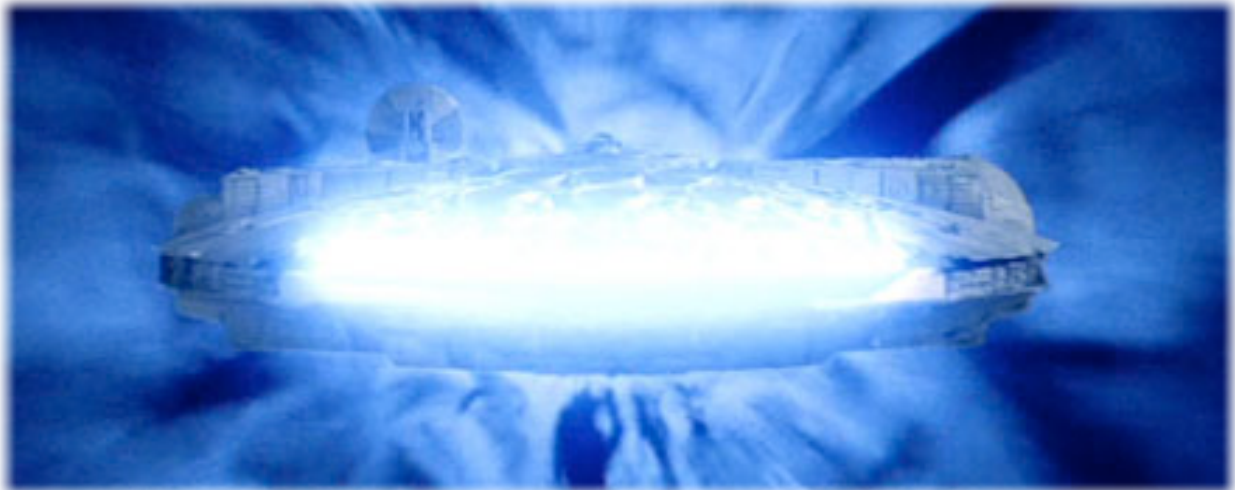
Jump to Lightspeed

Traversing hyperspace is the only way to cross the vast expanses between one star to another. Travel times vary however, as celestial bodies move around. Navigating around stellar anomalies that suddenly move into place can cause some relatively close jaunts to take quite a bit of time, which is a perfect excuse for downtime to make repairs or partake of some on-ship conversation.

Due to all those gravity wells, pesky moving planets and asteroid fields, hyperspace travel can be highly dangerous without a constantly updated navicomputer. To safely make the jump to lightspeed, you have to succeed at a Fair (+2) overcome roll using the Transport skill. The difficulty can go up depending on many factors: distance to destination, how common the route is traveled (and thus updated), state of the hyperdrive, etc. If you have time, you can create a **Plotted A Course**-type advantage with the Transport skill before entering hyperspace, but in the heat of battle, that's not always an option.

Failing the overcome roll doesn't mean you fail to enter hyperspace, but rather that you succeed at a cost. The cost could be catastrophic hyperdrive failure, being off-course, running into an Imperial patrol or any number of costs the GM can think up.

Planets of the Galaxy

Here's a short list of potential locations you may travel to.

Alderaan
A planet of forests, hills and snow-capped mountains, Alderaan's nobility stands for peace, freedom and unity. They have been ardent members of the Galactic Senate since the Republic's inception.
Aspect: ***Soul of the Republic***

Coruscant
A vast cityscape dominates the surface of planet. Home of the Jedi Order and the Galactic Senate, Coruscant represents the power and prosperity of thousands of years of democracy and progress. But beneath its gleaming towers lies a seedy underworld that many of those in the upper levels fail to recognize.
Aspect: ***Capital of the Republic***

Corellia
This environmentally-conscious cityscape is the hub for galactic corporate enterprise. Many of the Republic's economic, political and military leaders hail from the planet.
Aspect: ***Bastion of Freedom***

Hoth
This desolate, frozen wasteland is one of the most remote and lifeless planets in the galaxy. Throughout the millennia, however, many battles have been fought in its orbit, littering valuable debris on its surface, and it's a perfect location for a secret Rebel base.
Aspect: ***A Cold and Lifeless Planet***

Ilum
This mountainous ice world stood dormant for thousands of years, until the discovery of vast amounts of subterranean Adegan crystals, which proved to be perfectly attuned for use in a lightsaber. Since that time, it has been a coveted treasure trove of the Jedi.
Aspect: ***Valuable to the Jedi***

Korriban
The red, dusty planet of Korriban is the home world of the Sith. As the seat of the Sith Empire for thousands of years, the planet contains more Sith artifacts than anywhere else in the galaxy, but the tombs that hold them are very dangerous, as are the spirits of the Sith lords who inhabit them.
Aspect: ***Seat of Sith Power***

Nar Shaddaa
This vast cityscape covered planet is one of the most vibrant and dangerous places in the galaxy. Dominated by a black market and rampant crime, the moon has become the ultimate symbol of corruption in the galaxy.
Aspect: ***Smuggler's Moon***

Taris
Once a galactic nexus and boasting a vast cityscape, Taris's importance declined with the introduction of improved trade routes, and the planet rapidly fell into decay. During the Jedi Civil War, Sith Lord Darth Malak razed the planet. It has since become a post-apocalyptic swamp, abandoned but not forgotten.
Aspect: ***Nexus of Unfortunate Events***

Tatooine
Seas of sand and rock bake beneath the twin suns of Tatooine. Small pockets of barely civilized communities dot the desolate landscape. Shelter from the brutal climate can be found among the small towns and settlements, but trust is as rare as water on the lawless world.
Aspect: ***Hive of Scum and Villainy***

Tython
Lush mountains and forests make the ancient home world of the Jedi a beautiful, if dangerous place. Predators abound in the unexplored wilderness of Tython, corrupted by the remnant Force energies of a great cataclysm caused by the civil war fought by the first students of the Force.
Aspect: ***Birthplace of the Jedi***

ALLIES AND OPPONENTS

Battle Droids

B1 Series Battle Droid (Average)

Baktoid Combat Automata's battle droid is a metal skeleton with a blaster. They are controlled by a central control computer that operates several thousand battle droids, destroyer droids and droid starfighters simultaneously.

Aspects: *Frail in Appearance, but Deadly in Intent*; *Remote Controlled*

Skills: Average (+1) Blast

Stress: None
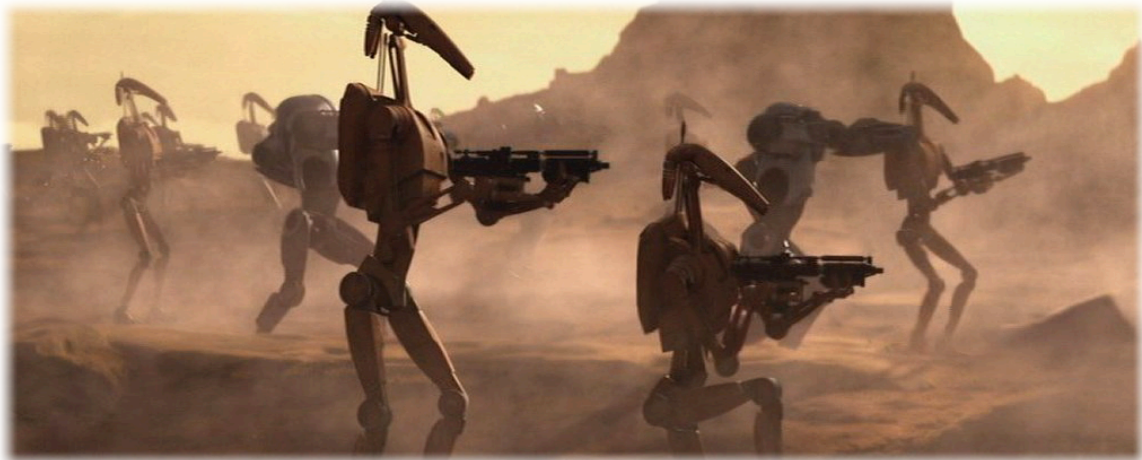
B2 Series Super Battle Droid (Fair)

An improvement in the original B1 Series Battle Droid design, the Super Battle Droid is larger and armored. Although it relies on a central control computer for guidance, it doesn't deactivate when it loses contact due to an internal processor.

Aspects: *Armored Battle Droid*

Skills: Fair (+2) Blast, Average (+1) Fighting and Vigor

Stress: 2 physical boxes

Droideka Series Destroyer Droid (Good)

Armed with two heavy repeating blasters, a bronzium armor shell and deflector shields, the Droideka Series Destroyer Droid is a powerful force on the battlefield. Their main propulsion method is a microrepulsor-assisted wheel mode that allows them to fold themselves up and roll along at high speeds.

Aspects: ***Deflector Shields***, ***Remote Controlled***

Skills: Good (+3) Blast, Fair (+2) Vigor, Average (+1) Notice

(Droideka's can transform, replacing Blast with Athletics)

Stress: Two 1-shift physical boxes and one 2-shift box

Droid Starfighter (Fair)

A completely mechanized vessel, the "Vulture" droid starfighter is "crewed" by a droid processor and controlled by a central control computer. They are armed with blaster cannons and torpedo launchers and are fast and agile. They can also configure themselves into "walk mode," allowing them to patrol on the ground as well as in space.

Aspects: ***Agile Droid Starfighter***, ***Remote Controlled***

Skills: Fair (+2) Transport, Average (+1) Blast

(Droid starfighters can transform, replacing Transport with Athletics)

Stunts: Torpedos. Gain Weapon 2 on Blast attacks when invoking a ***Target Locked***-type aspect.

Stress: 1 physical box

Creatures

Acklay (Good)

With sharp claws, thick skin, six legs and an unmatched ferocity, the acklay is the embodiment of chaos. They are often exported from their home world of Vendaxa to take part in gladiatorial games.

Aspects: *Ferocious Amphibian*; *Six, Clawed Legs*; *Near-Sighted Darkvision*

Skills: Good (+3) Fighting, Fair (+2) Athletics, Average (+1) Notice and Vigor

Stress: Two 1-shift physical boxes and one 2-shift box

Dewback (Average)

Dewbacks were large, four-legged reptiles native to the Dune Sea of Tatooine. They were commonly employed as beasts of burden because of how easily they could be domesticated.

Aspects: *Beast of Burden*, *Deceptively Fast*

Skills: Average (+1) Vigor

Stress: None

Rancor (Good)

The large, fearsome rancor holds a special place in the nightmares of countless beings. They are periodically captured and sold as exotic pets.

Aspects: *Nightmarish Beast*, *Berserker Rage*

Skills: Good (+3) Vigor, Fair (+2) Fighting, Average (+1) Athletics and Notice

Stunts: Large Predator. Gain Weapon 2 against creatures smaller in size.
Tough Skin. Use Vigor instead of Athletics to defend against physical attacks, but take 1 stress on ties.

Stress: Two 1-shift physical boxes, one 2-shift box and one 3-shift box

Tauntaun (Average)

Dirty and smelly, the reptilian tauntaun is perfectly suited to life on Hoth. The tauntaun's thick fur and layers of fat keep it warm during the day, but it must seek shelter from the bitter cold at night or it'll freeze.

Aspects: *Beast of Burden*, *Strong Scent*

Skills: Average (+1) Athletics

Stress: None

Jedi

Jedi Padawan (Fair)

A padawan is a Jedi-in-training. They are attached to a Jedi Knight and, although young, have exceptional abilities of their own.

Aspects: *Youthful*, *Follow The Code*, *<Species> Jedi In Training*

Skills: Fair (+2) Fighting, Average (+1) Athletics and Notice

Stunts: Lightsaber Deflection (Fighting). Use Fighting to defend against Blast attacks while wielding a lightsaber.

Extras: Lightsaber. (Aspect: *Lightsaber*) Your Fighting attacks hit for Weapon 2, and when you succeed with style on a Fighting defense against an opponent that is not wielding a lightsaber, you can choose to inflict a 2-shift hit rather than take a boost.

Stress: One 1-shift box

Jedi Knight (Good)

As guardians of the galaxy, the Jedi use the powers of the Force and their fabled lightsabers to keep the peace. They are fiercely loyal to the Republic and adhere strictly to the Jedi Code.

Aspects: *<Species> Jedi Knight*, *Follow the Code*

Skills: Good (+3) Fighting, Fair (+2) Will, Average (+1) Athletics and Notice

Stunts: Lightsaber Deflection (Fighting). Use Fighting to defend against Blast attacks while wielding a lightsaber.

Extras: Lightsaber. (Aspect: *Lightsaber*) Your Fighting attacks hit for Weapon 2, and when you succeed with style on a Fighting defense against an opponent that is not wielding a lightsaber, you can choose to inflict a 2-shift hit rather than take a boost.

Stress: Two 1-shift boxes and one 2-shift mental box

Imperials

Stormtrooper (Average)

The elite troops of the Empire, cloned or trained to fight and die without fear or question. They are obedient and devoted to the Emperor.

Aspects: *Stormtrooper*, *Devoted to the Emperor*

Skills: Average (+1) Blast

Stress: None

Heavy Stormtrooper (Fair)

Featuring heavier armor and weapons than standard Stormtroopers, Heavy Stormtroopers are a fearsome sight on the front-lines of a battlefield.

Aspects: *Heavy Stormtrooper*, *Devoted to the Emperor*

Skills: Fair (+2) Blast, Average (+1) Vigor

Stress: One 1-shift box

Scout Trooper (Fair)

Recognizing the need for troopers with special equipment and training for various locals, the Emperor ordered the cloning of additional types of Stormtroopers.

Aspects: *Scout Trooper*, *Devoted to the Emperor*

Skills: Fair (+2) Transport, Average (+1) Blast and Notice

Stress: One 1-shift box

Imperial Officer (Good)

Not cloned like most Stormtroopers, or recruited from backwater worlds, Imperial Officers are drawn from families with long histories of military service and are trained to lead through respect and fear, but rarely find occasion to get their hands dirty.

Aspects: *Imperial Officer*, *Haughty Demeanor*

Skills: Good (+3) Persuasion, Fair (+2) Will, Average (+1) Blast and Notice

Stress: Two 1-shift boxes and 1 2-shift mental box

Imperial TIE Fighter (Fair)

A low-maintenance craft with no moving parts, the TIE is easily mass-produced and low on mass, allowing for the Imperial fleet to use them in massive numbers.

Aspects: *Imperial Starfighter*, *Agile but Vulnerable*

Skills: Fair (+2) Transport, Average (+1) Blast

Stress: One 1-shift box

Imperial Star Destroyer (Superb)

Relatively common warships that dwarf frigates and cruisers, the Star Destroyer is a dagger-shaped vessel said to have enough firepower to destroy an entire star system.

(Note: This is a way to build a capital ship, if necessary, for PCs who may want to pool resources and have one, or if you prefer to run your space combats as character vs. character engagements. Capital ships in the movies are better constructed as environmental hazards with multiple zones.)

Aspects: *Imperial Capital Ship*, *Heavy Weaponry*, *Powerful Deflector Shields*

Skills: Superb (+5) Vigor, Great (+4) Blast, Good (+3) Notice, Fair (+2) Mechanics, Average (+1) Transport

Stunts: Massive Capital Ship. Star Destroyers are a zone all their own, and they use Vigor to defend against physical attacks.
Point-Defense Blasters. Gain Weapon 2 on Blast attacks against starships in the Star Destroyer's zone.
Starship Shield Generator. When you succeed on a mechanics roll to create an advantage related to activating, restoring or boosting shields, you gain an additional free invocation of that advantage.
Tractor Beam Projectors. Use Vigor to create *Grapple*-type advantages at range.
Turbolasers. Gain Weapon 2 against other capital ships.

Stress: 4 physical boxes, 4 consequence slots

Rebels and Clone Troopers

For the most part, Rebel Troopers and Clone Troopers share the stats for Stormtroopers, with just a few aspect changes. Their capital ships are likewise similar to a Star Destroyer in use, but their attack fighters are a bit different. Even so, the Z-95 Headhunter and ARC-170 starfighters piloted by the clones were similar enough to the T-65 X-Wing piloted by Rebels.

Incom T-65 X-Wing Starfighter (Good)

An almost perfect balance of speed, maneuverability and defensive shielding make the X-Wing the fighter of choice for Rogue Squadron.

(Note: The major differences between the X-Wing and the Z-95 Headhunter and ARC-170, both piloted by clones during the Clone Wars, is the exclusion of the shield generator, which the clones didn't have access to.)

Aspects: *Well-Balanced Assault Starfighter*

Skills: Good (+3) Blast, Fair (+2) Transport, Average (+1) Notice

(Note: Most Republic starfighters included an astromech droid port in their design, allowing the droid to use their skills to assist the pilot.)

Stunts: Proton Torpedos. Gain Weapon 2 on Blast attacks when invoking a *Target Locked*-type aspect.
Starship Shield Generator. When you succeed on a mechanics roll to create an advantage related to activating, restoring or boosting shields, you gain an additional free invocation of that advantage.

Stress: 2 1-shift boxes

Independents

Fringers, free traders, smugglers and mercenaries of all kinds consider themselves to be outside of the law. They mostly work on the outer rim, where the Republic can't touch them, but there are even elements of Fringe society beneath the gleaming towers of Coruscant or in the back allies of Corellia.

Bounty Hunter (Good)

Mercenaries for hire, bounty hunters pursue their targets with methodical precision, bringing them in or taking them down for the right price, or for principle.

Aspects: *<Species> Bounty Hunter*, *Dead or Alive*

Skills: Good (+3) Blast, Fair (+2) Investigation, Average (+1) Athletics and Persuasion

Extras: Modified Mandalorian Armor. (Aspects: *Jet Pack*, *Walking Arsenal*) Gain Armor 2 against physical attacks and a +2 bonus to Notice rolls used to create advantages related to tracking or targeting enemies on the battlefield

Stress: Two 1-shift boxes

Thug (Average)

Street toughs aspiring to become swoop champions. They rarely make it above the rank of basic security for a local crime lords, although some become shady law enforcement officers.

Aspects: *<Species> Bruiser*, *Shady Dealer*

Skills: Average (+1) Fighting or Blast

Stress: None

Crime Lord (Fair)

Some crime lords began as the rare thug, able to claw their way to the top, although most were already in positions of power when they achieved their status in the criminal underworld.

Aspects: *<Species> Underworld Boss*

Skills: Fair (+2) Contacts, Average (+1) Deception and Persuasion

Stunts: Thugs. Spend a fate point to have back-up arrive in the scene. A group of four average or two fair minions show up. The scene must be within the Crime Lord's territory.

Stress: One 1-shift box

Sith

Sith Acolyte (Good)

Trained in the Darkside of the Force, Sith acolytes are devoted to the ideals of the Sith empire and work to further their reach in the galaxy. Their terrible schemes are carried out in the utmost secrecy, often influencing others to do their bidding.

Aspects: *<Species> Sith Acolyte*, *Follow the Code*

Skills: Good (+3) Deception, Fair (+2) Blast, Average (+1) Fighting and Will

Stunts: Force Lightning (Blast). Gain a +2 bonus when using the Force to empower Blast attacks.

Extras: Lightsaber. (Aspect: *Lightsaber*) Your Fighting attacks hit for Weapon 2, and when you succeed with style on a Fighting defense against an opponent that is not wielding a lightsaber, you can choose to inflict a 2-shift hit rather than take a boost.

Stress: Two 1-shift boxes and one 2-shift mental box